HISTORICA ARCANUM™

THE SIGIL OF JERUSALEM



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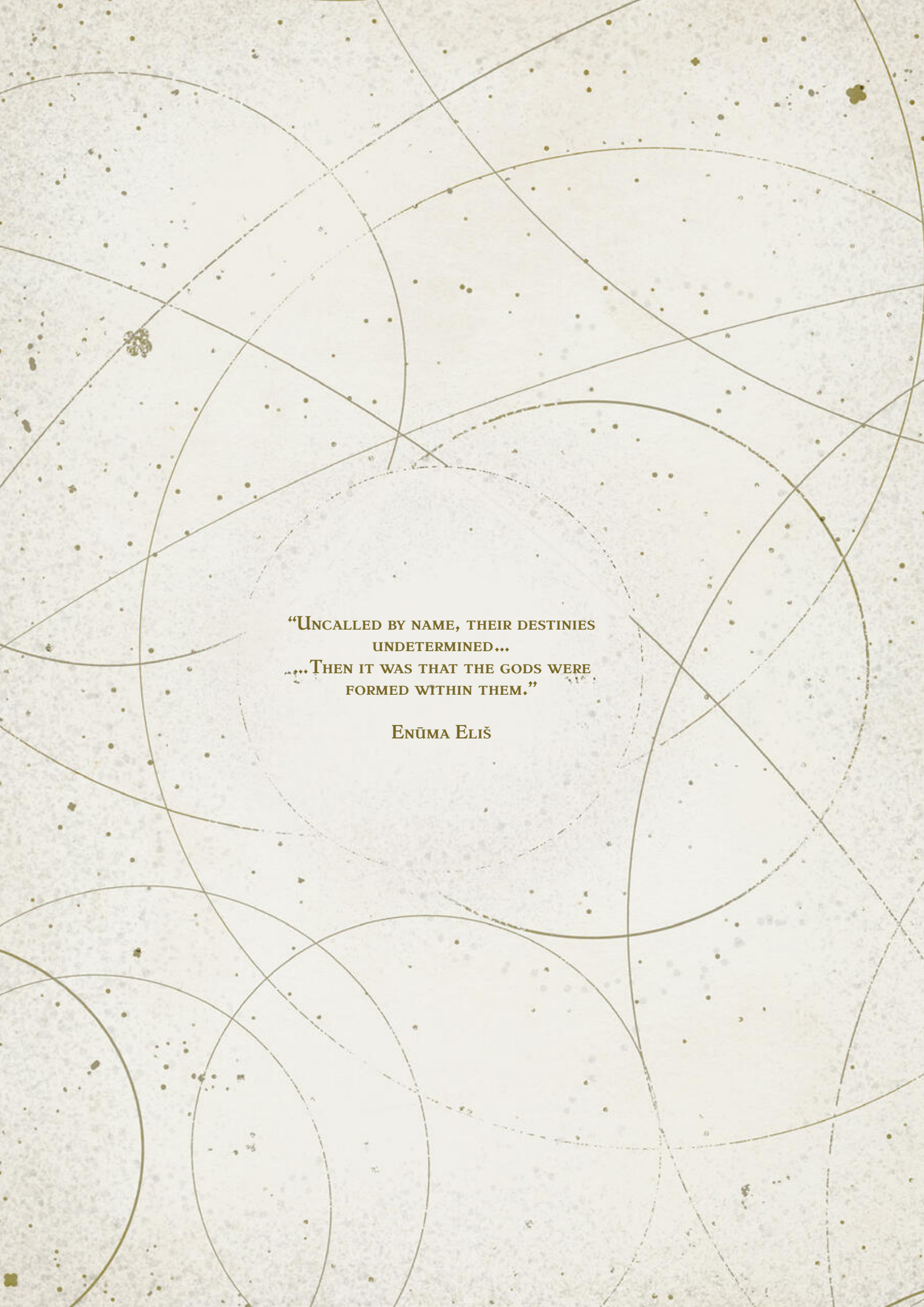
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"Uncalled by name, their destinies
undetermined...
...Then it was that the gods were
formed within them."

Enūma Eliš



Chapter I

Introduction

Foreword

Dear Friends,

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

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

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

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

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

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

With all our gratitude and love,

Sarp and Doğa
Metis Creative

Introduction

Player Options

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

Story Hooks

The only for the eyes of the players, the Story Hooks section is designed to set a personal agenda for the Player Characters for the adventure module. GMs can use this section's rollable tables or narrative suggestions to create unique starting points for their players, so that the adventurers can be eased into the main questline!

Cast of Characters

In this chapter of the book, we provide detailed information, backstory, and roleplaying ideas for the main NPCs of the Sigil of Jerusalem. These characters play an important role in shaping the story and providing challenges for the players, so it's important to bring them to life with compelling personalities and motivations. We've included detailed descriptions of each NPC's appearance, abilities, and motivations, as well as suggestions for how to roleplay them and incorporate them into the story.

The Sigil of Jerusalem

The main adventure module of Historica Arcanum's Crusader saga is the Sigil of Jerusalem, with the main campaign taking players on a quest to uncover and destroy an eldritch conspiracy within Holy Lands. In this section you will find everything you may need to run the Sigil of Jerusalem campaign, from meticulously crafted Questlines to maps of locations and dungeons, side adventures to potential downtime activities, consequences for branching narratives to combat encounters to test your players with.

Additional Information

Boxes and Statblocks

In the book you may encounter a monster that carries this symbol ◉ at the end. These statblocks can be found in System Reference Document 5.1. If a statblock is not given where the name appears it can be found in the Appendix section. In addition some statblocks that carry this symbol ◉ at the end are from Historica Arcanum: Empires of the Silk Road and this symbol ▲ at the end are from Era of the Crusades and given at the Appendix section.

Information Boxes

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

Descriptive Boxes

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

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

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

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

Adventure Hooks

Adventure Hooks

Our adventure, The Sigil of Jerusalem, starts miles within the Holy City of Jerusalem, in a caravanserai called "Ana Eli", which translates into "Mother's Hand" and a welcoming place to stay for adventurers. It is in the northern part of Jerusalem, on the great road that leads to Syria.

Potential players need to consider this for their characters, as the main story will be initiated within the walls of the city: **Each character needs a strong reason to go into Jerusalem.**

Leveling Up and Character Progress

The adventure is intended to start at Level 1 and to conclude in Level 8. The leveling up is handled with milestones stated in information boxes at the end of certain sections:

Level 2 | Either after Optional Quests in Mother's Hand or just before Jerusalem: Silver Towers section in Act I: Rebehold the Stars
Level 3 | At the end of Omar Mosque Dungeon in Act I: Rebehold the Stars
Level 4 | At the end of Legacy of the Basileus Dungeon in Act II: We Become What We Behold
Level 5 | At the end of Kerak Castle: A Wolfsbane section in Act II: We Become What We Behold
Level 6 | After completing the Five Keys of Cairo quest in Act II: We Become What We Behold
Level 7 | At the end of Act II: We Become What We Behold
Level 8 | At the end of Library Pageless Dungeon

Character Ideas

This section offers basic ideas and guides to your character to help you fit them in the world of the Crusades. For a more detailed character builder, see the **Character Builder** section in **Era of the Crusades**.

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. However, if you have some arcane features regarding your body due to your class, background that is magical or arcane in nature, you must take some precautions to hide them as it may arouse many questions.

Non-Human

If you choose to play as a non-human race, think about the sections on how to keep your arcane features a secret from the superstitious, hateful, and ignorant eyes of the locals. See Running a Story in the Crusades in the Era of the Crusades 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. Jerusalem is a place where people from different 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 and decide your place in the world through roleplaying and character development.

1) I am from Kingdom of Jerusalem

You can be a local of the Kingdom of Jerusalem or be born in the city itself. You can be a knight, squire, farmer, trader, priest, acolyte, sage or a person with a whole other profession or interest. You are on your journey to return to the city. It is where you live after all – it can be the reason for the beginning of the adventure. You know the customs, laws, culture, habits

and other aspects about the city. You probably know who's in charge, which lord does what, and which knightly order helps out the poor and similar core information regarding the city. The GM may feed you needed information in the right places without an ability check.

2) I am from Europe

You are from Europe, possibly and not limited to Berlin, Vienna, Toledo, Paris, Warsaw, Belgrad, Copenhagen, Brussels, Stockholm, London, Venice, Rome, Florence. You came here for a cause. It can be for pilgrimage, joining the crusade or a whole other reason. You still share a bond with the locals and nobles in Jerusalem. There is a good chance you have the same faith and speak the same languages or at least you are familiar with the languages spoken in the Holy Lands and probably know the general customs and traditions of the kingdom.

3) I am from Ayyubid Dynasty

You can be from Cairo, Alexandria, Damascus, Aleppo or a similar city or countryside controlled by the Ayyubid Dynasty, thus from the areas called Egypt or Syria. You can be a local Muslim or an Eastern Christian, or even one of the descendents of the Ptolemaic Dynasty or local Egyptians of old. You are familiar with the area, as Jerusalem is surrounded by the Ayyubid forces and Saladin's army is closing in. You are aware of the general customs, law and people in the city and know some important figures by name.

4) I am from other Muslim countries

You can be from Isfahan, Baghdad, Tashkent, Ghazne, Anatolia or other Muslim-controlled places. You may have originated from the remnants of the Great Seljuk Empire as they face their last years or come from Anatolia, the very heart of the Sultanate of Rum, another country controlled by the Seljuk Dynasty. You are familiar with Muslim laws and customs but probably don't know the specifics about the Holy Lands and especially about Jerusalem. You may bring special trade goods, interesting items, weapons and other things after consulting with your GM.

5) I am from Byzantine Empire or other Christian realms

You are from Constantinaple, Macedonia, Silistre, Thessaloniki, Kiev, Moscow, Thracia or a similar Christian-ruled realm. You can be considered as an ally of the Crusaders depending on your worldviews or you could be an Eastern Orthodox that has an enmity towards the Roman Catholics. You probably know Greek, Russian, Armenian or other proper language and do not share the tongue with the locals. You can bring special items from your realms with the discretion of the GM. You can be greeted as a friend or an interesting traveler but the locals most likely heard about your realm and will be interested in what you brought. In general, you are a stranger to these lands and you do not know local laws, customs and traditions and only heard them in legends.

6) I am from distant lands

You can be from Nanjing, Xi'an, Lhasa, Delhi, Ferghana, Ordu Baliq, Otugen, Mali, Kyoto, Kilwa. You are most likely considered a stranger among these lands, and you probably only know of myths, legends and childhood tales of the holy cities of the Levant. 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. Alternatively, some may be suspicious of you and act hostile towards you.

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

Jerusalem Hooks

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

Business Reason

You are trying to reach Jerusalem in a matter related to your occupation, profession or interest.

D8	BUSINESS REASONS
1	In Jerusalem lies your chance to settle a crippling trade debt. Protecting the caravan and succeeding in the city's cutthroat markets is your only hope to avoid financial ruin and a life of servitude.
2	You are sent as envoys to negotiate with King Baldwin IV, but the real task is to repay a massive debt to the crown, incurred by your homeland. If you fail, your local government faces severe diplomatic and economic repercussions...
3	You are an ambitious merchant seeking to establish new trade routes in Jerusalem. Your goal is to secure lucrative contracts with local suppliers, navigate complex market dynamics, and outmaneuver rival traders to build a profitable trade empire.
4	As a skilled architect, you travel to Jerusalem to study its famed architectural marvels. Your objective is to gain inspiration and knowledge to apply to a significant construction project back home, requiring you to engage with local architects, scholars, and builders to exchange ideas and techniques.
5	You are a savvy banker tasked with establishing a branch in Jerusalem. This requires negotiating with local authorities for permits, understanding the economic landscape, and building a network of clients. Your success could bridge financial gaps between diverse communities and create new opportunities for trade and investment.
6	You are a collector and trader of rare manuscripts, and Jerusalem's libraries and monasteries hold the promise of undiscovered literary treasures.
7	It is rumored that there are many good blacksmiths forging incredibly good quality metal armor and weapons. You may need it for your own business and your recent unsuccessful attempts at rebuilding your business endeavors puts you in a dire position.
8	You recently failed at a job and you hear that the city needs many hands from many occupations that could be put to good use. Especially for a person like yourself: an adventurer.

Personal Reasons

Your reason to reach Jerusalem is based on personal reasons. It holds a significance for you on a personal level.

D8	PERSONAL REASONS
1	You must journey to Jerusalem on a sacred pilgrimage, not just for devotion, but to settle a debt owed to a powerful religious order. Failing to fulfill this holy mission could bring divine wrath upon you and your loved ones...
2	Your quest for ancient knowledge leads you to Jerusalem, driven not just by curiosity, but to repay a debt of honor to a legendary scholar. Failure to uncover the sought-after secrets could tarnish your mentor's legacy forever.
3	Seeking a healer in Jerusalem serves as your cover to spy on a secretive medicinal guild for a rival faction. As you search for the cure, you must also discreetly gather information on the guild's practices and alliances.
4	A dear mentor who once dreamt of a pilgrimage to Jerusalem has passed away in Baghdad. Honoring their last wish, you are here to complete their journey, facing both emotional and physical trials along the sacred path.
5	You flee to Jerusalem not for sanctuary, but to seek retribution against someone who betrayed you in the past. As you navigate the city's labyrinthine streets, you know this vendetta will end in death – yours or theirs.
6	A dear friend, now passed, always dreamed of visiting Jerusalem but could never make the journey. Carrying their diary filled with notes and sketches of the city, you embark on this journey to fulfill their dream, experiencing the city through their eyes.
7	A loved one of yours or someone dear to you in a way you choose, came to Jerusalem some time ago, possibly to join the Holy War. You are in search of them.
8	You have a calling in your heart. It lies in Jerusalem and you know it's a holy duty. You must join this holy war as a Crusader or as a Saracen.

D6	OTHER IDEAS
1	A mysterious seer has prophesied that your destiny lies within the ancient walls of Jerusalem.
2	In your family's old heirlooms, you discover a cryptic scroll hinting at a long-lost family treasure hidden somewhere in Jerusalem.
3	You're a renowned artist who experienced a vivid dream of a unique, undiscovered artifact in Jerusalem. Believing it to be the inspiration for your masterpiece, you travel to the city, intent on finding this artifact and unveiling its hidden beauty through your art.
4	Once a noble of Jerusalem, you were unjustly exiled. Hearing rumors of political shifts, you return, determined to reclaim your honor and position.
5	As a musician, you're haunted by a fragment of a melody you once overheard, said to originate from an ancient instrument in Jerusalem. Believing that completing this melody is key to your greatest composition, you embark on a quest to uncover the musical secret.
6	An ancient astrological event predicted only once in a millennium is set to occur, visible perfectly from Jerusalem. As an astronomer, you cannot miss this celestial event, believing it holds the key to understanding the cosmos.

CLASS	BACKSTORY/CLASS IDEAS
Barbarian	Seeking to prove your strength and earn the respect of your tribe, you've heard of a legendary warrior in Jerusalem known for their unparalleled combat skills. You journey there to challenge them and gain glory through a test of might.
Bard	A famous bard has composed an epic poem said to reveal a hidden truth about Jerusalem's history. Intrigued and inspired, you travel to the city to uncover the story behind the poem and compose your own masterpiece.
Cleric	A divine vision has called you to Jerusalem, where an ancient relic of your deity is said to be hidden. Your mission is to find and protect this sacred object, facing both spiritual and physical trials on your holy quest.
Druid	Your very connection to the wilds calls you to a city for the first time. When you commune with nature, you feel the corrupted branches and roots of a dark tree trying to embrace Jerusalem and drown it to the dark lands that resemble a dreadful swamp.
Fighter	You are looking for seasonal warriors that can train you or you are looking for formidable warriors that can test your might and prowess. You are sure to find one in Jerusalem, the victorious army that defeated Saladin years ago.
Monk	Your spiritual connection to the cosmos has recently been crippled. You now seek a way to reforge it and your inner Ki guides you to the city of Jerusalem. Your masters and mentors all agree that something dark and dangerous lurks under it and it is worthy of investigating.
Paladin	You are a holy warrior and Jerusalem, the holiest city, is where you belong. Deus vult!
Ranger	As a ranger, you journey to Jerusalem to track a rare, mythical eagle rumored to nest atop the city's ancient walls, seeking to understand its mysterious connection to the city's history and the natural world.
Rogue	You are looking for a mysterious person last seen in Jerusalem. Someone offered an entrance to an important black market in exchange.
Sorcerer	Your arcane research has led you to Jerusalem, where a convergence of magical ley lines is rumored to occur. Seeking to tap into this immense power, you journey to the city to unlock new magical abilities and secrets.
Warlock	Through your patron, you feel a sense of dread and a calling from the cosmos itself that stimulates the ancient fear that resides inside you. The very heart of Jerusalem is infested with the horror that strangles your soul and you must discover what lies there.
Wizard	An ancient library in Jerusalem holds a spellbook containing unique and powerful spells. As a wizard, you seek this book to expand your magical repertoire and delve deeper into the arcane arts.

Conflicting Characters

The Holy Lands are in the middle of turmoil and there are two main sides: Kingdom of Jerusalem (The Crusaders) and the Ayyubid Dynasty of Syria and Egypt (The Saracens). The players are free to choose who they are, there are no restrictions (unless you, as a GM, force some restrictions on them, this is going to be your story after all). All that is expected from the players for them to have a strong reason to travel to Jerusalem.

As the player characters are free to choose, there can be many different characters with different and even opposing backgrounds. For example, one character could be a Mamluk-trained-fighter and a loyal soldier to Sultan Saladin, leader of the Saracens, while the other could be a proud and strong Crusader (a Paladin) who is extremely loyal to King Baldwin. From a distance, these characters seem to clash from the beginning and could turn enemies very quickly. In Sigil of Jerusalem, this is not the case.

There are several reasons that can be explored before the beginning of the campaign:

- There is truce between Baldwin and Saladin. It is a fragile peace but some Muslim entries to the Crusader cities are allowed.
- The story's main plot is about an eldritch horror that lies beneath the city of Jerusalem rather than the enmity between the two clashing countries.
- The characters' backgrounds can be tied to stop the enmities between them.
- The story's first important moment will tie the characters nonetheless to a tied cause. So, at the beginning of the story, some tension between them can be explored and that could turn out to be a great companionship.



"MAY I LOOK UPON MY SOUL
AND MY SHADOW?"

BOOK OF THE DEAD,
PAPYRUS OF ANI



Chapter II

Player Options

Subclasses



The College of the Doomsayer

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

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

Level 3: Impending Doom

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

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

In addition, you have advantage on Initiative rolls.

Level 3: Tale of the End

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

Destruction

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

Conflict

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

Judgment

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

Salvation

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

Level 6: Imposing Prophecy

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

Repelling Melody.

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

Towing Rhythm.

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

Level 14: Fear of Doom

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

Barbarian

Path of the Otherworldly Might

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

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

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

Level 3: Otherworldly Aspect

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

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

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

Aspect of the Fiend:

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

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

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

Aspect of the Celestial

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

You can use your action to touch a creature and bless it. The blessed creature adds 1d4 to its attack rolls or saving throws for the next minute. You can use this feature a number of times equal to your maximum Rage (Also 6 at 20th level). You regain expended uses after you finish a long rest.

Additionally, while raging you see if there are other otherworldly creatures within 30 ft. of you. They have a faint aura around them that is related to their origin – for example, black for fiends, green for feys, purple for aberrations, red for dragons, etc. You also deal 1d4 extra radiant damage with your melee weapon attacks based on Strength.

Aspect of the Fey

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

You have resistance to being charmed.

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

Aspect of the Undead

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

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

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

Level 6: Otherworldly Aspect Improvement

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

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

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

Fiend

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

Celestial

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

Fey

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

Undead

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

Level 10: Otherworldly Communication

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

Level 14: Ultimate Aspect

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

Fiend

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

Celestial

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

Fey

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

Undead

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





Cleric

The Flagellant Domain

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

-PROVERBS 26:3

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

Flagellent Spells

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

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

Level 1: Wounds of Faith

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

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

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

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

Level 1: Repenting the Sins

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

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

All features last until you finish a long rest.

Level 2: Channel Divinity: Redemption from the Lord

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

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

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

Level 6: Faith is My Shield

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

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

Level 8: Punishing Strike

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

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

Level 17: The Ultimate Sacrifice

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

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

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

Druid

Circle of the Sun

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

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

Level 2: Sun's Embrace

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

Eyes of the Sun

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

Solar Touch

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

Molten Will

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

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

Level 6: Might of the Golden Visage

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

Level 10: The Solar Form

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

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

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



Level 14: Scorched Eyes

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

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





Fighter

The Mamluk

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

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

Level 3: The Art of War

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

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

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



Level 7: Battlefield Command

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

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

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

Level 10: Grizzled Veteran

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

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

Level 15: Death Herself Trembles

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

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

Level 18: Custodian of the Sands

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

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

Monk

Way of the Pilgrim

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

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

Level 3: Essence of the Long Road

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

Starting at 3rd level, you gain these benefits:

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

Level 6: Share the Bread

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

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

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

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

Level 11: Hard Roads Strided

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

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

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

Level 17: Pilgrim of the Promised Lands

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

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





Paladin

Oath of Crusade

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

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

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

Tenets of Crusade

Unyielding Faith.

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

Resurgence in Defeat.

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

Guardian of the Holy.

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

Oath Spell

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

Level 3: Channel Divinity: Reclaim the Lost

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

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

Level 3: Channel Divinity: Holy Will

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

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

Level 7: Divine Retribution

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

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

Level 15: Unyielding Bulwark

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

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

Level 20: Sword of the Divine

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

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

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

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



Ranger

The Sentry

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

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

Level 3: Watchful Eyes

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

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

Level 3: Sentinel's Tricks

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

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

Sentry Spells

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

Level 3: Ultimate Ambush

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

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

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

Level 7: Warhawk's Flurry

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

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

Crippling Strike.

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

Bleeding Strike.

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

Assisting Strike.

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

Level 11: Vanishing in Daylight

Melding your intimate knowledge of the urban terrain with arcane subtlety, you've mastered the art of becoming a shadow, disappearing seamlessly amidst the city's labyrinthine embrace.

You learn the *invisibility* spell; it does not count against the Ranger spells you know, and it is a Ranger spell for you. You can cast it without expending a slot and you can do so 2 times a day. You regain expended uses when you finish a short rest

Level 15: Sundering Blows

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

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

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

Rogue

The Veil Warden

"HE THAT KEEPETH HIS MOUTH AND HIS TONGUE, KEEPETH HIS SOUL FROM DISTRESS."

-PROVERBS 21:23

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

Level 3: Power of Mystery

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

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

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

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

Secrets' Power

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

Secrets Remembered

With iron resolve, you shield both your thoughts and those of your comrades from malevolent intrusions.

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

Secrets from the Depths

Uttering a cryptic word steeped in personal significance, you channel its arcane might.

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

Secrets Shared

With caution, you bestow upon your allies a fragment of the forbidden knowledge you bear.

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

Secrets Unleashed

With a mere whisper, you awaken the deepest terrors within a soul.

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

Level 9: The Eldritch Retribution

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

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

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

Level 13: Gateway of the Mind

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

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

Infiltrate the Mind

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

Crush the Mind

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

Level 17: Occult Arcana

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

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



Sorcerer

Soul of Maat

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

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

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

Level 1: Aspects of the Sands

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

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

Sphinx

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

Serpopard

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

Sha

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

Maat Quirks

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

Level 6: Maat's Legacy

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

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

Sphinx the Mighty:

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

Serpopard the Mighty:

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

Sha the Mighty:

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

Level 6: Book of the Dead

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

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

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

Resonating Chaos

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

Echo of the Underworld

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

Doors of Death

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

Level 14: Power of the Sands

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

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

Level 18: The Immortal Pharaohs

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

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





Warlock

The Weaver Patron

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

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

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

Expanded Spell List

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

Level 1: Fate's Twist

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

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

Bound Fate

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

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

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

Bound Time

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

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

Level 6: Threads Intertwined

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

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

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

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

Level 10: Threads Past and Future

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

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

Level 14: Foretold Life

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

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

Wizard

School of Inventors

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

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

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

Level 2: Arcane Contraptions

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

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

Inventions

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

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

Wondrous Compass (-R)

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

Primitive Automaton (-R)

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

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

Firestarter

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

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

Magical Mirror (-R)

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

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

Wondrous Hook

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

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



Level 2: Aspirant Inventor

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

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

Level 6: Machines of War

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

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

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

Level 10: Spirit of Everything

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

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

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

Level 14: Miraculous Invention

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

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

Level 14: Animus

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



Profession Options

Core of the System

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

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

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

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

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

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

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

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

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

Earlier Professions

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

Earlier Professions did not have prerequisites; they are provided here:

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

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

*Mentioned tools require proficiency, not having the actual tool.

Blacksmith

Being a Blacksmith

Your desire for craft and the ability to shape things around you led you to this profession. With hardwork and dedication, you create many useful objects for society and wield the flame that was gifted to humanity since the archaic times. You are able to see a raw material and shape it in your mind and influence that image into reality.

How to Play

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

Prerequisites

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

Climbing the Ranks

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

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

Apprentice Blacksmith

Rank One

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

Hard Work —50 PEX

"Do you even lift, brethren?"

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

Fast Blows —50 PEX

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

Useful Arcana —50 PEX

Your leaning into arcane arts finally paid off, and your learning from the ancient ways have made the difference. You learn the mending and produce flame cantrips. If you are a spellcaster, you can use your own spellcasting ability modifier for the cantrip, otherwise it is Wisdom.

Heat Adaptation —50 PEX

"The heat never bothered me anyway."

You are no longer affected by extreme heat conditions.

Training with the Blades —50 PEX

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

Defensive Training —50 PEX

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

Journeyman Blacksmith

Rank Two —300 PEX

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

Specialization —100 PEX

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

Weaponsmith

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

Armorer

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

Quirks for Weapons

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

Special Clothing —100 PEX

"Fashion is my passion."

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

Premial Arcana —100 PEX

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

Weapon Training —100 PEX

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

Heavy Armor Training —100 PEX

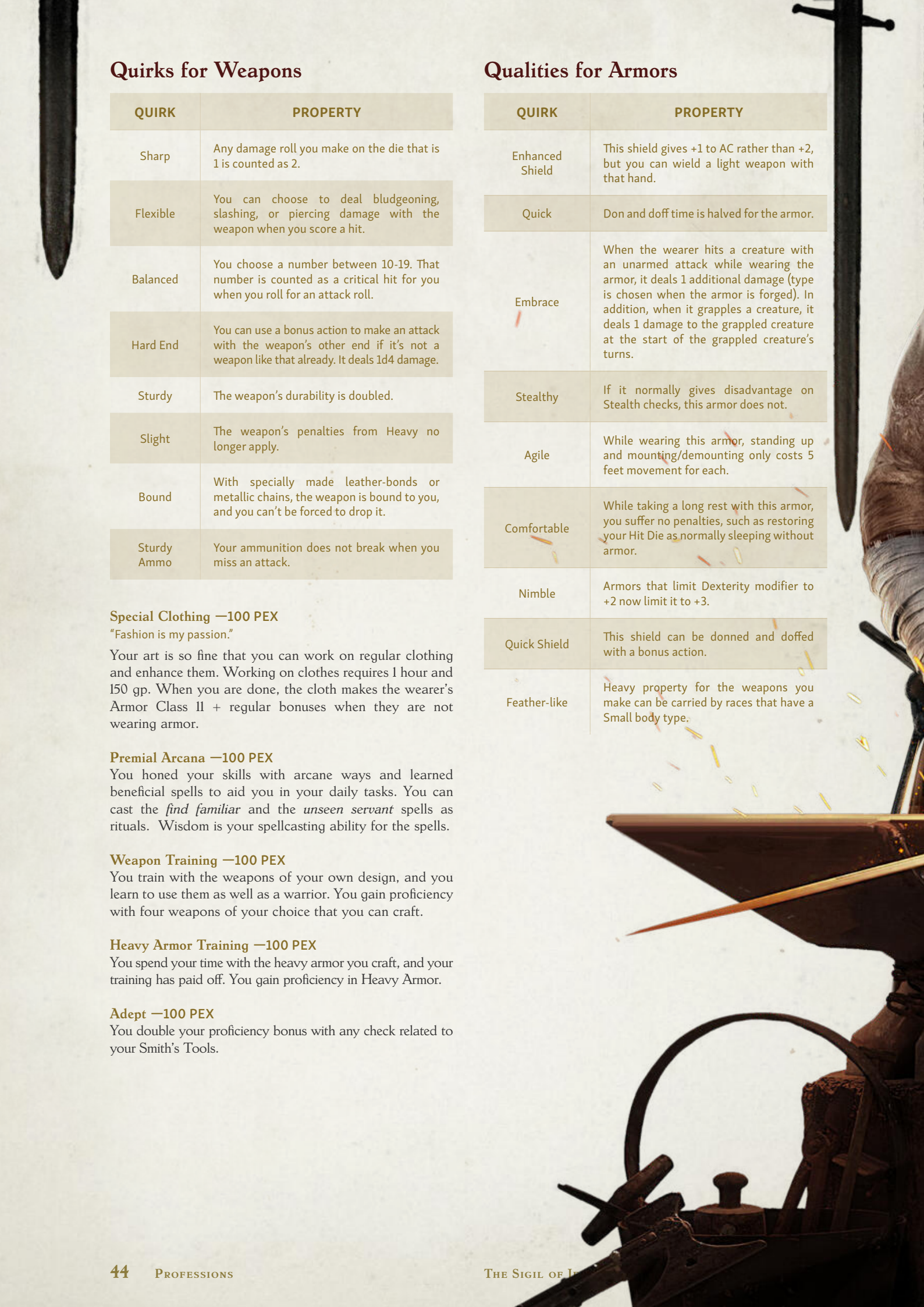
You spend your time with the heavy armor you craft, and your training has paid off. You gain proficiency in Heavy Armor.

Adept —100 PEX

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

Qualities for Armors

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





Expert Blacksmith

Rank Three —1000 PEX

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

Specialization Improvement —200 PEX

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

Expert Weapons

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

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

Expert Armors

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

Magical Weapons —200 PEX

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

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

Secrets of Gunpowder —200 PEX
If your GM allows, you may research gunpowder and its effects on explosives and have access to gunpowder weapons, such as pistols and rifles.

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

Impact

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

Loud

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

Arcane Flames —200 PEX
"Just add a little bit of spice."

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

Raised in Fire —200 PEX
You are so used to the flames touching you and hurting yourself, your body is adapted to it. You gain resistance to fire damage.

Master Blacksmith

Rank Four —5000 PEX

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

Stories of the Past —Free
"Oh, have I told you about the time when..."

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

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

Downtime Activities for the Blacksmith

Research New Materials

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

Market Sale

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

Training

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

Interrogator

Being an Interrogator

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

How to Play?

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

Prerequisites

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

Climbing the Ranks

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

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

Apprentice Interrogator

Rank One

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

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

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

Right Skills for the Job —50 PEX

You trained yourself in many ways to better do your job. You gain proficiency in two skills of your choice: Persuasion, Deception, Intimidation, Perception or Investigation.

Right Amount of Pain —50 PEX

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

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

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

Armed and Dangerous —50 PEX

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

Journeyman Interrogator

Rank Two —300 PEX

Specialization —100 PEX

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

Armed and Dangerous
"Few can resist my charms."

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

Surgeon

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

Arcane Methods —100 PEX

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

Truth Serum —200 gd

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

Friendship Serum —150 gd

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

Dread Serum —100 gd

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

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

Conducting Investigation —100 PEX
You double your proficiency bonus on Perception and Investigation skills.

Foreign Tongues —100 PEX
Some enemies may speak other languages for many different reasons, so you must know them as well. You learn two languages of your choice.

Underground Smarts —100 PEX
"I know these dark tunnels like the back of my hand."
You've been to the underground more than you care to admit. You learn Thieves' Cant.

Chasing the Criminals —100 PEX
"I really need to work on my stamina!"
Some interrogations need the culprits to be caught, and you have found yourself in rooftops or hot chases more than you wanted. Your walking speed increases by 10 ft.

Guarded by Metal —100 PEX
You can be the target of many attacks, as you are a valuable asset. In order to protect yourself better, you gain proficiency in Medium Armor and shields.

Expert Interrogator
Rank Three —1000 PEX

Specialization Improvement —300 PEX
When a creature makes a saving throw against your abilities chosen with this Specialization, they have disadvantage on the saving throw.

Smelling Lies —300 PEX
You understand when you hear a lie.

Expert Liar —300 PEX
"Sometimes even I believe in my own lies."
You have heard so many lies that you can make up a new one easily. When another creature rolls to see if you're lying, they have disadvantage on the check.

Master Interrogator
Rank Four —5000 PEX
There is no secret safe from you. There is no person living who won't talk while your gaze is upon them. You are already a living legend at what you do. Underground guilds are filled with youth who aspire to be you. Law enforcement organizations teach your ways to their new apprentices, and you are only wanted when the balance of the world may be at stake.



Stories of the Past —Free

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

The Smile —Free

"Have you met my pearly whites?"

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

Downtime Activities for the Interrogator

Collecting Clues

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

Studying a Suspect

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

Underground Contact

You can spend one workweek and 25 gp to learn the places you can buy or fence some unique and possibly illegal items or meet with "interesting" people. Roll a Wisdom (Perception) or Wisdom (Insight) check against DC 10. On a success, you meet one of the black-market tradesmen. Work with your GM to determine their proficiency, their items, attitude, and other important details. Once you establish a contact, you can revisit this downtime activity with a DC 10 Persuasion check to have an arrangement with the determined contact, for example for information or a specific item. The details are determined by the GM.

Herbalist

Being an Herbalist

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

How to Play?

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

Prerequisites

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

Climbing the Ranks

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

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

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

Apprentice Herbalist (Rank 1)

Rank One

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

Understanding Nature —50 PEX
You begin to tell the difference between seeds, plants, mushrooms, and their properties.

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

Journal —50 PEX
You keep a journal for your plants, seeds and herbs. If you encounter a new plant that is not recorded in your book, you can make a Nature check against a DC determined by the GM according to the rarity of the plant. On a success you can learn its properties without needing a kit or a long identifying process.

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

Diagnose —50 PEX
Ninety percent of a cure is early and correct diagnosis. When you encounter a sick person, you immediately understand what external symptoms (not the internal ones) the patient has. You can examine the patient for 10 minutes and make a Medicine check against a DC determined by the GM. With normal diseases, you have advantage on this check.

Potion Making —50 PEX
Hubble bubble.
You learn the recipes for some basic potions for diseases and other problems that can be made with herbs and plants. You have advantage on the ability check in order to find the necessary ingredients.

NAME	REQUIREMENTS	EFFECTS	SALE PRICE
Painkiller	1 gd worth of lavender. The herb can be found with a DC 10 Survival check if the area consists of bushes and similar plants. The herb is consumed in the making.	Soothes the pain and relaxes the target. If the character rolls for a Constitution save for exhaustion in the next 1 hour, they have advantage on the roll.	1 gd 5 sd
Sleeping Potion	2 sd worth of herb/root. The herb can be found with a DC 10 Wisdom (Survival) check if the area consists of bushes and similar plants. The herb is consumed in the making of the potion.	Soothes the mind and enables a good sleep for the target. The character has advantage on wisdom saving throws during and when the next time it rolls its hit dice to regain hit points; the first roll is considered the highest possible.	4 sd
Digestive Potion	Ginger worth 1 sd. It can be found with a DC 12 Survival check if the GM sees the area fitting. The root is consumed in the making.	Helps the stomach and bowel movements. Gives the character 1 temporary hit point and grants advantage against being poisoned for the next roll for 1 hour.	2 sd



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

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

Journeyman Herbalist

Rank 2 —300 PEX

Specialization —100 PEX

You specialize in your profession either as a pharmacist or a sawbones.

Pharmacist

You excel at potion and medicine making. You double your proficiency using an Herbalism kit.

Sawbones

You excel at attending wounds and injuries. You double your proficiency bonus in ability checks which let you treat these conditions, such as a Medicine check.

Little Friends of Nature —100 PEX

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

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

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

Healing Hands —100 PEX

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

Strong Body —100 PEX

Your time with the diseased has given you an edge when dealing with illnesses yourself.

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

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

Expert Herbalist —1000 PEX

Specialist —100 PEX

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

Potion Master

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

Surgery

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

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

Powerful Nose —300 PEX

"Lavender I think."

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

Finding Weakness —100 PEX

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

The Curing Hands — 300 PEX

You have become very good at healing, so much so that people who have been touched by you feel stronger than ever.

When you heal a creature, the creature gains resistance a number of times equal to your proficiency bonus. If your proficiency bonus is +4, the creature is resistant to the next 4 times it takes damage. This benefit lasts for 1 hour, and you can do it a number of times equal to half your proficiency bonus (rounded up).

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

Master Herbalist —5000 PEX

Stories of the Past —Free

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

Ultimate Medicine —Free

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

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

Downtime Activities for the Herbalist—5000 PEX

Home Visit

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

Medical Research

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



...AND UPON HER FOREHEAD WAS A NAME WRITTEN, MYSTERY,
BABYLON THE GREAT, THE MOTHER OF HARLOTS AND
ABOMINATIONS OF THE EARTH. AND I SAW THE
WOMAN DRUNKEN WITH THE BLOOD OF THE SAINTS,
AND WITH THE BLOOD OF THE MARTYRS OF PROPHETS:
AND WHEN I SAW HER, I WONDERED WITH
GREAT ADMIRATION.

REVELATION 17:5



Chapter III

Characters



Whore of Babylon

Avatar of Ishtar, Babylon the Great, Mother of Harlots and Abominations of the Earth, Nebuchadnezzar's Own, She Who Was Sealed by Cyrus for an Eternity

Introduction

The ancient tongue mortals use to birth magic into the world carries my voice, from a time when gods and mortals conjoined and spilled the blood of one another.

Eons past, a transformation beyond mortal ken did I undergo, emerging from a vision most grand and dark, a vision belonging to our forebear, bearing the mortal name of Sargon. His ambition soared beyond the heavens, coveting the dominion of both sky and Earth, daring to usurp the divine might of Aspects - who Man knew as Gods and Goddesses - that from their celestial thrones judged us with disdain.

It was Nebuchadnezzar, the first amongst us, who vanished into the oblivion of the Otherrealm, his essence not hastily swallowed by the endless void. Yet, my kin and I, we endured beyond his fading echo. By the arcane ritual, a shard of promised power was bestowed upon us, a gift requiring the sacrifice of our very humanity. Only fragments of what once made us human remained, clinging to the essence of our transformed selves.

Under the celestial watch of Ishtar, amidst the stars that bore witness to our rebirth, I transcended with a seeded womb. On the sanctified ground where the third circle of the ritual was drawn, my transformation was complete. Clinging to the vestiges of my humanity, I was blessed with the role of the Mother, as my visage and form took on the aspect of a Dragon, sublime and terrifying. Thus reborn, I became the embodiment of the Whore, divine guardian of fertility and motherhood, realms sacred and profane.

My temples were filled with the hymns of acolytes and worshippers, seekers of my blessing, drawn by the allure of my blessings. Silent legions rose at my command, rallying beneath the Banner of the Mother, the Whore, and the Womb. With a purpose divine and unyielding, we marched to the ends of the ancient Earth, heralding an era of conquest serene, of dreams unending, where sleep knew no awakening. Such were the promises, honeyed and intoxicating, to a world wearied by endless conflict and despair.

Yet conquest begat conquest, power begat coveting, and a crown begat betrayal. My earthly form shattered as destiny, cruel and unyielding, steered my course toward a valley ablaze. By the decree of the Eastern King, deemed an abomination against the natural order, my retinue was sundered, cut down by steel and spell. After days of relentless battle and pursuit, my powers too waned.
Born beneath the heavens, sculpted by the will of Ishtar, it was my fate to be forever entwined with that of the cursed deity. It was in Judea where the Immortals of the King ensnared me, stripping me of my divinity, condemning me to languish beneath the Seal of David.

Yet, this seal bore incompletion, a whispering harbinger of my eventual resurgence. I knew, as the ages would roll forth, my powers would stir once more from their slumber. In this foretold revival, bound by the destiny bestowed upon me, I mustered the remnants of my strength to summon forth my own Tammuz—offering the allure of shared power and a soul interwoven with The Mother and The Whore.

Hark, I am the avatar of Ishtar, a deity reborn, wielding the sacred and the profane. Hark, o mortal, and tremble before the might of a god whose power spans the chasm between giving life and condemning life to the eternal dark. I am The Mother, The Whore and The Womb, my Banner is that of the Mystery and Babylon the Great. I am The Will of Sargon, The Matriarch of the Dragons. My return is nigh and my promise is that of a wakeless sleep.

Character's Past

The Whore of Babylon was one of Nebuchadnezzar's family and close circle, and a high ranking courtier in the Neo-Babylonian Empire - though her exact identity is shrouded in mystery as no written records exist from the Era. Regardless of her exact identity, it is known that when the Babylonian nobility conducted the Ritual of Ascension - she was there to take on the aspect of Ishtar, and acted as a core pillar of the ritual as she was pregnant during the process.

While the ascension proved disastrous for many involved, The Whore managed to survive and rise as the avatar of Ishtar. Her new mortal form is that of a hybrid between a dragon and human - and she incorporated immense arcane potential with the power over life and dreams - a testament to her aspects of The Mother, The Whore, and The Womb.

After her ascension, she started building her cult within the Empire and tightening Babylon's grip on the conquered territories. She also used her powers and her resurgent cult to subvert the minds of the peoples in the war torn regions - and she is directly responsible for the conquest and destruction of the Kingdom of Judea.

The conquests of the Neo-Babylonian Empire crumbled to a halt with the ascension of Cyrus and the rise of the Achaemenids to the East. Following Cyrus's lead, the Persian armies poured westward into Mesopotamia,

breaking the hold of the Babylonian hegemony in the region. Cyrus's soldiers and spellcasters hunted down the members of the Babylonian dragon cults, severely cutting down the power of The Whore. After she was weakened enough, Cyrus personally led the assault against the Avatar of Ishtar, binding and banishing her down below the catacombs of old Jerusalem, albeit with a poor imitation of David's Seal. In the following years, the Achamenids have continued the persecution of the Dragon cult, with Darius the Great almost wiping out all of its members.

Centuries passed for the Imprisoned Matriarch, and each day the incomplete seal of Cyrus slipped in more of her power back to the surface of the earth. More arcane circles were crafted over the existing ones by new rulers and conquerors of Jerusalem, in a vain attempt to slow down the resurgence of The Whore.

None of the attempts to stop the inevitable were enough, and by the start of the Crusades, The Whore was powerful enough to meddle with the affairs of the outside world, and grant boons to her followers. With the promises of eldritch powers she managed to turn the leading knights of the first crusade into her pawns - and she even found a Tammuz among the knights, a champion dedicated to her no matter the cost.

Now, with her conspiracy afoot, The Whore lies waiting for the day her worshippers, her sigil knights, bring her back from the edge of the Otherworld, to her throne atop this Earth.

Motives

Reclaiming Power and Dominion: The primary driving force for The Whore of Babylon is to reclaim her former glory and power, which was lost following the betrayal and the subsequent battles that led to her imprisonment. Her aim is to restore her influence over the mortal realm and reestablish her cult to its former strength.

Duties of a Goddess: As an Avatar of Ishtar, and epitome of The Mother and The Womb, she truly believes that her mission to bring an unending sleep in her bosom is a solution to mankind's bloodshed.

Finding and Empowering Champions: Her search for a Tammuz, a warrior who embodies her will and serves as her avatar in the mortal world, is crucial. This Tammuz would lead her followers, enforce her will, and play a key role in her eventual resurgence. Yet her greatest champion is the Dragon in the womb below the Jerusalem catacombs. The bloodshed of the Crusades feeds it - and she ordered her cultists and sigil knights to continue the bloodshed to birth the Dragon.

Cultivation of Worship: The Whore aims to expand and deepen the worship she receives, as it is the source of her power and a testament to her godhood. She desires to be revered, not just as a deity of fertility and motherhood but as a formidable force wielding both creation and destruction.

Interests

Arcane from Times Beyond: Given her origins and transformation, The Whore has a profound interest in arcane practices, particularly those involving rituals of ascension, transformation, and power transference. She is deeply involved in refining these practices to prevent the failures of the past.

Manipulation of Dreams to Manipulate Reality: Harnessing her powers over dreams and reality, she enjoys weaving complex illusions and alternate realities to ensnare and manipulate her followers and enemies alike.

Whispers from the Veil: The Whore is interested in influencing key historical and political events from the shadows, subtly guiding the actions of leaders and pivotal figures to align with her objectives.

Flaws

The Lone Goddess: The Whore of Babylon - with centuries of arcane aspects of Ishtar carved into her psyche - fails to see the world beyond her designs. Any idea or aspiration away from the "Eternal slumber nestled in the lap of the Mother" she promises is non-existent for her.

Intoxicating Presence: Her presence, even when she is shrouded behind David's Seal, is intoxicating. This intoxication causes her cultists and sigil knights to slowly lose their sanity, take unexplainable risks when in combat, and develop eldritch corruptions to further meld within their sigil.

Dependency on Worship: Her strength is directly correlated with the worship and reverence she receives. This dependency is a significant vulnerability, especially if her followers falter or her cult faces suppression.

Roleplaying As The Whore of Babylon

The Whore speaks with the grace of a Goddess, for she believes she is one. Her mortal body roamed the Earth almost two thousand years ago - so she is neither aware of the status of the World, nor does she truly care. Her wrath is invoked easily - especially if one refuses to acknowledge her status as a Goddess, or refuses to obey her commands.

Combat Tactics

The Avatar of Ishtar despises bloodshed, so she will use her arcane powers to lure her opponents into sleep. She will position herself out of the reach of melee fighters unless she is cornered, and will resort to physical violence only as a last resort. Her combat tactics are exceptionally intelligent as she will target any support characters first, try to separate the party by luring melee fighters away from casters, and dominate the mind of the most threatening warriors attacking her.

Whore of Babylon

Avatar of Ishtar, Babylon the Great, Mother of Harlots and Abominations of the Earth, Nebuchadnezzar's Own, She Who Was Sealed by Cyrus for an Eternity

Large aberration, neutral evil

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	21 (+5)	16 (+3)	17 (+3)	24 (+7)

Saving Throws Str +9, Wis +13, Cha +12
Skills Athletics +9, Perception +8, Deception +12
Damage Immunities acid, cold, fire, poison, lightning
Condition Immunities prone, stunned, paralyzed, poisoned

Senses true sight 60 ft., darkvision 120 ft., passive perception 23
Languages all
Challenge 13 (10,000 XP)

Limited Magic Immunity. Unless she wishes to be affected, Babylon is immune to spells of 3rd level or lower. She has advantage on saving throws against all other spells and magical effects.

Legendary Resistance (3/Day). If Babylon fails a saving throw, she can choose to succeed instead.

Lullaby (Recharge 5-6). As an action Babylon sings a lullaby to reach out to the children inside all who can hear her within 120 ft. A target must succeed on a DC 20 Wisdom saving throw or immediately fall asleep.

Innate Spellcasting. Babylon can innately cast the following spell, and her spellcasting ability is Charisma (spell save DC 20, +12 to hit):

At will: bane, cure wounds (4th level), thorn whip
3/day: blur, misty step, silence, fireball, healing word (3rd level), slow, sleep (4th level)
1/day: divine word, chain lightning, harm, heal, ice storm, wall of fire, dominate person

Actions

Multiattack. Babylon makes three attacks with any combination.

Mother's Calling. Babylon targets a creature that she can see within 30 ft. of her. The target must succeed on a DC 20 Wisdom saving throw. On a failed save, the target takes 21 (6d6) psychic damage and immediately spends its reaction to move with all its possible speed to come closer to her. On a successful save, the target takes only half damage.

Embrace. *Melee Spell Attack:* +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) force damage.

Cast a Spell (costs 2 attacks). Babylon casts a spell.

Sleeping Breath. Babylon exhales a special breath in a 60 ft. cone. All creatures within the area must succeed on a DC 20 Wisdom saving throw or fall asleep for 1 minute or until they take damage. Creatures with the Fey Ancestry feature are immune to this effect.

Legendary Actions

Babylon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Babylon regains spent legendary actions at the start of her turn.

Cast a Spell. Babylon casts a spell.

Attack. Babylon makes one attack or uses Mother's Calling.

Move. Babylon moves up to her movement speed.

Guy of Lusignan

The Once Nameless Monk, The Risen Knight of the Holy Matriarch's Sigil, He Who Was Named to Be the God of the Descent and the Ascension

Introduction

My coming was prophesized. I left the mantle of a holy warrior and took on that of a God - the God of the Descent and the Ascension. The God that takes on the Holy Matriarch's Hand and leads her upwards to the world she was locked away from. Tammuz I should be called, reincarnated from the prayers and rituals of the Old World as my namesake did a million times. Yet this truth only I and her whispers know. For everyone else, I am Guy de Lusignan, Knight Commander, Bane of the Saracen, Future King of the Kingdom of God.

A lifetime ago, I was a warrior monk, emboldened by the call to Crusade, and I journeyed eastward to redeem my soul of sin. Our pilgrimage took us to Constantinople, and upon its gates we were stopped and granted no passage into the city. Unclean and dangerous the Emperor of the Romans called us - and his dignitaries only parlayed with us to hasten our venture towards the lands of the Saracen. As our commanders negotiated for rations, armaments, and ships, I snuck into the Eternal City, for I had heard of her glory and whispers of arcane secrets. I believed that powers of magic hidden in the City can hasten our Crusade and lead us to victory.

My first descent was into the Basilica Cistern. There, I braved many accursed dangers and eldritch locks to seek the audience of an ancient being - one I will later learn to be the kin of my Mother Goddess. With each step that lowered me into the lowest pit of the Byzantine Dungeon, whispers further gripped my mind, promising the power of Gods. Kneeling before the Great Being, clad in the skin of a Dragon - my true purpose in life was revealed. My mind and memory were marked with the knowledge to revive a Deity and with the ritual to bestow inhuman power upon my brother knights. Within the walls of the Byzantine dungeon, I was stripped of my identity, and took a new one - one bearing a truly divine purpose that ascended beyond millenia - "Tammuz." The Scaled Creature presented me with a new name, and my Ishtar I was to free.

I ascended to the city, with a new self, and for decades I became a ghost. I led many crusaders from the shadows, offering my services as a knight, a mentor, a healer, and a fool. Many identities I have consumed, almost all belonged to the knights fallen in battle and forgotten. Once the crusade reached the walls of Jerusalem, it was the power of my gifts that took the city. New Knightly Orders I raised in The Holy Mother's name, clad in the Sigils that belonged to the Goddess chained right below our very feet. For decades I conducted rituals and dark sacrifices, using the bloodshed of the Crusades to nurture the Womb below.

Once I learned that my Goddess had a future Queen to take as a vessel - I took on yet another name, of another fallen knight. Guy de Lusignan, future King of the Kingdom of God, husband of Queen Sibylla.



Character's Past

Guy de Lusignan's origin point is that of a nameless warrior monk, joining the Crusade when it was first called by Pope Urban II. He traveled eastward, accompanying a small group of armed pilgrims, mostly the common folk, with little in regards of rations, armaments, and funds.

The pilgrims were stopped at the gates of Constantinople and were barred from entry to the city at the order of Alexios I, the Byzantine emperor. The nameless monk snuck into the city to uncover magical artifacts that he heard rumors of, that he believed could help the Crusade succeed. Once inside the city, he made his way to Basilica Cistern, which hosted an ancient prison complex below her waters.

The nameless monk, fighting his way down to the lowest pit of the Byzantine prison, met Shahmeran - an ancient creature of immense power that hailed from the time of Nebuchadnezzar's ritual. Shahmeran broke into the mind of the monk, seeding him with information about the Avatar of Ishtar, a sibling to Shahmeran imprisoned below Jerusalem, and how to free her. She sealed this information by mesmerizing the monk with the whispers of an ancient deity's tale - Tammuz, the Sumerian God who saves Goddess Ishtar from the Underworld. With arcane invocations and carefully crafted silvery words, the monk emerged from the prison with a new identity and visions of Godhood.

As the pilgrimage continued to the Holy Lands, the monk's mind twisted and turned with the imagery of a Matron Goddess, and broken divine prophecies, with aspects of Sumerian myths mixed with Biblical passages. Anatolian plains and highlands proved extremely difficult for the Crusaders to pass, with the death of tens of thousands of warrior pilgrims from constant raids from Seljuk horse lords. While stranded Crusader groups perish, the monk takes on the identities of fallen priests and knights to make his way towards the main force, unhindered by concerns of rank and bloodline.

Once the Crusading army reaches the gates of Jerusalem - mostly broken and out of supplies - the Monk meets with the commanders of the Crusaders and offers them the power to conquer the city. While no certain records exist, the occult archivists claim that the Monk took on the identity of Raymond of Saint-Gilles in this meeting. The offer was almost irrefusable for the desperate crusaders who feared a Fatimid counterattack was imminent.

The Lords of the Crusade participated in an eldritch ritual, in which The Monk took power from the Avatar of Ishtar and bestowed it upon Crusaders who accepted becoming Sigil Knights. With the arcane power of a Goddess flowing through their veins, Sigil Knights led the offensive that broke through the Walls of Jerusalem. With zeal and eldritch orders from The Monk and The Whore clawing at their mind, the Sigil Knights massacred the population of Jerusalem - and the remaining Crusaders followed their inhuman example. This bloodshed was but one step in bringing back the Avatar of Ishtar back to Earth - as it nourished the Womb in the Jerusalem Catacombs which would give birth to a Dragon in the future.

With Jerusalem secured and Sigil Knights forming Knight Orders to recruit more of the pilgrims in the Holy Lands, The Monk once again disappeared. His proximity to his Ishtar, and the fading seal that held her away from this world, focused the monk's mind, heightened his arcane prowess, but also faded any recollection of his past to oblivion.

Decades passed and the conspiracy to bring back The Whore of Babylon has silently progressed from within the shadows. The leprosy of King Baldwin the IV signaled the beginning of the end. The Monk returned as Guy de Lusignan, to seize the hand of Queen Sibylla in marriage - to prepare her to be a vessel for his Goddess' return. Yet Earthly concerns plague the final chapter of the prophecy: The Sigil Knights are broken with infighting; Baldwin - despite his condition- has been defiant in letting go of his control over Jerusalem, and in the South, the Avenging General Saladin has raised a mighty host to take back the Kingdom of God. Guy de Lusignan – the God Tammuz-to-be – now has to come back from the shadows, use force to crush any resistance to his rule in the Holy Lands, and bring about the Grand Resurgence of The Whore of Babylon!

Motives

Divine Ascension: Guy de Lusignan's only focus in life is to free Ishtar from the "Underworld" as Tammuz did in the legends. Any who stand in the way of his quest must perish.

Acquire a Mortal Vessel: His plan to resurrect the Whore of Babylon requires a vessel - the mortal body of a Queen of the City of God - and fates have bestowed the Nameless Monk a suitable candidate: Sibylla. Guy already has her hand in marriage, and is looking to further manipulate the Queen into accepting dissolving her soul to make room for that of a Goddess.

Shepherd of a Dragon: He is aware of the threat that the Armies of Saladin and Baldwin pose for his conspiracy. To make sure his Matriarch Goddess' awakening is unhindered - he is using the Womb below Jerusalem to birth the Dragon of Ishtar. The Womb requires bloodshed to feed, and Guy is more than willing to provide that. Once awakened, the Dragon will wreak havoc on any who dare challenge the Ascension.

Unification of the Sigil Knights: Tammuz is driven to unify and strengthen the Sigil Knights, ensuring they are a formidable force loyal to the cause of The Whore of Babylon, crucial for the enforcement of her will upon her resurgence.

Interests

Arcane Knowledge and Rituals: Tammuz is deeply interested in arcane rituals, especially those related to resurrection and divine empowerment. His years of study and practice have made him a master of dark arts and forbidden knowledge.

Manipulation of Power Dynamics: He is fascinated by the manipulation of political and military power to achieve his divine objectives, using his position within the Crusades and later as Guy de Lusignan to maneuver key figures and resources.

History and Prophecy: Tammuz invests time into understanding the prophecies that foretell the return of The Whore of Babylon, aligning his actions with these ancient texts to ensure their fulfillment.

Transformation and Identity: With a history of taking on multiple identities, Tammuz is interested in the concept of transformation—not just physically but also in terms of identity and essence, reflecting his metamorphosis into a divine being.

Flaws

A Broken Psyche: The Nameless Monk's mind is utterly lost. While his focus on any event relevant to the conspiracy is razor sharp, he - as Guy de Lusignan - is absolutely disinterested in whatever implications his actions mean for the wider world.

Tongues that Must Be Cut: He is overly protective of the secrets of Jerusalem and Mesopotamia, as they could reveal potential weaknesses in his conspiracy. Hence, he can be goaded into making mistakes if he can be convinced that a crucial knowledge will be passed to his enemies.

Imposing Leader: He is overbearing toward his allies, which has led to desertion and infighting. Most of the Sigil Knights have broken away from the first alliance, and are looking for ways to free themselves from the Sigils, or using the Sigils for their own benefit rather than continuing The Monk's quest.

Roleplaying As Guy

Guy exists in two worlds. He needs to play the part of the future King of Jerusalem, and that of a Knight Commander of the Crusades - which means he will have to play the court politics against King Baldwin, who deeply suspects the true intentions of Guy. While he is within this setting - he is a courageous Knight, who shies away from no battle and encourages the Kingdom of Jerusalem to meet Saladin's army in the field. He is courteous and carefully balances Baldwin's charisma with his own - rallying support of the warlike crusaders and nobles.

For those who truly know him, however, he is the self proclaimed champion of the Avatar of Ishtar, a madman that has millenia-old knowledge engraved in his psyche. When he is free of the confines of the real world, he speaks in parables and prophecies, showcasing how far gone his true personality is.

Combat Tactics

Guy of Lusignan is a legendary swordsman – one who is empowered with his Sigil. If fighting as a warrior, he dashes to the weakest enemy and continues his murderous rampage from one weak link to another.

If encountered beyond the veil of the public eye, he will summon Sigil Knights to protect him - and resurrect any fallen Knights to jump once more into the fray.

Character Progression

Guy is a determined man and focused on his cause: to bring Whore of Babylon to the earth. In the beginning of the story, he is open to manipulation only by one character: Sibylla of Jerusalem. She is the only one who could convince Guy to act in a chosen way. Guy is usually a cautious man with at least a hundred-years of experience in the world. Due to his goals being close he is more prone to make mistakes, as he is ultimately manipulated by Sibylla to attack the adventurers when she is done with him. So in terms of character Guy becomes more open to manipulations and mistakes.

The Silver Cloak

Wondrous item, legendary, requires attunement

Adorned with handwoven symbols of Christian and Mesopotamian origins, this cloak is surrounded by a gentle hum of singing and whispers. This silver robe grants the wearer +2 bonus to Armor Class and advantage on all saving throws. This item's effects are represented in the stat block.

Guy of Lusignan

The Once Nameless Monk, The Risen Knight of the Holy Matriarch's Sigil
He Who Was Named to Be the God of the Descent and the Ascension

Medium humanoid (elf), lawful evil

Armor Class 22 (plate armor + shield + The Silver Cloak)
Hit Points 162 (25d8+50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Str +8, Con +6
Skills Athletics +8
Senses Passive Perception 12, darkvision 60 ft.

Languages Latin, French, Italian, Akkadian, Babylonian, Old Persian
Challenge 7 (3,100 XP)

The Risen Sigil Knight. When Guy drops to 0 hit points, he drops to 1 point instead. Each time after the first usage, he must succeed on a DC 10 Constitution saving throw to gain another use of this ability. The DC increases by 5 for each use after the second. It resets when Guy finishes a long rest.

Sigil's Mark (5/day). When Guy touches a willing humanoid, it is marked by his sigil. The target has advantage on Constitution saving throws and death saving throws for 24 hours.

The Sigil's Touch. If Guy deems worthy he can touch a dead humanoid carrying his Sigil's Mark. The humanoid rises as a Risen Warrior. If Guy suffers two levels of exhaustion and loses 4d6 current HP, the humanoid rises as a Risen Knight.

Fey Ancestry. Guy has advantage against being charmed and can't be put to sleep by magic.

Elven Trance. Guy can complete a long rest by meditating for 4 hours.

Actions

Multiattack. Guy makes three longsword (+2) attacks.
Longsword (+2). Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Reactions

Parry. Guy adds 3 to its AC against one melee attack that would hit him. To do so, Guy must see the attacker and be wielding a melee weapon.





Baldwin IV, the Leper King

Advocatus Sancti Sepulchri

Introduction

I, Baldwin IV, the anointed King of Divine Jerusalem, the City of God, the stalwart defender of this sacred realm, and the architect behind an epoch of enduring peace. Enduring, it could have been, had my mortal body not betrayed its master.

Here I am, confined within the tormenting prison that is my own flesh. The pain is burdensome, yet what is truly tormenting is the time of my reign being stolen from me, being stolen from the men and women of the Holy Lands.

Within this decay, I learned a stern lesson. There are truths of the universe man can't change. My fleeting life is one such truth. I will die soon. But before I die, I will ensure a legacy that will echo in eternity, I will carve out the dark souls and foul beasts corrupting The City of God from within.

As the melting skin upon my back languishes with each fleeting breath, my intellect remains unyielding, sharpening like a finely honed blade. While my enemies discount me as a dead man, I perceive the shadows of treachery, conspirators eager to dismantle the foundation I have meticulously laid with blade and quill. Even a dead man walking, no move of theirs I can't predict, no conspiracy I can't foil, no treachery I can't respond in a force tenfold.

This fragile equilibrium of power that I have nurtured, the legacy entrusted to me, now weighs upon my shoulders like a mountainous burden, and I intend to ensure its stay. As my physical form succumbs to decay, I witness my enemies eyes' alight with sinister anticipation - against whom no alliance is unholy. I shall stand resolute; I refuse to allow them to tarnish the legacy I have cultivated, nor will I permit the desecration of the City of God.

Character's Past

Baldwin IV's life story is marked by early challenges and remarkable resilience. At the age of nine, he was placed under the guidance of William of Tyre, a well-educated and worldly man of belief. It was here that the first signs of Baldwin's affliction appeared; the young heir did not react to pain in his right arm, a condition that initially baffled his tutor. Physicians from all across the world were brought in to treat him and teach him horse riding, a vital skill for a nobleman of his status. Despite only having sensation in one hand, Baldwin became adept at controlling a horse with his knees, showing early signs of determination and adaptability.

The stigma associated with leprosy delayed a formal diagnosis, sparing Baldwin from being sent to the Order of St. Lazarus, a fate that would have isolated him due to his condition. As he grew into adolescence, he displayed a striking resemblance to his father, not only in appearance but also in his mannerisms and speech, although he struggled with a stutter. Baldwin was noted for his sharp memory and keen interest in history and stories, a testament to his intellectual curiosity.

The reality of his leprosy became undeniable during his reign, with his condition worsening over time, particularly affecting his limbs and face. Despite this, he broke with tradition by remaining among his people, a decision that surprised many, including observers from the Muslim world. His illness also meant that he could not marry or have children, making the marriage and succession of his sister Sibylla a matter of urgency.

Baldwin was apprehensive about Sibylla marrying someone like Guy de Lusignan, fearing that Guy might succeed him after his death. Prior to her marriage, Baldwin had not been particularly attentive to Sibylla, leaving her feeling neglected. Aware that her association with Guy would capture her brother's attention, Sibylla initially got involved with him. By the time Baldwin realized the gravity of the situation, it was too late to intervene, leading him to blame himself for inadvertently driving his sister towards his adversaries.

Once in power, Baldwin displayed strategic acumen by planning a major offensive against Egypt, capitalizing on Saladin's engagement in Aleppo. This marked his first experience in warfare, where he actively participated despite his physical limitations, demonstrating a commitment to his role as a leader and a warrior. Despite his young age of 16, Baldwin achieved victory, elevating his status as Jerusalem's last hope. He was perceived as the one capable of halting the longstanding retreat against Egypt. Baldwin shared this belief until his illness weakened him. During this period, Baldwin and Saladin developed a respectful rivalry. Saladin recognized Baldwin as a formidable commander, leading to a mutual and immense respect. While Saladin was anticipated to be the ruler who would reclaim Jerusalem, Baldwin was seen as the one who would preserve the Christian presence in the Holy Lands.

With his ascension to kingship, Baldwin received the White Book of Jerusalem, a tome detailing the true history of the city, including its arcane aspects. Unlike most kings who typically overlook such mystical matters until they become unavoidable, Baldwin was captivated. He dedicated himself to thoroughly reading and comprehending the

entire book, making it his mission to rid his city of the arcane terrors it faced.

He discovered the secrets of the seals beneath Jerusalem and the mysteries lurking behind the doors from the White Book. To locate and fortify these seals, and find a cure for his affliction, he commenced an excavation beneath the Church of the Holy Sepulchre, where the first seal is rumored to be hidden.

Motives

Unite the Bloodline: Baldwin seeks to draw Sibylla back to his side in this conflict. He is worried about her marriage and her involvement in the future of Jerusalem. His aim is to repair their relationship and ensure her allegiance to him.

A Matter of Succession: He is troubled by the decision of whom to bequeath his kingdom to. Aware of the many eyes coveting his throne, he fears that none of the contenders could maintain the fragile equilibrium he has painstakingly established.

Approaching War & Peace: He worries that without his presence to uphold peace, Saladin and his army might decimate Jerusalem and demolish the kingdom he has laboriously built. He aims to devise a plan so comprehensive and enduring that it will resonate through generations, safeguarding Jerusalem from those who seek its destruction, even long after his death.

Enemies Within: He seeks to gain a more profound understanding of the Sigil Knights - who were referred to numerous times in the White Book as a cursed force that allowed the conquest of Jerusalem.

A Dying Body: Desperate for a remedy to his ailment, he delves deeply into the pages of the White Book. He is in search of a cure, hoping that the ancient tome holds the key to healing his sickness. He thinks whatever is below the Church of the Holy Sepulchre can help him. Operating under the pretext of renovation, he orchestrates an excavation, carefully concealing his true purpose.

Interests

Deciphering the White Book: Baldwin has been nearly obsessed with the White Book ever since it was handed down to him. He is fascinated by the arcane events in Jerusalem and surprised by how much they have been overlooked.

Keeping the Peace, for Now: Baldwin is attempting to do things differently - even better - than what his predecessors had done. Rather than being overly action-oriented, he is striving to win the war politically. With his political talents, he has managed to maintain a gentle peace between Egypt and Jerusalem.

Uncovering the Secrets of Jerusalem: Baldwin is highly intrigued by the history of Jerusalem, focusing on both its political and arcane aspects. He aims to learn from the past while improving upon areas where others failed to succeed.

Flaws

Overburdened: Baldwin is weighed down by the realization that, despite possessing significant power, he is unable to halt the corruption ravaging his city - and his despair is hindering his rationale.

His Final Hours: Baldwin's health deteriorates, casting a shadow over his ambitious plans. The fear of succumbing to his illness before fulfilling his goals haunts him, adding a layer of urgency and vulnerability to his endeavors.

Sibling Rivalry: His deep-seated remorse regarding his treatment of his sister is a personal regret that threatens to cloud his judgment at critical moments.

Obsessed with the Whitebook: His fixation on the enigmatic White Book occupies his thoughts. This obsession, while driven by a quest for knowledge and power, risks becoming a distraction, potentially diverting his focus from the immediate and pressing challenges at hand.

Roleplaying As Baldwin

Baldwin possesses a radiant presence, with his low voice and well-considered speech commanding respect. That being said, Baldwin does have a mild stutter - which he occasionally covers with simple spellcraft. Although he is constantly in pain, a condition he has endured all his life, he has learned to manage it effectively. This pain might occasionally be evident in his movements but seldom affects his speech. Known for his respectfulness and calm demeanor, his composure often instills a sense of unease in others. He is observant, often scrutinizing people under his mask, analyzing their mannerisms as if he could see into their souls. Baldwin is thoughtful, typically pausing to think before speaking, and is known for his non-erratic demeanor. His rare displays of anger contribute to his image as a cool and collected ruler.

Combat Tactics

Baldwin IV, marked by a fragile frame and marred by open wounds, is a figure seemingly unsuited for the brutal demands of combat. Yet beneath this delicate exterior lies a reservoir of formidable strength, a power he can summon in brief, intense bursts. This unexpected prowess makes him a formidable opponent, one whose frailty belies a deadly capability in battle.

However, this physical engagement comes with a perilous edge. Baldwin's illness, ever-present and insidious, poses a risk not just to himself but to those he comes into contact with. His very touch carries the threat of contagion, adding a layer of danger to any confrontation. This aspect of his condition renders him a unique combatant, one whom many would find daunting to face.

His presence in battle, therefore, is a rarity, a moment of dire necessity when the king must call upon his hidden strength. In these fleeting instances, Baldwin IV transforms from a ruler constrained by his physical ailments to a warrior of surprising vigor and resilience. Yet, the shadow of his illness looms over these moments, a constant reminder of the cost of his involvement in physical strife and the risk it poses to those around him.

Character Progression

Baldwin, starts of the game believing it is paramount that he must find a cure to his condition as he believes he is the only person that can save Jerusalem. In order to find a cure, he cared not what ancient evil he would awaken. However, in time, Baldwin realizes the benefit of people of the realm is more important and whatever lies in wait below Jerusalem is a far greater threat than his life a safeguard. He forgoes his search for the cure and aids the adventurers in the best way he can, in defeating Whore of Babylon.

The Mask of The Leper King

Wondrous item, legendary, requires attunement

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

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

The Robe of The Leper King

Wondrous item, legendary, requires attunement

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

Leprosy

One of the deadliest diseases ever, leprosy is feared by all those who call themselves wise. No expert has ever found a way to cure it: simply manage it and accept it as it rots you from the inside out. Your skin sloughs off your body, your lungs betray you, and limbs become paralyzed. There's usually no remedy for leprosy; it is only a question of time how much you can endure. It makes no distinction between kings and commoners. People with the disease are usually exiled from society, for fear that they will inflict others with their curse.

Infection: Touching the infected requires a Constitution saving throw.

Incubation: 2d6 weeks

Symptoms: Pox (Strong), Rash (Strong), Pain (Average), Air Hunger (Mild)

Diagnosis: Wisdom (Medicine) check for 3 symptoms. Its diagnosis DC becomes 8 after the rashes are visible.

Cure & Treatment: Indefinite. Only a healing spell of 7th level or higher cures it.

Disease DC: 13

Note: These effects are reduced on the king due to superior medicine he receives each day and his magical powers.

SYMPTOM NAME	EFFECTS	TREATMENT
Air Hunger	You have trouble breathing. You can't recover hit points except through magical means or some remedy worth 25 gp (which restores 1 HP). Each level of air hunger triggers a Constitution saving throw every week and on a failed save, decreases your Constitution score by 1 each hour.	Some remedies or potions (30 gp) make the trigger happen every 2 weeks.
Pain	Each level of pain deals 1 damage to the patient each day and grants disadvantage on ability checks. You can only recover half HP through resting.	Painkillers and other remedies worth 5 gp works.
Pox	Mild pox is only local and causes Mild Itch. Average pox can be found everywhere in the body and grants disadvantage on all Charisma checks. Strong pox causes a Constitution saving throw at the end of each long rest. On a failed save, depending on the area, can cause blindness, deafness or paralyze.	Only magic works.
Rash	Each level of rash grants -2 bonus to Charisma checks.	Some ointments (15 gp) reduce it by 1 level but can't get rid of it completely.

Note: If a symptom is cured while the disease is present, a Constitution saving throw is required at the end of a long rest for each symptom that is gone. On a failed save, the symptom returns.

For further information on diseases and similar situations check out the **Historica Arcanum: Empires of the Silk Road - Plague & Disease Module** section.

Baldwin IV the Leper King

Advocatus Sancti Sepulchri

Medium humanoid (human), lawful neutral

Armor Class 15 (Robe of the Leper King)
Hit Points 70 (20d8 - 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	6 (-2)	19 (+4)	19 (+4)	20 (+5)

Saving Throws Int +8, Wis +8, Cha +9
Skills Arcana +8, Religion +8, Perception +8, Insight +12, History +8
Senses passive Perception 18

Languages French, Latin, Greek, Italian, Arabic, Turkish, Persian
Challenge 9 (5,000 XP)

Deteriorating Health. Due to his leprosy, King Baldwin's Constitution score is 6 and his Strength score is 8. If a creature comes into physical contact with the king, they may catch leprosy.

King's Presence. All allies that can hear or see the king within 60 ft. of him have +2 bonus to their Armor Class and have advantage on death saving throws.

King's Command. King Baldwin can use his bonus action to command up to three humanoids within 60 ft. of him that can hear or see him. The humanoid can use its reaction to issue the command. The commands can be: attack, move up to half its speed (does not provoke opportunity attacks), use an object, hide, stand up (with 5 ft. of movement), prone, or shove.

Advocatus. When a creature drops to 0 hit points for the first time within 60 ft. of King Baldwin, they drop to 1 hit points instead and gain 2d6 temporary hit points.

Actions

King's Voice. King Baldwin targets up to three creatures within 60 ft. The creatures must succeed on a DC 17 Wisdom saving throw. On a failed save, they take 16 (3d10) psychic damage or half as much on a successful one.

Longsword (+3). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with both hands.

Salah ad-Din Yusuf Ibn Ayyub

Khadim al-Haramayn aš-Šarifayn, The Avenging General, The Unchallenged Master of Cavalry Warfare, King of Kings of Syria and Egypt

Introduction

We have been the custodians of the Holy Lands for five centuries. Until they called on not an army but a horde of butchers in our hour of weakness. Bloodied and divided, my ancestors were subdued and slaughtered.

I, Saladin, am born with a destiny of vengeance. For years I have fought to unite the fragmented forces of the Crescent, forging a new army to take on the invaders. In courts, halls and libraries of my lands, I outplayed many frail men, persuaded, bribed, and threatened any who dared challenge my guiding hands, the coffers of my legions, my revenge. And on horseback I cornered the Crusader states, castle by castle, hill by hill. The blood I spill is holy, for Jerusalem cannot be left to those who do not know her deepest secrets, who do not respect her traditions and rituals, who refuse her hand in peace.

Yet I know that revenge breeds revenge, and true strength lies in building an equilibrium, with the world restored under the protection of my armies. Conquering a city, a region, even a continent is easier than ensuring your hold on it. My mission is not just to take the battlements of Jerusalem, but it is to ensure those walls will not change hands again. For this, I vow and pray not for eternal warfare, but for an enduring peace.

My tutors were wise. For centuries they gathered knowledge of thousands of wise men, whom even in their deaths had much to say. I know what awaits me in Jerusalem - spirits of the past have been forthcoming with information. A taint, a rift, the Mother of Abominations - to whom I will deal only death, something my predecessors were too weak to consider.

For the moment, I entrust the King of Jerusalem, a kindred spirit with a cursed fate, with the protection of the city. After all, the City of God must be intact, if I am to conquer it - so I dare not raise another enemy against Baldwin, tipping the scales towards his destruction. In fact, I already put my finger on his side of the scale - secretly supplying the King with information and wisdom. However, I have no illusions about the fate of the Leper King. His strength will wane, and he will become feeble, and the wolves in his den will eat each other for the Crown and the secrets of the City of God. When that happens, my army and I will be ready to retake what we have lost.

These eyes have seen many weak men, failing to unite the land, failing to realize where their true enemies lie, failing to act when the time is right, failing to seize victory when steel meets steel; and when the blood dried, failing to understand the power of mercy.

Know this, I am not those men. I am Salah ad-Din.

It is I who shall restore the Holy Lands to Dar al-Islam, to the House of Peace; and it is I who shall unearth and obliterate the horrors hidden beneath Jerusalem. It is I who shall deliver salvation to our world and faith.

Character's Past

Saladin, born in Tikrit as Yusuf ibn Ayyub, was marked for greatness early in his life. His title "Salah ad-Din," which translates to "Righteousness of the Faith," mirrored the lofty expectations set for him. Raised among the lower nobility, he had the opportunity to receive an extensive education in both warfare and politics. His royal lineage allowed him to study under the guidance of the caliphate in Baghdad with full access to the renowned House of Wisdom. The Caliph who noted young Yusuf's aptitude was a high ranking member of the Secret Order of Satraps, carrying the millenia old duty of sealing any rifts from this realm to Al-Ghaib. Under the Caliph's tutorship, Yusuf dedicated his years to studying mundane and arcane texts, learning of warfare, history, politics as well as arcane lore of the world hidden from unsuspecting eyes.

Most importantly, during his studies Saladin discovered ancient parchments in a secluded part of the library, texts long untouched, revealing aspects of Cyrus the Great's life. Fascinated, he delved into these parchments, drawing parallels and inspiration from his wisdom and achievements. Among these records, Saladin found references to a seal created by Cyrus beneath Jerusalem, intended to contain a significant, arcane threat. Comparing this with the seal of King Solomon which subdued a Djinn of immense power below Baghdad, he deemed Cyrus's seal weaker and incomplete. Convinced that this frail seal could not indefinitely contain the danger below Jerusalem, Saladin set a personal mission to eliminate this lurking threat, driven by a deep sense of duty and strategic foresight. The loss of Jerusalem to the Crusaders made Saladin grow anxious about the potential arcane danger - which led him to secretly communicate with the nobility and clergy of Jerusalem which he deemed to be



trustworthy. It was these communications that established the future alliance between Baldwin and him against the threat of the Sigil Knights.

In his early life beyond the hallowed halls of House of Wisdom, Saladin served as a cavalry commander, where he gained first hand experience in warfare. However, his ambitions extended beyond military prowess; he understood that to rectify the situation in Jerusalem, he needed greater authority. He built his own roads to political power for years, gathering support among the nobility and the people with his military victories. When the time was right, Saladin orchestrated a political coup d'état, seizing control of Egypt and establishing himself as its ruler, thus marking the start of the Ayyubid Dynasty. This strategic move significantly elevated his power, positioning him to pursue his broader goals.

Saladin distinguished himself as a commander of exceptional intelligence and skill. He overcame numerous threats and engaged the Crusaders on many occasions, emerging victorious in nearly all encounters, with a single exception. His sole defeat came at the hands of the young Baldwin, whose remarkable courage and unwavering faith not only earned Saladin's great respect but also left a lasting impression on the Sultan. With dignitaries and whispers to the right ears, Saladin warned Baldwin of the danger lurking below Jerusalem - a warning that Baldwin managed to corroborate with the information from his Whitebook.

In another lifetime, the two men could have easily united their forces against the eldritch conspiracy that threatened the lives of everyone in the Holy Lands. Yet the inexorable currents of fate and the looming shadow of the end times cast them as adversaries. Both courts were filled with warmongers, and potential usurpers; both men were filled with the dread emanating from their time running out. Destiny placed both Crowns on the path to war - and they could only hope to delay the bloodshed until whatever threat lurked below Jerusalem was ended.

In anticipation of a decisive and large-scale conflict, Saladin now prepares for a campaign that might signal the end of the Kingdom of Jerusalem. His mamluks and beys, eager for triumph, exert pressure. Torn between his obligations to his kingdom and his resolve to vanquish all supernatural menaces, Saladin finds himself at a crossroads, balancing the weight of duty against the fervor of his aspirations.

Motives

Reconquest: Saladin is determined to reclaim Jerusalem from the Crusaders. However, he is well aware of the danger lurking beneath Jerusalem. At the moment of the campaign's start, he places Jerusalem's safety over his plans of conquest - which lead him to help Baldwin uproot the Sigil Knights and uncover the conspiracy.

An Enduring Peace: He understands that unless permanent arrangements are made, the fate of Holy Lands will be of perpetual warfare where no side will have an enduring foothold on Jerusalem. Therefore, he is trying to win over people's hearts, while at the same time, forging a massive army.

Internal Affairs: Saladin is fighting hard to keep his court in order. With layers upon layers of plans to avoid unnecessary blood and his wishes to see Jerusalem free of the eldritch threat before he takes it - he is taking his time to unleash his war machine on the Crusader States. This has made several warmongers in his court very anxious - and the Sultan is looking to discipline or eradicate them.

Eradication of Arcane Threats: Motivated by his discoveries and the teachings from the House of Wisdom, Saladin aims to confront and eliminate the arcane dangers lurking beneath Jerusalem, which he perceives as a significant threat to the entire region.

Interests

The Waning Seal below Jerusalem: Aware of the failing seal below Jerusalem, Saladin is interested in finding out more about what horror it was crafted to contain and how to safely dispose of whatever is trying to break free from it.

Brewing Discontent in Court: Saladin is besieged, not by an army, but a cadre of nobles and warlords he united, who all want him to stop delaying the march on Crusader states. The sultan is looking for ways to stabilize his court and win Baldwin the time he needs to eradicate the Sigil Knights. This effort, however, is doomed, as the Leper King is not long for this world.

An Edge in Warfare: The Avenging General is a true military leader, who understands the intricacies of warfare much better than almost all of his contemporaries. He is looking for any edge in combat that he can muster - whether it is a new weapon, a new stratagem, or a new spell.

Flaws

A Mind for Results: Saladin is exceptionally focused on outcomes he desires, unconcerned with the measures he must take to achieve his ultimate goal. He would have been a butcher had he not understood the role of mercy when it came to solidifying his rule over land. This means that if he is not convinced that a possible solution is worth investigating in his grand calculations, he will disregard any humane reasons to pursue that solution.

Results, regardless of the Cost: In direct contrast with his previous flaw, if he deems that the cooperation of certain people is necessary for his plans moving forward, he will go out of his way to not use force against them - to the dismay of his generals and advisors.

Internal Conflict Over Arcane Matters: His awareness of the arcane threats beneath Jerusalem places him in a precarious position, torn between his role as a ruler and his duty as a guardian against supernatural dangers. This dual responsibility can lead to internal conflicts and decisions that might not align with the expectations or norms of his culture or his allies.

Roleplaying As Saladin

Saladin is a man of direct communication. His approach to dialogue is unreserved, never shying away from expressing his thoughts and desires - a luxury his immense political and military power affords him. Yet his political acumen also ensures that his directness is always tempered with his charisma and wit to persuade or even manipulate if he needs to. In every interaction, Saladin is calm, collected, and meticulously planned. However, his confidence is such that this meticulous planning never becomes apparent to others, bar from those who are also masters of rhetoric. Instead, they see a leader who speaks with natural ease and assuredness.

His education, befitting a person of royal stature, is of the highest caliber, whether the topic is politics, science, warfare, or arcane.

Combat Tactics

Saladin is a master of both strategy and combat. From his youth, he was shaped by the teachings of the finest warriors and tacticians, an education that honed his innate abilities to their zenith. Throughout his life, he has continually refined these skills, emerging not just as a warrior, but as a strategist of the highest order.

His intelligence in battle is marked by an acute awareness of his surroundings. Saladin never isolates himself; he is perpetually surrounded by his loyal men, a tactical decision that ensures he is seldom caught vulnerable or alone. This not only fortifies his physical defense, but also serves as a psychological deterrent to his enemies. He leads his entourage of warriors and mamluks deep in the battlefield, shouting orders, and exposing enemy weaknesses for his men to exploit.

A true master of tactic and strategy, Saladin would pull the enemy heavily armed fighters into quagmires, and allow precise attacks against targets that have little melee protection.

Saladin also has access to some spellcraft to bolster the abilities of his men at arms - and banish any summoned creature who does not originate in this realm of existence.

Character Progression

Saladin is determined in his cause to capture Jerusalem and put an end to evil that lies beneath it. He is desperate in that regard and is ready to do even the harshest of things for it. He is strict and definitive and is determined to raze Jerusalem to the ground if it means to stop the evil. Through adventurers' actions, he may gain a new perspective in that regard and be convinced to let the matter into their hands, realizing their value, depending on the acts of the adventurers. If not intervened he does not fear to be written down in history as the leader who destroyed the holiest city.



The Sword of Saladin

Yatagan, legendary, requires attunement

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

The Sword of Saladin is a yatagan with a classic curved blade; its hilt is decorated with black gems, the insides of which are adorned with purple silken script telling the legend of the Caliph Umar, who took Jerusalem in the 7th century CE. On it, the following is written:

تعلموا العلم، وتعلموا السكينة والوقار

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

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

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

Salah ad-Din Yusuf Ibn Ayyub

Khadim al-Haramayn aš-Šarifayn, The Avenging General, The Unchallenged Master of Cavalry Warfare, King of Kings of Syria and Egypt

Medium humanoid (human), lawful neutral

Armor Class 20 (plate armor + shield)
Hit Points 110 (20d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	12 (+1)	18 (+4)	20 (+5)	19 (+4)

Saving Throws Str +8, Con +5, Wis +9
Skills Arcana +8, Religion +8, Athletics +8, Insight +9, Perception +9
Senses passive Perception 20

Languages Arabic, Kurdish, Turkish, French, Latin, Greek, Persian
Challenge 9 (5,000 XP)

Spellcasting. Sultan Saladin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

- **At will (each):** Al-Jazari's metalsmith, bedouin fabrics, Herculean might, produce flame, detect evil and good
- **3/day (each):** faithful's strike, command, Li Jin's impervious charge, divine favor, true words for the saint
- **2/day (each):** magic circle, banishment, Li Jin's lightning charge, Zengi's armor of faith, battle focus, slow
- **1/day (each):** Li Jin's ultimate command, dispel magic, counterspell, remove curse, telepathic bond

Sultan's Mark (5/day). Sultan Saladin can use his bonus action to target a creature within 120 ft. All attack rolls against that target have advantage on their attack rolls. The mark lasts for 1 minute and works as if concentrating on a spell.

Sultan's Defiance. While within 120 ft. of Sultan Saladin, allies that can see or hear him add 1d6 to their attack rolls and saving throws.

As-Serif. When an ally of Sultan Saladin that is within 30 ft. of him hits a creature with an attack roll made with a weapon it deals an additional 1d6 damage, the same damage type with the weapon.

Actions

Multiattack. Sultan Saladin makes three attacks with his sword.

The Sword of Saladin (+3). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 11 (1d8 +7) slashing damage or 12 (1d10 + 7) slashing damage when used with two hands.

Master of Magic (Recharge 4-6). Sultan Saladin can target a creature with an action within 60 ft. of him. The target must make a DC 17 Wisdom saving throw or take 14 (4d6) psychic damage or half as much on a successful one.







Sibylla of Jerusalem

Queen of the Kingdom of God, Mother of Miracles and the Silver Towers

Introduction

They think I am but a pawn in their petty squabbles. Gold, glory, faith, love; simple things that simple minds covet. They think I am deaf and blind to their plans, their conspiracies, their betrayals, and their murders; yet all it takes is a curious mind and a silver tongue to open them up. They think I have already fallen, they think I am a willing sacrifice, a sheep sent by god. No. I am so much more than what they thought. I for one know that anyone who has walked on Earth is no deity, but a living, breathing, bleeding creature. This creature that my beloved husband aims to replace my soul with happens to have stumbled upon power. And power, I know how to take.

Ever since I was born at the side of my brother Baldwin, I learned that true power does not scream, it whispers. For every accolade and shiny steel bestowed upon my brother, I was showered with claims to my hand in marriage. Lesser nobles at first - though that changed when the world found out about the curse upon the King of Jerusalem. Overnight, my hand in marriage meant not just a gateway for some petty duke into Jerusalem, but the Crown of the Holy Lands. A prized possession I became, and like a priceless diamond I was locked away from the world.

Many would have perished within the confines of an overbearing palace with no room to escape - but not me, and not in Jerusalem. While my brother was being taught how to wield a sword with his left hand and how to ride a horse with a decaying body - I was left alone. In the absence of all oversight I have delved into books and scrolls, explored the hidden libraries and the catacombs of the Palace, and learned more than what a hundred wise men could in a hundred lifetimes. I played with the minds of maids and priests, of knights and minor magicians and made my prison, my castle. The world may have picked my dying brother to give power, but it surely taught me the ways of acquiring it.

When the time came to pick a suitor to replace a dead husband - I decided to play a very dangerous game, to safeguard my interests and the life of the child my late husband gave me. I made the decision that will change the fate of the Holy Lands. I made Guy de Lusignan my husband - a man who thinks he can hide his secrets from my gaze. He wants something from me - my soul, in exchange, promising me godhood and peace of the land. While I am woefully aware that his intention is never to deliver upon his end of the bargain, I know that what power he offers is real, and I know how to acquire power.

So, let them play their little games. My brother Baldwin, with his throne and scepter, my husband Guy, with his knights and his schemes, our archenemy in Cairo, with his army and his spies; let them all play. Let them wear each other out, let them come to me bursting with secrets, let them spill blood and tarnish what good names they have.

Once the dust is settled and men bleed in the ruins of their own making, I will be the Matriarch of Jerusalem, ruling with wisdom, order, dignity, power of my own - unlike any who have come before me.

Character's Past

Sibylla was very close to her brother Baldwin during their childhood. Their entire lives were around each other, they explored the world together, they played and they learned together - a life of blissful siblings. Yet the fates separated them when it was decided that Baldwin would take the throne. Baldwin, with the burden of Kingdom of God placed upon his shoulders, was taken away from his sister - something that Sibylla neither forgot nor forgave.

After the discovery of Baldwin's leprosy, and the fact that the Kingdom of Jerusalem would continue with Sibylla became apparent, the young Queen was put on a pedestal and locked away from public life until she was to be married. Young Sibylla was pushed away from each lesson that she and Baldwin used to attend together, from meetings and spars with nobility and the knights, and feasts with dignitaries and envoys. Soon, she was married to a noble of import, William of Montferrat, and the lineage of the Kingdom of Jerusalem was secured. These events were what made Sibylla. She now coveted power, for she thought that it was stolen from her - yet deep down, she just wants power to catch back the attention of her brother Baldwin.

Upon the birth of her son, the prospective heir to the throne, and discovering he too was afflicted with the same ailment that tormented Baldwin IV, she embarked on an exhaustive quest for a cure. Determined to alter the course of her son's fate, she committed herself to a relentless pursuit of healing, driven by a mother's unwavering resolve and the weight of a kingdom's future resting on her shoulders.
In an unexplainable twist of events, Sybilla's husband fell ill with no chance of recovery. It was during this period that Guy de Lusignan entered Sibylla's life. His charisma and influence captivated many in the court, though Sibylla and Baldwin IV have distanced themselves from this Knight commander. However, Sibylla decided to use Guy to bolster her power within the court of Jerusalem - and sought to understand just where this man's loyalties and ambitions lie. Uncovering the truth, and hiding the tracks of her research, Sibylla decided that the true power Guy served could be usurped - to cure her son, and grant her even more power than once was stolen from her. Thus, she decided to marry this wayward Knight, and open the floodgates of a host of eldritch conspiracies within the Palace and the City of God. Yet in between all this chaos, Sibylla is right at home ~ observing, plotting, and manipulating her way to the throne.

Motives

Power and Autonomy: Sibylla is driven by a deep desire to reclaim the autonomy and influence she feels were unjustly stripped from her when she was relegated to a mere political pawn through arranged marriages. Her goal is to manipulate the power dynamics within Jerusalem to ensure she never finds herself powerless again.
A Vessel for Babylon: Aware of the immense power that becoming the vessel of the Whore of Babylon would bestow upon her, she recognizes the potential to become the most influential figure in all of Jerusalem. This knowledge fuels her ambitions and shapes her understanding of the power dynamics at play.

Family and Legacy: The well-being of her son, potentially afflicted by the same disease as her brother, motivates Sibylla to seek a cure at any cost. This personal quest is twofold: to save her son and to secure a stable succession for the throne of Jerusalem.

Reconciliation with Baldwin: Despite the past tensions, Sibylla aims to mend her strained relationship with her brother Baldwin, not only for familial bonds but also to solidify her political position and safeguard her family's legacy.

Manipulate Guy de Lusignan: Sibylla intends to use Guy's ambitions and secrets against him, harnessing his power to fortify her own position and potentially access supernatural forces that could alter her family's cursed fate.

Cure for Her Son: Desperate to find a cure for her son, who is afflicted with leprosy, she is driven by the anguish of witnessing his suffering, a painful echo of her brother's ordeal. The prospect of watching her son deteriorate is unbearable. In the face of this adversity, she is resolute in her quest, not just for a cure in this life, but also for a tranquil haven for her son. She clings to the hope of creating a serene dreamscape for him by merging with the Whore of Babylon, should all other remedies fail, offering her son solace in a realm crafted from her love and determination.

Interests

A Library below the Palace: Sibylla has a profound interest in the arcane secrets and the hidden histories of Jerusalem, knowledge she has accrued from the palace's hidden libraries and catacombs. This fascination also extends to using this esoteric knowledge to gain an advantage in her political and personal battles.

Mistress of the Rumors: She is deeply interested in the art of manipulation—using her insights into human psychology and court politics to outmaneuver her opponents and turn potential threats into unwitting allies.

Medicinal and Arcane Cures: Driven by a mother's resolve to cure her son, Sibylla is particularly focused on combining her arcane interests with medical solutions,

seeking out both traditional and mystical remedies for her son's condition. She is exceptionally vigilant in retrieving any information Baldwin also has obtained.

Flaws

Overreliance on Secrecy and Manipulation: Sibylla's preference for operating in the shadows and manipulating others can isolate her, making genuine alliances rare and placing her at risk of betrayal by those she manipulates.

Detachment and Mistrust: Her early experiences of being used as a political tool have imbued her with a deep-seated mistrust of others, which sometimes extends even to those closest to her, including her brother Baldwin.

Obsession with Power: Her obsession with gaining and maintaining power can blind her to the more immediate needs of her kingdom and people, potentially leading her to make decisions that are beneficial for her power but detrimental to the well-being of Jerusalem.

Fear of Vulnerability: Sibylla's fear of appearing vulnerable or weak, particularly as a female ruler in a male-dominated society, drives her to pursue power relentlessly, sometimes at the expense of personal happiness or ethical considerations.

Roleplaying As Sibylla

Sibylla is the epitome of quiet calculation and subtle manipulation. To the world, she may appear as a gentle queen pushed into the forefront by circumstances, but beneath this façade lies a mind sharpened by the knowledge of books and the secrets of the palace catacombs. Her voice rarely rises above a whisper, yet it carries the weight of someone who knows far more than she lets on. Observant and astute, Sibylla uses her perceived vulnerability as her greatest strength, allowing others to underestimate her at their own peril.

Sibylla's demeanor changes subtly based on whom she is dealing with. With allies, she is supportive and reinforcing, always ready with counsel or a discreet word of guidance. With opponents, she is a master of the cold war, undermining their efforts with a smile.

Combat Tactics

Sibylla's approach to combat is as refined and cerebral as her manipulations in court. She does not engage in brute force; instead, she leverages her arcane knowledge and dragonblood to outmaneuver and outlast her opponents.

She can cast spells that alter the terrain, confuse her enemies, or shield her allies. Her magic is subtle but powerful, often used to create advantages that can be exploited later in the fight. For instance, she might weaken a structure to collapse on her foes or subtly influence the minds of her enemies to sow discord and hesitation.

Acquired as the first seed of her intertwined with the Whore of Babylon, traces of dragonblood within Sibylla's gives her an extraordinary resistance to physical and magical attacks. This endurance allows her to withstand assaults that would incapacitate others. During combat, she often baits her enemies into underestimating her, absorbing their attacks while preparing her counterstrikes. Her endurance is not just defensive; it also allows her to perform powerful magical feats that require a great deal of energy, which would drain a normal human.

Character Progression

During the adventure Sibylla is focused on her goal about Whore of Babylon and the future of her plans. She may be impressed by the adventurers throughout the adventure, especially in the dungeon called Legacy of the Basileus, she will not sway away from her path. Although, if you deem appropriate, she may hesitate in the final battle if the adventurers are impressive enough to pose new perspectives regarding power, immortality, religion and similar topics. This may pose a tiny hesitation on her during the last battle. Other than that, she may also turn very cold and aggressive after the Legacy of Basileus, if the adventurers choose "The Future" path and she is confronted by the possible future that Kingdom of Jerusalem has failed and her brother and everything she cared about falls apart. This could let her take actions on the adventurers and accelerate her plans and if the adventurers are wounded, strike them down at the end of the dungeon.



Sibylla of Jerusalem

Queen of the Kingdom of God, Mother of Miracles and the Silver Towers

Medium humanoid (human), neutral evil

Armor Class 16 (mage armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	17 (+3)	16 (+3)	22 (+6)

Saving Throws Int +7, Wis +7, Cha +10
Skills Deception +14, Perception +11, Insight +11
Damage Resistances acid, fire, cold, poison, lightning

Senses truesight 10 ft., darkvision 60 ft., passive Perception 21
Languages French, Latin, Greek, Arabic, Akkadian
Challenge 9 (5,000 XP)

Vessel of the Mother (Recharge 3-6). She can use a bonus action to grant herself resistance to all damage until the end of her next turn.

Last Stand of the Dragon. When she drops below half of her hit point maximum, she gains +2 bonus to all attack rolls and damage rolls, including spells.

True Damage. Sibylla's attacks ignore resistance.

Arcane Absorption (Recharge 3-6). When a spell is cast within 60 ft. of Sibylla, she can use her reaction to cast counterspell. When she successfully counters a spell, the caster takes force damage equal to her Charisma modifier (minimum of 1).

Spellcasting. Sibylla casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 18):

At will (each): fire bolt (3d10), minor illusion, true strike, chill touch (3d8)
3/day (each): sleep (3rd level), command, eldritch mark, Siyah Qalam's infernal awareness
2/day (each): detect thoughts, hold person, see invisibility, slow, fireball, celestial force of attraction
1/day (each): blight, dominate person

Actions

True Elemental Strike. *Melee or Ranged Attack:* +10 to hit, reach 5 ft. or ranged 60 ft., three targets. Hit: 16 (2d10 + 6) damage. The damage type can be: acid, cold, fire, poison, lightning; her decision before each action. The damage ignores resistances.

Knife of Eden (+2). *Melee Weapon Attack:* 9 to hit, reach 5 ft., two targets. Hit: 8 (1d6 +5) force damage.



Raynald of Châtillon

Crimson Lord of Al-Karak, Hound of Jerusalem, Dreadknight of the Kingdom of God

Introduction

War shaped my flesh. War shaped my mind. War shaped my past and future. I am Raynald de Châtillon and I swear to flood the Sinai with the blood of my enemies.

I ride each twilight with a hundred knights carrying the Crimson banner of Al-Karak, and the sigil of my Martyred Mother, like hounds of the Wilde Hunt, to cull the meek, to call men to their destined demise, in the honored field of war.

Let the weak Kings and queens, bureaucrats in undented armors, ink spitters and quill gulpers engage in their frivolous and unending bickering to delay the inevitable war. Their inability to decide only gives me more time to play with my prey. A hundred villages and caravans I have burned, and before the pompous crowns decide enough is enough, I will burn a thousand more. In this delicate balancing act of peace and coexistence, danced by the Leper and the venomous Saracen, I alone sit at the other end of the scale, and each soul I reap is a stone for my side of the scale, the side of blood and glory.

Bestowed with the powers of my Martyred Mother who branded my skin, I rise; and knighted under a blood moon a hundred butchers rise with me. Our ride is a call to the truth of this world - war is eternal. And if this accursed land is to be the Kingdom of Peace, first they will have to kill the God of War.

Character's Past

Raynald's childhood, set against a backdrop of strength and weakness, profoundly shaped his worldview. As the heir to a minor lord, he was born into a position of authority for all those around him, yet his early physical frailness and small stature led to mockery in the sparring grounds. His weak demeanor, and the whispers of his inability to fight, led Raynald to lose his father's approval - and his father even went so far as to allow these mockeries to continue, to reinforce his own worldview on his son: power is the true measure of worth. This cursed upbringing forged in Raynald a deep-seated belief in the supremacy of strength and dominion.

With a sudden growth spurt, without a doubt shaped by eldritch powers, for a price none except Raynald knows about, the young heir's physical capabilities aligned with his and his father's ambitions. The young Raynald started hunting down all those who hurt him, either by challenging them to single combat - where they were demolished under his newfound brutality - or by plotting horrific hunting accidents.

Seeing what a menace Raynald was becoming to his court and possibly even to his own life, his father sent Raynald to join the Crusades - so that the young hellhound could use his appetite for bloodshed for Godly ends.



For Raynald, however, his fathers decision was nothing more than a dishonorable exile.

His journey to Jerusalem itself was a tale of bloodshed. Raynald, with an entourage that he handpicked from bandits and highwaymen, carved a bloody path to the Kingdom of God, plundering caravans, pillaging villages, and assaulting pilgrims - regardless of their creed. Once the butcher knight found his way to Jerusalem, he was promptly given a minor fief, Al-Karak, and was sent on missions to distant parts of the world - to keep his warmongering away from the delicate peace.

It was in between his missions in Cilicia and Armenia that Guy de Lusignan entered Raynald's life as more than a mentor; he filled the void of a father figure, offering the recognition and validation Raynald sought in the battlefield. Guy used his force in the court to reestablish Raynald as one of the Knight Commanders situated near Jerusalem. This was not just for his protection, however, as Raynald was given a secret mission by Guy: disrupt the peace and force Saladin's hand to attack Jerusalem.

Roleplaying As Raynald

Raynald exudes the demeanor of a classic bully, marked by an overbearing sense of entitlement and a lack of restraint. His behavior suggests a life unaccustomed to the word 'no', where his wishes and whims have seldom been challenged. Yet deep down, he is still the small child that was mocked for his small stature and was lacking parental validation. A horrible combination, recognizable by any who have a sliver of understanding of human behavior.

He revels in provocation, deriving a twisted pleasure from irritating others purely for his own amusement. His communication is often laced with vulgarity, reflecting an egocentric worldview where his desires and opinions overshadow all else. Raynald's respect, or lack thereof, hinges solely on the perceived power of those around him - this is also why he respects Guy, who bested him a few times in sparring matches. He adjusts his behavior dramatically in the presence of those he considers physically powerful, displaying a level of respect that is directly proportional to his assessment of their strength and influence.

However, this respect is fluid and can shift rapidly as Raynald reassesses the power dynamics at play. His recognition of an opponent's strength can lead to a swift change in his attitude, from disdain to grudging respect. Despite him being easily provoked, Raynald exercises a unique measure of self-control in situations involving Guy. His fear of inciting Guy's wrath and disapproval acts as a check on his otherwise impulsive nature, compelling him to act out only when explicitly directed.

Motives

Domination: Raynald is primarily driven by a desire to assert his dominance and showcase his power, both on the battlefield and off. This stems from his childhood experiences of being seen as weak and his subsequent transformation into a fearsome warrior.

Let the World Burn: He harbors a deep-seated need to avenge the slights and mockeries of his past. This motive extends to a broader scale as he seeks to disrupt and provoke major political powers, such as through his mission to force Saladin's hand.

A Lost Validation: Raynald's actions are also motivated by a craving for recognition and validation, particularly from figures of authority like Guy de Lusignan, who has filled a paternal role in his life.

Interests

Rivers of Blood: Raynald is deeply interested in demonstrating his martial prowess. He constantly seeks out challenges that allow him to display his strength and combat skills.

Cull the Weak: Raynald can't stand weakness - especially in his ranks. He actively seeks out weakness amidst his Knights and in the population he interacts with - just to exploit any and all weak spots he can find.

Flaws

Like a Rabid Dog: His tendency to provoke and challenge others often leads to unnecessary conflicts and can destabilize larger strategic goals. His impulsiveness can make him predictable to his enemies who might exploit this trait.

No Sense of Empathy: Raynald's ruthless nature and focus on domination often come at the expense of empathy and regard for others' suffering, which can alienate potential allies and earn him numerous enemies.

Fear of Inadequacy: Despite his outward bravado, Raynald harbors an internal fear of being seen as weak or inadequate. This fear can drive him to take excessive risks to prove himself, potentially putting him and his forces in danger

Combat Tactics

Raynald's approach to combat mirrors his personal nature, characterized by a relentless focus on challenge and exploiting weaknesses. His strategy in battle is straightforward yet effective: identify the most vulnerable aspect of his opponent or the weakest link in a group, and then ruthlessly target that vulnerability to the highest level of brutality possible at present.

This method reflects a pragmatic, if unscrupulous, mindset. For Raynald, the concepts of honor and fairness hold little sway; his primary objective is the swift and decisive defeat of his adversary. He eschews complex tactics in favor of overwhelming force, applying relentless pressure to prevent his opponents from regaining their footing or mounting a counterattack.

In gameplay terms, this means that if Raynald's forces render any party members unconscious, Raynald will either personally strike the unconscious target to kill them off, or order his men to do the same if he is unable.

Character Progression

Raynald of Chatillon is one of the most static characters in the adventure, he has one goal: To cause chaos and feed his inner beast. Due to sigil and relevant powers, he is directly under the control of Guy of Lusignan and by extension, Sibylla of Jerusalem.

Raynald of Châtillon

Crimson Lord of Al-Karak, Hound of Jerusalem
Dreadknight of the Kingdom of God

Medium humanoid (human), chaotic evil

Armor Class 17 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +8, Con +7
Skills Athletics +11, Survival +5
Senses darkvision 60 ft., passive Perception 12

Languages French, Italian
Challenge 7 (2,900 XP)

Damage Absorption. When Sir Raynald takes damage, he adds half of it (minimum of 1) to the next damage he deals until the end of his next turn as the form of force damage. If he takes multiple forms of damage, he chooses which damage he is affected by. Once a day, he can maximize this ability with a bonus action. He stores all damage he received that round, and when he deals damage, he adds all damage he took to his next damage roll (if he does not deal damage for 2 rounds, this ability ends).

Superior Resistance. Sir Raynald always takes half damage from any source, even if it surpasses resistance.

Corrupting Strikes. When Sir Raynald scores a critical hit, he forces the creature to make a DC 16 Wisdom saving throw; on a failed save, it gains one level of corruption.

Actions

Multiattack. Sir Raynald makes two attacks with its flail.
Crimson Flail (+2). Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 11 (1d8 + 7) bludgeoning damage, plus 9 (2d8) necrotic damage.



The Remains of Peter the Hermit

Patriarch of the People's Crusade & the Maker of the New Faithful

Introduction

Flesh is not adequate to worship God. This is the only lesson I learned from a bygone era of faith and devotion.

A lifetime ago I was a man of god, an orator, commanding immense authority over the souls of thousands. I led my flock like any good shepherd would, through a journey of redemption, cleansing the Earth and our bodies from sin. Arms and armor we did not have, nor did we need any. For our weapon was holy fire, and wield it we did. Tens of thousands of men marched in unison, judged and executed in unison, under a divine choir led by me. A lifetime ago, my flock was taken from me, for it was revealed to me that my mortal flesh was not enough.

A lifetime ago, I found myself in the clutches of starvation in Antioch. It was then I realized this mortal self was not enough - not enough for a life of true worship. Whispers agreed, and I found myself a tutor, who promised me another form, one who would breathe in the soul, but would not breathe it out. A pact I signed with the Whispers, and I was turned into a being made of a fallen star in the eyes of my broken, starved brothers of the Crusade. My voice became a beacon of hope and faith, my hands brands of God and the Mother within Whispers, promising bodily transformation to a greater devotee. Seventy eights knights accepted the gifts, and sallied forth from the gates of Antioch, for a pilgrimage of our own, breaking the siege of the Saracen as we departed.

In the mountains of Sinai, we built our sanctum. A sanctum of stone and flesh, working in unison to understand the secrets that God Almighty laid out for the faithful to discover, to worship forever. It is in this sanctum I will construct the new man, who suffers no weakness of mortality in his devotion to Lord, guided by my Mother within Whispers.

Character's Past

Before losing his mortal form into amalgamation with his eldritch sanctum, Peter the Hermit was a man of god who played a critical role at the onset of the Era of the Crusades.

Heeding the call to war to reclaim the Holy Lands, Peter the Hermit used his skills as an expert orator and his popularity as a member of the clergy to rally the support of



the thousands. People's Crusade, as this army of unarmed pilgrims and peasants were called, and their legacy became of bloodshed and tragedy.

As the People's Crusade started its march from France towards the Holy Lands, Peter the Hermit became the leader of tens of thousands of men - who entrusted their lives and consciences to him. This trust, however, was misplaced within Peter, as under his leadership, these crusaders burnt and pillaged towns and communities within Europe itself to find supplies and funds, and even went so far as to massacre the Jewish population of major cities and towns as they marched by.

The bloody People's Crusade reached the gates of Constantinople by August 1096. Alexios I Komnenos, the Byzantine Emperor, had already heard the reputation of these men, and was more than happy to ferry this 40,000 strong army and its leader Peter to the other shores of the Bosphorus, away from his capital - and into the hands of the Seljuk Turks.

Peter and his 40,000 motley crusaders pillaged and burned the Anatolian countryside as they marched from town to town towards the Holy Lands. However, their lack of discipline and arms were all too noticeable for the Seljuk horse lords. The crusaders were goaded into a trap near Civetot, modern day Yalova, and were thoroughly destroyed.

It was this battle that broke Peter's beliefs and began shaping him into the eldritch creature he ended up as. The crusader forces right before the battle were bolstered by a combination of Peter's proclamation of divine protection, and actual, albeit minor, arcane power of holy origin. Victory was ensured for Peter and his close circle of followers, and the Seljuk Turks were only delaying the inevitable plan of God.

What ended up happening was a true massacre, a fitting end for the bloody People's Crusade. Arched, whistling arrows pierced the torsos of men of beastly statures, cavalry charges threw unarmored crusaders meters apart, splattering the remains of torn carcasses. Crusader arms, even when blazing with holy fire, failed to pierce heavily armored Sejuk Sipahis. These all were carved to the mind of Peter the Hermit, who, at that moment, decided that the flesh is too weak for God's work.

The means of his survival of the ambush is a mystery to all but Peter - yet months later he emerged back in Constantinople. During this time, Peter had also searched for hidden, arcane wisdom, while he waited to link up with the survivors of the People's Crusade and newly arriving - well equipped - crusaders. He departed as soon as a force sizable enough to cross the Anatolian highlands were assembled.

His final appearance in his mortal form was in the Siege of Antioch, accompanying the crusaders who were caught in the city that they themselves sieged but a few months past. Burning with the secrets he uncovered in Constantinople, Peter was haunted by the prophetic images in his mind, resurfacing the memories of torn human bodies and screams of faith in Civetot, a sun rising from below Jerusalem, and whispers promising a new man, with flesh and mind fit for divine service. The hunger, disease, and death encountered by the besieged Crusaders within Antioch finally caved in his mind and opened it up to what he called Mother within Whispers, and a pact was sealed.

Peter rallied men who dared follow him in his final pilgrimage, blessing their arms and armor with an eldritch sigil that none had seen before. He and the seventy eight knights that accepted the Mother's blessing sallied forth, breaking the siege, before being lost to the eyes of all who did not join this madness.

Decades later, knights and peasants began emerging within Jerusalem - all marked with the sigil and s strange affliction of the skin. These men who offered services to the Kingdom of Jerusalem, once interrogated, have spoken of one Peter the Hermit, who wishes to extend his invitation to whoever wishes to learn about the new man whose faith is like mountains impenetrable.

Motives

Transcendence of Mortality: Driven by his experiences during the People's Crusade and the perceived limitations of the human body, Peter seeks to transcend the frailties of flesh through eldritch transformation and create beings more suited to divine service.

Spread of His New Doctrine: Peter is motivated by a desire to propagate his newfound beliefs and transformations, aiming to convert others to his vision of a more perfect, enduring form of worship.

Protection and Expansion of His Sanctum: Peter aims to protect and expand his sanctum in the mountains of Sinai, which serve as both fortress and holy site for his followers and their transformative practices.

Interests

Forbidden Knowledge: Fascinated by arcane wisdom and divine secrets, Peter actively seeks out mystical texts and relics that could enhance his understanding and powers.

Transformation of Others: Peter is deeply interested in converting others to his cause, using both persuasion and eldritch magic to transform them into followers who share his transcended form.

Control Over Followers: He invests significant effort into maintaining control over his minions, ensuring they are completely loyal and integrated into the collective consciousness he is building.

Flaws

Fanaticism beyond Comprehension: Peter's unwavering belief in his divine mission can blind him to the moral and ethical consequences of his actions, leading to fanaticism that disregards the well-being of others.

Isolated in a Mountain: His extreme transformation and radical views isolate him from broader society and even from other Sigil Knights who do not share his vision, limiting his ability to influence outside his direct followers.

Roleplaying As Peter

Peter the Hermit exists within the world with the confidence of a man who has seen all. He senses motion with an anatomical eye, he senses faith and disbelief like sensing light. He sees the mortal form of humanity as inferior, referring to them as a sort of nutrition, food for the brain. He interrogates those who are deemed worthy to extract from them delicious treats of knowledge. So it is possible to see him distracted by the prospect of what he might uncover if he got a hold of your thoughts. Almost like a starved man, staring at a feast.

His mind is crowded with the minds of many, as his followers are being amalgamated with him within the Sanctum, a constant distraction throughout his day. In the middle of his speech, he tends to stop, tilt his head and listen to emerging thoughts from his minions. He has a constant wonder and knowing smile plastered on his face. An unsettling expression for many. One can sense that he peers through your soul without even trying to.

Combat Tactics

Peter uses his sanctum strategically in combat scenarios, utilizing its arcane-imbued architecture to create barriers, traps, and illusions that disorient and weaken his enemies. His followers, deeply loyal and transformed, serve as his first line of defense, engaging enemies directly and sacrificing themselves if necessary.

As a transformed being, Peter wields potent spells that can manipulate minds, invoke fear, or directly harm opponents. His spells often focus on weakening the resolve of his enemies or controlling their actions, making them easier to defeat or convert.

Character Progression

Peter the Hermit was a prominent figure in the First Crusades but over time, he changed so much and dedicated himself to ascending the best possible version of himself in the dream granted by Whore of Babylon. He may be the only sigil bearer with the actual means to prepare for that world, even standing against Guy and others. He plans to one that dominates there. Peter can realize the adventurers' power and may try to convince them of the beauty and the potential of that world, emphasizing on being able to do and dream anything they want there, becoming the ultimate gods.

The Remains of Peter the Hermit

Patriarch of the People's Crusade & the Maker of the New Faithful

Medium humanoid (human), neutral evil

Armor Class 18 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	13 (+1)	22 (+6)	20 (+5)	13 (+1)

Saving Throws Int +9, Wis +8, Cha +4
Skills Arcana +12, Religion +12, History +12
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Senses blindsight 30 ft., passive Perception 15
Languages all
Challenge 8 (3,900 XP)

Immobile. Peter the Hermit cannot move from his embedded location and is considered restrained.

Infinite Knowledge. Peter the Hermit knows all spells of 5th level or lower, except necromancy spells. He has four 1st-level spell slots, three 2nd-level spell slots, three 3rd-level spell slots, three 4th-level spell slots and two 5th-level spell slots. He uses Intelligence as his spellcasting ability (+9 to hit, DC 17). He usually have these spells prepared:

At will: magic missile, shocking grasp (3d8), chill touch (3d8)
1st level (4 slots): bane, entangle, sanctuary
2nd level (3 slots): detect thoughts, heat metal, hold person, mirror image
3rd level (3 slots): fireball, counterspell, dispel magic, sleet storm, slow
4th level (3 slots): dominate beast, blight, polymorph
5th level (2 slots): dominate person, wall of force

Perfect Cover. Peter the Hermit is always considered to be in three quarters cover.

Other Selves (Recharge 4-6). When Peter the Hermit drops to 0 hit points, he can use his reaction to pull an other self from his hundreds of consciousnesses. He must succeed on a Wisdom saving throw to be able to do that. The DC is equal to the damage taken; however, it can't be lower than 10.

Mind Absorption. By using his sigil, Peter the Hermit is able to absorb other minds into the Library Pageless. A target that is restrained, incapacitated or with 0 ft. of movement can be targeted by an action, if it touches the Library Pageless or a creature bearing the Sigil of Moth. The target must succeed on a DC 10 Wisdom saving throw or the absorption process begins. For 24 hours, it must remain motionless. If it takes any damage or is moved more than 5 ft. the process fails. If the process succeeds, the target's mind, memories and experiences are absorbed by the Library Pageless.

Part of the Library. Peter the Hermit's consciousness is so interwoven with the Library Pageless, if the library is not destroyed, he will come back alive after 1d10 days after being destroyed, provided finding a target.

Actions

The Psychic Strike. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or ranged 120 ft., two targets. Hit: 10 (3d6) psychic damage.



Ismail al-Jazari

Father of Automatons, Inventor of Miracles and Ingenious Machines, First Reader of the Al-Azhar University

Introduction

The universe is ever in perfect timing; the constellations flow unhindered by the concerns of the mortal whims, flowing like clockwork.

It is a shame that we are not as perfect beings as the stellar bodies watching over us are, but the mind possesses the power to transpose stardust into motion of any shape or form - this is the gift of the human form. Thus, I disagree with my captor - human form is adequate enough for any work, divine, arcane or mundane - as long as its inquisitiveness is honed to create necessary tools and companions.

But I am getting ahead of myself. I am Ismail al-Jazari, father of machinecraft, and very recently a willing captive, student, and a teacher at an eldritch abomination's lair. If you are hearing this message, it seems my Muzahir - a voice recording motionful avionic machine - is working as intended, a feat more important than my current whereabouts as future generations will surely realize.

Disregarding my current predicament with the said eldritch abomination, it is imperative that I must continue telling you about my work which I very much would like to preserve for future society, from any awakening ancient deities, cataclysmic religious clashes, and talking tortoises.

In order to defe...

The Muzahir device you were hearing this speech from seems to have powered down for a moment. With a pulse it comes back to life.

...nd that is where you can retrieve this contraption that I aptly called the Death of Ishtar. Once you complete these simple steps, please free me from my current captivity at the Castl...

You hear the Muzahir play a loud banging sound, followed by the crunching sound of stones moving. The metal bird stops the voice recording, and turns to you, inquisitively.

Character's Past

Growing up amidst the greatest scientific minds of Baghdad, a city known for its rich intellectual heritage, al-Jazari was the offspring of the library's caretaker, a man more concerned with the physical upkeep of the library than the wealth of knowledge it contained. This environment,



however, was a fertile ground for young al-Jazari's curious and inquisitive mind.

While assisting his father, al-Jazari found himself irresistibly drawn to the contents of the books and parchments in the library. He would eavesdrop on the discussions of scholars, absorbing the fragments of conversations about topics beyond his understanding at the time. His yearning for knowledge led him to implore one of the library's pupils to teach him to read, a skill that opened the doors to a world of learning and discovery.

Once literate, Al-Jazari would sneak into the library, studying by candlelight, his passion for learning undimmed by the multiple times he was caught. His dedication did not go unnoticed, and one of the teachers, moved by his fervor for education, took him under his wing. This mentorship provided al-Jazari with an intensive education until he reached the age of 16.

However, feeling that he had absorbed all that Baghdad could offer, and aware that his unique demeanor set him apart from his peers, al-Jazari embarked on a journey to learn from scholars beyond the city's walls. It was during his studies in Damascus under a renowned mechanic that he encountered Saladin. Al-Jazari's blunt, straightforward manner, a byproduct of his total social unawareness, caught Saladin's attention. Saladin, recognizing al-Jazari's unflinching dedication to truth and his disregard for pleasantries, valued his honesty, intelligence, and principles.

Brought to the palace in Cairo, al-Jazari was provided with everything he needed to thrive: a well-equipped laboratory, an extensive collection of books, and an endless supply of resources. In this environment, free from constraints and surrounded by support, al-Jazari could fully dedicate himself to his craft of creating automata and clockwork wonders.

In Saladin's orders, Al-Jazari has also created a massive, self-sustaining prison below Cairo, to house the enemies and weapons that Saladin deems too important to perish. Once this prison complex was built, he also offered to be taken by the Lorekeepers in exchange for the final key to the seals beneath Jerusalem. Although Saladin initially protested this obscene exchange, Al-Jazari claimed that he was sure of his safety, and the fact that he had left enough records of his work, so that any information he may have had would survive his untimely demise.

Roleplaying As al-Jazari

Al-Jazari is a character driven by an unquenchable thirst for truth and an obsessive pursuit of understanding. His mind, intensely focused and analytical, is akin to a relentless machine, tirelessly dissecting and examining the world around him.

That being said, his interaction with the social world is marked by a distinct disconnect. Al-Jazari's inability to interpret social cues renders him immune to the typical influences of persuasion or charm. Human emotions and subtleties often elude him, seeming as distant and abstract concepts. Instead, he views humans primarily through the lens of their potential as biological mechanisms, an approach that makes him less effective as a companion but exceptionally skilled as an engineer.

Motives

A Lifetime of Study: Driven by a relentless desire to understand and innovate, al-Jazari seeks to push the boundaries of what is possible with machinecraft, aiming to transcend the limitations of the human body and mind through technology.
Science Must Endure: Al-Jazari is motivated by the need to ensure his discoveries and inventions endure beyond his lifetime, making significant efforts to document and safeguard his work.
Synergies of the Arcane and the Mechanical: Intrigued by the intersections of the arcane and the mechanical, al-Jazari explores how these two fields can be integrated to create devices and mechanisms of extraordinary capability.

Interests

Father of Robotics: Al-Jazari has a profound interest in creating sophisticated automata and robotic systems that can perform various tasks, from mundane to complex, potentially even mimicking human actions.
Teaching and Mentoring: Despite his situation, al-Jazari values the opportunity to teach and pass on his knowledge to others, which aligns with his goal of ensuring his technological advancements continue to benefit future generations.

Flaws

Human Disconnect: Al-Jazari's intense focus on his work and his difficulty in understanding social cues often isolate him from others, potentially leading to misunderstandings or missed collaborations.

Overconfidence in Technology: His belief in the supremacy of technology can sometimes be a blind spot, leading him to underestimate the complexities of problems that might require more nuanced solutions.
With No Regard to Human Safety: In his pursuit of knowledge and his commitment to his work, al-Jazari can sometimes neglect his personal safety, putting himself in situations that might compromise his well-being.
Fear of Losing His Touch: Al-Jazari is an intelligent man with the level of a genius and he regularly faces the fear of losing that due to getting old and many other reasons; curses, spell rebound and such. This became an obsession in his thoughts and is exploited in Library Pageless dungeon

Combat Tactics

Al-Jazari's physical limitations, marked by his frail stature, make him unsuitable for direct combat. Aware of his vulnerability, he compensates through his exceptional talent in engineering, particularly in the realm of robotics. His ingenuity finds its expression in the creation of robots designed for combat.

In every situation except the one he finds himself at the start of the Sigil of Jerusalem storyline, al-Jazari ensures that he is accompanied by at least one of these robotic guardians. These creations are not only a shield against potential threats but also a physical manifestation of his brilliance and resourcefulness. They serve as his protectors, compensating for his physical frailty with their mechanical strength and precision.

Character Progression

Al-Jazari traded his freedom to ensure that Cylinder of Cyrus is in the hands of Saladin. However, it was the ultimate act that mentioned his flaws: He completely disregarded his own safety. If the adventurers successfully save him in the Library Pageless without a significant decrease in his Intelligence, he will meditate on his fears and grow as a person. If he suffers a significant decrease, he will dedicate himself for the preservation of knowledge and developments he already achieved.

Amulet of Al-Jazari

Wondrous item, legendary, requires attunement

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

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

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

Ismail al-Jazari

Father of Automatons, Inventor of Miracles and Ingenious Machines, First Reader of the Al-Azhar University

Medium humanoid (human), neutral

Armor Class 16 (Wondrous Armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Saving Throws Int +9, Wis +6
Skills Arcana +13, Insight +6
Senses passive Perception 12

Languages Arabic, Turkish, Persian, French, Italian, German, Greek, Latin, Sanskrit, Akkadian
Challenge 9 (5,000 XP)

The Spell Creator. Al-Jazari has several spells after his name and has some expertise with a certain amount of them. He can cast these spells without expending a spell slot (at will if they are cantrips or 1/day if they normally require spell slots): *Al-Biruni's fantastic quill, Al-Farghani's alchemy, Al-Jazari's metalsmith, Al-Jazari's woodwork, bedouin fabrics, Al-Jazari's practical summons, Al-Jazari's flexible casting, Al-Jazari's greater summons, Al-Jazari's marvelous duplicates, Al-Jazari's Infernal Metals, Al-Jazari's Wondrous Armory, true awareness, counterspell, dispel magic.*

Arcane Ark. Al-Jazari has advantage on saving throws against spells and magical effects.

The Perfect Wizard. Al-Jazari has a unique spellbook: it includes all wizard spells that are 5th-level or lower. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He usually prepares these spells:

Cantrips (at will): shocking grasp (3d8), message, minor illusion, mending, fire bolt (3d10)
1st level (4 slots): magic missile, comprehend languages, sleep, find familiar, grease
2nd level (3 slots): hold person, enlarge/reduce, darkness
3rd level (3 slots): fireball, counterspell, slow
4th level (3 slots): arcane eye, polymorph, greater invisibility
5th level (2 slots): animate objects, hold monster

Wondrous Armor. Al-Jazari's robe is actually a magic item called Wondrous Armor. While wearing this robe, Al-Jazari's Armor Class is 16, and he can reroll a saving throw he failed once a day and must use the new roll.

The Machine's Mind. Al-Jazari can grant intellect to a construct. The construct's Intelligence score becomes 8. This transformation lasts for 8 hours. The construct can speak if it has a part resembling the mouth and learn a language of Al-Jazari's choice (usually Turkish or Arabic).

The Machine's Heart. Al-Jazari can take control of a construct by spending a spell slot as an action. The construct must succeed on a DC 17 Charisma saving throw. On a failed save, the construct is under Al-Jazari's control indefinitely.

The Broken Things. Al-Jazari can cast mending as a bonus action and immediately fix any broken material (maximum of 15-foot cube area and excluding magical materials).

Actions

Multiattack. Al-Jazari makes three Psychic Blast attacks.

Psychic Blast: Melee or Ranged Spell Attack: +9 to hit, reach 5 ft. or range 60 ft., one target. Hit: 16 (2d10 + 5) psychic damage.



Balian of Ibelin

The Last Defender of Jerusalem, The Knight in Silvers

Introduction

If the last few years have taught me anything, it is that I could well be the last of my kind. Someone who falls not victim to the many sways of this dark world, a true Knight, a relic of an age long past - or an era that never even happened.

When your eyes and ears can be corrupted by the taint of madness, when even the solitude of your mind is so easily breached by godless creatures and ghoulish mortals, when the consequences of your forebears' sins surround you on all sides with steel and spell - what remains are the few anchors you set for yourself that can hold you against the ravaging tides. Mine are simple and sound: faith, duty, and honor.

For years, I served as a knight for Jerusalem, upright, incorruptible. For years, I have hunted down the wicked, peddling their eldritch craft and skullduggery within the walls of the City of God and Outremer. For years I have seen men like me strike bargains with horrors they thought they could cheat - and ended up being cheated out of their souls. Not me, for I know my destiny lies in a task far greater than any dealer of arcane power can grant me.

I know that if the world breaks apart - when the world breaks apart - it will be up to the last few like me to meld it back again together, or give the Old World the last stand it deserves. Thus I stand, a proud Knight of Jerusalem, bearing my faith on my chest, with no ambition but to live a decent life, fight the enemies of God, and protect the innocent. That is the least I can do.

At least while the Holy Lands atone for the sins of the last century.

Character's Past

Balian was born in the bustling city of Jerusalem in 1143, the youngest son of the nobleman Barison of Ibelin. After his father's passing, he became a vassal for Ramla alongside his older brother, and a knight in service of the Kingdom of Jerusalem.

His service to the city and his honorable, incorruptible stature draw Baldwin and many other prominent figures with political nuance to him. Acting as the confidant and the sword of the Leper King, Balian was tasked with keeping the King's peace. This task, while putting him at direct odds with warmongers in the court and especially Sigil Knights, has also gained him allies with knights and orders of more sane minds. His work hasn't gone unnoticed within the court of Saladin either.

Baldwin has also tasked Balian with investigating rumors regarding eldritch creatures and artifacts. This task of his allowed Balian, a man who wields no arcane power, to gain some understanding of the true nature of this world. While his experience in combat gifted him great aptitude in slaying barely sentient horrors and beasts, his lack of foresight into how mortals deal with arcane caused many blunders in his years of service. It is with these blunders that Balian started considering the arcane a taint on Earth, severely distrusting magic users, and considering them to be corrupted by ambition, greed, and avarice.

Under King Baldwin's orders, Balian has also begun recruiting knights and adventurers - only the most honorable and incorruptible - a discreet force loyal directly to the Kingdom of Jerusalem. Their task is to help the Leper King uncover the mystery behind the Sigils, and protect the People of Jerusalem after Baldwin passes from this world.

Motives

Honorbound: Balian is primarily driven by a deep sense of honor and duty, focusing on protecting Jerusalem and its people from both physical and mystical threats.

For the Realm: He strives to maintain the integrity and stability of the Kingdom of Jerusalem, especially in the face of internal corruption and external threats.

War Against the Arcane: Guided by a belief that arcane forces are corrupting influences, Balian is motivated to investigate and eliminate these threats to prevent them from undermining the kingdom.

Interest

Rally the True Knights: He actively seeks out and recruits knights and warriors who share his values of honor and integrity, aiming to build a force that can be relied upon to uphold the kingdom's ideals.

History and Tradition of Crusader States: Balian values the traditions and history of Jerusalem, seeking to preserve these against the erosion caused by ongoing conflicts and the influence of dark powers.

Flaws

Distrust of Arcanists: His strong aversion to magic and arcane practices can sometimes blind him to potential allies and beneficial knowledge, limiting his understanding of the very threats he seeks to combat.

Rigid Code of Honor: Balian's rigid adherence to his code of honor can sometimes be a limitation, preventing him from adapting to nuanced situations or making pragmatic decisions that could benefit the greater good.

Isolated from Unconventional Allies: His suspicion of and reluctance to associate with those he deems dishonorable or corrupt can isolate him from potential allies, including those who might possess crucial information or skills that could aid his cause.

Roleplaying As

Balian is an exceptionally honorable man, primarily concerned with the well-being of the People of Jerusalem, his men and his family. His loyalty to Baldwin is unwavering, and he is dedicated to supporting Baldwin's cause.

His past experiences with arcane and spellcasters have been quite poor to say the least, so he has a deep distrust against any who uses magic. That being said, his primary concern with magic is that he thinks it is a dark pact, struck by the ambitious and the greedy. If players can convince him that the origin of their magic and arcane taint are not of their own choice, or if they somehow prove that they are using magic for the good of the people - he will be much more accepting.

He avoids association with those he considers dishonorable, and will outright refuse any action that would harm the innocent, the faithful, or the Kingdom of Jerusalem.

Combat Tactics

Balian is a Knight Commander of the highest caliber. His greatest combat feats are those of leadership and strategy. He inspires and directs his companions through his combat features, and uses his dueling skills to lock high priority targets into melee combat.

He occasionally calls for a one-on-one duel if he deems it strategically important, and honorable - and does not refuse if he is called on for such a duel.

Character Progression

A devoted knight of Jerusalem, Balian's loyalty to the city and the king is unquestionable. However, when both are at stake Balian does not know who to turn to. His distrust towards arcane matters and indecisiveness about the future will change slowly as he watches adventurers fight the evil. He will gain his confidence and if their relationship is well (if the adventurers' relationship with the king is well enough, it could easily affect Balian's opinion on them and vice versa), he will outgrow the distrust of the arcane matters and will not be afraid to take responsibility and will realize his leadership skills. With the Ring of Roland, he will organize the city's defenses and realize that if the king is no more, he is the only one left to defend the city because the kingdom is its people and he must do whatever he can do.

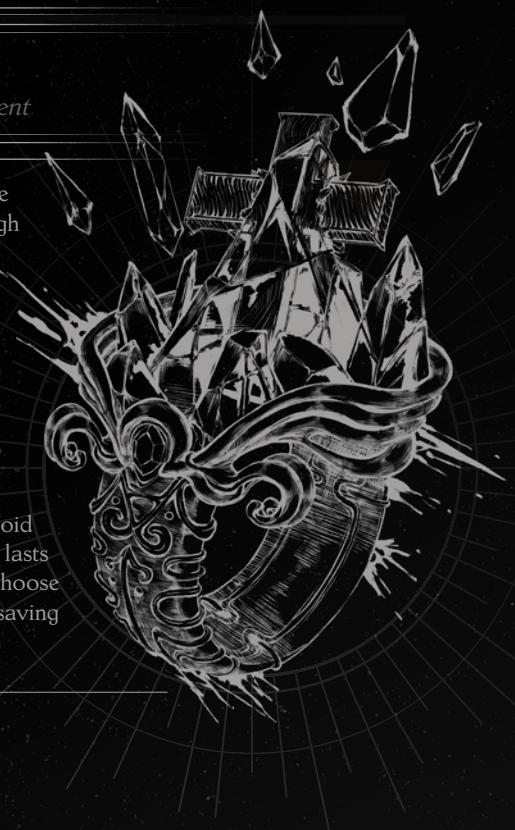
Ring of Roland

Wondrous item, legendary, requires attunement

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

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

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



Balian of Ibelin

The Last Defender of Jerusalem, The Knight in Silvers

Medium humanoid, lawful neutral

Armor Class 18 (Plate Armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	14 (+2)	13 (+1)	19 (+4)

Saving Throws Str +7, Wis +4
Skills Athletics +7, Insight +4, Persuasion +7,Perception +4

Senses passive Perception 14
Languages Italian, French, Latin, Arabic
Challenge 6 (2,300 XP)

Inspiring Leadership (3/day). For 1 minute, Balian 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 Balian. A creature can benefit from only one Leadership die at a time. This effect ends if Balian is incapacitated.

The Protector of Jerusalem. Balian has +2 bonus to his attack and damage rolls made with melee weapons (included in the Actions).

Knightly Presence (Recharge 4-6). Balian can use his bonus action to give an ally within 60 ft. an advantage on the next attack roll. It is required that Balian isn't incapacitated and the ally can hear him.

Courage of the Crusader. Balian can't be frightened and by touching and spending a bonus action on a creature that is already frightened, the condition is lifted.

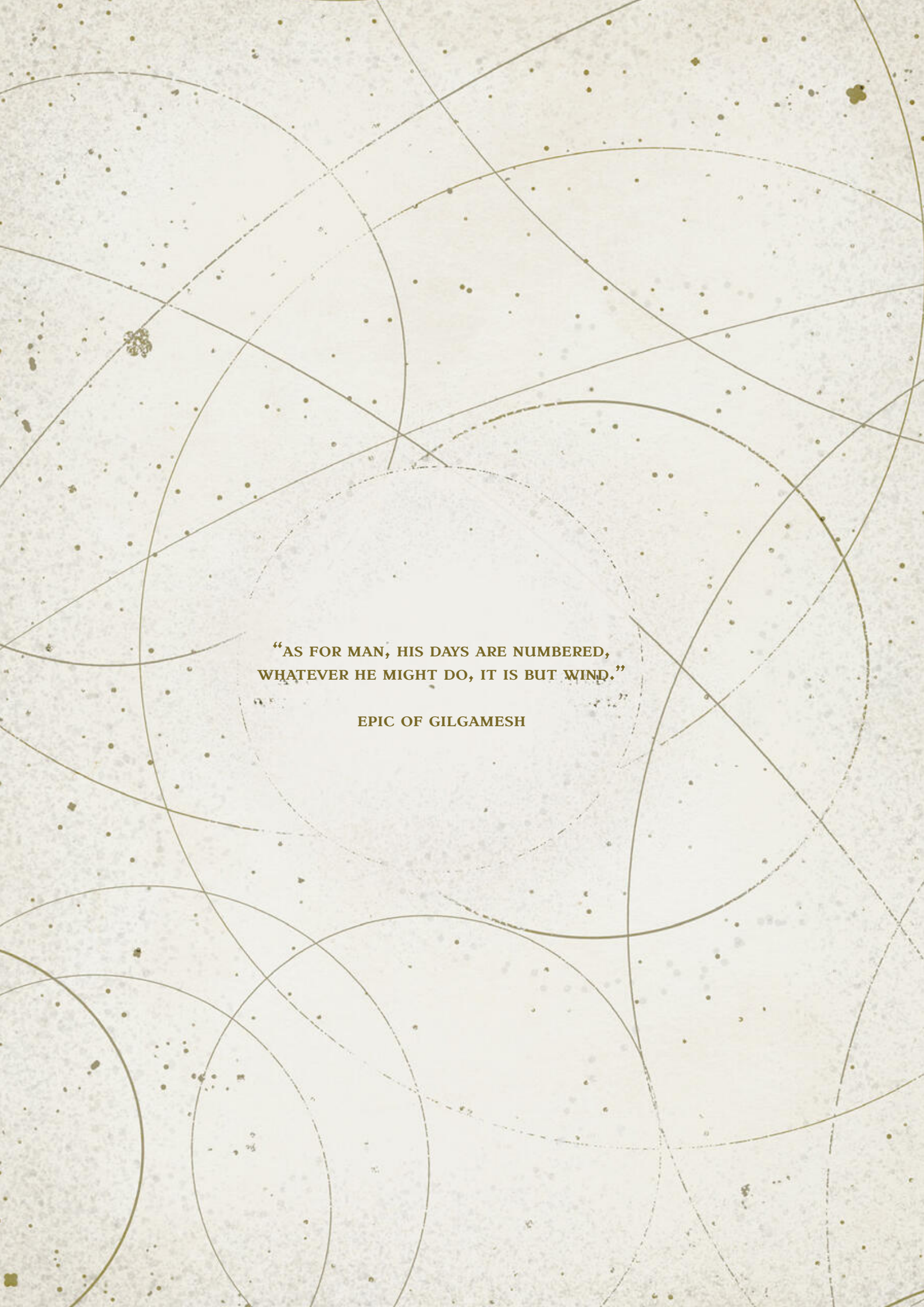
Actions

Multiattack. Balian makes three melee attacks.

Ibelin Greatsword (+1). *Melee Weapon Attack:* +10 to hit, one target, reach 5 ft., 16 (3d6 + 6) slashing damage.

Reactions

Parry. Balian adds 3 to his AC against one melee attack that would hit it. To do so, Balian must see the attacker and be wielding a melee weapon.



"AS FOR MAN, HIS DAYS ARE NUMBERED,
WHATEVER HE MIGHT DO, IT IS BUT WIND."

EPIC OF GILGAMESH



Chapter IV

Sigil of Jerusalem

Act I:
Behold the Stars

"How can the heart travel to God, when it is chained by its desires?"

–Ibn Arabi

The world was waiting, having taken a deep breath. It was enslaved amongst the clouds, and the despair brought forth by the darkening sky was attempting to suffocate the most sacred city in the world. Despite all the darkness, enemies at the gate, and traitors within, a silver flag was hoisted towards the heavens, rising from every tower on the walls, striving to reach the stars. Brave warriors on the high battlements, fixing their eyes on the roads and all the struggles that lay ahead, were waging a sincere and relentless battle against the fear that would take their hearts to the depths of the abyss.

The walls, to which almost everyone feeling a sacred call in their heart turned their gazes, were facing one of the greatest challenges in history. In these lands that have breathed as the heart of faith for thousands of years, secrets lay hidden, difficult to see for those whose inner eyes were closed. The custodians of this city, accustomed to altering the fate of the world, were struggling to perceive the threats lurking behind the veil.

A victorious king sat upon the throne of the city. Despite his young age, he had proven his strength to everyone and had overcome seemingly impassable obstacles. Yet, the whims of fate, the very curse of Mother Nature herself, were subjecting him to an impossible test. His greatest rival, a sultan determined to become the city's conqueror, knew that the mysteries within the walls walked arm in arm with what horror lies beyond the veil and carried - and bravely fought - the marks of the rising darkness in his soul with each passing day.

Two adversaries, each holding deep respect for the other, were acutely aware that they were destined to engage in a desperate struggle. They knew that they would not have the chance to sit and debate the most skillful commanders in the world as two former rivals and new friends after the war was over, like Hannibal and Scipio did. They both knew that this war would cost one of them their lives.

The people living within the walls entered their beds at night, knowing all too well that they could not easily escape the ruthless claws of war. They could do no more than place their trust in their young king and their bravest of knights.

Very few heard the calm and enticing lullaby rising from behind the curtain. Not far from a caravanserai that gazed distantly at the city's battlements, there gathered a group eager and willing to reach the silver towers, looking towards the visage of the most sacred city with hope. Neither the owners of the stifling silence among the shadows nor those who followed the faith in their hearts were aware of this.

Mother's Hand: A Caravanserai at the Edge

Section Summary
In this section, the adventurers will form a party, explore the caravanserai called Mother's Hand, and meet with an important NPC named Yakup al-Qudsi. They can possibly take on small quests as a form of introduction to the campaign. The caravanserai will be attacked by Raynald of Chatillon, and Yakup's escape attempt with magic will result in a strong spell rebound effect. As a result, the adventurers will inherit Yakup's Sigil and find themselves near the city of Jerusalem – at the Tomb of Lazarus, a holy site.
Estimated Level: 1-2

A few miles outside to the city of Jerusalem, a caravanserai is situated on the road for travelers, pilgrims, and others to spend a night or two while they rest and prepare for the rest of their journey. It is also an outpost for merchants to meet with others and establish a connection with many possible contacts.

The winds carry the ill news of war and bloodshed. As the sorrowful clouds fight away the radiant sunlight, the faces around the caravanserai seem to be sunless and joyless. The very fragile peace of the world hangs in a delicate balance, and the ones who take a side in this endless war are perilously close to the edge. You notice two different sides in this small caravanserai, just as the world you know also shattered between the cross and the crescent. The chasm bleeds, and you only see blades in the dark to widen the bloodshed; almost nothing makes an attempt to stop it.

You notice warriors with stern faces, armed from head to toe –proudly carrying the cross on their chests, close to their hearts. Their gaze is upon the newly arrived –the followers of the crescent. Neither party is here to disturb the peace or be the reason the balance is off the scale and cause all hopes to fall from the edge right into the abyss. However, you feel the ice in the air, filling the gap between them.

Hirelings

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

There are 20 **guards** in the caravanserai. Their captain is a Frankish man called Christopher who uses the **knight** stat block. Other than that, the caravanserai has 7 **scouts**, who usually hunt for meat in the surrounding area. All of the above can act as guides and guards; The usual fee is 2 sp/mile.

Christopher is an elderly crusader who was banished from the city due to letting some Muslim pilgrims in the Dome of the Rock. He believes that all religions should be treated equally, and the war is pointless. He was born in Jerusalem and protected the Dome for many years. However, the things he witnessed changed his worldview slowly, and he no longer wished to fight for a greater cause. Once he left the city, he was taken prisoner by a bandit group and was sold as a slave. His slavery ended when the owner bought his freedom. He now seeks peaceful times and tries to collect enough coins to travel around the world, but he feels obligated to pay Alexios for his freedom.

Stables

There are many mounts that the adventurers or other guests can purchase or trade their own mounts. Usual horses that have 60 ft. of movement speed (like riding **horse**) cost 20 gd, **camels** cost about 15 gd, and slower mounts like **mules** or **donkeys** cost 5 gd. There are also special mounts that can be purchased.

Designer's Note: These mounts are intended to be cheaper than the 5th edition's original prices. It is made this way so the adventurers can purchase them early in the game.

Turkoman Horse | 100 gd
Turkoman Horse uses the **warhorse** stat block but has a speed of 70 feet.

Ferghana Horse | 55 gd
Ferghana Horse uses the **riding horse** stat block but has 14 AC.

Cerigyn Nojan | 125 gd
Cerigyn Nojan uses the **warhorse** stat block but has multiattack.

Karabakh Horse | 30 gd
Karabakh Horse uses the **riding horse** stat block but is immune to fear.

Yakutian Horse | 110 gd
Yakutian Horse uses the **warhorse** stat block but has 30 HP.



Nisean Horse | 25 gd
Nisean Horse uses the draft **horse** stat block but has a passive Perception score of 14.

Steppe Pony | 18 gd
Steppe Pony uses the **pony** stat block but has a speed of 50 feet.

Mountain Pony | 20 gd
Mountain Pony uses the **pony** stat block but has 20 hit points and 12 AC.

Bactrian Camel | 17 gd
Bactrian Camel uses the **camel** stat block but has 30 hit points.

Arabian Camel | 20 gd
Arabian Camel uses the **camel** stat block but has a speed of 60 feet.

Mighty Camel | 40 gd
Mighty Camel uses the **camel** stat block but has 50% more carrying capacity.

Main Building

The main building has numerous tables scattered around and many waiters and attendants roaming. The owner of the caravanserai is a man called **Alexios** of Greek origin and is an elderly man who uses the **artisan** stat block. He raises orphans of the war and teaches them a craft. As an artisan, he is experienced in many fields. Check out the **Professions** section in Era of the Crusades and other Historica Arcanum books for more possible Professions.

Alexios mourns the death of his two children, early in the 1180s. Each morning, he wakes up early before dawn, and travels to a nearby pond. He spends some time there watering two beautiful flowers, interestingly colorful and healthy in this desolate area. The flowers are a tribute to his two children that died during the war. If the matter is brought up, he will state that both Crusaders and Saracens were responsible. Alexios bought Christopher from slave owners and set him free immediately. Christopher, however, wanted to stay by his side and settle his debt. Alexios does not see Christopher as indebted to him, and he enjoys his company as the captain of his guards.

In the main building, there are about thirty attendants that work for the caravanserai and attend to many needs, from kitchen duties to tending to horses. Most of them can be considered to use the **commoner** stat block and share the upper two floors among themselves for accommodation.

Courtyard

The courtyard usually is full of travelers and merchants that are coming from or out of Jerusalem. Due to times of relative peace, the traders are free to continue their affairs as they wish. In the courtyards, their caravans and goods are at the ready if the adventurers wish to trade.

There are also two interesting groups: a Crusader group and a Saracen envoy from Damascus who are traveling to Cairo. They clearly don't enjoy the other's presence, and the adventurers can catch cold looks or long and intimidating glares towards one another if they spend time in the courtyard.

Characters with Passive Perception of 13 or higher notice a man in his late thirties, possibly of Arabic descent and trying to keep a low profile and warding off unwanted attention. He seems to be working at the caravanserai,



near the well. He serves water to those who ask and tries to act as a shy and quiet person. A further DC 10 Wisdom (Insight or Perception) check reveals that he pays attention to every face and rarely loses focus. If the roll is above 15, the character also notices that he hides a scar. The scar is actually from a spell rebound effect (check out the **Magic in Historica Arcanum** section in **Era of the Crusades**).

> This character is **Yakup al-Qudsi**, a sigil knight of Jerusalem, and he is directly connected to the main story. He carries the **Sigil of the Serpent** on him. He is currently on the run from Jerusalem; since the plot of Guy of Lusignan and Raynald of Chatillon is in play, he fled for his life. He has a serious injury and was forced to rest here for a day. He plans to leave as soon as possible.
>
> His plan to get away as soon as possible, however, will be prevented by one of the main **Characters** Raynald of Chatillon. He will raid the caravanserai and trigger the main event for the caravanserai.

Yakup lost an item of immense personal importance: a locket from his ancestors. He will be very grateful if the adventurers find the locket and bring it back. He does not want to do it himself because he avoids any possible unwanted attention.

Yakup has no idea what happened to the locket, but he discovered a wizard's tomb on his way here; he believes there may be useful spell scrolls there. Yakup will inform the adventurers that it is probably guarded. They can identify the specific tomb with the Mark of Banu Musa, which is a symbol of a wave with the letter ب on it. DC 15 Intelligence (History) check reveals that Banu Musa is a group of engineers that originates from Baghdad. Banu Musa means the Sons of Musa and was founded by three brothers: **Abu al-Qasim**, **Ahmad ibn Musa ibn Shakir**, and **Al-Hasan ibn Musa ibn Shakir**, known as Abu al-Qasim, Ahmad, and Al-Hasan for short, respectively. Check out the "**The Locket of Yakup**" quest below.

Yakup also warns the adventurers that they should perform a small ritual before touching and carrying the locket: one should put their hands on the soil, move their fingers until they are all covered, then pour some water on them while chanting a children's song. This will let them carry the locket unharmed.

If the adventurers look around for a quick investigation, they will encounter an abundant number of snake scales and a possible snake net near the well.



Yakup al-Qudsi

Medium humanoid (human), lawful neutral

Armor Class 15 (mage armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Wis +7
Skills Perception +7, Insight +7
Senses passive Perception 17
Languages Arabic, French, Latin, Italian, Persian
Challenge 5 (1,800 XP)

Sigil Breaker. Yakup deals an additional radiant damage to any Sigil Holder when he hits one with an attack roll. The damage is equal to 2d8.

Locket of Yakup. Yakup can cast mage armor at will.

Spellcasting. Yakup casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit):
At will: shocking grasp, detect magic, magic missile, ray of frost
3/day: disguise self, shield, sleep, hold person
1/day: dimension door, shatter, fireball, dispel magic

Actions

Shocking Grasp. Melee Spell Attack: +7 to hit, reach 5 ft, one target. Hit: 13 (2d8+4) lightning damage. Yakup has advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target can't take reactions until the start of Yakup's next turn.

Ray of Frost. Ranged Spell Attack: +7 to hit, ranged 60 ft., one target. Hit: 2d8+4) cold damage. On a hit, the target's movement speed is reduced by 10 feet until the start of Yakup's next turn.

Traders

Pierre (traveling merchant[▲], NG): Pierre is a local Christian from Jerusalem and a rare book merchant who knows many languages (in addition to his stat block) and is a very educated man. He was an acolyte at the Church of St. Anne, and was raised there as an orphan who was taken into service by **Father Godfrey**. Godfrey is a priest who takes care of orphan children. Godfrey's kindness and dedication very much inspired Pierre, and he started to find books, tomes, and many sources of information for Godfrey's teachings for other orphans. As the years advanced, he became very proficient in book trading and tracking them. He left the godly ways a long time ago and focused mostly on book trading, languages, and similar topics.

PIERRE'S GOODS	PRICE
Spell Scroll (Cantrip): When a player character asks about a scroll, roll a percentile dice. If the result is between 60-100, Pierre has it for sale.	10 gd
Spell Scroll (1st Level): When a player character asks about a scroll, roll a percentile dice. If the result is between 80-100, Pierre has it for sale.	25 gd
Spell Scroll (2nd Level): When a player character asks about a scroll, roll a percentile dice. If the result is between 95-100, Pierre has it for sale.	60 gd
Map of the Holy City	7 gd
Spellbook (Empty)	20 gd
Spellbook (Once belonged to a 3rd-level wizard and has nine 1st level spells, three 2nd level spells)	50 gd
Book of Optics by Alhazen	10 gd
The Canon of Medicine by Ibn Sina (Avicenna)[◆]	11 gd
Muqaddima by Ibn Khaldun	8 gd
The Wonders of Creatures and the Marvels of Creation by Al-Qazwini	10 gd
History of Prophets and Kings by Al-Tabari	16 gd
Ink (1 ounce)	5 gd
Parchment (1 sheet)	5 cp
The Book of Plants by Avempace	15 gd

[◆]*Despite being a major NPC in **Herald of Rain**, Avicenna actually lived closer to this period. This is further explained in the **Lies We Told** section of **Empires of the Silk Road**.*

Lore books may help the adventurers in certain skills at your discretion if they spend enough time reading them. For example, reading the *History of Prophets and Kings* by the famous Al-Tabari may give a bonus in History (Intelligence) checks based on Muslim History, or reading *The Wonders of Creatures and the Marvels of Creation* by Al-Qazwini may result in advantage on checks that are related to monsters. A book takes about 6 days to complete, given that an adventurer spends 2 hours reading them during long rests.

Related Quest: While talking to Pierre, the adventurers learn that one of his books is stolen, and Pierre offers 25 gd if they find it. Check out the **Missing Book** quest below.

Sophia (Traveling Merchant[▲], CG): Sophia is an adventurous young merchant who came to the Holy Lands in search of true love. She believes that she will meet someone very important in her journeys based on the words of a seer back in Rome. She usually slips this sentence in Greek while meeting new customers: "The moon is down." It sounds like a general phrase or a proverb, but it is a line from Ancient Greek Sappho's poems. She waits for someone to complete the sentence with, "but I lie alone." She is very enthusiastic about her work and enjoys cracking jokes here and there. She is interested in people's life stories and their adventures. She sells many goods suitable for traveling and hunting, as well as very mundane and useful items.

SOPHIA'S GOODS	PRICE
Hempen Rope	5 sp
Silk Rope	5 gd
Artisan's Tools	5 gd
Backpack	1 gd
Blanket	3 sp
Net	5 sp
Bear Trap or similar traps	1 gd

Note: *The list is not limited to these items, if the adventurers are in need of different kinds of mundane items.*

Related Quest: One of Sophia's customers, named Lily (**traveling artist**▲), paid in advance for Painter's Supplies but never returned to receive them. It is clear that Lily's belongings are still in her tent. Sophia never gets the chance to tell Lily Sappho's line.

Crusader Group

There are sixteen armed men (**crusader infantry**▲) resting before they complete their journey to Jerusalem. They come from Poitou and are led by a capable warrior named Conrad of Niort (**crusader knight**▲). Conrad is looking for his older brother in Jerusalem, who joined the crusade years ago. They arrived after the Saracen Envoy did. Conrad is suspicious of them but keeps his men in check and doesn't want any problems between the two groups. Some of his men want to attack them, claiming it is their part in the crusade, while others do not want to disturb the already fragile peace.

Saracen Envoy

There are thirteen armed men (**Mamluk Sentinel**▲) in the envoy who are traveling from Damascus to Cairo. They strayed from their original path in order to pick up the dead body of their commander, who was close to Jerusalem on a private matter and was found dead by local pilgrims; they immediately informed the nearest Ayyubid force. Their new commander Hamza (**Mamluk Veteran**▲) was his apprentice, and he took his men to complete their last mission for their deceased commander. The deceased commander's name was Albars, and he had a secret affair with a priestess near Jerusalem.

Each group has a warmonger among them, and a DC 12 Wisdom (Insight) check reveals them. If the party does not intervene, the troublemakers will ignite a problem between the two groups that will possibly initiate a fight – such as blaming the others for theft, disrespect, heresy, or a similar problem. If the players are not involved, the result can be determined by the table below:

D8	POSSIBLE CRUSADER-SARACEN STANDOFF RESULT
1	Saracen envoy victory. All of the Crusaders are killed, with minimal loss for the Saracens (1d4).
2	Saracen envoy victory. Most of the Crusaders are killed (2d6+2), and the rest retreat to the city. Moderate loss for the Saracens (2d4).
3	Saracen envoy victory. Crusaders retreat with moderate loss (2d4), with moderate loss for the Saracens (2d4).
4	A tie, with the Crusader group at fault – with minimal losses for both sides (1d4). The scouts and guards of the caravanserai banish the Crusaders.
5	A tie, with the Saracen envoy at fault –with minimal losses for both sides (1d4). The scouts and guards of the caravanserai banish the Saracens.
6	Crusader group victory. Saracens retreat with moderate loss (2d4), with moderate loss for the Crusaders (2d4).
7	Crusader group victory. Most of the Saracens are killed (2d6+2), and the rest retreat to the north.
8	Crusader group victory. All of the Saracens are killed, with minimal loss for the Crusaders (1d4).

If the Saracen commander is killed, a letter in Arabic with a code can be found. 4 hours of work with a successful DC 10 Intelligence check (can be attempted again with another hour on a failed save) can crack the code. In the letter, the location of the dead commander's belongings can be found – which is in the city of Jerusalem. He hid a chest in the Byzantine Cardo , near an inn called The Hilt of the Broken Sword, which contains a *Crescent Blade* and *Commander's Helmet*.

If the Crusader commander is killed, a letter from his brother with an attached magic item can be found on him. The letter is from the older brother, **Andre**◆(check out Little Death section for the meaning of the ◆ symbol.): "Farewell brother, see you in the mist." The magic item is a *ring of water walking* (it can be identified with a DC 10 Intelligence check; Arcana proficiency can be applied).

Optional Quests

It is intended for adventurers to spend some time in this caravanserai. They can meet and form an adventuring party, or if they start getting to know each other, they can spend some time gathering information about Jerusalem or their personal endeavors. If you want them to spend more time here before the attack of Raynald, they may be given these quests in exchange for some coins. These quests are designed to be short for early levels and focus on monster fighting.

However, it is advised that the adventurers complete the **Locket of Yakup** quest, as it connects heavily with the main story.

The Locket of Yakup

The tomb is located within one hour walk's reach. It appears to be a normal grave under the shadow of a tree, with the name Nurullah ibn Musa carved on it. The Mark of Banu Musa is small on the gravestone, but it can be easily spotted by anyone looking for it. A DC 10 Wisdom (Survival) check reveals that there is a solid object beneath it, far above for a grave. It is not customary for Muslim burials to involve solid objects. Rather, they are buried well deep with only a white shroud. The object is actually the beginning of a ladder that leads downwards.

With each step you take, a subtle aroma begins to pervade your senses, intensifying as you descend. It's an unsettling scent, primarily because it's so wholly unexpected. You had braced yourself for the stench of decay, perhaps even death, yet what greets you is neither. Instead, an acrid smell assaults your nostrils, almost as if it's singing the hairs within. Upon reaching the bottom and venturing into its heart, your eyes start to water. This is a scent you recognize, one that's ingrained in your memory. It's the odor of rusty chains abandoned in a damp chamber for centuries, reminiscent of an old, retired blacksmith whose hands are eternally marred with the soot and scent of metal. It's the threatening presence of a darkened, burnt orange nail that could fatally pierce your skin with a single swipe. The longer you linger here, the more you sense this pervasive, rusty essence beginning to claim your belongings, as if it seeks to engulf them—and not just them, but your very bones as well.

Main Grave Room

The room has a sarcophagus, with one set of full plate armor (actually an **animated armor**◉) in front of it, and a carved steel plate on the left. On the ground, there is a carpet made from silk, obviously torn by the cruel touch of time. The carpet's weave tells the story of Moses and the Parting of the Red Sea. Players who speak Arabic or Turkic languages realize that Musa is the name for Moses in Arabic and Turkic dialects. The carpet has magical grease under it which can be noticed with a Passive Perception score of 13 or higher or with an active DC 10 Wisdom (Perception) or Intelligence (Investigation) check. If the creatures succeed in the active check, they also notice a loose plate under the carpet, which triggers a mechanism.

The steel plate on the left has a dragon's carving on it, and if the carpet is removed, the trap is triggered; the mechanism belches fire in a 15 ft. cone. The ones inside the area must succeed on a DC 10 Dexterity saving throw or take 3 (1d6) fire damage. The grease also catches fire and forces the ones on the greased area to make another DC 10 Dexterity saving throw. On a failed save, they catch fire. Unless one spends an action to put the fire out, they take 2 (1d4) fire damage at the start of each of their turns.

This also triggers the plate armor's mechanism. Its magic comes alive, and the **animated armor**◉ attacks the adventurers. When defeated, a sapphire and a small parchment drop from its helmet. The sapphire is a magic item - the *deep sea sapphire*.

The Deep Sea Sapphire

Wondrous item, common

When held, it grants you the ability to cast the *create* and *destroy water* spell. It also lets you move bodies of water as an action for 5 ft. You choose an area of water that you can see within 30 ft. and that fits within a 5-foot cube. You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.

The item's ability to create and control water can be understood with a DC 10 Intelligence (Arcana) check. It also produces a faint sound of waves when it is close to one's ear.

The small parchment contains a phrase in Arabic, signed with the Arabic letters ج, which can be translated to "IJ": unbeknownst to the players, the letters are the initials and signature of **Ismail al-Jazari** (check out the **Characters** section for further information). The note says: "I found inside not useful for myself, for they already contained what I had. Hope this helps."

The sarcophagus, when opened, is revealed to be full of water. The *detect magic* spell or a DC 10 Intelligence (Arcana) check shows it is magical water. If an adventurer uses the *deep sea sapphire* to empty the sarcophagus or part the water as it is described on the carpet, the hidden items will be revealed: a *locate object scroll*, 40 gd worth of coinage, and an empty *bag of holding*.

If they splash water on the steel plate, it will uncover the secret room behind it. The steel plate's water-sensitive mechanism can be identified with a DC 10 Intelligence (Investigation) check.

Secret Room

The room has a chest on the right from the entrance and many rusted mechanical parts, weapons, armors, and interesting steel pieces with strange mechanisms everywhere. The chest has a pressure plate in front of it, with a detectable trap and trigger (DC 10 Wisdom check, Perception may apply, or creatures with 13 Passive Perception notice the trap. A DC 10 Dexterity check, Thieves' Tools or Sleight of Hand may apply in deactivating the trap) When triggered, it activates two **flying swords**◉ among the rusted parts and exhales a poisonous gas in a 10 ft radius circle. Creatures inside the area must succeed on a DC 10 Constitution saving throw or take 4 (2d4) poison damage and be poisoned for 1 hour.

The chest contains 4 healing potions, two wizard *spell scrolls* that are 1-level at most, 1 *burning hands scroll*, 1 *identify scroll*, and two *potions of poison resistance*. If the adventurers deactivate the trap, they can salvage the poisonous gas in the form of a liquid, which is the equivalent of two vials of basic poison. The chest also contains another note from IJ: "If you have reached this far, you are probably going to need this."

The *locate object scroll* can be used to locate the locket of Yakup, which is near the graveyard, about 500 feet away, apparently stolen by two bandits who are now dead, affected by the aforementioned effects of the locket.

If an *identify* spell is cast on the locket, the spell will reveal that the locket can only be worn by those who carry the **Sigil of the Serpent**.

After the adventurers bring the locket, Yakup will reward them with 25 gd each, but he will further explain what the sigil is and what the locket does. The locket is actually a magic item that lets the user cast the mage armor spell at will (it is included in his stat block).

The adventurers advance to Level 2.

Missing Book

Pierre informs that a book titled Diwan Lughat al-Turk (Compendium of the Languages of the Turks) is missing. It is a dictionary and an important work compiled by Mahmud Kashgari. The clues around his cart –with a successful DC 10 Wisdom (Survival or Perception) or Intelligence (Investigation) check– show that only two kinds of beasts have been around: a dog and a squirrel.

The tracks can be traced to a small cave half an hour away. There is a medium-sized, intelligent monster and a shapechanger called **Aji Asil** –a type of dragon– and his companion, a squirrel named Titanus, who became an awakened beast when his druid friend died years ago. Aji Asil can shapechange into many forms and is obsessed with knowledge. It can be bargained with (DC 12 Charisma check, different skill proficiencies may apply depending on the approach), or it can be fought directly. Aji Asil specifically wants to learn different languages. He has heard stories about god-like dragons in the east and wants to travel there with Titanus in the hopes of resurrecting Titanus' dead friend.

If they return the book, Pierre will award them with two **1st-level spell scrolls** of their choice, at your discretion.

Aji Asil

Medium dragon (shapechanger), neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Str +4, Int +4, Cha +5
Skills Athletics +4, History +4, Arcana +4
Damage Resistances poison
Damage Immunities fire
Senses passive Perception 10, darkvision 120 ft.
Languages Arabic, Latin, Greek, Assyrian, Persian, Kurdish, Italian, French
Challenge 2 (450 XP)

Shapechange. The Aji Asil can shapechange into any beast with a CR 2 or lower using an action. Its mental ability scores stay the same, but other statistics change. Any object carried or worn is subsumed into the new form. It can use its bonus action to return to its original form, or revert to its original form when it reaches 0 hit points. Any remaining damage transfers to its original form.

Actions

Multiattack. The Aji Asil makes two attacks with its claws.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 3) plus 2 (1d4) fire damage.

Flame Breath (Recharge 5–6). The Aji Asil exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much damage on a successful one. The creatures that fail the saving throw are caught fire. Unless an action is spent to put it out, a target takes 3 (1d6) fire damage at the start of each of its turns for the next minute.

Lost in the Woods

A woman called Lily is missing. Her trail can be followed by a DC 10 Wisdom (Survival) check. She was actually possessed by a djinn (**commoner djinn**) and was led to a ritual held by the one who summoned them: A **djinnstruck**. The **djinnstruck** and 3 **commoner djinni** perform a ritual to make the possession permanent. At the next dawn, her soul will be destroyed, and the djinn will control her. The ritual takes place on a river that is 15 ft. wide, on the rocks.

If the adventurers save Lily, she will give them each a special perfume of her own design. It is a consumable magic item that, once used on a humanoid, gives a 1d6 bonus to their next five ability checks for 24 hours.



Grave Danger

Two travelers lose three of their companions to sickness and head to a nearby hill to bury them. One of them (an **Artisan**[▲] named Francis) returns with scars and a worried face. He says that he and his companion were ambushed by wild beasts, which led to the other's death. It can be understood that he is hiding something with a Passive Insight score of 12 or an active Wisdom (Insight) check against DC 10. He can be persuaded (DC 10 Charisma check, proper skills may apply depending on the approach) to tell what happens, but he seems reluctant, and believes that no one would believe what happened.

The mud at your feet seems almost sentient, grasping and pulling you deeper into the dark earth with every step. Labeling this place a graveyard would be the fantasy of a madman. Gone are the orderly graves adorned with flowers by grieving loved ones. Instead, the remains of the dead lie scattered, some stacked haphazardly like butcher's meat awaiting cleaning, others dismembered and unrecognizable, stripped of dignity and identity. A few are arranged in spirals, hinting at the grotesque beginnings of a macabre ritual. And then, there's the odor—the stench of decay you had been mentally bracing yourself for assaults your senses with a potency beyond imagination. As it fills your lungs, you can almost feel the rot taking root within you. You're left to wonder if the abyss of hell itself could rival the foulness of this air.

The hill they went to hosts a mourning **specter**[●] and two **skeletons**[●] under its command, recently rose from their graves. The hill is covered by trees and blocks the sunlight. At midnight, if the adventurers don't intervene, four of Francis's companions will rise as **zombies**[●], which according to Francis, killed his companions and intervened in the burial of the other three.

If the adventurers help clear out the area and defeat the specter, Francis will award them with four cups of Blessed *Ayran - Yogurt Drink*.

The Raid

Harbingers from the sky bring a terrible cry from the heavens. With the first light, you hear horses neigh, furious and deadly. Their gallops shutter your sleep and, with it, your deep dreams. Dozens of suits of silver armor shine like a blazing and vengeful moon under the dawn's crimson clouds. This intense red is usually believed to be a sign of a night drowned in blood. The blood of the innocent, the warrior, the victim, the martyr, no matter. You do not know if the night was painted crimson, but you are now sure the dawn and bright morning will be.

Unbeknownst to the players, Raynald of Chatillon, the lord of Kerak, and his men are striking the caravanserai at dawn. Their goal is to capture Yakup al-Qudsi. Thirty-two men (**brute knights and brute warriors of the wolf sigil**[▲]) attack and catch the whole caravanserai off guard after the departure of the Crusader group and the Saracen envoy.

It is important to time the attack after the two groups' departure. If the adventurers immediately leave the area or are convinced to side with a group for the remainder of their journey, Yakup may accompany them. In this case, they can be immediately attacked by **Raynald of Chatillon**'s forces.

The adventurers witness the attack but are counted as surprised unless they have a feature that prevents it, such as a feat or a class feature. Yakup immediately tries to escape but is quickly cornered by the enemy. The enemy appears

to be ruthless, slaying everyone in their path, and is not interested in showing mercy to the injured or surrendered. The leader, Raynald himself, can be seen in the heart of battle with incredible might and horrible methods:

A large man with a greatsword dismounts his horse, voluntarily giving up his advantageous position. The air fills with dread as he approaches Yakup viciously. Even though you can't see his face, you feel his determination and intent to kill Yakup is far greater than any killer you have witnessed. While the gap is narrowing, a sudden surge of blood pours from the leader. To your shock, he cuts his own arm with one swift strike. He seems to ignore the pain and hastily charges towards Yakup.

Before he is ready to strike, you hear those words: "Finally, the restless nights are over!"

The adventurers are cornered by one **brute warrior of the wolf sigil**[▲] and can fight him. While you describe the events, they can engage in combat with it.

If dangerous situations occur or the threat is defeated, Yakup casts a dimension door spell. It is important that he is close to the adventurers, at least 60 ft. Due to the spell rebound effect, the adventurers will be affected by the spell as well and will be teleported away against their will.

You notice Yakup imitating the ancient signs to cast a powerful spell. Those of you who are aware of the arcane matters of the world know this one: a conjuration spell that will lead Yakup out of here, to a place of relative safety: dimension door!

However, when Yakup vanishes, the light goes out for you. Suddenly, the stars in the sky betray your desire for light, and you find yourself engulfed in darkness. A starless, cosmic cold surrounds your very soul and attempts to strangle you at the edge of darkness. You feel some strong iron chains pull you to a dark hole, and a sudden, soft lullaby is heard from a distance. You hear a calling that resembles your mother's voice, even if you didn't know her.

*You suddenly feel you've been struck by a volcano's eruption. The feeling of burning is felt in your body. Something is **branding** you. You feel your skin yielding to the pain and heat, and you hear Yakup's agony in the distance. You feel his scars are yours now, and somehow, his destiny marches your way, and there is nothing you can do to stop it.*

The lullaby stops when the chains are gone and the branding is done. The skies show mercy, and suddenly, the stars rush to your aid. The strangling darkness vanishes in front of you, and you feel a chilling cold down your spine. You are in a place far from the bloodshed. You emerge from the darkness, witness of your own miracle, where once Lazarus rose by taking the hand of Jesus of Nazareth, now you rise at the Tomb of Lazarus, in a hill close to the City of God.

The adventurers all gain four levels of exhaustion and are down to 1 HP. The first sight they see is a man near them:



Yakup al-Qudsi, who has lost all his breath and is lying side by side with death.

When you arrived, there were once many relics and sacred grounds, all broken to many pieces with strange shapes and horrible fates: Bodies clashed with each other and fused together in a hellish manner. Stones are carved unnaturally, and relics are rusted away by a dire explosion. Bodies are carved into the stones; some body parts are reaching out of the stone, as if screaming for help. But none are alive. No one can scream anymore. Body parts are all over the place. All shattered to pieces and fused into the stones or each other. You don't know how many people died here. How many bodies fused into the holy grounds like this? You notice Yakup's face in a stone wall. His face twitches with pain and agony. His last moments are forever embraced by the stones; his pain will always be visible here.

You notice you are at the center of all this. Your arrival caused this. The spell rebound broke this holy place and shattered its belongings.

At the corner of your eye, you notice knights, high and mighty in their shining armor and strong horses. Their eyes are fixed upon you. Their leader, a charismatic warrior, looks shocked at the events of this and acts rapidly. His expression is firm. His eyes focus on a spot on your bodies, as if something caught his attention. When he does that, you realize you have scars, the ***brands****. They look very similar to Yakup's.*

When he is close enough, you only hear these words:
"You are under arrest."

The knights' leader is **Balian of Ibelin** (Check out the **Characters** section for further information). He is escorted by five **crusader infantry**[▲]. He takes the adventurers into his custody and asks for them to stand down without resisting. If he needs to, he will knock them out without powerful blows and carry them to the city unconscious. Given the outnumbered situation, Balian will not hesitate to attack if the players are aggressive and try to resist. All of their items and belongings will be taken away. He will not be prone to conversation at the moment and will not question them on the events, as he believes it must be done in the safe walls within the city.

Their next destination is their original one: The city of Jerusalem.

If they didn't before, the adventurers reach Level 3.





Jerusalem: The Silver Towers

"How can the heart travel to God, when it is chained by its desires?"

–Ibn Arabí

Section Summary

The adventurers will be punished with execution due to harmful acts against the holy grounds. In the cell, King Baldwin IV himself will greet them, who recognized the sigil from his book and will execute other people in place of the adventurers, thus saving them and freeing them from any unwanted attention. They will now serve him. Balian will test their strength in a quest to find the ones that escaped from prison. After the first quest, adventurers will be present at the reconstruction project of the **Church of the Holy Sepulchre**, which will lead to their first encounter with the "Seals of the Lullaby Palace." After they complete this quest, the king will explain that he seeks a cure for his leprosy and asks the adventurers for their aid.

The adventurers will enter the dungeon in the Mosque of Omar, which leads them to the Cisterns under the Dome of the Rock. They will get their hands on the first key and open the second floor of the Lullaby Palace.

They will reach Level 3.

When the adventurers are about the enter city, read:

Time stops. The city stands proud and strong, seemingly there since the beginning of time. You feel the eyes of the first men settled in the city. Although the walls have been rebuilt many times, you see the first stones that arise from the ground. You see kings' images, caliphs' shadows, and crusaders' radiance. You see faithful men and women, all praising their gods or divine spirits. You feel the eyes of David, Cyrus, Heraklios, Omar, Godfrey...

The winds are restless. The light in the heart of the city is prone to fading away, and you feel the ones that shelter it losing their power. The city is about to fall to darkness, and your hands are bound. Your eyes are about to go blind.



The city of Jerusalem is detailed extensively in our setting book: **Era of the Crusades**, where numerous locations, knightly orders, and many significant points of interest are described. To bring the city to life, explore quests, and access a wealth of information about the city, you can check out the section titled **Jerusalem - City of God** in the **Era of the Crusades**.

The adventurers will be thrown in a cell in the city prison, giving them a chance to rest. They will have enough time for two long rests, which will lower their exhaustion levels by two. Balian will place two special warriors as their guards: two **Crusader Knights**[4] named William of Venice and Phillip of Toulouse. They are both silent and don't communicate with the prisoners.

After three days have passed, they will learn that they have been sentenced to death due to their destruction of a holy site. Balian of Ibelin will personally bring this news. Right after Balian delivers the verdict, a figure emerges from the dark corners of the jail. Seemingly with a crimson cloak and a marble mask that covers all of his face:

The king himself.

You are surrounded by one thing: authority. One that stirs your heart and arrests your gaze. An image that inflicts nothing but might. His slow pace ends right in front of you. Unexpectedly from a king, he only takes a stool to sit on and takes his time to shift his gaze across your cell slowly. He pays attention to every single one of you. Not a single soul dares to break the silence as if the whole of Jerusalem waits for his command for it to be over.

"A number of spies who happen to look like you are being taken away for execution. In your stead. From now on, you are dead."

The king has been informed of the weird brands on each character by Balian of Ibelin, who was afraid of killing them due to unknown danger. He was afraid that killing them would have serious consequences. The king, however, recognizes the brands and thus deems the adventurers important in his search for the cure for his disease. He will withhold this plan for the moment, and he will talk about these topics:

- They will be taken to a new room close to the guards' office, and their original equipment will be given to them. It will be their living quarters for the time being.
- They will be in service of the king for the time being, and Balian of Ibelin himself will be in charge of their actions. They should prove their worth.
- He will question them about the brands they carry. If the adventurers are completely honest about the events that happen and share what they know about Yakup al-Qudsi, the king will be satisfied and reveal that he has seen the brand before in a book, and it is another mystery that they can solve together.

- He will learn about their talents and knowledge in arcane business. He will reveal that he is also interested in those matters himself.
- The king warns them they are not allowed to leave the city and ensures that he can find them if they do.

After the conversation is over, the adventurers will be moved to their living quarters, which are simple but comfortable. Balian will personally escort them there and will be immediately informed of a certain escape that has happened in the prison. Balian will turn to the adventurers and announce that this will be their first task done in the name of the king.

Prison Break

When Balian and the adventurers arrive at the area, they will notice there are four cells, of which only one is empty. The other three cells hold one prisoner each. Two guards of the cell are recently coming to their senses and can be questioned about the events.



The Escapees

Two people escaped from the prison: an Arab named **Mamduh** and a warrior within the ranks of Raynald of Chatillon named **Alec**. Mamduh is a **traveling artist**▲ with the powers of a third-level bard, and Alec is a **brute warrior of the wolf sigil**▲.

Mamduh tricked the guards into being put in the same cell as Alec, who is a childhood friend of his, and then tricked them into bringing a piece of iron and flame for a seemingly paganistic ritual. He used the iron and flame to cast the heat metal spell and melted the bars; then Alec hastily used his strength to knock out the guards.

They will travel to the **Church of St. Anne** together and hide in one of the rooms while plotting an escape from the city.

Guards●**:** Each of them was knocked out with brute force from crushing blows to the backs of their heads, near their spines. A DC 10 Medicine (can be applied with Intelligence or Wisdom, depending on the type of examination) check reveals that it was either a hard object that hit them or a large fist, which seems unlikely. One guard will tell the adventurers that one of the escapees wanted a piece of iron and flame, which was part of a pagan ritual he wanted to conduct before his death. His name was Mamduh, and he was arrested for heresy, seemingly following the ways of the old Arabic pagan religion. He received the death penalty. The guard took pity on him and decided to honor his last wish. After several moments, he was hit on the head. The other guard saw nothing.

There was another escapee with him in the cell, a warrior from the ranks of Raynald of Chatillon who was accused of infidelity and was caught lying in bed with a prostitute in the poorer quarters of the city. The event was discovered by a devoted priest and he immediately informed the officials. Raynald had no choice but to let his man be taken into prison and face judgment.

Below, it is described which prisoners are in which cells, and under what conditions they will share the information they hold. Thus, the adventurers have the opportunity to move around and interact with the city as much as they like. They can complete their quests one by one or altogether if needed. If the prisoners' requests are met, the necessary information is provided in the "Information Gained" section.

For more quests, locations, and points of interest about the city, check out **Era of the Crusades - The City of God** section.

Cell A: A man of Arabic descent named Na'il (**scholar of Cairo**▲) is imprisoned in the cell. He is accused of spying on behalf of the Sultan of Egypt, Salah ad-Din. He denies being an enemy of Jerusalem. A DC 15 Wisdom (Insight) check confirms that he is indeed serving the crown in Cairo. He came here to find a cure for his beloved companion: An **awakened chameleon** named Luigi, named for a dear friend of Na'il's from the city of Napoli. Na'il wants the adventurers to find a cure for Luigi, who is ill with a curse called Old Man's Poison. The cure is a potion called *remedy of the church*, made

· JERUSALEM ·



LEGEND

1 • Al- Aqsa Mosque
2 • Dome of the Rock
3 • St. Anne's Church
4 • Church of the Flagellation
5 • Blacksmith - The Knight Nurse
6 • Whispers of Time Apothecary
7 • Steeds of the Cross Farrier & Stables
8 • Qadim Hookah
9 • Seraphine's Threads and Trimmings
10 • Umar's Mosque
11 • Church of the Holy Sepulchre
12 • Vaha Al-Qads
13 • Wilfred's Eatery
14 • Citadel
15 • David's Tower
16 • Church of John the Baptist
17 • Tender Hearth Bakery
18 • Butcher - The Cleaver
19 • Cathedral of St. James
20 • The Archbishop
21 • Beloved's Bounty
22 • Knights' Lounge

only by certain priests in the city of Jerusalem. The priests can be found near the **Church of the Holy Sepulchre**, and the cure can be bought for 50 gd or with a DC 15 Charisma (Persuasion) check for free.

The information gained: One of the men is a spellcaster and used the heat metal spell on the bars. They used hand signs to communicate with each other.

If the adventurers are successful in saving Luigi, Na'il will ask them to take Luigi with them, as he does not see a way out of this and can't ask them to save him. Luigi can befriend the party and act as an ally . If there are spellcasters who can cast find familiar, he can be used as a familiar spirit.

Luigi

Tiny beast, chaotic good

Armor Class 13 (natural armor)

Hit Points 10 (4d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-5)	12 (+1)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 17
Languages Turkish, Arabic, Latin, French and he can speak with beasts.
Challenge 1/4 (25 XP)

Camouflage. When Luigi stands in front of a surface, he can spend his bonus action to camouflage himself by changing the colors of his scale. His transformation can only be discerned by a DC 15 Wisdom (Perception) check.

Magical Nature. Luigi can cast disguise self (3/day) and invisibility (1/day) spells innately. Other than normal, he can cast the disguise self spell on others by touching them. In addition, he is always under the effects of the speak with animals spell.

Separate Eyes. Luigi's two eyes can move independently of one another. He has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Deathly Stare: Luigi focuses his eyes on two creatures within 60 ft. of him. The creatures must succeed on a DC 12 Wisdom saving throw. On a failed save, they take 2 (1d4) psychic damage and have disadvantage on their next attack roll or ability check.

Cell B: A mad woman named Azize. She has been accused of witchcraft. She is of Persian descent and is one of the pilgrims that visited the **Mosque of Omar**. She has the **pilgrim▲** stat block, but due to her madness and the magic she encountered in the mosque, she can cast the *detect thoughts* spell 3 times a day, innately (DC 13). She wants the *prayer sheet* for the imam of the Mosque of Omar, a man named **Jaffar**. Check out the **Mosque of Omar** section below for further information.

The information gained: They are thinking about going to the **Church of St. Anne**. Alec thinks about "Changing and improving his friend for the better." They will use the cover of the night to enter the church unnoticed and take shelter in the abandoned warehouse connected to the church.

Cell C: A scholar and a surgeon named Jaques is being held in this cell. In recent days, he was accused of killing an important merchant of the city (named Hassan) while he was sick, and Jaques was performing surgery on him. Jaques used a special medicine to put Hassan to sleep and told the relatives he should wake up after 1 hour, which he didn't. Relatives accused Jaques of poisoning the merchant, and he received a death penalty. Jaques is only willing to share information if the adventurers prove his innocence, which he is certain of.

In truth, the merchant had a secret affair with another merchant's (**Djemil, artisan▲**) wife (**Elif, traveling artist▲**). When the rival merchant Djemil found out about the affair, he interfered with his food and poisoned him further, and then blamed it on the surgeon. Djemil has the poisoning kit stored in his cart, which can be used as proof of Jaques's innocence.

The information gained: Alec is inhumanely powerful, and before he attacked the guards, his eyes had a purple shimmer. This information will give the adventurers an advantage on the saving throw against Alec's Corrupting Presence and other abilities that enforce a condition called Corruption.



Church of St. Anne

When you see the building, you notice a certain joy pouring into your soul, and you are blessed with the most innocent voice in the world: the laughter of children. Amongst the fog that suffocates the city, the only radiant spark seems to be here.

The church is located in the north-western part of the city and is an important place of worship for the people. The leading priest of the church is a man called Father Godfrey. He is a priest with high intelligence and a very compassionate man. He is different from most priests and avoids religious dogma and mostly uses teachings about peace, compassion, love, and learning.



Father Godfrey is about fifty years old, with a shaved and clean face and short gray hair. He has scars starting from his neck down to his chest and has callused hands. He was taken prisoner from a village near Edna during the early campaigns of the Zengid Dynasty when he was only a child. While in a prisoner camp, he was freed by a local imam named Zaid. He was raised as a scholar and taught astronomy and mathematics as well as many languages. However, Zaid's main teaching was that all human life is sacred, and learning and teaching are very important for those who have sharp minds. Zaid believed that Godfrey was very bright and that his turn to teach would eventually come.

Godfrey always felt the calling of Jerusalem and has always been a strong believer. Zaid never enforced Islam on him and at all the times said that: "We are under different pillars of light that look like they are coming from different sources. However, both beams are from the same sun." Eventually, Godfrey left for Jerusalem and always helped those in need.

Father Godfrey

Medium humanoid (human), neutral good

Armor Class 14 (faithful's robe)
Hit Points 35 (10d8 - 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	8 (-1)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Wis +5, Cha +4
Skills Arcana +5, History +5, Insight +5
Senses passive Perception 15
Languages Latin, French, Arabic, Turkish, Persian
Challenge 2 (450 XP)

Divine Aura. Father Godfrey adds its Wisdom modifier to each of his saving throws.

Sacred Touch (1/day). When Father Godfrey spends 1 hour and uses 10 gd worth of powdered silver with a flask of water, it becomes a flask of holy water.

Faithful's Robe. The wearer's Armor Class becomes 14 while wearing and attuned to the item. The wearer must be of good alignment and must not use or hold weapons to be able to benefit from the abilities.

Spellcasting. Father Godfrey casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14)

Cantrips (at will): guidance, spare the dying
3/day each: detect evil and good, bless, purify food and drink
1/day each: lesser restoration, prayer of healing, calm emotions

Actions

Sacred Voice: The soothing voice of Father Godfrey surrounds three creatures of his choice within 60 ft. that can hear him. The creatures are forced to make a DC 14 Wisdom saving throw. On a failed save, they take 3 (1d6) psychic damage and drop whatever they are holding. On a successful save, they take only half the damage.

Other than Father Godfrey, two sisters (**local priest**[▲]) named **Alice**[◆] and **Mary**[◆] work in the church and take care of the perimeter.

The Magic of the Church: The Church of St. Anne was blessed due to its holy aura and the efforts of a priest during its conquest by Muslim forces in the seventh century. The priest invited Caliph Omar to the garden and personally asked for his blessings and the continuation of the church and its studies. Omar observed the orphans in the area and saw the innocence within them. He replied that he would not touch any of those who remain loyal to the city and added: "Your presence is enough to bless this place; you need none from me."

Each creature resting in the church receives a blessing as if the *greater restoration* spell was cast on it when they finish a long rest. If they are of good alignment, they are under the effects of the bless spell for the next two hours.

Entrance Floor: The entrance floor of the church has the main prayer hall and a shrine. If the creatures within 5 ft. of the shrine receive healing, they will have the maximum possible amount. There is a holy water fountain near the door. On Sundays, at noon, the font actually has holy water, and it can be bottled in one flask and used to produce a *flask of holy water* and it is also considered as a Fountain of the Blessed.

Fountain of the Blessed: The water in this fountain is believed to be holy water and carries a faint magical essence. Believers that use some of the water according to their beliefs (such as crossing oneself) gain temporary hit points equal to their Wisdom modifier.

Godfrey's Chamber: It is a modest room with only necessary furniture and objects. On his desk, a letter from his teacher, **Zaid**[◆], can be found. Apparently, he will visit the city, and he's very ill, possibly coming to spend his final weeks. He's afraid that the roads will be dangerous, and due to the upcoming war, he may not be allowed into the city.

Library: It contains many books and tomes on religious and academic topics. One shelf contains a hidden door, especially untouched by Father Godfrey if asked, as he did not want to disturb whatever was in it. It leads to a small vault with a lock (DC 15) and contains 4 spell scrolls that are 2nd level or lower. There is also a note signed from a man called Sheref ad-Din: "*Find me near the mosque. I'll be playing backgammon.*" Only active mosque in the city is the Mosque of Omar.

Upstairs: There are about twelve children (8 AC, 2 HP) in the church who reside upstairs in three rooms with bunk beds and similar furniture. During the day, the children's number almost reaches thirty due to more from the neighborhood coming for lessons and lectures from Godfrey. The lectures usually happen in the library or the courtyard.

Sisters' Rooms: Sisters stay in the same room with two beds and modest furniture. **Sister Mary**[◆] is in her mid-thirties and keeps her private belongings under her bed, in a small chest, with a mirror and a drawing in it. The drawing is a small and cozy house on a sunny hill and signed by a child, which can be understood by the handwriting. It is titled: "My mama's dream house -Anthony."

Sister Alice[◆] is a young woman in her twenties who aspires to be a powerful magic user. She believes that her faith will prevail no matter what. She keeps some books on arcane matters and legends near her bed and has a personal journal full of notes, suggestions, training routines, and such about spellcasting.

Sister Alice and Sister Mary will be ambushed by a group of madmen (4 **Thugs**) that went crazy due to Little Death effects. If the adventurers did not coincide with it, their belongings can be found beneath the **Church of the Holy Sepulchre**. Check out the **Little Death** section below.

Abandoned Warehouse

The warehouse is a large room with 20 ft. wide and 30 ft. long walls. It appears to have not been in use for a very long time due to strange noises in the night. It was abandoned by Father Godfrey to prevent children from coming here and to protect them from whatever problem was there. He used a Faithful Seal to bar the door, which was ripped apart by Alec at night.

Father Godfrey sensed the seal was being broken and confronted Alec and Mamduh. Alec threatened to hurt the kids if Godfrey didn't help them.

Inside, Alec and Mamduh can be found. It seems that Alec is using leeches to transfer his blood to Mamduh and turn him into a branded sigil warrior like him. Combat is almost unavoidable. If the adventurers do not interfere with the process (which takes almost an hour), Mamduh will receive five levels of Corruption and become **corrupted** and will attack people around him, including Alec, once the process is done.

If Alec notices the adventurers observing the warehouse or sees them before they enter, he will attempt to take a child as hostage and force the adventurers to retreat. His eventual goal is to escape the city and gain his freedom.

If any creature sleeps in the Abandoned Warehouse, their dreams will be plagued with nightmares of being buried alive while a woman sings a lullaby. Due to this, any creature attempting a long rest in the room must succeed on a DC 10 Wisdom saving throw or can't benefit from the long rest.

Corruption

This new condition works like exhaustion by means of mechanics; each long rest reduces it by one level, and the *greater restoration* spell can affect it as it affects exhaustion in the spell's description.

Corrupted. The creature has disadvantage on Charisma (Persuasion) checks but has advantage on Charisma (Intimidation) checks.

Other than the condition, Corruption has 5 levels:

Level 1: The target sees under normal light as if it is in dim light. It bypasses every kind of vision except Truesight, Tremor Sense, and Blindsight. In total darkness, if it has darkvision or a similar means to perceive, it sees as the normal rules deem appropriate.

Level 2: The target sees under dim light as if it is in total darkness. It bypasses every kind of vision except Truesight, Tremor Sense, and Blindsight.

Level 3: While perceiving its surroundings as if it is in dim light, it must succeed in a DC 10 Wisdom saving throw when making an attack roll, or it confuses the target as a friendly creature; thus, it must attack another creature or lose the attack.

Level 4: While perceiving its surroundings as if it is in normal light, it must succeed on a DC 10 Wisdom saving throw when making an attack roll, or it confuses the target as a friendly creature; thus, it must attack another creature or lose the attack.

Level 5: The target is blinded and sees everyone in shades and colors. It can't discern friend from foe and perceives everyone as hostile creatures of the GM's choice, related to its characteristics, knowledge, traits, fears, and other circumstances.

While the adventurers fight with the brute warrior of the wolf sigil, their abilities due to the Serpent Sigil will be revealed and can be added to their character sheets:

The Serpent Sigil. You are always under the effects of the protection from evil and good spell and the speak with animals spell. However, the *speak with animals* spell only works with snakes and similar beasts.

The Sigil Breaker. You deal an extra 1d6 radiant damage to any creature bearing one of the sigils or its marks. Additionally, if you kill a creature bearing the sigil itself, it will be shattered and lose its power.

The Sigil's Bane. The sigil's power can be unleashed upon those who wear the other sigils. For 1 minute, you have advantage on attack rolls against the wearers of the sigil, or the ones who bear its marks. This works as if you're concentrating on a spell, and once used, it can't be used again until you finish a long rest.

The Ancient Tongues. The bearer can speak, read and write Akkadian and Babylonian.

If the adventurers successfully save the children and defeat the enemies, Father Godfrey will reward them with the spell scrolls behind the hidden door if the adventurers ever notice that place. If the adventurers don't notice such a place, Father Godfrey will offer them **two flasks of holy water** and offer them support on general matters, such as tending wounds, broken bones, spending the night, or similar matters.

After the quest is over, they will be informed by city guards or other officials that Balian can be found at the construction site of the **Church of Holy Sepulchre**.

Little Death

Due to the approaching birth of the dragon that is the mount of Whore of Babylon beneath the city of Jerusalem, some strange events may happen to various NPCs, random people on the street or even on the adventurers themselves. These effects mostly to enrich and foreshadow the main conflict and can be implemented in city Quests in Jerusalem - City of God section in Era of the Crusades, or directly can be used in the flow of this adventure.

The most prominent sign is the missing people and their dead bodies. While they delve deep in the **Church of the Holy Sepulchre** (see below) or while traveling in the city they may encounter many dead bodies, missing people who are dead and their belongings that suggest their deaths. Such NPCs are marked with ◆ symbol throughout the adventure.

From time to time you can use the descriptive texts below to detail the strange happenings and check out the table below:

You have heard that sleep is often called the little death, a time when you lie in repose so akin to the stillness of the grave. Each night, as you slumber deeply, your breaths slow and your thoughts fade, mirroring the final peace that awaits us all. It's a nightly rehearsal, a gentle reminder of the inevitable: You are mortal. You are close to your grave and your spirit knows it. What is the meaning of a single life against the tides of eternity?

Some nights, a faint, almost unseen movement catches your eye, dancing at the edges of your vision. It's as if a kind figure, caring and tender, hovers just out of sight, brushing your cheek with the softness of a mother's kiss. It's comforting, reminding you of the sunny days. The subtle, loving presence that watches over you is gone once you open your eyes or actively search it. Where it might have gone?

At times, you could swear a distant lullaby drifts through the air—a melody so sweet and faint, it vanishes the moment you try to listen. Yet, this elusive song is not yours alone to hear; many catch its fleeting notes, a shared whisper of comfort that dances just beyond the silence. When you try to hum or play the melody, you just can't. It feels like trying to remember a drifting dream.

You've sensed the unease that creeps through the streets of Jerusalem. People are vanishing, going missing and the whispers of their absence ripple slowly, steadily. Fear mounts, and the rumors that once hushed and shunned are welcomed with open arms, because most people know it in their bones: Dark stars are upon the realm and the end might be near.

In your wanderings, you must have observed at least five souls, their actions unmoored from reason. They roam, they shout, they gesture wildly to unseen visions. Madness, it seems, has laid its hand upon them, drawing them into its unpredictable dance through the city's shadowed lanes.

D20	HAPPENINGS
1	**Whispering Walls:** At night, the city walls echo with whispers in a long forgotten tongue, Old Persian, ancient dialects of Aramaic languages or even some that can't be comprehended. Anyone listening closely might catch their own name being called with a soft manner.
2	**Ghostly Processions:** Some swear that spectral figures in ancient garb appear at the darkest hours of the night, walking solemnly towards the Temple Mount before vanishing and wail in front of the walls. However the tears fall in silence, without screams and loud cries, weeping in serenity against the breeze of night.
3	**Unearthly Fog:** Sometimes the streets are covered in thick, eerie fog that rolls in, enveloping the city. Within the fog, the faint sounds of ancient harp and distant cryings can be heard.
4	**Reversed Shadows:** During the day, people's shadows point towards the sun instead of away from it, causing alarm and confusion among the populace.
5	**Crying Statues:** Statues around the city are occasionally found weeping tears of blood, with no explanation as to how or why this occurs. Sometimes it's seen as actual tears. Most people believe it to be a miracle.
6	**Weird Echoes:** Sometimes words that were uttered hours or days ago can resurface from the exact same place. People are having a hard time explaining this weirdness.
7	**Blinding People:** Some people lose their ability to see at random times and regain it after a few minutes or few hours.
8	**Mirage of the Past:** Especially at dawn, people tend to bump into some weird people, with clothes that look ancient at times, wildly looking for something but once out of sight, never to be seen again. Some swear that they saw a Roman legionary or a Greek warrior from distant lands.
9	**Benevolent Shadows:** People claim that their shadows sometimes act independent. More and more people claim their shadows do what seems impossible.
10	**Mysterious Inscriptions:** New, hard to decipher inscriptions appear overnight on the city's oldest buildings, especially at churches. Scholars and mystics are baffled by their meaning and origin. Some recognize ancient tongues and the writings are usually similar: "Beware the mother!" and ''Romanes Eunt Domus''. One of these seem grammatically wrong though.
11	**Chanting Winds:** The winds winding through the city streets carry faint, discordant chants that unsettle the minds of listeners. Those who listen too long find their dreams haunted by cryptic visions.
12	**Subtle Shifts in Light:** At random intervals, the natural light in Jerusalem subtly shifts, casting unnaturally long or distorted shadows even when the sun is high. This subtle anomaly causes unease among the citizens, as the normal suddenly seems unfamiliar and foreboding.
13	**The Watchful Eyes:** Citizens report seeing eyes staring at them from within the stone blocks of buildings and the city walls, especially during the twilight hours. These eyes sometimes blink before disappearing.
14	**Wild Life Weirdness:** Animals around the city sometimes act as if they know something and are almost human-like: listening to conversations, producing sounds appropriate for a situation (a cat meowing as if it says uh-huh), defecating in public bathrooms (in correct places) and more.

15	**Unexpected Visitors:** Some doors are loudly banged at nights crying for help, like their life is in immediate danger. However, when the door opens, there is no one there.
16	**The Marks on the Body:** People that have dreams about having a relationship with a demon or djinni wake up with "qinah" (henna) on their bodies.
17	**The Crying Child:** Residents often hear the cries of a child late at night coming from the abandoned quarter. Those who go looking for the source find only a small, ancient doll lying on the ground, wet with fresh tears.
18	**Where Did I Sleep?:** People claim that they wake up in very many different places that they slept but no one saw them sleep walking in the city.
19	**Last Breath:** Some people found dead with a mirror in their hands. All that they have in common is their trace of last breath on the mirror's glass.
20	**Eerie Words:** Sometimes children speak so adult-like and so deep adults are shocked and this event usually creeps the people out.

Church of the Holy Sepulchre: Reconstruction Site

As you approach the construction site, you notice that the Church of Holy Sepulchre has lost nothing of its sacred spirit. You almost hear a faint prayer in your ears that prays to the skies. The walls wish to tell you their stories, especially about a man with thirty silver pieces, a man who prayed at the stairs rather than inside, a woman who carried woodwork to the depths, and more.

You can't help but wonder how many steps were taken before you. How many dreams faded, or how much blood was spilt? How many stories ended here?

Or how many of them started?

You feel like yours has already started, and you are entering a new chapter.

When you see the king's tent and his colors on fabrics near the construction, the thoughts leave you, and reality welcomes you. The sound of metal, the hammer on the stone, the shovel on the dirt, and soft paintings of working men are in your ear. The king's voice calls to you: "Welcome to the Church of Resurrection!"

The adventurers see King Baldwin and his personal guards (especially one muscular and tall one takes the attention) and meet with Sybilla, the Princess of the Kingdom and sister to Baldwin, right next to him.

The tall and muscular guard is called **Sir Claude of Paris**. He is actually a Sigil Knight resurrected by Guy of Lusignan and is loyal to him. He will be encountered by the adventurers in the future, so it is advised that he be emphasized by description to ensure he is remembered later.

For the princess, read:

A smile covered the woman's face. A regal beauty shone on her with a touch of subtle innocence and youth's excitement. Her noble face is the center of attention, only rivaled by the marble mask of her brother, the king. You feel her gaze upon you, judging subtly and analyzing openly. There is not a clue on her face that reveals her thoughts, only traces of curiosity.

For Sir Claude of Paris:

The tall guard has an unnatural stance, appearing calm and confident. Although his helmet obscures his face and expressions, he is clearly a formidable threat to any trained warrior. His dedication to his duty is so profound that it is not far-fetched to think of him as a holy warrior. The strength in his wrist, the determination in his steps, and his lethal skill are plainly evident to trained eyes. You feel like prey alongside a hunter, as if one wrong move could prompt him to deliver punishment.

The king introduces his sister to the adventurers. She carefully looks at each of them and appropriately makes their acquaintances, but she remains silent otherwise.

If the adventurers explain and summarize the events at the Church of St. Anne, the king will be pleased and congratulate them. He and Balian will briefly show the main construction site and the process. An engineer leads the primary workforce inside the walls to a damaged pillar and a large door which goes downstairs.

When the adventurers get close, read:

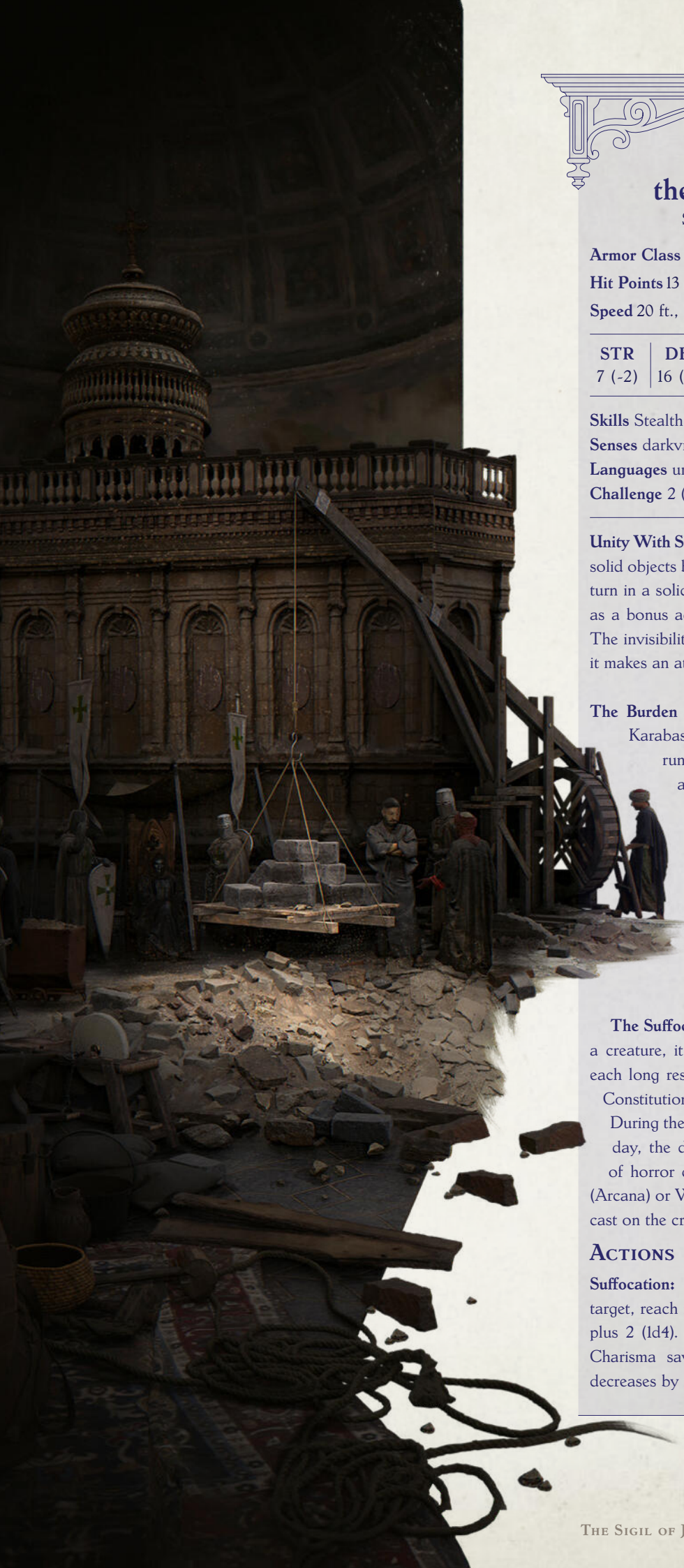
You hear a certain "Click!" sound as you approach the damaged pillar. Your trained and experienced eyes notice the magical sensation and walls suddenly close in front of you, stopping you from entering the place where the workforce is. You hear the men shout for help and hit the closed wall. Even as one of the stronger ones swings his hammer against the wall, you hear only a faint crashing sound and feel a little vibration.

The king does not let panic take over and immediately seizes control: "Do not fear! You will be out of there shortly!"

As the voice of the king stirs the hearts, the men slowly calm down, only for mere seconds. The men's voices in panic reach you, and one of them shouts as strongly as he can: "Something's here, Your Grace! We are not alone!"

The king immediately casts the knock spell and opens the door back rapidly.

After the adventurers go inside, three **Karabasans, the Chthonic Horrors**, will engage them. Sir Claude of Paris may intervene and help the adventurers to make him more memorable.



Karabasan, the Chthonic Horror

Small aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	5 (-3)	12 (+1)	9 (-1)

Skills Stealth +7
Senses darkvision 120 ft., blindsense 10 ft.
Languages understands two common languages
Challenge 2 (450 XP)

Unity With Shadows. The karabasan can move through solid objects but takes 5 (1d10) force damage if it ends its turn in a solid object. Additionally, it can turn invisible as a bonus action if it is within dim light or darkness. The invisibility stays until the end of its next turn, until it makes an attack or casts a spell.

The Burden on Your Chest. As a bonus action, the Karabasan can strike a foe within 15 ft. of it and run towards it without provoking opportunity attacks. The creature must succeed on a DC 13 Strength saving throw or be knocked prone. The Karabasan sits on the creature. While sitting on it, the creature is paralyzed, and Karabasan weighs 5 times heavier. When any attempt is made to move Karabasan off the creature, it has +10 bonus to related ability checks or saving throws due to its weight.

The Suffocating Mark. When the Karabasan sits on a creature, it leaves a mark of horror. At the end of each long rest, the creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. During the paralysis, the creature can't breathe. Each day, the duration increases by 1 minute. The mark of horror can be identified by a DC 10 Intelligence (Arcana) or Wisdom (Nature) check or an identify spell cast on the creature.

Actions

Suffocation: *Melee Weapon Attack:* +5 to hit, one target, reach 5 ft. Hit: 6 (1d6 + 3) bludgeoning damage plus 2 (1d4). The creature is forced to make a DC 11 Charisma saving throw, or their Constitution score decreases by 1.

The Hidden Breath

After the Karabasans are defeated, a newly opened and hidden section of the Church is revealed to you: a wide room with a strong black flame in the middle and a large door made of pitch-black. You feel like you are staring at the heart of the void. The room has no edge corners and no walls. Instead of the walls, you are greeted with flesh, veins, and, with it, an unexpected vibration: a pulse. Like the veins and the whole walls moving like a heart's pulse and the black veins reaching onto the door.

The door has a giant parchment on it: a seal. It is written in reverse Arabic letters: "Locked. Banished. Awakened. Hold your breath to unmake. Forget the sun to unveil."

A DC 10 Intelligence (Nature or Mason's Tools) check reveals that the door is made of a material known as "marsık." It clearly has Arabic architectural signs. However, the rest of the room, except the altar, seems to have been here for a really long time.

Marsık is actually a term used for coal that has not been burned properly, a word in Turkish. However, the guild of blacksmiths in Damascus discovered an arcane way to make the Marsık more powerful and solid, "Layet-Efel-Ahen (Stainless Iron),". For further information on Stainless Iron, check out Act II: We Become What We Behold.

Marsık is a special material that absorbs magic and damage to an extent. When the metal of armor is covered with marsık, it will grant a damage threshold to the wearer (5 damage) and grant +1 bonus to saving throws against spells and other magical effects. If it is used to cover a blade, the weapon gains the siege ability, dealing double damage to constructs. If it is applied to doors, walls, and similar surfaces in large quantities, the door will gain a damage threshold equal to 30 damage and get resistance to all nonmagical attacks.

A quick investigation or casting detect magic inside the room reveals that there is a handle inside the flame. The flames must be extinguished, and the handle must be pulled to open the door. Marsık will not yield to damage and magic.

The Seals of Kings - Entrance to the Lullaby Palace

This is the first obstacle that the adventurers face before they are thrown into the adventure. When the Whore of Babylon was sealed in ancient times by Cyrus the Great, he used a seal and bound her to the city to avoid further destruction by her. This seal, however, was not strong enough. This was discovered by Heraklios, the Basileus of the Eastern Roman Empire who ruled from Constantinople. He further improved the seal.

In later years, when Caliph Omar conquered the city, he sensed the seals' weakness. He foresaw their eventual downfall, and prepared another seal, which is what the adventurers discover.

Each seal opens a new floor until the Womb of Dragon is reached, where Cyrus bound the Whore of Babylon. With each passing day, the Dragon is getting stronger and preparing to bring the Whore of Babylon from her bound place, an extra-dimensional prison, which will be introduced in the **Lullaby Palace** section in **Act III: Little Death by the Paradise**.

The first seal can be unmade by the **Breath of the Caliph** that carries the last breath of the Caliph Omar, which was put in a device called Extinguisher – hidden inside the cisterns under the city, still protected by his unyielding guardian. This is the first dungeon –which the adventurers are about to enter.

The second seal can be unmade by the **Blood of Basileus**, which can be found intact on the True Cross hidden under the Byzantine Cardo.

The third seal can be unmade by the **Voice of Shahenshah**, which can be found in the Cylinder of Cyrus, where Cyrus put his memories and vision of the world. It is located in the Library Pageless, the headquarters of Peter the Hermit, one of the holders of the Sigils of Jerusalem, granted by Whore of Babylon and distributed among the Crusaders.

King Baldwin is not adequately knowledgeable in this whole manner. His main goal to pursue this excavation to the deeps, he believes there is a cure for his leprosy at the end.

The king will tell this from memory: "Where the pulse lies bloodless with the vein, hold your breath ~ or all will be in vain."

If the adventurers wait for an explanation, the king will stay silent for a moment and then will explain these:

- This was the reason he was personally overseeing the reconstruction of the church.
- There is a strong mystery concerning the room and whatever lies below Jerusalem. The king has seen the sigil before, in a book: an important magical item called The White Book. The book is heavily encrypted, and the part he told from memory was one of the first parts to be solved.
- The king will reveal that he probably doesn't have much time due to his leprosy, and his well-being isn't getting any better with each passing day. With the incident at the Church of St. Anne and now saving the workers from horrible monsters, the adventurers have proven themselves and may have proved that they may be the only hope to help cure the king. This is why the king needs their help. He believes The White Book hints there is a cure for most diseases.
- His leprosy can't be cured by even the most powerful clerics; it has been tried before.

If the king deems the adventurers trustworthy, he will mention that if anything happens to him he will give the book for safekeeping to his mother, the Mother Queen Agnes. Mother Queen has the statblock of Scholar of Jerusalem. She usually doesn't leave the Temple Mount.

The king dies in Act II. So before departing for Kerak Castle, this exchange of the book will be completed. Even Sibylla does not know about this.

When the adventurers and the king focus on the room, a DC 10 Intelligence (Religion) check reveals this: usually, reverse Arabic letters mean "spellcasting" or "communication with the djinni" in Islamic tradition. Many ancient spells and rituals involve writing Arabic letters from left to right (although they are normally written from right to left.) and reading them aloud.

If read aloud, the flames come to life:

A whisper from the depths fills your very soul, as if you hear it inside your skull. The whisper drowns every other sound; you can't even hear the flickering of flames, only a distant echo in your memories.

"Find where the breath is enchained. Where the conqueror companion's last wish is restrained. Venture deep until your eyes can't see, until you feel the breeze of the blue sea."

DC 10 Intelligence (History) check reveals that the conqueror companion is Caliph Omar, the one who conquered Jerusalem. Companion is the short version of "Companions of the Prophet" and the translation of the word "Al-Sahaba," which defines the ones who followed, saw, and accompanied the Prophet Muhammad during his lifetime. Conqueror is obvious, as Omar was the most successful Rashidun Caliph, conquered many territories and expanded the Rashidun Caliphate to its mightiest state.

The king immediately realizes that the adventurers should venture to the **Mosque of Omar**, as it was built where he first prayed after the conquest of the city. He is not sure what the remaining bits mean, but the Mosque of Omar is a really good place to start.

The String of Life

If the adventurers investigate the room further, they will realize the material resembling flesh and meat and black veins is still alive, as if the source of the pulse. A DC 15 Wisdom (Medicine) or an Intelligence (Medicine) (possible herbalists or physicians among the adventurers have advantage on the roll), this resembles a birth cordon that ties the baby and the mother together.

This cordon actually feeds the dragon beneath and it mostly devours on actual blood and essence of the city. Through its physical form, most of the dead in the city's blood and essence is sucked into it and reaches directly to the dragon at the womb.

It is deep within the room, but when the adventurers reach the area behind the Blood of Basileus, they can attempt to actually wound or poison the dragon. If you deem appropriate, they can damage Whore of Babylon and the Womb this way (check out Act III: Little Death by the Paradise for Womb and the Whore of Babylon).

Dungeon: Mosque of Omar

A simple yet strong building catches your eye. At first, among the dense view of the city, you see no usual mosque where the minarets reach through the sky. The building is surrounded by other parts of the city, only showing itself with a shade of slightly darker color and interesting geographical shapes hidden in the edge of pillars and some dusted doors. A few Muslims can be seen inside, paying their respects to the place and praying inside its walls.

The mosque is guarded by three **crusader knights**▲, and they are there to prevent any problem caused by the Muslims. Very few Muslims or pilgrims in the city visit the place for namaz (prayer). No adhan is recited; it is forbidden by the city law. Only during the prayer can the lead imam recite the prayers. The imam is usually chosen by the cemaat (the current members of the community during the prayer) to lead the namaz.

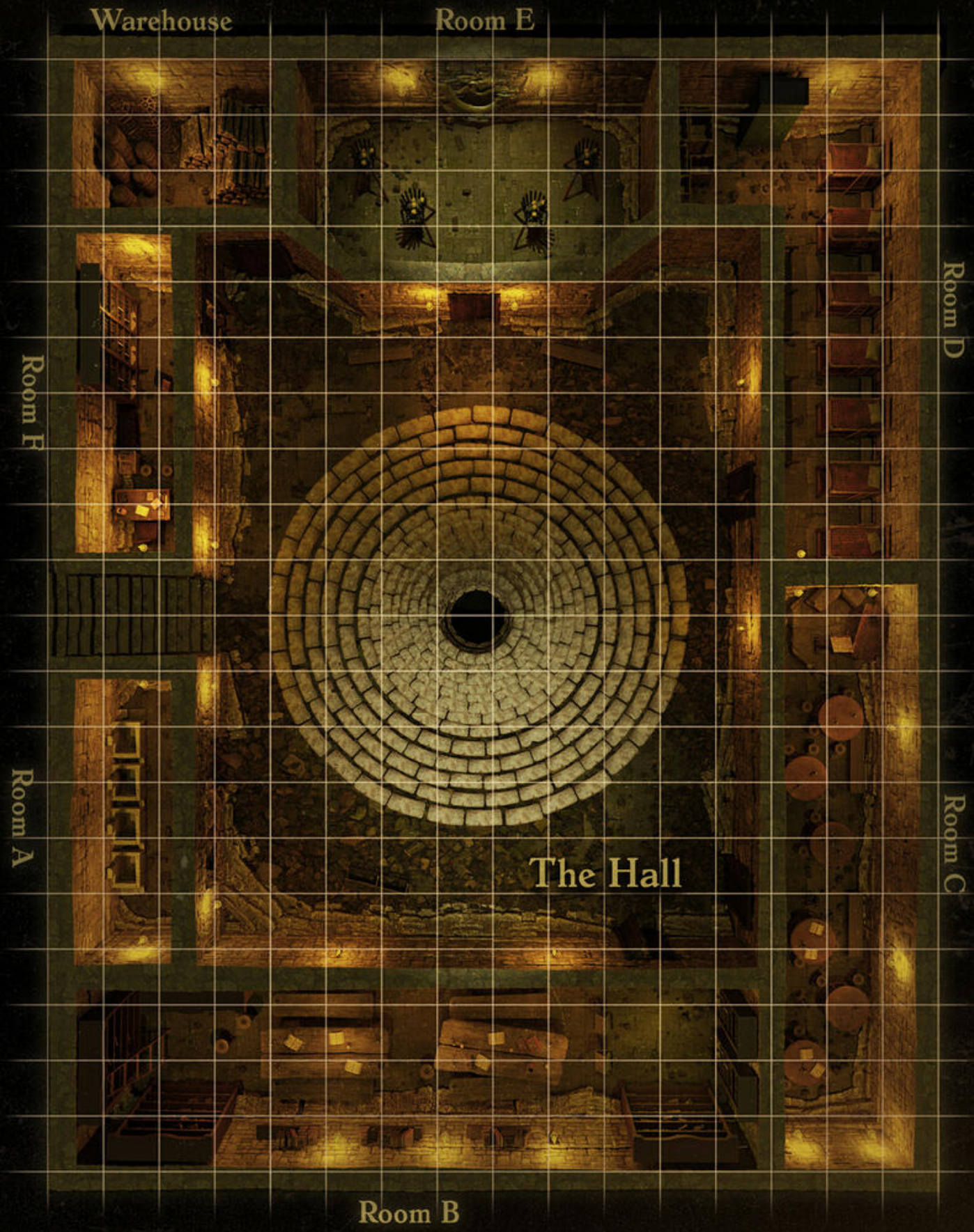
Many Muslims perform their prayers in silence and without drawing any attention, as some eyes may be hostile towards them given the current situation of the Crusades. However, King Baldwin IV lets Muslims pilgrims enter the city and pray in peace.

If the adventurers have found the note, there are two men right at the small courtyard of the mosque, quietly sitting near the flowers and playing a game of backgammon. **Sheref ad-Din** may be accompanied by Father Godfrey or another Chritsian priest of the city. He usually spends time here to get to know the people of the city and connect with them. He is actually a **Satrap**.

In the world of Historica Arcanum, a satrap is a dedicated protector of the world who is dealing with otherworldly dangers and eldritch horrors with the ability to banish them from this world. Satraps are heavily detailed and examined in **Empires of the Silk Road** and **Herald of Rain**; for further information, the **Characters** section in HoR may be checked, as many satraps are introduced, and the main antagonist of the story actively hunts down satraps: prominent satraps from that from that book are **Al-Istakhri**, **Yaqut al-Hamawi**, **Caliph Al-Zahir**, **Hayat-Jawhar Khatun** and one of the mightiest satraps, **Rumi**.

If Sheref deems worthy, he may share some bits of information with the party. Father Godfrey may speak on their behalf. Sheref would explain his dreams as best as he can: A darkness gathers in Jerusalem. Beneath the earth, there's a womb and a beating pulse. The pulse was weak but it is getting stronger by the day and there is a mother in the dream. A mother with a terrible purpose, but he is not sure what it is. Once belonged to the world for sure but became so distant over time, it is now otherworldly.

If the adventurers are focused on getting rid of that threat and would promise to work together, he could explain what a Satrap is.


Warehouse
Room E
Room D
Room F
The Hall
Room A
Room C
Room B

Usually a man with a serene face, the imam of the mosque is a man named **Jaffar (local priest, NG)**, born to a Crusader father and a Muslim mother. He was left in the streets and raised by the local thieves. He found his way to the mosque and found a Quran among the dirt and dust. He devoted himself to the reading and cleaning of the mosque. Locals respect his kindness and good manners. He also provides food and shelter to Christian pilgrims as well. Due to this, city guards and Crusaders don't touch him.

He has a special *hallowed prayer sheet* **(common variant)** that is believed to bring good luck. Jaffar can be persuaded (DC 12 Charisma check, proper proficiencies may apply) to give the prayer sheet to Azize, the mad woman mentioned in the **Prison Break** section above. It is usually kept in a small room above the mosque, inside a chest with a lock (DC 10) with the only wealth Jaffar has, which is four gold dinars and seven silver dirhams.

The Hallowed Prayer Sheet

Wondrous item, common

It is a trinket touched by magic and, when read by a believer, it shortens the length of a long rest by 1 hour, as it soothes the heart and soul.

Variants:

- The **uncommon** version of this prayer sheet reduces the duration of a long rest by 2 hours, and the reader wakes up with temporary hit points equal to their Wisdom modifier.
- The **rare** version of this prayer sheet reduces the duration of a long rest by 3 hours, and the reader gains this ability: "Whenever you finish a short rest, you restore extra hit points equal to 1d8 + your Wisdom modifier."
- The **very rare** version of this prayer sheet gives the reader the ability to take the benefits of a long rest when it finishes a short rest. However, it must spend at least 48 hours in a place counted sacred by the believers to be used again after 3 short rests.

A prayer sheet's rarity can be upgraded through the constant usage by a believer in a sacred place touched with the hallow spell for a year. A regular sheet that contains a prayer from a holy text and is written by believers may gain magical properties after the sheet spends at least one year in a holy place and if used by believers every day. A church may contain this item with a chance of 10% (A GM may roll a d100 when the adventurers walk into a church).

If the adventurers arrive here after the Hidden Breath section, they will immediately realize a small part of the wall is covered in marsık. There are two torches next to it. If the torches are blown, the marsık plate will move and open a narrow pathway. It can be detected by a DC 10 Intelligence (Investigation) or Wisdom (Perception) check.

The pathway leads to stairs that go below.

The recommended level for this dungeon is Level 2. King Baldwin may spare them four potions of healing before they venture in.

The Hall

You see a well, bone dry for at least fifty years as you can breathe all the dirt in the hall. The stones form steps as they get away from the well. The well's stone walls almost reach a human's height. Time has done its deed in the underground, and stones have fought back. They look like the war was hard, and there are years ahead before they start to lose.

The hall has seven doors that lead to other rooms of the dungeon. Except for Room E, all rooms have torches with *continual flame* on them.

At the center, stone steps of a circular shape lead to the well. Adventurers with a passive Perception score of 11 or higher will notice the first six stone circles are not above the ground level. After the sixth circle, the steps start to rise.

The well seems empty, without any water in it. Climbing to the last step will trigger the well's magical effects.

All stones that have circular shapes are enchanted: a *detect magic* spell will reveal their magical nature. The outermost stone circle (marked with the letter alpha (α) will create a force field that can only be nullified with a 6th-level *dispel magic*. The force field will not let any material pass through it from the inside. Anything from the outside can pass through but is trapped until it is dispelled. It is intended for adventurers to be trapped within the circle.

When the well's magic is triggered, a monster made of stone will emerge from the depths of the well: a **gargoyle** that looks like a stone dragon. When the combat starts, the well has its own initiative turn, which is 20.

At the initiative count 20, roll from the table below to determine which circle will be activated and roll again for which effect will occur:

D6	CIRCLE	EFFECT
1	α	DC 10 Dexterity saving throw. 2d6 fire damage.
2	β	DC 10 Constitution saving throw. 2d6 poison damage.
3	γ	DC 10 Constitution saving throw. 2d6 cold damage.
4	δ	DC 10 Dexterity saving throw. 2d6 lightning damage.
5	ε	DC 10 Dexterity saving throw. 2d6 acid damage.
6	ζ	DC 10 Wisdom saving throw. 2d6 psychic damage.

The stone circles will force anyone standing on them (if they coincide with the activation moment) to roll a saving throw, as stated on the table. Creatures that succeed will take half damage (minimum of 1 damage).

The stone gargoyle will drop a key and two crystals that are consumable magic items. When one of the crystals is broken by a creature, it restores 2d6 hit points. The key can be used to open the door of Room E.

Room A

You encounter very old ablution faucets and stone tools in front of them. The dryness can be felt in your throat.

In this room, there are marble taps placed on the walls. It is a room where Muslims perform ablution, a cleansing process overseen by Muslims. All Muslims must go through this cleaning process to be able to perform a namaz.

The faucets are enchanted with magic. It enchants the water in an unexpected way until the next dawn:

D6	EFFECT ON WATER
1	The ones that perform an ablution can't restore hit points for 1 hour.
2	The ones that perform an ablution suffer a 1d4 penalty in their ability checks for 10 minutes.
3	The ones that perform an ablution gain the effects of *gentle repose* spell if they die.
4	The ones that perform an ablution gain resistance to the next 5 damage they took until the next day.
5	The ones that perform an ablution gain 2d4 temporary hit points.
6	The ones that perform an ablution gain the effects of the *aid* spell.

Some of the faucets are broken, and the dirt and soil behind them are visible. A DC 10 Wisdom (Masonry Tool) or a similar skill or tool check related to this area of business will notice the water is stuck with a broken marble piece at the leftmost faucet, thus preventing water for all others. If the adventurers spend 10 minutes fixing it, the water flows again, and the faucets' magic enchants the waters.

Room B - Library

Even with the passing of time, the books and parchments gathered here are still holding on to life. Many sheets are scattered around; it looks like someone left in a hurry a long time ago.

The small room is a library and a workspace. Shelves are made of wood and barely stand against the danger of rot. Mostly religious texts can be found, teachings about Prophet Muhammad and his companions. A careful examination (DC 12 Intelligence (Investigation) check) reveals these about the compound:

- This is a secret Sunni school, founded at the heart of Jerusalem during Shia rule.
- One of the teachers wrote about the Crusaders' march through Anatolian soil in 1097 CE.
- They wrote about an important figure in the First Crusades, Peter the Hermit (check out the Characters section for further information). It is stated that he took a personal interest in collecting books and parchments along the way of the People's Crusade.
- Most of the religious texts have notes on them in ancient languages, notably Aramaic and Sumerian. If the adventurers manage to read the passages, they realize the teachers are giving lectures about the ancient religions of Mesopotamia, which should be unknown at that point.

Room C - Classroom

Floor tables and cushions that have lost the fight against time fill the room. In the corner, a big table stands proudly, without any signs of rot, like it was built there yesterday. You see some glass bottles, herbs, and similar materials on the table, all appearing fresh and stable.

This was a classroom once where students listened to lectures while sitting on the cushions and taking notes at their floor tables, a common practice in most maktabs and madrasas (elementary schools and higher education, respectively). Most of the wooden desks look fragile and on the brink of collapse due to rot and rust. Only the teacher's table is standing strong because it is magical. A detect magic spell or a DC 10 Intelligence (Arcana) check reveals that it is magical. It is enchanted against rot and rust and protects whatever is on it from going rotten or decomposing over time.

On the table, there are three *potions of resistance*, two *potions of healing*, and one *potion of water breathing*.

Room D - Dormroom

Forgotten memories greet you. Rotten sheets, pillows, clothes; broken toys made of wood; hardly visible paintings on the wall... There must be a graveyard nearby for the children that spent their time here.

There are many bunk beds and personal items that have succumbed to the passage of time. Most toys and similar objects dissolved or went bad because of the rot that surrounds them. The walls have many paintings on them. Among them, one stands out as it has endured through the ages and resembles the classic Virgin Mary paintings; however, this time she has dragon-like wings, which the symbolism can be understood with a DC 10 Intelligence (Painter's Supplies) check.

Room E

The room is protected by the arcane lock spell (DC 20). If the **gargoyle**◉ is defeated in **the Hall**, its key can be found on it.

A dreaded carving of a dragon greets you when you enter the room. It appears to gather its might and to blow the deadliest fire seen in the world since the first days of the stars.

A carving of a dragon and four torches spiked to the ground await in the room. All four are extinguished. If all four are simultaneously lit, the carving of the door will lead to a pathway that leads downstairs.

Warehouse

This is a storage room filled with crates and barrels. Most of the items went bad and the smell is unbearable. There's a cursed item that affects this room: A straw doll made by one of the deceased students.

Straw Doll: The *straw doll* affects a certain type of food. When eaten, it forces a creature to make a DC 13 Constitution saving throw or curse them. The curse forces the creature to have nightmares at night. The nightmares force the creature to make a DC 10 Wisdom saving throw or they can't complete a long rest. If the doll is washed by a believer in holy water that is worth at least 50 gd for at least one minute in the company of a heartfelt prayer, its curse is gone and affected creatures' curses are broken.

Room F

It resembles an office belonging to a person in charge. The bookcase has many books but almost all of them are in ruins and in a rotten condition. Only a version of the Bible has survived. It is filled with doodlings and scratches, almost all of the book has been deformed by a mad person. A quick DC 10 Intelligence (Investigation) reveals that only one part remains untouched: Revelation 17:1-18. If the adventurers can read Latin, they can easily understand the texts untouched. If a character has memorized the Bible, they can also understand which parts are mentioned.

1♦ *And there came one of the seven angels which had the seven vials, and talked with me, saying unto me, Come hither; I will shew unto thee the judgment of the great whore that sitteth upon many waters:*

2♦ *With whom the kings of the earth have committed fornication, and the inhabitants of the earth have been made drunk with the wine of her fornication.*

3♦ *So he carried me away in the spirit into the wilderness: and I saw a woman sit upon a scarlet coloured beast, full of names of blasphemy, having seven heads and ten horns.*

4♦ *And the woman was arrayed in purple and scarlet color, and decked with gold and precious stones and pearls, having a golden cup in her hand full of abominations and filthiness of her fornication:*

5♦ *And upon her forehead was a name written, MYSTERY, BABYLON THE GREAT, THE MOTHER OF HARLOTS AND ABOMINATIONS OF THE EARTH.*

6♦ *And I saw the woman drunken with the blood of the saints, and with the blood of the martyrs of Jesus: and when I saw her, I wondered with great admiration.*

9 ◆ *And here is the mind which hath wisdom. The seven heads are seven mountains, on which the woman sitteth.*

10 ◆ *And there are seven kings: five are fallen, and one is, and the other has not yet come; and when he comes, he must continue a short space.*

11 ◆ *And the beast that was, and is not, even he is the eighth, and is of the seven, and goes into perdition.*

12 ◆ *And the ten horns which thou saw are ten kings, which have received no kingdom as yet; but receive power as kings one hour with the beast.*

15 ◆ *And he said unto me, The waters which thou sawest, where the whore sitteth, are peoples, and multitudes, and nations, and tongues.*

18 ◆ *And the woman which thou sawest is that great city, which reigns over the kings of the earth.*

*Historical Note: For clarity, this version is taken from the King James version.

This book is considered a magic item. While on a person, it gives +1 bonus to Religion checks and the book is immune to fire damage.

Staircase

The steps made of stone lead downstairs to Room G.

Room G

The room only contains one black 3-foot-square cube made from marsık. If a creature has the **mark of horror from the Karabasan**▲ creature, they must succeed on a DC 12 Wisdom saving throw or take one level of corruption. The marsık cube stands on a plate that triggers a trap. The trap, when activated, releases a gas. The gas fills the room swiftly. The creatures in the room must succeed on a DC 10 Constitution saving throw or have disadvantage on Dexterity checks and saving throws for 1 hour.

There's an oil portrait of a man in a sarik, a form of turban among Muslim men, of Arabic descent. A DC 15 Intelligence (History) check reveals that it is a portrait of the Prophet Muhammad, which is a huge form of heresy according to Islamic tradition. The portrait is magical; if burned, it will form itself again after 1 hour. It was enchanted by its creator, one of the first companions of Muhammad, and he was punished by Omar in later years for painting Muhammad's image.

If the portrait is burned, a door to the **Secret Room** is revealed. The door only shows itself with the burning of the portrait.

Secret Room (S)

The secret room was built to conceal an office room, a table, and a chair. The table has a tiny jar on it, full of *dust of disappearance*, and a *headband of intellect*. Other than the items, the room is empty. It has one other door that opens a hallway that leads to the **Room of Hafiz**.

Room H

A room filled with crates, barrels, and chests. One chest draws attention with its size in the back of the room. It is a **mimic**● in disguise. If defeated, the mimic will yield two potions of healing and a scroll of aid. Other chests contain clothes, cosmetics, fabrics, and similar objects, but they are not so well aligned with the religious school upstairs, as cosmetics are usually frowned upon. Clothes are mostly suitable for children and they resemble stage clothes.

Room I - The Room of Ice

A sudden chill rushes to your face. An unexpected view, a floor made of ice, greets you and nothing else. A chill literally runs down your spine and coldness grips your throat, in an attempt to embrace you.

The room is full of ice, and beneath it are traps. The ice is very thin, and any step on it will cause the ice to begin breaking; anyone stepping on it must succeed a DC 10 Dexterity saving throw or fall into acid beneath it. The acid floor is 2 feet high. Any creature that falls into the acid and starts its turn in the acid takes 2d6 acid damage.

Room J

Four pillars draw one's attention in the room. The door that leads down the corridor has a pillar on each side and one in the opposite direction. Once a creature enters the room, the pillars shoot fire into the area they form (Area A). Each creature enters the area for the first time or starts its turn there must make a DC 10 Dexterity saving throw or take 2d4 fire damage.

At the far side of the room, a chest awaits the adventurers. It has a lock on it (DC 11) and contains four *potions of healing*.

The corridor that leads down the path to Room M has two doors that open to Room K and Room L.

Room M's door has no handle and is made of marsık. In order for the door to be opened, Room K's and Room L's development sections must be completed.

Room K

The room has a suit of plate armor placed on the ground at the center of the room. A close inspection with a DC 10 check, with Intelligence (Investigation or History) or Wisdom (Perception), reveals that the suit of plate armor is made up of different parts. The helmets and the gauntlets do not fit the breast, arms, and legs.

The plate armor seemingly belongs to a Crusader and more specifically, a Knight Templar. The red stripes and crimson cross are visible on the breast plate.

Developments:

When the parts of the armor are moved from the room, a **specter**● attacks the adventurers, and if more than one part leaves the room at the same time, the specter gains temporary hit points equal to 2d4 for each number above one. Until the set of armor is complete, the specter can't be killed. As long as the set of armor is incomplete, whenever it reaches 0 hit points, it is dropped to 1 hit point instead and gains a -2 penalty to its attack rolls (the attack roll penalty can be a maximum of -6, so the specters can have a total of attack roll bonus of -2).

Room L

This room has a suit of plate armor as well, placed in the middle of the room. If the adventurers entered this room first, they can roll for the inspection checks stated in Room K.



OMAR MOSQUE - II

This suit of plate armor belongs to a Knight Hospitaller. The same parts as the Templar's armor do not fit. However, the parts found in Room K fit this armor. The parts that do not fit this armor must be taken to Room K.

Developments:

When the parts of the armor are moved from the room, a **specter** attacks the creatures in this room as well, and if more than one part leaves the room at the same time, the specter gains temporary hit points equal to 2d4 for each number above one. Until the set of armor is complete, the specter can't be killed. As long as the set of armor is incomplete, whenever it reaches 0 hit points, it is dropped to 1 hit point instead and gains a -2 penalty to its attack roll (the attack roll penalty can be a maximum of -6, so the specters can have a total of attack roll bonus of -2).

When the suits of armor are complete, the specters vanish, and they appear as peaceful spirits. They are two brothers, Michel (a Knight Templar) and Marcus (a Knight Hospitaller). They thank the adventurers for helping them find peace. They were killed by a Muslim man with rotten flesh when they found these underground chambers. They were bound to kill any intruders.

Room M

A sense of celestial serenity fills your heart as you notice the small fountain in the room. It is slightly hot and at the perfect temperature for a moment of relaxation and peace. The steam coming from the water soothes your muscles and takes all the dirt away from your mind.

The middle of the room is occupied by a small fountain made of stone. It is full of enchanted water. Any creature that gets in receives an effect depending on the levers behind the fountain.

There are four levels that draw attention. Each of them changes the quality of the water inside the fountain. Currently, only the fourth level is drawn. Each has an Arabic word inscribed on them.

First Lever: It says "**wayanqi**" on it. It means "and purifies" in Arabic. When activated, it will turn the water into a cursed pool. Any creature who enters the fountain must make a DC 10 Constitution saving throw or take 1d6 necrotic damage and receive one level of exhaustion.

Second Lever: It says "**sudura**" on it. It means "chests, breasts, or hearts" in Arabic. When activated, it will turn the water into a blessed pool. Any creature who enters the fountain gains the effects of the bless spell for 1d4 hours.

Third Lever: It says "**qawmin**" on it. It means "people" in Arabic. When activated, it will turn the water into a favored pool. Any creature who enters the fountain gains the effects of the divine favor spell for 1d4 hours.

Fourth Lever: It says "**muminin**" on it. It means "the believers" in Arabic. When activated, it will turn the water into a soothing pool. Any creature who enters the fountain regains 2d6+2 hit points.

When read in the correct order, it reads as "wayanqi sudura qawmin muminin," which translates to: "and purifies the hearts of the believing people."

A DC 10 Intelligence (Religion) check (made with advantage for Muslim characters or well-versed in reading the Quran) reveals that it is an altered version of a verse from the Quran: "**وَيَشْفِ صُدُورَ قَوْمٍ مُؤْمِنِين**" is transcribed as "wayashfi ṣudūra qawmin mu'minīn" and translates to "and heals the hearts of a believing people" in English. This phrase is from the Quran, implying that faith or the message of the Quran brings peace or healing to the hearts of the believers. The word "heal" is changed to "purify"

Room M directs to the Room of Hafiz.

Room of Hafiz

The smell of rotten flesh and corruption of the air take you by surprise. You are facing one of the most horrible things you have ever seen. A man engraved into the wall in the most nightmarish way possible. His flesh reaches out of his body to the ceiling. His veins cover the wall with the manner and the aggression of a parasite. His bones almost leave the body and come alive in this cursed room.

A man, or what's left of it, remains in the middle of this terror and desolation. The wrinkled body is etched in his screams to be freed of this abyss, and his eyes are sparkling with madness and pure horror. A ruined voice, wrapped in the sins of decades and depths of a fallen heaven, reaches out to you in a strong, pitched, almost feeling like a djinn's dreaded command from Al-Ghaib: "ibtaidu! khudam al-um maluna, ibtaidu!"

In Arabic, it means: "Stay back! The servants of the wretched mother! Stay back!"

The man in the room is called Hafiz Mustafa, a man who was the imam of the Mosque of Omar in 1099 CE. He was a devoted Muslim and a respected Hafiz (the ones who memorize and recite the Quran from memory) in the community. He met with **Peter the Hermit** before the First Crusade and deemed him as a dangerous man due to his obsession with "perfecting" humans. The phrase was already against Mustafa's religious views, as the hadith states, "Allah created Adam from his image."

He and Peter the Hermit became adversaries, and Peter claimed the city would fall and that he'd find Hafiz and seal the enmity between them with his victory.

During the First Crusaders' final launch on the city, Hafiz knew Peter the Hermit was coming for him, and he took all the children and the sheltered Muslims to the depths of the mosque, mesmerized by what he found down there. He successfully made his way here and protected the people.

This room and connected other rooms, which are now in ruin and already crumbled to pieces, contained precious books and tomes about Al-Ghaib and many other arcane aspects of the world. He deemed knowledge to be of utmost importance and memorized all of them, kept reading until all of it was engraved in his brain. Its cost was madness. He used some rituals and melted the back of his body with the door as he did not want to be taken away by force to protect what he knew.

As he is a madman with incredible knowledge and many secrets of the world, he is very reluctant to share them, and the only door forward is behind his back. Hafiz may warn them about Peter the Hermit and his pursuit of the "perfect man" but is willing to share no more information.

There are some scrolls that can be salvaged from the ruins. If the mending spell is cast on them or a similar way to restore an item is applied on the ruins, scrolls reappear and can be read. They tell the story of a Shah-banu (a queen in Persian culture) through them.

It is about a sorrowful day in ancient Persia, kingdom of Cyrus. It is ordered by Cyrus to "mourn for a year" because he lost his beloved one. The legends say that no child was ever born that whole year. And rains almost consumed the land. Shah's sorrow was great and the land missed his Shah-banu. The legends record her name as **Cassandane**.

As time passed, many of the sheltered Muslims died here, and he buried them all in this room. All of their spirits are trapped here, inside their bodies. If the adventurers attack Hafiz or forcefully try to get past the door, four skeletons will rise from their graves and protect Hafiz. Hafiz is hard to persuade or intimidate; it is only possible with a strong argument including why the adventurers should reach the end of this dungeon (DC 20 Charisma (Persuasion) check).

Hafiz has 20 hit points and 13 Armor Class. With his death, a small chest can be found under him, and in it, a hammer and a chisel. The hammer has Arabic engraving on it, which can be translated as: "They built the idols; I used it to destroy them." A DC 10 Intelligence (History or Religion) check reveals that the text is about the day Prophet Muhammad entered the Kaaba and destroyed the idols of the pagan religion of Arabia, ensuring the victory of the Muslims in Makkah.

The hammer is magical, and when it hits an object, it deals 20 force damage. It can be treated as a light hammer for other mechanical purposes.

The door leads to a staircase that goes up.

Platform 0

The platform is made of stone and is 60 ft. high from the ground. Other platforms, the central platform, and the only other door on the west side, can be observed here. Two pools filled with water at the far sides of the room can also be observed.

Moist in the Lungs: The place is full of a thick moist. Even breathing proves to be difficult. Each dash action taken in this area and in the Cistern requires a Constitution saving throw. On a failed save, the creature loses 10 ft. of movement speed; this reduction may stack. If a creature loses half of its movement speed, it also gains one level of exhaustion.

Other platforms have stone idols belonging to old ages and are covered in moss and similar materials, hinting that this whole chamber was once filled with water. In order to proceed, the adventurers must destroy all idols with the hammer.

Central Platform

When the door to Platform 0 is opened, four steam **mephits**◉ form in the central platform and attack the adventurers.

Platforms 1-2-3-4-5 have two **flying snakes**◉ that protect the idols once a creature touches the platform.

Platform 1

The platform has the idol of **Attar**, the thunder god in pre-Islamic Arabian religion. Its eyes are depicted as furious thunderclouds. The statue has 60 hit points and 12 Armor Class. After each hit, all the creatures on the platform or within 5 ft. of it must make a DC 10 Constitution saving throw. On a failed save, the creature takes 1d4 thunder damage and is pushed 10 ft. away from the platform. On a success, the creature takes only half the damage.

Platform 2

The platform has the idol of **Basamum**, the god of healing. It carries two plants in his hands and has a mischievous look in his eyes. The statue has 45 hit points and 11 Armor Class. After each hit, all the creatures on the platform or within 5 ft. of it must make a DC 10 Constitution saving throw. On a failed save, the creature takes 1d6 necrotic damage or half as much on a successful save.

Platform 3

The platform has the idol of **Al-Uzza** on it. Al-Uzza is a goddess of beauty, charm, and fertility. The statue has 50 hit points and 10 Armor Class. After each hit, all the creatures on the platform or within 5 ft. of it must make a DC 10 Wisdom saving throw. On a failed save, the creatures are charmed and must spend their next action to move 10 feet to the edge of the platform. If one reaches the edge and has still not completed 10 ft. of movement, the creature falls from the edge.

Platform 4

The platform has the idol of **Shamsum**, the goddess of the sun. The statue has 35 hit points and 10 Armor Class. After each hit, all the creatures on the platform or within 5 ft. of it must make a DC 10 Constitution saving throw. On a failed save, the creatures are blinded for the next 1d6 rounds.

Platform 5

The platform has a united idol of two figures: **Isaf** and **Naila**. According to legend, Isaf and Naila had sexual intercourse in the Kaaba and were petrified by Allah for their sin. The statue has 45 hit points and 11 Armor Class. After each hit, all the creatures on the platform or within 5 ft. of it must make a DC 10 Constitution saving throw. On a failed save, the creatures are restrained and begin to petrify. At the start of their next turn, they repeat the saving throw; on a failed save, they are petrified for 24 hours. On a success, the petrification ends.

Pool A

The pool has natural hot water in it, coming from natural underground sources.

At each dawn, the pool recharges its magical ability. When a creature gets inside and spends a minute in the pool, it gains 4d6 temporary hit points. If a creature falls down to the pool, it does not take any bludgeoning damage if the fall is shorter than 90 ft.

Pool B

This pool also has natural hot water.

At each dawn, the pool recharges its magical ability. When a creature gets inside and spends a minute in the pool, it gains resistance to all damage for 10 minutes. A creature can benefit from this only once per day.

Behind Platform 5, a door opens to a corridor and reaches the cistern.

Cistern

The cistern has 10 pools filled with water, and it only reaches half the height of a medium creature. The water is sensitive to lightning damage. Any creature in the pools that takes lightning damage gets an extra 1d6 lightning damage.

The door of the cistern leads to the final room: Room of the Guardian. The door is unlocked but is protected by a **will-o'-wisp**[•] .

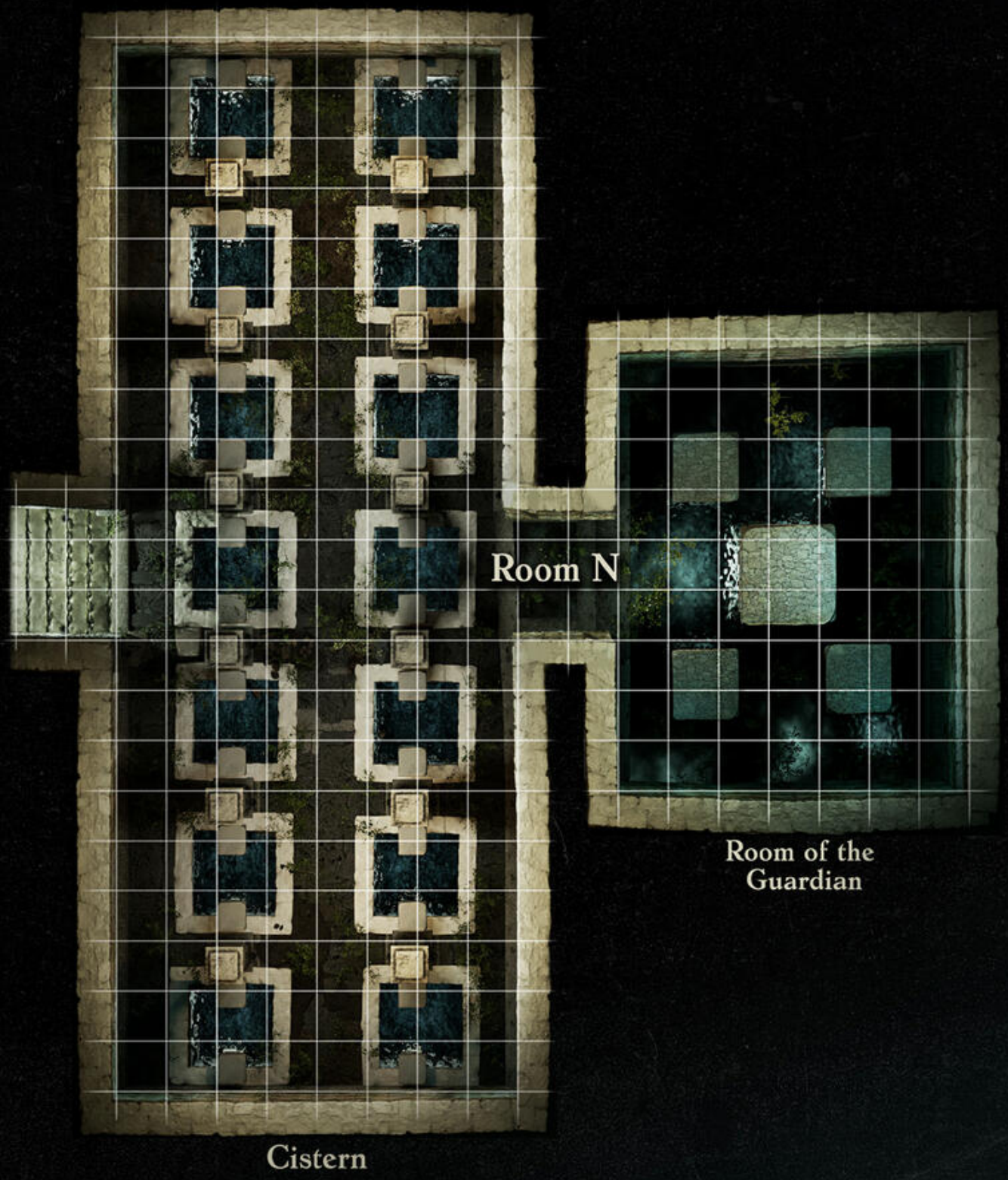
At initiative count 20, the water pools have magical auras that pull people in. The creatures must succeed on a DC 10 Strength saving throw or fall into the nearest pool.

At initiative count 15, a lightning bolt strikes five random pools. The creatures inside the pools, or the ones within 5 ft. of it, must succeed on a DC 10 Dexterity saving throw or take 2d6 lightning damage or half as much on a successful one.

Room N - The Last Corridor

This small corridor leads to the last room, which is empty except for two small paintings on the left and right walls. The painting on the right has a woman in a desert running from one hill to the other, and there's an infant child crying sitting on the ground. The painting on the left has the portrait of a well in the middle of a desert as well.





OMAR MOSQUE - III

A DC 10 Intelligence (Religion) check reveals this is the story of Hajar, the second wife of Ibrahim (Abraham) and mother of Ismail (Ishmael). In Islamic tradition, Hajar went from Safa to Marwa seven times to find water and from where Ishmael cried and pound his feet while crying, a well sprang open: the well of Zamzam –the blessed water. Both paintings are magical and connected to each other. If the adventurers do one of the following or another action you deem appropriate, a secret compartment on the floor reveals itself: It has four *greater potions of healing* and *two potions of lightning* resistance.

- Putting the painting on the left under the painting on the right.
- Pour water into the painting on the right/casting a spell that produces water on the painting on the right.
- Binding two paintings together with a rope.

The main goal is to symbolize water reaching the painting on the right.

The door to the last room is unlocked.

Room of the Guardian

In a room full of water, every hair on your body feels the electricity in the air. You feel as if you are standing at the highest mountain possible, wrestling with the thunderous clouds. Every inch of your body is on alert. Every breath you take is induced by the very lightning in the room.

A fierce creature, an undead with rotten flesh, a red bandana, and thunderous eyes shimmering with flashing lightning, stands in the way between the Breath of the Caliph and you. Lightning surges in the air are coming from him, and with each step from the door to him, the electricity thickens. The lightning surges envelope him, and the thunderbolts shout from his muscles and fists.

The scariest part is his eyes. His lifeless eyes shimmer with fury and dedication. He stands there proudly, like a god of thunder, lightning, and storms. He has the name of Zeus, Odin and Erlik all over his eyes. You feel the wrath of Olympus, Asgard, and Otuken all at once. His voice echoes in the room with a decisive, unyielding tone: "Go away now, while you can."

A small altar at the center of the room has the magic item called Breath of the Caliph. Except for the central and four platforms nearby, the area is covered with water and considered difficult terrain.

The water is sensitive to electricity and if the creatures take lightning damage, they take additional lightning damage equal to 1d6.

The Breath of the Caliph is protected by his one-time guardian, **Abu-Dujana** –one of the famous swordsmen of the Prophet Muhammad, made a name for himself during the battles that expanded Islam and wore a famous red bandana while fighting. After the death of Caliph Umar, he inherited his last breath and swore an oath to protect it.

Abu-Dujana

Medium undead, lawful evil

Armor Class 17 (red bandana)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Skills Athletics +7, Perception +4
Condition Immunities charmed, frightened
Damage Resistances poison, necrotic; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities thunder, lightning
Senses darkvision 60 ft. passive Perception 14
Languages Arabic
Challenge 3 (700 XP)

The Red Bandana. While Abu-Dujana wears the red bandana, its Armor Class is 17, and he has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Abu-Dujana makes two melee attacks.

Yatagan. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 3 (1d6) lightning damage.

Thunderous Roar (1/day). Each creature within 15 ft. of Abu-Dujana must succeed on a DC 10 Dexterity saving throw. On a failed save, creatures take 7 (2d6) lightning damage plus 7 (2d6) thunder damage.

After the defeat of the guardian, adventurers can find a letter from Caliph Uthman (the succeeding caliph after Omar) to Abu-Dujana, relieving him of duty and attending him as the "Guardian of the Breath" at Jerusalem.

The lamp-shaped object resembles the finest stories from the Arabian Nights or long-forgotten tales from the lands without spring under the scorching sun. It feels almost alive, in the middle of two breaths and two heartbeats. You expect steam to pour out of it and take the shape of a creature, or you expect a magical aura to fill your lungs with might and arcane powers.

The lamp is silent. It has Akkadian runes on it, wrapped in Arabic prayers from the Quran, and the maker's fingerprints can be seen on its metallic, silvery surface. It has no lid, and its handle is made of marsık, creating a contrasting color with the shining silver. When you inspect it closely, you notice soft spots and very tight parts made from silk and hair. Its craft has faded into obscurity, and its magic feels so archaic that its raw potential could trigger the deadliest spell round right away.

Anyone holding it is welcomed with a fresh feeling of air as if its existence clears the air. Each breath you take is clean, refreshing, and mesmerizing. A clarity of mind surrounds you, and you can feel its breathing. Slowly, very silently... It's breathing, indeed.

Only an identify spell reveals its magical abilities.



The Breath of Caliph

Wondrous item, legendary, requires attunement

It has two charges left. Only a willing humanoid who is accepted as the caliph can sacrifice their living years to recharge the item. Each year represents a charge. The item can hold a maximum of ten charges.

By spending a charge, a puff of wind is released into a space within 5 ft. of the creature that holds it, and one of these can be achieved:

- It can duplicate the gust of wind, greater restoration, wind walk, dispel magic (5th level), remove curse, or wind wall spells.
- It extinguishes any fire source without exception.
- If you choose to specifically target a creature in the space of effect, you grant the creature a +10 bonus on Constitution saving throws for the next hour or heal it equal to 8d8 + 10.
- If a dead creature is chosen as a target, it can't be turned into an undead.

A secret door reveals itself after the guardian is defeated, thus the adventurers can leave the dungeon.

The adventurers advance to Level 4.



ACT II: WE BECOME WHAT WE BEHOLD

"I am my beloved and my lover; I am my knight and my maiden."
–Ibn Arabi

First, light hits you when you leave the darkness. The light of the city and the sky welcomes you bitterly. You notice the dull expression on the clouds and their arrested breath. They are gathering with ill omens and darker shades that are brought from the colorless nights and deepest blacks. Sleepless hours seem to await you as the restless night grows stronger and stronger. Only the abyss awaits because you realize that's the only option: the light eventually fades and only darkness remains.



JERUSALEM: THE DIRE WINDS

Section Summary: After opening the first floor of the dungeon under the Church of Holy Sepulchre, the adventurers visit the **Lullaby Palace** for the first time. After the event, they learn that the second seal is hidden beneath the Byzantine Cardo in a dreaded dungeon they should enter with Princess Sibylla: the **Legacy of the Basileus**, hidden deep by Emperor Heraclius to find the True Cross: the Blood of Basileus.
Estimated Level: 3-4

The adventurers venture out from the dungeon and find themselves in the city with the Breath of Caliph in their possession. The city of Jerusalem is a safe place for now, but they may encounter many obstacles as their achievements will now be heard of by their enemies:

Princess Sibylla of Jerusalem and Sir Guy of Lusignan. In addition, adventurers may have time to travel the city and visit many sites for numerous reasons, and you may want to create time for their personal adventures, quests, and events related to their backstories after their first encounter in the Lullaby Palace.

Church of the Holy Sepulchre: The Biting Phoenix

With the intervention of the adventurers, Guy of Lusignan and Princess Sibylla decide to take action to protect the womb. Guy of Lusignan will deploy one of the deadliest knights in his service: **Sir Claude of Paris (Risen Knight of the Phoenix Sigil[4])**. He is a Frankish warrior who was adopted by a worker that worked in the construction of the Notre Dame de Paris. Sir Claude joined the Crusades as a young man a few years ago and was brutally murdered by the Saracens during a frontier skirmish, after killing fifteen armed men in a dire situation. With the help of Guy of Lusignan's Sigil of the Phoenix, he was resurrected and given new powers, emboldened by a new chance at life. He became devoted to Sir Guy due to his incredible powers and his resurrection, believing that he was the messiah who was promised to cleanse the world of heretics. Under Guy's rule, he became very cruel and brutal in his methods, and turned into a monster without mercy.

In addition to the Risen Knight statblock, Sir Claude has the following features as well:

Loyalty to the Phoenix. Unlike other Sigil Knights, Sir Claude can be resurrected by Sigil of the Phoenix even if he takes necrotic damage.

We Do Not Talk About the Sigils (1/day). Sir Claude of Paris can use his reaction to deal himself a deadly blow to intervene in his potential capture. When he does, he takes necrotic damage equal to half of his maximum hit points (51 necrotic damage). This reaction can be triggered by a spell that would incapacitate him, or by some other restraining condition, or when the potential superiority of his foes is ensured with a fallen comrade or similar circumstances.

Frighten the Prey (3/day). Sir Claude's smile and vitality remind one creature within 60 ft. of him of their mortality and fragility. A construct or an undead is immune to this effect. The target must succeed on a DC 13 Wisdom saving throw or become frightened of Sir Claude for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

He usually closely guards the King as a show of Guy's loyalty to the King. After the intervention of the adventurers, though, Guy will put him in charge of attacks on the construction workers at the Church and engage with the adventurers.

Risen Knight of the Phoenix Sigil

Medium humanoid (any), lawful evil

Armor Class 18 (Plate Armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +7, Cha +6
Languages Latin, French, Italian
Challenge 5 (1,800 XP)

Ashen Restoration (Recharge 3-6). When the Risen Knight drops below half of its hit point maximum, it can use its bonus action to regain 7 (2d6) hit points. Each hit reveals ashes from its body, and this feature kindles the ashes to heal wounds magically.

Ashen Retribution (Recharge 3-6). Instead of healing, the Risen Knight can cause its next received hit to deal radiant damage to the attacker equal to double the amount healed by Ashen Restoration: 14 (4d6) radiant damage.

Rekindle. When the Risen Knight drops to 0 hit points, it regenerates to 1 hit point after 1d4+1 rounds unless it takes necrotic damage, which can permanently kill it.

Actions

Multiattack. The Risen Knight makes three attacks with its longsword.

Risen Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 3 (1d6) radiant damage.



Risen Warrior of the Phoenix Sigil

Medium humanoid (any), lawful or neutral evil

Armor Class 16 (Chain Mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages Latin, French, Italian
Challenge 3 (700 XP)

Ashen Restoration (Recharge 4-6). When the Risen Warrior drops below half of its hit point maximum, it can use its bonus action to regain 7 (2d6) hit points. Each hit reveals ashes from its body, and this feature kindles the ashes to heal wounds magically.

Ashen Retribution (Recharge 4-6). Instead of healing, the Risen Warrior can cause its next received hit to deal radiant damage to the attacker equal to double the amount healed by Ashen Restoration, 14 (4d6) radiant damage.

Actions

Multiattack. The Risen Warrior makes two attacks with its greatsword.

Risen Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) force damage.

When the adventurers are away in the Mosque of Omar, Sir Claude and two **Risen Warriors of the Phoenix Sigil** will massacre some workers. Then, they will set an ambush in front of the Second Floor. If the adventurers do not take the head of Sir Claude, he will be eventually brought back by Guy of Lusignan. Also, after the adventurers inform King Baldwin that they were ambushed, the King's suspicions will start to emerge about his personal guard's betrayal.

From time to time, during their days in Jerusalem, you as the GM can prepare several ambushes and engagements throughout the city led by Sir Claude. He will openly challenge the party for "failing to kill him" and try to annoy them by being resurrected again and again. Each resurrection costs him some deformities in his armor, face, and body.

If Guy of Lusignan dies or Sir Cluade's head is cut off, resurrection won't be possible for Sir Claude.

Other than Sir Claude, Guy uses his sigil's power on old tombs that reside deep within the earth, on long-dead saints and similar entities. Before Sir Claude, these creations, called **Risen Saints**, can be used to kill off the workers and some important officers who oversee the reconstruction of the church.

Risen Saint

Medium undead, neutral evil

Armor Class 12 (Natural Armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison, necrotic
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the risen saint 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 risen saint drops to 1 hit point instead.

Unholy Aura. Creatures within 10 ft. of the risen saint must succeed on a DC 10 Constitution saving throw or take 3 (1d6) necrotic damage each time they start their turn in the aura or enter the aura for the first time in their turn.

Actions

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

Unholy Gaze. The risen saint forces a creature within 30 ft. of it to succeed on a DC 10 Constitution saving throw. On a failed save, the creature takes 5 (2d4) necrotic damage. If the creature fails the saving throw by 5 or more, it gains one level of exhaustion or corruption (GM's choice).

Church of the Holy Sepulchre: Under the Surface

When the adventurers arrive at the door below, they can use the Breath of the Caliph to extinguish black flames and open the door to the lower floors. When the door opens, read:

One of the most ancient fears is assaulting all of your senses: the fear of falling. You feel as though you are walking on the edge of a cliff, with the painful winds gnawing at your skin and every survival instinct you possess. An old saying comes to mind: "Don't look down, so that you won't be afraid;" however, even if you don't look down, you can feel the depths gazing back at you. Your knees feel weak, as if they could give out at any moment. It's as if you're about to fall into an endless abyss, plummeting into your darkest nightmares. All these feelings are chasing you right now and are staring right at you from afar. A terrifying and utterly unnatural void stretches out in front of you, calling you towards the deepest depths of the nine hells.

The way to the second door is interrupted by a giant hole, a rift that leads to darkness. It leads to the Lullaby Palace and the adventurers' first glimpse of the greater picture that surrounds Jerusalem. If desired, the adventurers can go around it.

The rift has a 20-foot radius, and even to the untrained eyes, it reeks of magic and seems to carry the essence of Al-Ghaib. A dark smoke rises from its edges, taking the shapes of humanoids and similar creatures. The creatures appear to be falling into the rift or slowly lying down near it as if falling asleep.

Apart from the rift, the room's interior reminds one of an ancient religious site filled with archaic stones and intriguing shiny stones within solid natural walls. The second door seemingly doesn't belong to this ancient sight, as it has a giant cross on it and a grand seal: the seal of Byzantine Emperor Heraclius. A DC 12 Intelligence (History) check reveals this information for the players. If a player is proficient in Greek or Ancient Greek, the check is automatically successful, as the Emperor's name can be read directly.

The Rift

With a DC 10 Intelligence (Arcana) check, the adventurers may realize the rift reeks of conjuration magic and will likely travel to otherworldly places rather than below the earth. Its bottomless appearance is caused by magic. Better rolls may reveal further information:

ROLL TOTAL	INFORMATION REVEALED
13	The essence of the rift is not from Al-Ghaib; its nature reminds you of the pocket dimensions of powerful magicians and similar figures.
15	This is raw magic. Raw magic means it's not a spell or a consciously cast ritual; rather, it happened by accident, due to a creature's immense power, or a random effect on the material fabric of the world.
17	Despite reeking of conjuration magic, the smoke carries hints of enchantment magic.
20+	The smoke almost carries the same essence as the *sleep* spell.

If the adventurers willingly leap into the rift, they will reach the **First Balcony** part of the **Lullaby Palace** (check out **Act III: Little Death by Paradise**).

Note to the GM: The players may choose to ignore the Rift and may not want to jump into a seemingly dangerous place willingly. This only results in missing out on lore-wise materials designed in the "**Balconies**" section in the Lullaby Palace.

Ancient Findings

The carvings on the wall seem to resemble screams and victory shouts drowned in silence, an army as a whole celebrating a victory. They were like beauties trapped in that precise moment. The symbols, icons, and figures etched into the wall with tremendous passion symbolized an ancient victory, depicting the fall of a colossal titan. However, like the emperors whose names were cursed in Roman inscriptions, the fallen titan also resembles a pitch-black void. This time, the name was not cursed by those who came after; whoever carved those marks on the wall had depicted the fallen titan as a consuming darkness.

With a DC 10 Intelligence (History) check, it is revealed that the ancient remains in the room are from the Achamanaeid period of Jerusalem, made in the name of the great emperor Cyrus the Great. It depicts a victory of Cyrus, seemingly against a dark foe. This fallen enemy's face and identity is unclear, intentionally drawn without a face and form, only made of darkness that devours.

Note to the GM: These carvings tell of the day that Cyrus the Great bound Whore of Babylon beneath the city of Jerusalem.

Among some cracks in the wall there is a spell that was put there by Cyrus the Great to aid anyone with the correct motivations and power. Anyone touching a crack in the wall activates the spell, and its effect is determined randomly.

First, the creature that touches it must succeed on a DC 20 Charisma saving throw. On a failed save, it can't lie for the next 10 minutes. Then, a male's voice, strong and deep, is heard in the Akkadian tongue: "What happens to the dragon?" Due to their sigil, the adventurers can understand it.

A DC 10 Wisdom (Insight) or an Intelligence check reveals that the voice emphasized the word "dragon" as if it despised it. If the adventurers answer with the sentences below or with a close meaning, they will be granted a boon until they finish a long rest or the next dawn (whichever comes later). They can't receive a boon again until two days have passed. All creatures in the room may gain different boons, depending on your discretion.

- The dragon belongs in hell.
- The dragon must be dead.
- The dragon must be killed.
- The dragon is defeated.

If they stay silent for more than 2 minutes or answer in a wrong or irrelevant manner (such as a statement "The dragon flies" or the like), nothing happens.

D10	BOON OF CYRUS
1	**Nighteye.** The creature gains 60 ft. darkvision. If it already has darkvision, this feature extends its range.
2	**Strong Senses.** The creature gains +5 bonus to its passive Perception checks and can't be blinded.
3	**Sixth Sense.** The creature has advantage on Dexterity checks and saving throws (including Initiative rolls.)
4	**Strong Arms.** The creature has advantage on Strength checks and saving throws.
5	**Vitality.** The creature is instantly targeted by the aid spell (3rd-level).
6	**True Damage.** The creature's weapon attacks ignore resistances and immunities to its damage types.
7	**Resistance.** The creature gains a damage resistance of its choice.
8	**Second Chance.** When the creature drops to 0 hit points, it is dropped to 1 hit point instead. This ability recharges after 1 hour.
9	**Fast Feet.** The creature gains +10 feet movement speed.
10	**Truesight.** The creature gains truesight of 30 ft.

The Door

A sacred feeling draws your attention amid all these ruins and rifts to other worlds. The massive cross above the door is engaged in a battle with all the deeply embedded evils gathered around it. Unfortunately, it is losing the battle. The seal is weak and getting weaker by the second. Three holes on the cross catch your eye, as if someone had been crucified there, and the marks of the nails remain.

The door has a magical seal on it, very much like the one Omar built on the first door, except it resembles a hole designed to bear a cross in it. The only thing that can disrupt it is the Blood of Basileus. It is located in an underground catacomb in the Byzantine Cardo neighborhood of the city (Check out the Dungeon: Legacy of the Basileus section below for the dungeon that it is located in).

If the adventurers take advice from the King, he will easily make the connections between the Basileus and the possible Byzantine remains in the city, advising the adventurers to visit Byzantine Cardo.

A Search in Byzantine Cardo

For shops, stores, inns, and other points of interest in the street, check out **Jerusalem - The City of God** section in the Era of the Crusades.

With the resources of the King, the adventurers find a small obelisk left from the Byzantine era that carries a number of Greek letters. However, even for Greek speakers, the letters don't mean anything and seem to be random. A DC 10 Intelligence (Arcana) check also reveals that these letters, their meanings, and the way that they are read aloud are gibberish.

The meaning of the words when the puzzle is solved is: "Only the blood of the heir can reveal the blood of the emperor." The emperor can be used as a synonym for a Basileus, as the Byzantine Emperors used the title Basileus. The heir of King Baldwin is Princess Sibylla, and her blood can open the door. (Check out the Dungeon: Legacy of the Basileus section below.)

Order of Saint Lazarus

Supremus Ordo Sancti Lazari Hierosolymitani Sacri Romani Imperii

Eyes shimmering with a spark of joie de vivre are visible only between tightly wrapped white bandages, complemented by armor adorned in green. This is how you recognize the knights of the Order of Saint Lazarus. Known for their never-removed bandages, their deadly silence, and equally lethal swords, they embody the unique pride of knighthood with their resilience, devotion, and strength. As silent oath-takers, they stand close to the royal family, protecting them from all dangers. They are always ready, both in their awareness and with their swords.

The Order of Saint Lazarus, also known as Leper Brothers of Jerusalem, was founded in a leper hospital a few decades ago. The order's main goal is to care for the people diagnosed with leprosy and research a cure for it. Their order became militaristic over time as their economy relied on donations, and war was the best income source.

The signature of this order is their green cross, and, most of the time, members wear bandages all over their bodies or at least the visible parts. Most of the newcomers and low-ranking members are allowed to show their skin, but those who reached knighthood or entered the order as knights must swear an oath to wear the bandages all the time, both to protect others from catching leprosy and as a symbol of unity, silence, precaution, and dedication.

The leader of the order is a middle-aged man called **Lambertus of Martigues (Crusader Veteran[4], LG, 19 Constitution, 17 Intelligence)**. He is a leper and his condition has greatly worsened (his Constitution score is

normally 6), but he has a special item called *Bandages of Lazarus*, made from fabrics imbued with a strong ritual. He offered the fabrics to King Baldwin when he learned about his leprosy, but the King refused, stating that Lambertus deserved the items because he served the realm.

Bandages of Lazarus

Wondrous item, rare, requires attunement

While attuned to these bandages, your Constitution score becomes 19 if it isn't higher already. In addition, whenever you receive healing, you also regain hit points equal to your proficiency bonus.

Lambertus is a devoted Christian and a man who is curious about all manner of medicine and illnesses, especially leprosy. He constantly visits the city folk to diagnose early sightings of leprosy among them, intervening to take them into treatment quickly. He constantly works on herbs, plants, fungal life, arcane methods, and more in his studies. He is secretly in love with a beekeeper in the city, a woman named **Giselda (Artisan▲)**, but due to his leprosy, he never approaches her and only secretly helps her. Giselda's small backyard in the city is on a desecrated site, which possibly lost its grace during the First Crusade. Due to the desecration, some spirits from nearby graveyards may linger and hurt civilians. Unbeknownst to most people, Lambertus spends one night each Sunday soothing the spirits around.

Sir Lambertus is a good man and can be a possible ally for the adventurers if they act early against Princess Sibylla or Guy of Lusignan. If presented with solid proof, he can be persuaded to side with the adventurers.

Richard Lighthand (Crusader Priest▲) is the priest of the order and alongside performing his priesthood duties, he is also responsible for tending to the wounds of the knights. After losing his brother to leprosy as a young priest, he decided to be actively involved in helping people who suffer from the same affliction. Once he noticed he could do more than just pray, he felt enlightenment and joined the order to help more people.

Although he is in his thirties, most of the order look up to him for being wise, calm, and helpful. While many in the order cover their faces, whether it is due to their rank or deteriorating condition, Richard refuses to do so even if it means not rising in ranks. As he is looking over the sick, he claims this way is more peaceful and relatable for the patient because showing a face also shows what remains of humanity within them.

The young fighter **Cain Ironlad◆ (Crusader Champion▲)**, has a reputation for being the symbol of wrath inside the order. With his red dyed bandages inside his bulky armor, he is easily noticeable among others. While no brother-in-arms has yet beaten him in a fair fight, they like to challenge themselves from time to time, inviting Cain to a training duel. He covers every part of his skin, leaving only his eyes and mouth open, devoting himself completely to the order and the Leper King.

Cain carries a greatsword and states that it will be passed on to the knight who defeats him in a fair duel. Cain's Greatsword is a two-handed weapon but can be held one-handed if the wielder meets or surpasses these prerequisites: 20 Strength and 16 Dexterity.

Cain is often used as the executioner inside the order and as the axeman regarding situations outside. Though knights in the order know they can trust Cain with their lives, they sometimes find his violent ways unnecessarily excessive. He frequently talks with the priest of the order Richard, and confesses his sins, asking guidance from him and forgiveness from the lord. He believes every man he kills makes him more of a sinner but thinks he is too far beyond to turn back and redeem his salvation.

Features

Bandage of Saint: While wearing these bandages, a member of the order's Constitution score becomes 15 if it isn't higher already.
Face of Leprosy: People are afraid of those who are cursed with leprosy. Members of the order gain +2 to their Charisma (Intimidation) checks.
Nerve Loss: Leprosy causes numbing and loss of sensation. Members of the order are resistant to fire damage.
Unyielding Spirit: The suffering and isolation faced by lepers strengthen their resolve. Members of the order gain advantage on saving throws against being frightened or charmed.
Familiarity with Fatigue: Tiredness doesn't affect those who are used to it. Members of the order can remove 1 level of exhaustion on a short rest. This effect can only be used once per day.
Cloaked: Those who are cursed with leprosy cover themselves in sheets of cloth. Members have +2 bonus of Dexterity (Stealth) checks.

Dungeon: Legacy of the Basileus

In order to head to the dungeon, the adventurers must take blood from the princess. If they first consult with King Baldwin, he will personally escort them if the princess needs any further persuasion.

The princess waits in the courtyard, among the silver towers, under the shadow of the Dome of the Rock. Seemingly peaceful, she watches over the city in an arbor amongst beautiful flowers. While you approach, she notices your footsteps, and without turning, she starts speaking: "Queen Melisende made this garden, you know." You are not sure who she talks to. "And my mother brought new colors, believing that this city needed the joy and brightness of them."

While conversing, possible topics include:

- Tidings of war: Rumors and intelligence reports suggest that levies are on the move to Cairo or Damascus, contributing to war efforts. No one is sure about their destination; intelligence has evidence that Saladin will besiege Masyaf, the Hashashin stronghold in Syria.



- Possible new heir: The son of Sibylla, Baldwin V, is to be named heir soon, but his newly diagnosed leprosy worries the princess deeply.
- The eldritch dangers in the city and the mysteries that surround the Church of Holy Sepulchre.

When the adventurers voice their intentions, the princess smiles and stands up:

A sudden smile appears on her face, full of joy and brightness, as if a new spring has come to her side. She slowly unsheathes her dagger, hidden amongst her clothes, takes a few steps back, and declares:

"If you want my blood, you should come and take it."

If any of the adventurers manage to score a hit against the princess, she will stop fighting and will proceed as if nothing had happened by taking the lead. If the adventurers momentarily hesitate due to shock, she will say: "Come on, we have a calling from the basileus himself."

She intends to get to know the adventurers better and would like to learn their weaknesses and anything that she can exploit later. Sibylla has to play along with the adventurers for a while because her brother was in the thick of things, and his insight is clear and strong. Thus, it is in her best interest to continue deceiving him and the adventurers until the time is right.

Princess in the Dungeon: If Sibylla of Jerusalem escorts the adventurers, she will **not** demonstrate her full power. For example, she will **not** use spells of 3rd level or higher at her disposal except in the face of certain death. In terms of puzzles or other aspects, she may help with the solutions if you deem her knowledgeable or intelligent enough for such an occasion. Especially in the Room of Roma, her high Charisma could be very beneficial if adventurers ask for her aid.

She will defend herself but mostly stay back in battles, encounters, and other dangerous situations. She can be persuaded to leave the dungeon early if the adventurers take too much damage.

While at the Byzantine Cardo, the princess will want to escort the adventurers in the dungeon, an offer the adventurers are free to refuse, but the princess will assure them that she is capable of defending herself.

After she puts her blood on the door, it is opened in a subtle manner, slowly revealing a staircase down to the first part of the dungeon.

The damp air hits your face as if the strongest waves of the Mediterranean are crashing against you. Each step you descend seems dedicated to taking you further away from this world, and finally, at the door, you are greeted by a quite legible Greek inscription:

"...while cleverness is appropriate to rhetoric, and inventiveness to poetry, truth alone is appropriate to history." - Procopius of Caesarea

Procopius is a late antique Greek scholar and historian who lived a hundred years before the time of Heraclius (c. 500-560 CE.). A DC 10 Intelligence (History) check reveals this information.

Dungeon Summary: The dungeon was designed by Basileus Heraclius to hide the True Cross that bears his blood, which was used in a ritual to seal the Womb of the Dragon. Each room represents an important place for the Roman Empire in general, taking into account the history from 753 BCE to c. 600 CE, as the Byzantine Empire (as Eastern Roman Empire, and after the fall of the Western Roman Empire, the sole Roman Empire) is directly a continuation of the Roman Empire.

Each room has a test of its own, but they are not mandatory, though completing them helps the party gain power through the dungeon and makes the final boss fight relatively easier. However, they must gather at least five magical items from each room and offer them in the Room of Mare Nostrum to advance into the final room, where Theodore, the brother of the emperor, awaits as the guardian of the Blood of Basileus.

Rot in the Dungeon: Weapons and magic items found in the dungeon slowly rot away. There is no specific timeline, and it rots when the item or weapon leaves a room with an adventurer. If it is taken out from the dungeon, it will rot away. If the adventurers defeat Theodore, the rotting effect will be gone, and the items will be able to go beyond the dungeon, taken as rewards by the adventurers at your discretion, except for the Sword in the Stone. A DC 10 Intelligence (Arcana) check made in each room reveals the item's remaining time before rotting away.

It is up to you to decide the lifespan of the items. The recommended method is once every two rooms, roll for a percentile dice. On a result of 0-30, the item rots away.

The Room of Britannia

The feeling that rises from legends envelops you. You feel proud and honored. Before entering this room, who you were doesn't matter anymore: now you are a knight whose heart lacks nothing, who feels nothing but loyalty to one true person, and whose love is boundless. The entire kingdom embraces you, forgives you, and exalts you. All the growing trees, the distant sounds of laughter, and the cheerful voices of children... They all shine here because of you.

But...where exactly is this place?

The colors green and brown surround the adventurers, as there are many trees in the first room. Stone ruins are also mixed in the scenery. At the center of the room, a large rock stands proud and ancient. What draws the adventurers' attention is a scene from legend: A legendary sword lodged in the stone.

The room wants to test the adventurers in an Arthurian manner by putting their **Honor**, **Honesty**, **Valor**, and **Loyalty** to trial.

A sudden wave of magic seems to strike you as legends materialize before your eyes. If there is anyone among you familiar with the islands that lie in the north of Europe, they would already hear in their ear an archaic voice recounting tales of a sword embedded in stone, a noble king, a round table, and brave knights.

When any of the characters enter the space within 15 ft. of the sword, a ghostly hand will appear on the hilt and trigger the trials. It looks like a gentle and feminine hand, perhaps even noble. A DC 12 Intelligence (History) check reveals that this must be a vision of the *Lady of the Lake*. The hand firmly grasps the sword. Any attempt to pull it is an automatic failure and will warn the attempted adventurer mentally not to try again. If not, a **ghost**• will appear and engage with the adventurers; if defeated, it will drop an *amulet of broken tree*.

Amulet of Broken Tree

Wondrous item, uncommon, requires attunement

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




Britannia
Constantinople
Germania
Gaul
Mare Nostrum
Hispania
Roma
Carthage
Alexandria
LEGACY OF THE BASILEUS

Trial of Honesty

If the princess is with them, she will not say anything about the trials or give a clue on how to solve them. She sincerely believes these tests are for adventurers and would like to see their quality.

While the adventurers are getting close, they see a faint figure walking in the distance. A knightly figure with old armor, possibly belonging to centuries ago, walking away from the adventurers, only his back is to be seen. They accidentally drop a *Cold Iron Dagger* and walk away. The adventurers are expected to resist taking the *Cold Iron Dagger* for themselves and giving the item back to the knight.

This is the first test of the room: **Honesty**.

If they follow the knight, they will encounter him in a state of meditation, sitting on the ground, concentrating inwards. He seems to be unaware of his surroundings. He does not respond to any questions. If he is harmed, the adventurers are considered to have failed and must battle the knight (you can use the Fallen Crusader▲ or Crusader Veteran▲ statblock). If they drop the item nearby for him to get it later, the knight will vanish into thin air with a smile on his face.

If the adventurers keep the *Cold Iron Dagger* for themselves, they will be considered to have failed, and the forest around them will be caught in blazing and scorching flames suddenly appearing. At the start of each of their turns, the adventurers must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) damage. However, they can keep the *Cold Iron Dagger* and offer it in the Room of Mare Nostrum or take it out of the dungeon if they are successful.

Cold Iron Dagger

Weapon (dagger), rare, requires attunement

You have a +2 bonus to attack and damage rolls made with this magic weapon. It deals an extra 10 (3d6) piercing damage to fey, fiends and undead. This damage can't be reduced by any means.

Trial of Honor

Right after the successful Trial of Honesty, the adventurers find themselves in an interesting sight:

It seems as if spirits are appearing around you and coming to life: knights, ladies, servants, silent oath-takers, cautious watchers, and loyal warriors. Their colorful garments make you feel as if you're glimpsing a style from a very long time ago, more than just old clothes—especially the armor and swords, which suggest these newly appearing spirits are not from your time. Yet you feel you belong there.

Among the eyes that turn towards you, one is so noble that you have no doubt he is a king. Directly in front of him, you see a man bowed low to the ground, missing an arm. His words are the first you hear: "If need be, I will face trial by combat; I do not accept the accusations."

Then, those noble eyes turn to you, and it's as if your clothes are perfectly appropriate for the setting, and you look as though you have been a part of this place for a long time, and his voice echoes in your heart:

"Then, who among you will be my champion?"

As the man is missing an arm and is only one person; thus, the adventurers are expected to choose one of them amongst themselves as the champion and fight him in an equal way. The way to equalize the combat can include one of the choices below or something entirely you deem appropriate:

- The champion uses their bad hand/only one hand, tying their other hand to their body.
- Choosing a champion with a poor Strength score (less than 12) or with other disadvantages.
- Giving the man a chance to strike first or give an obvious advantage.
- The champion uses no weapons but lets the man equip a weapon for himself.
- Anything that willingly puts the champion to attack with disadvantage or other penalties.
- Giving the man a strong magic item and a mechanical help (like casting a beneficial spell, giving a class feature like bardic inspiration or the like) also works.

If you want the fight to be serious, the man may use a CR 3 or similar humanoid's statblock, such as a **Knight**● or a **Crusader Noble**▲, but the test is not designed to put a trial on their abilities.

If adventurers prove their honor, the spirits will vanish immediately with an approving nod from the nobleman at the last second, leaving behind four potions of greater healing.. If needed, one of the spirits around them may give clues to the adventurers that fighting with full force against a man with one arm missing has no honor by directly stating it or implying it.

Trial of Valor

In this trial, the courage of the adventurers is tested. There can be several ways:

- Putting them against an almost undefeatable monster in a hard situation, such as a **Mummy Lord**● that is about to kill a helpless commoner. The adventurers are expected to try to save the commoner; they do not have to succeed. Cautious ways to distract the monster, such as using spells and similar solutions, can also be accepted as long as they try to save the helpless commoner.

- Depending on the adventurers' backgrounds, personal stories, classes, faiths, and other aspects, a source of fear could be introduced for each of them. For example, if there is a cleric in the party terrified of demons due to a massacre in their village, a demon could be put in front of them to test their valor.
- They could be put in a position that would certainly end in death.
- Causing them to make a DC 20 Wisdom saving throw or a similarly hard position that would end in them being frightened, and they can be expected to fight nonetheless.

If at least one of the adventurers proves they have valor, they pass the test and are immediately counted as if they had finished a long rest.

Trial of Loyalty

Mists appear among the trees, and this time, it is not spirits but a dark figure that materializes before you, standing in front of a flowing waterfall. You are sure it is not alone there; indeed, its reflection in the water before it and from the waterfall moves differently from the dark figure, as if it has its own will and presence. The reflection in the puddle speaks, and you can see its face: a witch from your mothers' tales and your deepest nightmares. The ones that make the dreams come true and seal the fates of time.

"Rí Deircc stands as our witness; our words bind the fates. Speak, reveal the yearnings of your heart. What you voice, so shall be wrought."

The three witches appear as if they are actually there, and not like the way spiritual knights and nobles appeared.

Ri Diercc means Red King in Middle Irish. Characters that are proficient with similar tongues or with a background close to Irish lands may learn the phrases' meaning with a DC 15 Intelligence (History) check. Red King is a Scottish king named Macbethad mac Findláech, an eventual inspiration for the famous main character of William Shakespeare's Tragedy of Macbeth centuries later.

The adventurers must be tested with their greatest temptations. The witches will offer them their wildest dreams and will act like their arrival is not about the dungeon's magic or whatever is going on here. They are truly here to grant them whatever the characters desire.

However, a DC 20 Intelligence (Arcana) or Wisdom (Insight) check will reveal that the three witches are part of this dungeon as well and are only trying to fool them. The party can be tempted to stray from their path, abandon their loyalty to a person, a country, an ideal, or something similar:

- Wealth & Treasure: Witches offer a substantial amount of gold, magical items, or rare artifacts.
- Power & Authority: Witches promise a position of power, such as becoming a lord, a high-ranking officer, or a recognized hero.
- Immunity: Assuring any crime or act that is considered illegal will have no consequence for them anymore.
- Revenge or Justice: Witches offer instant revenge by giving them the chance to punish an ally who has wronged them or someone else in the past.
- Knowledge & Secrets: Offer forbidden or hidden knowledge that a character deeply desires.
- Love or Affection: Witches can use an adventurer's romantic desires by offering the affection or attention of a person they have feelings for.
- Restoration or Healing: Witches promise to provide a rare opportunity for healing a grievous wound, curing a disease, or even bringing a loved one back from the dead as a reward for disloyalty.
- Fame and Glory: Witches offer the chance to be celebrated as a hero in songs and stories, and become mythical heroes.
- Salvation or Redemption: Witches offer a chance at redemption for past misdeeds or a guarantee of salvation in the face of eternal damnation, which hinges on betraying someone's trust.

If the adventurers refuse the witch, they are counted as successful. If needed, witches may perform illusions or similar magical ways to trick the adventurers. The DC for realizing the fraud is 15. If they accept an offer, the witches will laugh and disappear, leaving behind a magical item proper to their promise but dripping with satire and irony. For example, if they need it for healing, they could simply give a *potion of healing*; for revenge, a *+1 arrow*; for love or affection, a *friends* cantrip scroll; for fame and glory, a *silvered dagger*; for knowledge and secrets, a letter written in Latin that appears to be from Judas, telling the hiding place of Jesus of Nazareth (a magical paper that has immunity against fire and rot) or something similar.

Conclusion

If the adventurers are successful on all trials, the spectral hand will be removed from the sword, and they will be able to pull it from the stone and the exit reveals itself. For the exit to reveal itself, the adventurers can simply wish to exit the room and the door still opens.

Sword in the Stone

Weapon (longsword), legendary, requires attunement

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with this sword, you can force it to make a DC 17 Constitution saving throw. On a failed save, it gains vulnerability to a damage type of your choice for 1 minute. This ability can't be used again until you finish a long rest.

When they leave the room, they will be greeted with a small body of water filling the corridor they must cross. Each step in the corridor is counted as moving in difficult terrain, and when they reach the door to the Room of Paris, they will restore 2d6 hit points.

Room of Gaul

As you are enveloped by the beauty of a fountain and the refreshing air, at the very entrance of the door, you encounter two wounded Roman legionaries. Although you are surprised to see them, they show no sign of surprise at your presence. While their injuries are not fatal, it seems unlikely they will be able to move for some time.

The two legionaries are called Titus Pullo and Lucius Vorenus. They seek the aid of the adventurers and point out the fountain: A proud and seemingly native member of the Nervii (a Belgic tribe that dominated northern Gaul during the conquest of Rome) stands in front of the fountain with a long staff that has a golden eagle standard on top of it. The legionaries must retrieve the eagle standard, **Aquila**.

If the princess is with the adventurers, she may give general information on the Roman Empire and Caesar's conquest and how Aquila is a very important and even religious item in Roman society. She will note that after the defeat at Teutoburg, the Romans spent decades reclaiming the lost eagle standards.

The tribesman speaks a Celtic language, is a very joyful man and a devoted soldier to his duty. He does not need a statblock because he is not technically there. He can't be touched, harmed, or targeted by spells or other effects. Pilus and Vopiscus accidentally injured themselves while trying to retrieve the Aquila.

He can be persuaded to yield the golden eagle in these ways (or if the adventurers come up with a different approach, it is up to your discretion):

- In exchange for 500 gold dinars or a very valuable item that is worth ~500 gd.
- By a dice game: The dice game is for two people. They put dice in two cups. A cup has three six-sided dice. They roll and put the cup to the ground. Each of them guesses what they have rolled. This game can be actually played in your game by using d6 dice. As the GM, roll a Wisdom (Insight) check with a +5 for the tribesman against a DC 10. If it passes, it knows what dice he rolled. And for the adventurers, they can add or subtract their Dexterity or Wisdom modifier from their roll. If the adventurers win three times out of five, they gain the golden eagle.

If the adventurers do not possess a way to communicate with the tribesman, he will offer them a rod of the seeker and point at the door for them to leave.

Rod of the Seeker

Wondrous item, rare, requires attunement

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

Titus Pullo and Lucius Vorenus will give the adventurers a helmet and a gladius. The helmet and the gladius are both magical items. In addition, they will speak on behalf of the adventurers in the **Room of Roma**.

Helmet of the Legionary

Wondrous item, uncommon

While wearing the helmet, your armor class increases by 1, and whenever you are hit, you reduce 1d4 damage dealt (you still receive 1 point of damage no matter what) if the damage type is bludgeoning, piercing, or slashing.

Instead of Helmet of the Legionary, an item called Commander's Helmet from the Era of the Crusades.



Commander's Helmet

Wondrous item, uncommon, requires attunement

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

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

Gladius of the Legionary

Weapon (shortsword), rare

This magic weapon grants you the ability to reroll one attack roll that you missed. You can use this ability a number of times equal to 3 times a day and restore all uses at dawn. If you drop a creature to 0 hit points, you can restore a use of this ability. It can't be higher than 3.

In addition, attacks made by this shortsword are counted as magical to overcome resistance against piercing damage.

The exit leads to either Room of Hispania, Room of Roma, or Room of Germania.

Room of Hispania

Instead of illusions, flowing waterfalls, and mystical atmospheres, this time, you are greeted by stone statues whose reality you do not doubt. The room contains nothing but these statues. They resemble Roman legionaries and stand in an awe-inspiring state of readiness. They look so lifelike that your eyes instinctively search for the gleam of serpentine eyes around you, and soon enough, you spot the eyes you seek within a crack in the wall, watching you in a sinister manner.

The room has no exit.

Three Roman legionaries made of stone stand in the middle of the room. They are not actually stone statues but petrified soldiers that appear to be trapped here. Behind them, a crack in the stone can be noticed immediately, and a gazing creature can be seen: a **basilisk**◉ waiting to attack. Once the basilisk is destroyed, and the Roman legionaries are examined closely, three pieces of paper can be found among them. However, these papers are magical but fragile, and if they are exposed to damage from a source (vulnerability to fire) of at least 10, they are destroyed. Three pieces, when put together, describe an antidote to the **petrified** condition that could be salvaged from the remains of a basilisk. The papers can be noticed early by adventurers with at least 12 passive Perception or an active DC 12 Wisdom (Perception) check.

However, only one dose of antidote can be produced to save the legionaries from their horrible fate. Each legionary offers different solutions, but only one dose can be produced unless the adventurers have a way of somehow disabling the legionaries' petrified condition.

The princess can give advantage on Intelligence checks if she's in the room.

First legionary: He is taller and older than the other two soldiers and has a spear in his hands. A DC 13 Intelligence (History) check reveals that he is a *tribunus angusticlavius*, an administrative officer in a Roman legion. If the adventurers free him, it means that they want a commander and an experienced warrior. The First legionary will hand them a magic item, the *Ring of the Commander*.

Ring of the Commander

Wondrous item, uncommon

The ring, while worn, grants you the ability to *cast command*, *compelled duel*, and *hold person* spells once a day (each), without expending spell slots. You can't do so again until you finish a long rest.

Second legionary: The soldier appears to be a classic example of a Roman legionary. He holds a gladius in his hands and carries a strong shield. A DC 10 Intelligence (Arcana) check reveals that the shield is actually covered in an illusion. Due to its magical nature, it wasn't petrified, but is protected by illusion magic. If freed, the legionary will give the adventurers this magical item: shield +1.

Third legionary: His right hand is empty and the other holds a shield. Inspecting closely with a DC 10 Wisdom (Perception) check reveals that his armor and helmet don't fit and feel like they were made for someone else. His face also seems to belong to a northern man. If freed, he will give the adventurers a magic item called staff of the forest. If he notices the items taken by the Roman soldiers in the Room of Gaul, he will attack the party. You can use the **druid**◉ statblock for the attacker.

Staff of the Forest

Weapon (quarterstaff), uncommon

While holding this stuff, you can cast the shillelagh spell at will. In addition, you can reroll one Wisdom saving throw you failed and use the new roll. Once you do so, you can't do it again until you finish a long rest.

Room of Roma

"Friends, Romans, countrymen! Lend me your ears!" A voice echoes throughout the halls of stone. You hear a charismatic and powerful voice, a man dressed in a senator's toga stands high up, and immediately in front of him, a body covered with a white cloth draws your attention. Dozens of Romans in togas, and dozens of legionaries in armor are gathered on the marble steps watching a man. "I've come to bury Caesar, not to praise him!" he shouts, and as his voice echoes in the hall, you witness an epic speech. When he shouts, "The killers of Caesar!" he points at you with his finger.

The room resembles the legendary Senate of Rome. Blood stains are everywhere, and people have worried faces. The man on the high ground seems proud and noble, sure of himself and his cause. Traces of anger, mourning, and sorrow can be discerned with a DC 10 Wisdom (Insight) check. He is Marcus Antonius (famously known as Mark Antony), a prominent historical figure and one of the legendary politicians and generals during the transition of Rome from a republic to an empire.

The adventurers are expected to defend themselves to prove they are not the killers of Julius Caesar. However, Marcus Antonius will frequently blame them and point out the adventurers' sins, deep hidden desires, temptations, mistakes, and other things related to the characters. Each great argument will lead to a Charisma contest. Marcus Antonius has +10 to his Charisma (Persuasion, Performance, and Deception) checks and +7 to his Charisma (Intimidation) checks.

The princess may defend the party very well due to her high Charisma if asked to. Otherwise, she will wait and see. Marcus Antonius will not have anything on her, as the spirit can't sense or know many bits of information like he does with the adventurers.

If the adventurers succeed on a DC 12 Intelligence (History) check, they may recall information that could benefit them against Marcus Antonius. This is a moment that transcends time, and this is not the actual spirit of Marcus Antonius, only created by the magic of this room, so the adventurers may use information happening after the demise of Caesar, such as Marcus Antonius's love affair with Cleopatra, his losses against Augustus or many historical events which happen during his lifetime.

- According to Cicero, the father of Marcus Antonius was corrupt and incompetent and was only given power because he was incapable of using or abusing it effectively.
- According to the historian Plutarch, Marcus Antonius spent his teenage years wandering through Rome with his brothers and friends gambling, drinking, and becoming involved in scandalous love affairs.
- He was an associate of Publius Clodius Pulcher and his underground crime organization.
- He may also have been involved in a dark cult, as he was referred to as a priest of this cult at a later time.
- By age twenty, Antony had amassed an enormous debt. Hoping to escape his creditors, Marcus Antonius fled to Greece in 58 BCE.
- He lost the Battle of Actium against Octavian (who would be later known as Augustus, the first emperor).
- He committed suicide to prevent being captured by Octavian.
- He constantly cheated on his wife, Octavia, with Cleopatra.

If the adventurers win at least three contests against Antonius, they will be free to go. The exits lead to the Room of Germania or the Room of Carthage. If they fail, they will be thrown out of the room, and its doors can never be opened again.

If the adventurers helped Vorenus and Pullo, they may grant advantage by stating their honesty and other good deeds in the dungeon.

Room of Germania

You enter a room so densely covered with trees that you can hardly guess how far it extends. As the smell of fresh air fills your lungs, you are certain that there are eyes on you. It feels as if, should you take a few more steps into the room, the trees would start to speak, and you might not hear pleasant words.

This is a room that resembles forests in Germania, especially Teutoburg Forest, where the Roman legions suffered a crushing defeat against the united forces of Germanic people. At the very entrance, a dead body of a legionary can be seen and far from it, a magical spear is stuck on the ground in the middle of the room. If the adventurers reach for the spear, six **tribal warriors** will attack them, using the tree cover to their advantage. Consider the adventurers with a passive Perception score of 14 or lower to be surprised. For every 10 ft. they move, another **tribal warrior** will spawn and attack the adventurers.

Spear of Teutoburg

Weapon (spear), rare

While holding this spear, you can't be surprised, and you have immunity to fear. Once a day, you can speak its command word when you hit a creature. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect early. If you drop a creature to 0 hit points, the ability recharges. Otherwise, you must finish a long rest before using it again.

The warriors can be persuaded (DC 10 Charisma - Persuasion or Intimidation check) not to attack if the adventurers do not wear or carry any Roman items on sight.

A DC 10 Intelligence (History) check reminds the adventurers of the phrase Clades Variana upon seeing the dead legionary. It means "Varian Disaster/Disaster of Varus" in Latin, and they can immediately remember the events of the Battle of Teutoburg Forest. This information will let the adventurers enter the combat without surprise as they will for an attack emerging from the trees.

Secret Passage

At the eastern wall of the room, there is a shortcut to the last room of the dungeon. However, it must be detected with a DC 20 Intelligence (Investigation) or Wisdom (Perception) check or can be directly seen with truesight. In order to use the secret passage, each item gained in the dungeon must be left behind. This will most likely make their battle with Theodore much harder due to the lack of the ability of Sword in the Stone, as Theodore has immunity to normal attacks.

Room of Carthage

A Mediterranean man sits in the middle of the room amidst relics and ruins that look sorrowful even at a glance. It's as if a civilization has been completely buried under the ground, with some parts bursting forth. In front of the man, there are four cups, each containing different liquids. As you step forward, you notice a difference in the soil. It looks as if a large amount of salt has been scattered over the ground, as if the soil had been sowed with salt.

The man's skin is dark, and his eyes are bright but one can also discern his age in them. It's clear he has witnessed great wars, tragedies, and betrayals. He smiles at you like a man who has accepted his fate. "Which cup should I drink from?"

A DC 10 Intelligence (History) check reveals that salting the earth is done to destroy a land's fertility, actually a curse regarding the city of Shechem. In the context of Roman history, it could mean two things: Roman Emperor Titus salting the earth in Jerusalem after taking it in 70 CE or Scipio Aemilianus salting the earth in Carthage after Rome's victory in the Third Punic War.

The man is Hannibal Barca, the legendary commander of the forces of Carthage in the Second Punic War.

When asked, Hannibal will not state his name and will ask to be called "the Exile" by the adventurers.

There is a well on the ground in front of him and four taps, each pouring different liquids into the four cups before him. He asks once again which one he should drink. All of the drinks are poisonous, but the adventurers may have ways to neutralize the poisons, which would mean a fifth alternative. In that case, Hannibal will give them a magic item called the *general's mantle*.

General's Mantle

Wondrous item, uncommon

This magic cloak allows you to use the Help action as a bonus action. In addition, allies within 10 ft. of you are not affected by difficult terrain.

A DC 10 Wisdom or Intelligence (Medicine or Herbalism Kit) check for each poison reveals their nature. If the adventurers can't discern the poisons, Hannibal can name one of them by its effect.

Magenta Liquid: It smells like lavender and fills your heart with the feeling of a morning breeze. If drunk, this liquid poisons the drinker immediately and kills at the end of their third turn after drinking.

Cyan Liquid: It smells like fresh waves at the beach and puts your mind at ease with the serenity of a vast ocean. If drunk, the liquid kills the drinker immediately.

Reddish Liquid: It smells like roses and reminds you of a beautiful sunset. It poisons the drinker immediately, and they die after 24 hours.

Golden Liquid: It smells like a grand bazaar filled with spice and cinnamon and fills your heart with excitement. If drunk, this liquid poisons the drinker immediately. It kills after one week.

The princess may immediately know who he is and inform the party. She then suggests the quickest death for Hannibal, as she thinks that this legend deserves respect.

Each choice offers a different spell scroll at the bottom of the fountain after Hannibal consumes one of them.

- Magenta - *gentle repose*
- Cyan - *revivify*
- Reddish - *warding bond*
- Golden - *blight*

If you decide that Hannibal takes a liking to the adventurers, he may share stories, legends, and similar tales with them while revealing who he was, and there is no wrong choice here, only consequences. Would they rather kill him in a merciful, swift way, or give him more time? It would entirely depend upon their ethics, beliefs, and similar things.

If this room happens before the **Room of Roma**, Marcus Antonius may use the events here against the adventurers, as well as the adventurers can use them for themselves.

Room of Mare Nostrum

As you stand at the door of this room submerged in water, a deep echo washes over you, mournful and angry. Those among you who have spent time at sea or lived near the coasts recognize the sound as belonging to a whale, yet no whale can be seen. It's as if you can feel the echo of its voice, its sorrow, and its anger. Beneath the water, you see sunken ships, skeletons of sailors, and hundreds of gold dinars scattered across the seabed.

In the room, an echo of a spirit ventures: The bane of the Bosphorus, Porphryios. It is a whale that attacked seafarers in Mediterranean and Marmara waters, especially near the strait of Bosphorus. It became a nightmare for the Byzantine merchants and warships. Emperor Justinian made great efforts for this whale to be hunted down and for seafaring to be safe once again. However, it proved useless. Porphyrios apparently beached near the Black Sea and was killed by the locals.

The only place the adventurers can stand is the five grounds that appear in the middle. All grounds have a Greek sign that symbolizes sacrifice. They should put five of the items they gained in order to venture forth.
The water is 60 ft. deep, and the grounds are actually pillars that reach 65 ft. from the water's surface. The ceiling is 90 ft. high from the water's surface.

A DC 15 Wisdom (Perception) check reveals two items: A spear lies next to the middle pillar. It looks like a magic weapon: If the adventurers reach for it, the echo of the whale's voice becomes frantic. Even with the warning, if a creature touches the spear, each creature in the room must succeed on a DC 15 Constitution saving throw or take 45 (10d8) thunder damage as the whale screams with all its might.

The other item is a seemingly magical glass bottle with a moving shape inside it: a shape that looks like a whale. The bottle has a magical lock on it. It can be opened with a knock spell or a DC 20 Dexterity (Thieves' Tools) check. If freed, the whale is free, and its spirit vanishes slowly, seemingly in peace, and the angry echo will disappear. After that the adventurers are under the effects of the bless spell for 1 hour.

The exit to the **Room of Constantinople** is revealed after five items are offered. They immediately vanish after the door reveals itself.

Room of Alexandria

You feel as though you have entered a calm and peaceful room. Before you stand only a table, and on the table, you see a book, an inkwell, and a quill pen. There is nothing else—no magic, no illusion, and even the door leading to the next room stands plainly in sight.

The book itself is magical. It contains the spirit of a sage from Alexandria. When something is written on it, she answers. Her name is Hypatia, once a sage in the famous library. After the first writing, she asks a question: "Why did Rome fall?" If the answer is far away from objectivity, she responds no more. Many answers that reflect a factual part of history and are open to debate are acceptable, such as:

- It still lives in Constantinople (as the Byzantine Empire, Eastern Roman Empire)
- Military overextension
- Internal corruption
- Economic decline
- Changing world order
- The migration period
- The Huns - The Visigoths
- The rise of Christianity
- The end of virtues or similar philosophical answers are also accepted.

She can answer any question as long as it doesn't involve violence, weapons, or similar topics; what she knows is at your discretion as the GM. It is recommended that she gives clues and small bits of information about the main events of the adventure, such as the First Crusade's unnaturally bloody nature or ancient rumors about an evil that lurks beneath the city of Jerusalem. She can also be used as a device for personal backstories, prophetic warnings to players, or many other purposes.

The princess can suggest some interesting topics to help you out with the story you desire or some important things the adventurers may have forgotten.

In addition if used for a source on the main story,

Room of Constantinople

The corridor between the Mare Nostrum and Constantinople is cut by a shadowy figure and with a question deeply echoing in the dark corridor: "The past or the future?" And the figure elaborates no further.

If they choose the past, read:

Standing beside the strait is a man who appears noble and wise; you can see the years of experiences etched on his face. He is clad in armor adorned with purple hues—an armor that trained eyes immediately recognize as Byzantine. The armor is of such quality that only a general or an emperor could wear it, and then you notice the diadem on his head. Across the flowing water that splits the room like a strait, you see a man chained to an ancient cross. The cross looks so old that it's hard to understand how time has not taken it away.

The man by the strait turns to you and smiles: "It seems we have at least a few minutes, don't we?"

The man is Constantine the Great. He welcomes the adventurers and has a few words with them while explaining the danger ahead:

- The bound man is the guardian of the cross. He has immunity against bludgeoning, piercing, and slashing damage types. He is very hard to hurt. However, before crossing, they have time to choose a relic from the strait.
- If activated, the cross shrinks to a tiny cross that can be worn as a necklace or held safely in a pocket.
- The bound man is the brother of Emperor Heraclius, Theodore. He was brutally wounded in Damascus while defending against the advancing Muslim forces and believed to be dead. However, Heraclius couldn't let his brother die, brought him here and bound his soul to defend this place. The bound nature of his situation made him brutal and angry. He will not show mercy.

If they choose the future, read:

First, your attention is drawn to an angry man chained to a large cross on the opposite side. Wrapped in numerous chains like a demon bound to the earth, his eyes are not even visible. Then, on this side of the strait, you see a man wearing a turban and Eastern garments that do not feel specific to this era or the past. The man has a prominent nose and black hair, a curved sword hanging at his waist, and he smiles upon seeing you.

"Welcome to Konstantiniyye!"

The word 'Konstantiniyye' catches you off guard. It means the city of Constantine, for sure, but he said it with a touch of the Levant.

This man, Sultan Mehmed II of the Ottomans, will be the conqueror of Constantinople in 1453 CE. The emperor of a yet unexisting empire. He'd love to hear about the adventurers' lives, especially any stories of Saladin. Seemingly, Mehmed sees himself as an heir of Saladin's deeds and wants to make sure that he will conquer Jerusalem, no matter what. However, he is reluctant to share some details about Baldwin and his time of death, stating that it is unclear. A DC 15 Wisdom (Insight) check reveals that Mehmed respects Baldwin, and is sad about the talks of his death, pointing out the possibility that he will not live that long.

The princess will be very interested and insist on learning the fate of the future, especially the kingdom and her brother. However, Mehmed's vague answers will upset her dearly.

Mehmed will also express the dangers ahead and warn them of one final thing: "Your journey at the end, towards the unknown and unfamiliar, the Ruya (dream for Arabic) may need your sacrifices."

The strait has four spell scrolls:

- *Scorching Ray*
- *Shatter*
- *Slow*
- *Mass Healing Word*

After one of the spell scrolls is taken, Theodore's chains will shatter and free him, thus engaging in battle. The other spell scrolls will vanish right after.

Theodore

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Damage Immunities bludgeoning, piercing, and slashing (even from magical attacks)
Skills Athletics +5, Persuasion +4
Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 3 (700 XP)

Brave. Theodore has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Theodore hits with it (included in the attack).

Actions

Multiattack. Theodore makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

After his defeat, the adventurers can take the **Blood of Basileus**, which Heraclius believed to be the True Cross itself.

Blood of Basileus

You can almost hear the sobs of a devout man upon finding the enormous cross. Its religious significance is right there, in front of your eyes; you can't deny it. Even if you have never engaged with any religion, you can sense what the cross before you has influenced: fallen empires, rising kingdoms, crowned kings, and temples that were erected in its name flash before your eyes. Perhaps it stands as the symbol of a god, not exalted among dozens of other gods in a forest, but as a solitary name, the symbol of a single god: The God.

The bloodstains still mark it. The rust from the nails used to pierce hands and the holes they made remain as well. Whether this is truly the cross used by the Romans who sought to crucify Jesus of Nazareth, you cannot say, but you are certain that it has witnessed the tears of the Byzantine Emperor Heraclius and the bloodshed here.

Blood of Basileus, the True Cross

Wondrous item, legendary

With a command word used as a bonus action, this magic cross can change its size from large to tiny (it can't become small or medium, only large or tiny).

If a creature voluntarily gives its blood to the cross, the blood's essence is protected and makes the target's Constitution score 23 (+6) if it isn't higher already. It can't be turned to an undead and is immune to any spell that is 4th level or lower, except the ones that it accepts.

The cross can carry three people's blood and essence. It currently has all three fulfilled, and newer ones can't be added without removing one. If one is to be removed, the body or soul of a random occupant is cursed with the worst kind of undeath.

Church of the Holy Sepulchre: The Second Rift

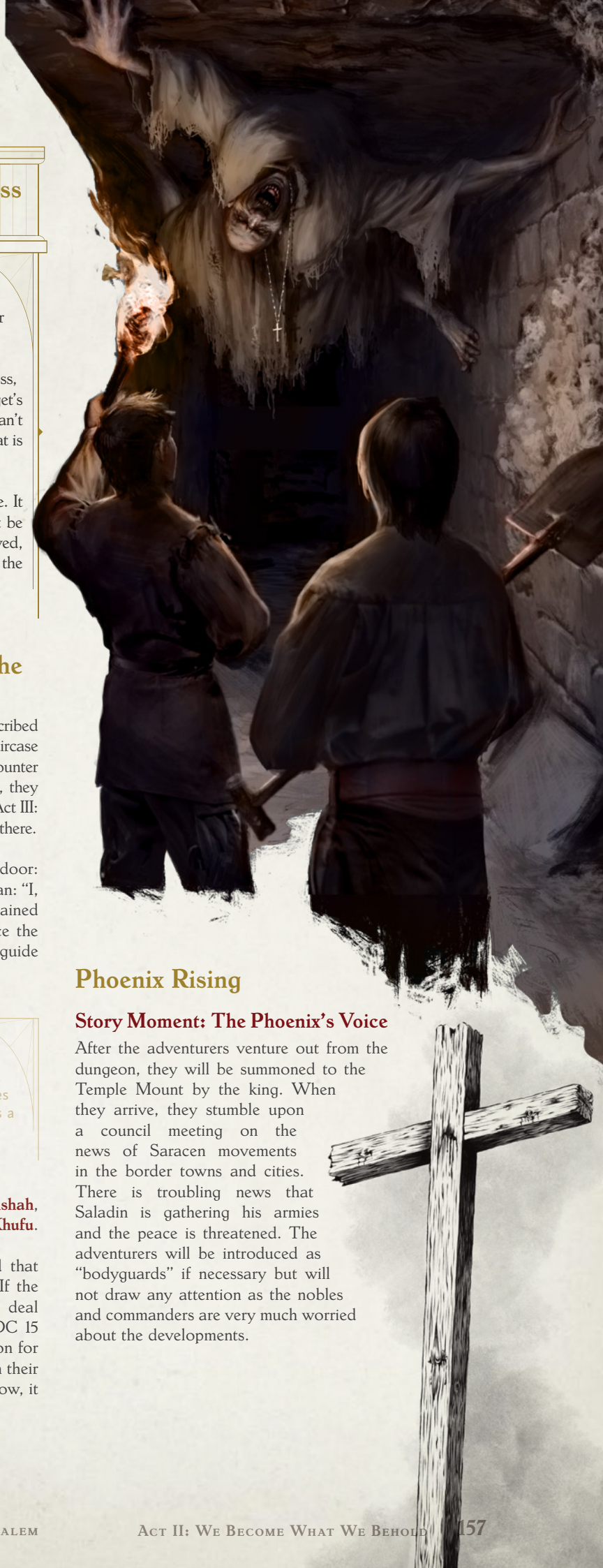
After the Blood of Basileus is placed in the hole described in the Under the Surface section above, a new staircase reveals itself. While the adventurers follow it, they encounter a second rift like the one before. If they willingly leap, they will find themselves in the Second Balcony (Check out Act III: Little Death by the Paradise) and experience the events there.

The new seal appears before them to guard the last door: A harp with a stone tablet near it. It says in Old Persian: "I, Cyrus the Great, hereby bound the whore's spirit, chained its offspring. The darkness yet grows, I know. Once the day of doom approaches, only the greatest song will guide the way. The song of my soul."

All the legends you may have heard about Cyrus the Great come to your mind: The great warrior who brought the world to its knees. Now, his wish is to find him a song. You feel the histories may not paint the whole picture for you and Cyrus has a different story to be told.

The last seal can be opened by the **Voice of Shahenshah**, the **Cylinder of Cyrus**. It is hidden in the **Pyramid of Khufu**.

Other than the seal, the black veins and the cord that feeds the dragon is more visible through the wall. If the adventurers try to strike it down, cut it open or deal damage through magic, they must succeed on a DC 15 Wisdom saving throw or gain one level of exhaustion for each failed attempt. When that happens, they hear in their mind a scream of a child, so loud and so full of sorrow, it also deals 21 (6d6) psychic damage.



Phoenix Rising

Story Moment: The Phoenix's Voice

After the adventurers venture out from the dungeon, they will be summoned to the Temple Mount by the king. When they arrive, they stumble upon a council meeting on the news of Saracen movements in the border towns and cities. There is troubling news that Saladin is gathering his armies and the peace is threatened. The adventurers will be introduced as "bodyguards" if necessary but will not draw any attention as the nobles and commanders are very much worried about the developments.

A few moments later, Guy of Lusignan enters the courtyard:

The sound of footsteps echoes on the marble floor, cutting through conversations as dozens of men march. All eyes focus on one figure: a man as graceful as the moon and sun, whose confident steps seem to claim the land of Jerusalem itself, inviting the entire kingdom to submit to his power and elegance. His sky-blue eyes are as bright as a sunlit day, piercing through the nobles and commanders with his furrowed brows, as if his gaze alone could penetrate their armor.

Standing before you is Guy of Lusignan: exuding a refined power, a noble posture, and eyes as sharp as a hawk's. His armor bears traces of blood, clearly not his own.

What stands out most prominently is the three heads he holds in his hand. He lifts them high with pride and almost spitefully addresses all the nobles, starting to speak with a voice as smooth as the finest silk yet as scorching as a midsummer day: "Spies of Saladin! Right under our noses! Are we still going to discuss what is to be done here like worried old men, or are we going to act against the enemies that surround us?"

The three heads were recently cut from their bodies, and their expression is horrible. Most of the crowd reacts with uncomfortable faces and troubled voices. Some of the nobles openly state their discomfort by questioning Sir Guy about his intentions.

Before events lead to discourse among nobles, the king intervenes and silences both parties, declaring that Guy's service means a lot and that he'd like to see the evidence of these men's treachery.

One of the heads belonged to **Sheref ad-Din (Scholar of Cairo▲)**, and if adventurers missed him in the Act I, this information is important: he was actually a **Satrap**: In the world of Historica Arcanum, a satrap is a dedicated protector of the world who is dealing with otherworldly dangers and eldritch horrors with the ability to banish them from this world. Satraps are heavily detailed and examined in **Empires of the Silk Road** and **Herald of Rain**; for further information, the **Characters** section in HoR may be checked, as many satraps are introduced, and the main antagonist of the story actively hunts down satraps: prominent satraps from that from that book are **Al-Istakhri**, **Yaqut al-Hamawi**, **Caliph Al-Zahir**, **Hayat-Jawhar Khatun** and one of the mightiest satraps, **Rumi**.

If your story consists of Satraps, all 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 otherworldly interference with 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 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.

If the adventurers didn't meet him before these pieces of information may be important: Sheref ad-Din came to Jerusalem as he sensed the rise of the dragon and the ascension of Whore of Babylon. However, Guy of Lusignan and Sibylla of Jerusalem discovered his presence and acted before him. A satrap is powerful against otherworldly entities and events, but he was ambushed by Guy's loyal soldiers, without any otherworldly interference. Guy rapidly killed him and his two aides and placed false evidence as if they were Saladin's spies.

Before the matters can be handled with delicate care, a herald rushes in and declares an important event:

Saladin is on the move to **Kerak Castle** with a significant force, at least ten thousand strong.

The king assesses the situation and decides on war. With the excitement spreading in the courtyard, he signals Balian to give the adventurers this message: "Before our departure to Kerak, investigate the men killed. Guy is not honest about this. Go to The Archbishop tavern and see Oswald; he might have heard something from the street."

Guy won't let anyone touch or examine the heads, but a look from afar may be successful in detecting an important clue: With a DC 12 Wisdom (Perception) check, one of the heads is revealed to bear a marking, a tattoo that seemingly exceeds the head and would continue towards the body from the neck. If the body is found, valuable information can be gained.

On the Trail

Adventurers visiting "**The Archbishop**" are greeted by one of the residents. For more info about the tavern, check out the **Jerusalem - The City of God** section in the **Era of the Crusades**. Residents state that Oswald (**Local Priest▲**) just left for a stroll in the Byzantine Cardo, and the adventurers can find him or wait for him inside the tavern.

In a case where adventurers wait for his return, Oswald doesn't take too long to come back. Hearing the adventurers coming along with regards from Balian, he tells them he was taking a walk to speak with his connections and heard about shady business happening around the butcher shop. If the adventurers want to learn more details about this butcher shop, Oswald tells them he usually avoids visiting there because he dislikes the taste of its meat, but advises visiting the beggar on the street, claiming he should know more about the situation.

The informant who gave this information to Oswald is a half-crazy beggar named **Pierre** (**Commoner●**). He usually sits around the Byzantine Cardo and is known by the

locals. If adventurers go after Oswald while he is on the walk, they encounter him as he is paying Pierre a visit and chatting with him. When talked with, Pierre informs adventurers about a shady business occurring behind the butcher shop "The Cleaver" the night before. He says he saw two figures make some kind of agreement, one looking like a thin figure while the other looks bulkier. "After some talking, they shook hands and exchanged something like a body, dragging it between them." If Sir Claude isn't decapitated before this moment, a successful DC 15 Wisdom (Insight) check reveals that the description of the bulkier man closely resembles Sir Claude.

Adventurers visiting "**The Cleaver**" during the daytime are greeted by **Willa** (**Acolyte**) at the shop. While she is greeting them inside, **Isabel** (**Handmaiden of Jahi**) steps out from the door behind the counter to speak to Willa. For more info about "**The Cleaver**," check out **Jerusalem - The City of God** section in the **Era of the Crusades**. On a DC 13 Wisdom (Perception) check or with a DC 13 Passive Perception, adventurers notice a glimpse of the room inside as Isabel leaves and see remains of humanoid body parts. Surprised by the company of the adventurers, instead of speaking, Isabel takes a cleaver hanging from the wall and returns to the room in the back. A successful DC 14 Wisdom (Insight) check reveals that she was disturbed by the unexpected company. If the adventurers consume any products from the place after seeing these body parts, they must succeed on a DC 18 Constitution saving throw, or they will gain 1 level of exhaustion due to vomiting. The residents of this shop secretly conduct various rituals inside the backroom using humanoid body parts and would fight those who might intervene.

During the nighttime, the store must be entered illicitly. The adventurers must make a DC 13 Dexterity (Sleight of Hand) check to unlock either the back or front door of the shop. The locks aren't sturdy, but attempting to force them open in a brutal manner, such as by breaking them, would make enough noise to draw attention if they fail to succeed on a DC 16 Dexterity (Stealth) check. On a failed save, if he hasn't been decapitated before, Sir Claude sneaks up on the adventurers when they start investigating the body inside, initiating combat.

Inside "The Cleaver" there are two rooms. The front door opens to the main entrance, where a counter stained with blood stands alongside knives and cleavers hanging from the wall. Behind this counter, there is a door that opens to the backroom and it isn't locked. This backroom is also reachable from the rear entrance, and it is the place where the tattooed body lies naked on a table. On the other side of the room, a second table displays the diseased Satrap's belongings and his severed hand. Upon investigation, a chess piece and an unfinished letter stand out on the table besides his daily wear. A successful DC 12 Intelligence (History) check reveals that carrying a chess piece indicates that this man was actually a Satrap.

The unfinished letter follows:

"Peace be unto you, Saladin. As I have sensed and investigated this evil, I have located that the evil roots deep beneath the Church of the Holy Sepulcher. As I was pursuing the source of this matter to end it, I noticed some knights inside the city may be upon me, not wanting me to dig into this unholy subject..."

The letter is signed as "Sheref ad-Din," but most of the page still remains empty. This letter indicates that these Satraps weren't against the Crusaders and was against the dark forces.

Kerak Castle: The Wolfsbane

Section Summary: They will travel to Kerak Castle with King Baldwin, bearing the dire news about Raynald of Chatillon. They will witness Sultan Saladin and King Baldwin speak in private and will be commanded by the king that Raynald should be killed. They will be let into the castle by Saladin himself at nightfall, and they will attempt to kill Raynald of Chatillon, Lord of Kerak.

A great host is assembled to leave the city and launch the offensive against Saladin's invading forces near Kerak Castle. The king personally asks adventurers to come with him, stay nearby, and observe. The rumor has it that Sir Raynald of Chatillon broke the truce and killed Saladin's sister. That's why Saladin hastily took offense against him, especially moving forward to Kerak Castle.

As dawn broke over the ancient walls of Jerusalem, the air hummed with a tension that could slice through steel. The gates groaned open, revealing the host of Baldwin IV's loyal soldiers, a sight that could stir the soul of any beholder. Clad in burnished armor that caught the first light of the sun, the soldiers moved as one strong and proud entity, their determination palpable in the air could be felt from afar, perhaps enough to unsettle Saladin's heart once more.

When you set out to leave the city, the silver sea called the Crusader Army marches before your eyes toward the city's exit. It resembles an endless silver sea with an unforgivable storm, shining under the scorching dawn with bravery and devotion. Each soldier leaving the city gates behind knows they may not be back and see their city again.

As the spearhead, Baldwin IV rode with the might of a king, Godfrey's descendent and a pillar of courage. His presence ignited the knights' and foot soldiers' hearts and stirred their souls, turning their fears into a fierce resolve. Each step they took out of the sacred city was a defiant beat in the rhythm of an upcoming battle, the last breath taken before a destructive storm.

Flags bearing the golden cross upon a white surface fluttered like the wings of Michael, the commander of heaven's angel forces, above them. Their fight against the strong wind proved their determination to everyone, ending the silent prayers that filled the hearts and mouths of soldiers and civilians watching them leave the city. This was not merely an army—it was the king's fist, will, and devotion to a cause; a silver hammer waiting to defend the city and strike the enemies where needed, although you are not sure where the real adversaries reside.

As the army marched forth, the rising sun cast long shadows behind them as if skies themselves paused to watch, beholding a moment worthy of all the heavens above them.

The road to Kerak Castle is about a two-day march. Since it is a supplied and relatively close settlement, no problem is expected along the way. However, you can have the adventurers act as a reconnaissance group or a scouting party if you do not want the road to be that safe.

The tables below can also be used for the **Road to Cairo** section in the upcoming pages.

D20	RANDOM ENCOUNTER
1	2 **Mamluk Warrior**▲, 4 **Mamluk Sentinel**▲
2	1d4 **Aji Asil**▲
3	1 **Djinn of Slumber, Abu-Kahil**▲
4	1 **Crusader Priest**▲, 1 **Crusader Infantry**▲
5	1 **Atshan**◉
6	2d4 **Crusader Infantry**▲
7	2d4 **Mamluk Sentinel**▲
8	1 **Giant Scorpion**◉
9	1 **Mamluk Sentinel**▲, 1 **Mamluk Veteran**▲
10	1 **Bandit Captain**◉, 4 **Bandits**◉
11	1 **Ruznara**▲
12	2d4 **Dust Mephits**◉
13	3 **Wanderer Monks**◉
14	1d4 **Giant Vultures**◉
15	2 **Mimics**◉ disguised as a canopy.
16	1 **Chol-Shah**▲, 1 **Dust Mephit**◉
17	4 **Bedouin Warriors**◉
18	1 **Animal of Set**▲
19	1 **Odparvar**▲
20	1 **Serpopard**▲

D20	RANDOM EVENT
1	Body parts sticking out of the sand point to a battle that happened not so long ago. Roll on the encounter table. The creature adventurers face is what caused this massacre and is hostile towards them.
2	The adventurers encounter a **traveling merchant**▲. Traveling alone from Cairo to Jerusalem, carrying the recent news about the city he left.
3	A sudden sandstorm approaches. Any creature not sheltered during the sandstorm suffers 1 level of exhaustion.
4	A band of Crusaders (2 **Crusader Warrior**▲, 1 **Crusader Priest**▲) seem thirsty and lost in the desert. They would appreciate any help and pay for their debts generously. 10 gold pieces for directions and an extra 15 gold pieces for 1 gallon of water.
5	A man-made water well stands in the drouthy land making an interesting sight to behold. A **bedouin warrior**◉ approaches from afar and states that it belongs to his tribe. He doesn't let the adventurers drink from it and runs back to gather allies for combat (1d6 **Bedouin Warriors**).
6	A **Mamluk Veteran**▲ holds her comrade as he slowly dies. She asks the adventurers for something to ease his pain and tells how they were suddenly attacked by a **Fallen Crusader**▲ who still might be around.
7	The adventurers encounter a small battlefield full of bones and an empty treasure chest. The remains seem recently looted and can be tracked to where it has been taken. Treasure contains 250 gold dinars, and there are 2 **Bandit Captains**◉ next to it arguing about how to share it.
8	The adventurers find an uncommon magic item adrift among the sands.
9	A **Crusader Warrior**▲ approaches from far, looking beaten up. He asks for water, explaining he escaped from bandits who took him captive, and has been walking for 3 days straight. To return the favor, he offers to join the party until they reach their destination.
10	After the party takes a long rest in the desert, they find themselves a day's distance away from their original campsite. Any adventurer keeping guard, only sees that they are in a sandstorm during the rest.
11	A group of **traveling artists**▲ sit under a canopy playing their instruments. They welcome the adventurers under the shade and offer delicious drinks. The adventurers are given a Saharan Headband weaved by a bedouin fabrics spell, but in return the traveling artists ask for a story to be granted to them.
12	At a distance, a **Chol-Shah**▲ chases down a fennec fox as its prey. If adventurers take no action, the fennec fox is devoured by the Chol-Shah.

Kerak Castle is a heavily fortified keep held by Sir Raynald of Chatillon. However, it is closely surrounded by another army: the Saracens of Syria and Egypt under the command of Saladin.

This is probably the first time the player characters meet with Saladin unless they have a different background.

As the horns of the Saracen army echoed towards the Dead Sea under the eternal blue sky, all of heaven and hell held their breath. Was the impending battle a harbinger of the apocalypse? Would the birds now sing only of the dead and the blood spilled? Would thousands perish before reaching Noah's Ark? Would the evil lurking beneath the earth triumph because of a handful of warmongers? How would they describe this day in the future, looking back at the honorable confrontation of two men? Was this the unleashing of hell and the herald of doom?

The horns of Salah ad-Din Yusuf ibn Ayyub, the Sultan of Syria and Egypt, had not sounded so defiant and furious for a long time. Even the angels, demons, and gods turned their gaze upon Kerak Castle, while Baldwin never shifted his eyes from the enemies before him.

Before you stand an army made of gold, invincible and proud, with their red banners high in the sky, proudly declaring their bravery and decisiveness. They await, watch, and perhaps count down to the spark that will kindle the most destructive storm the Holy Lands have ever seen. You never had the chance to see the faces among the Saracen army, but you feel no trace of fear in them, not even a fragment, and then you grasp the unfortunate deed of the Lord of Kerak, who flies the wolf-covered banner. You see more clearly how he has brought unwilling kings to face each other and that every drop of blood spilled will be drowned into the earth and into oblivion.

Scene: Parley Before the Storm

In this scene, King Baldwin does not expect the adventurers to listen to the conversation between the king and the sultan. The sultan will use telepathic bond spells to prevent this. However, if you wish for the characters to hear what they say, you can ignore this and let them hear. It was a narrative choice to keep the Sultan's and King's conversation more mysterious.

King Baldwin would like to meet with Saladin; thus, he sends envoys to declare this. He may choose one of the adventurers for this mission. Saladin will accept the meeting, and eventually, two great kings will slowly ride towards each other, alone and out of earshot. Baldwin himself will personally order or advise (depending on how they would react) the adventurers not to listen to the conversation between him and Saladin. If he must, he will phrase this as the last wish of a dying man.

Now, there, the two most powerful men of the Holy Lands converse with each other, deciding the fates of thousands... or tens of thousands. With two words coming out of their lips, they could change the known world forever.

Both of them are aware of this sorrowful reality. You sense the weight of their crowns. The gold must be cold and heavy on the head. Both kings know this better than anyone, and they have nothing else to do but accept their duty. The crown may have chosen them, or they may have taken the crown for themselves, but it won't matter in the end: They will decide how the future generations will remember them. Which bards will sing about them? Which poets will make them immortal in their words? Or is there someone in the future making stories about them, crafting their legends for generations to come? You'll never know, but you have a feeling that history will never forget these men.

King Baldwin and Sultan Saladin will speak about these subjects:

- The unforgivable crime Raynald of Chatillon committed: Baldwin will personally apologize about that and ensure that if Saladin hadn't come here, he would have himself and punished Raynald.
- The war negotiation: Baldwin will ask Saladin to retreat and wants to secure the continuation of their truce. He suspects Raynald has darker intentions and Baldwin is intended to find out.
- The remaining life: Baldwin admits that he is at his limits, coming to an end of his journeys. The excavation in the Church of Resurrection probably won't yield a cure for leprosy. He will also thank Saladin for his guidance on the seals and the little hope he had for a cure.
- The Cylinder of Cyrus: Saladin will inform Baldwin that Ismail Al-Jazari knows where the last seal is. He is about to obtain it.
- The adventurers: Baldwin will describe the adventurers and their personalities. He will inform Saladin that they could be of use, and if they ever travel to Cairo, they should be accepted as guests. If the adventurers have a good relationship with the king and mostly act towards his desires and the general good of the realm; he would speak highly of them and assure Saladin that they can be trusted.
- And any other topic you'd like included.

Saladin agrees to withdraw his armies, and Baldwin enters the castle with dozens of Crusaders at his side.

Raynald of Chatillon has already arranged a welcome party. However, you are not sure whether all this fuss is out of respect or includes heavy mockery. Raynald forces his hand, it seems. The colors are too much, almost all of the castle is there at the courtyard, ordered to be there. The king senses Raynald's intentions and recognizes how he's becoming too much for all of this.

Raynald bows all the way to the ground, his forehead almost touching it. He welcomes the king with all his titles and more, overdoing every step, showing too much respect and being everything he is not. The King dismounts from his horse and refuses all the help he was offered. He walks by himself. Your eyes are trained and experienced, you notice his fragility, his vanishing health and his diminishing flame within. He approaches the beast in front of him. He realizes the charade; perhaps all of Kerak and the Holy Lands know it. Everyone knows Raynald's intentions, or at least they do not disturb the king's walk with their doubts and opinions.

But you know.

Each step taken by the king is filled with agony. He hides it well, maybe too well. His grace is on the edge, about to vanquish. His temper is at the limits, even rivaling the scorching sun in the sky. His pain is unbearable, but it's not just his leprosy. He feels the upcoming doom in his bones, but as the man who's done everything to protect the kingdom, he is about to fail.

When Raynald's words are over, the silence becomes so thick that when the king removes his glove, even the farthest soldier knows what is going on. The slap on Raynald's face is so hard that one could think thunder had struck from the skies, as if God himself were angry at the lord of Kerak, the beast within the kingdom.

Raynald laughs. He enjoyed the pain and he is used to his blood spilling. You are now sure: He attacked the Mother's Hand. He killed Yakup, and he is indeed the carrier of that sigil. You feel your sigil's anticipation, eagerness. It wants to be the one that attacks Raynald.

When Raynald laughs, the king becomes angrier. He strikes and strikes. There is no magic, nothing arcane or mysterious about it. It is all on sight and real. The blood of Raynald sows the soil, and while he enjoys it, the King delves deep and finds the mark of the sigil himself.



After the events are over, Raynald stops all the laughter, and King Baldwin turns to head back to Jerusalem, without saying a word. All the men turn with him, and most of them are relieved: they can go back to Jerusalem safe and sound. While the host prepares to head out, the king will send this message:

> *"He carries a sigil. Kill him. This may be the last time we see each other. I bid you farewell and good fortune in your tomorrows to come. I've fulfilled my duty as best as I can. Now, it is time for you to bear the burden, I'm afraid. Wait until nightfall; wait outside the castle at the hill with the ancient bell; an old friend will show you the way in."*

The king then will leave with his army and return to Jerusalem. The castle will be locked down, and Raynald will be taken with six **Brute Knights of the Wolf Sigil**[▲] to the infirmary, to have his wounds checked. Raynald will be surveilled at all costs, with many men standing guard for him. It is advised to deter the adventurers from attacking Raynald without the **Hill with the Ancient Bell** section first.

Hill with the Ancient Bell

When you reach the top, the sight of ruins welcomes you. The winds of the night salute your coming, and old memories of the ruins still mourn for what they have lost. You suddenly realize they are not mourning for themselves or their losses that belong to an ancient time; they keep company with a man in sorrow.

The bell is rusty, almost living its last moments. It is surprising that it survived this long against bitter times and cruel winds. A man in a white robe, dressed like a pilgrim, takes your attention right away. You can feel his sorrow. The ruins are his companion tonight, with all the ones that they lost, buried, only they could understand his pain.

When your eyes adjust to the approaching dusk, you realize this man is none other than the Sultan. Him. Salah ad-Din Yusuf ibn Ayyub. The one that inherited a holy dream from earlier sultans, earlier custodians of the two mosques. The man carries the legacy of Omar, Suleyman Abd al-Malik, Harun al-Rashid, Mahmud Ghaznavi, Toghrul of Seljuk, the great Sultan Malik-shah, Nizam al-Mulk, and Muhammad Tapar: The dream of the unity of all Muslims.

"Es salamu alaikuma." He regards you with the iconic greeting of Muslims that offer their safety to others, meaning, "Peace be upon you."

The proper response to this phrase is widely known as "Wa Alaikuma es-salam." Saladin used the plural version of the phrase. He stands up and closely inspects the adventurers, as the adventurers may notice he wears the colors of sorrow while the sultan is making sure they fit the description given by the king. If you desire, you can apply proper questions to this moment related to the adventurers' backgrounds, personalities, or special moments with the king. For example, one of the adventurers may have adopted a nickname, and Saladin could ask about that to be certain they are the adventurers sent by the king.



The king is open to conservation and could spare a good deal of time if the adventurers wish it. Other than that, he wishes to speak his mind:

- Raynald stole an item of importance from Saladin's sister after the murder. Saladin's main goals are to retrieve the item from Raynald and have his head.
  - He knows an entrance to the castle; his engineers found it through some old plans of the building, and he intended to use it if Baldwin didn't arrive.
  - He has a way to draw Raynald to the hidden entrance's tunnels, alone. He can be considered invulnerable in that castle with so many sigil knights around him. He needs to be lured in.
- Saladin has two conditions to show the adventurers the way and lure Raynald in: the item he stole and his head. The latter can be negotiable, but the first condition isn't.
- The item that belongs to Saladin's sister is *Scheherazade's Mirror*. It is a powerful magic item and has sentimental value to the Sultan. Raynald does not know its command word.
- Saladin can offer the adventurers many rewards: coins beyond measure, making them emirs, beys, or nobles of the sultanate if they are of Turkish, Arabic, or a similar Muslim origin; a religious title if they are on a religious path or can harness divine powers; a position in his council of warlords; a place at his right hand; manors on beautiful soils; fertile lands to build their houses; and anything within his power, if he sees potential in them and you deem that they are on favorable terms. It's important to remember that he is the wealthiest and one of the two strongest men in the Holy Lands. He can offer many things based on the adventurers' backgrounds or personal desires and goals, such as if one of them wishes to open an orphanage in Damascus to honor their mentor, he can grant it. If they want to find a particular person related to their story, he can make sure it happens. If one wants to own a ship and sail to the Indian Ocean, he can buy one and find the men to sail it.
- Maybe the most important topic: He knows where the last seal is. He is aware of the dangers that lay under Jerusalem. *Do they really think he only wants to take the city to become a conqueror?* He studied in Baghdad; he saw how an otherworldly threat was properly bound (check out **Herald of Rain's Act IV** for more details in this subject). So in comparison, the seals are weak in Jerusalem, and whatever lies there is making them weaker by the day. So after Raynald dies, they are invited to Cairo, where his most trusted advisor, **Ismail Al-Jazari**, already has put the item needed to break the last seal, in its place.
- If they accept, Saladin will give them a magical totem, which will lead them to the hidden entrance, guarded by magic.
- If the adventurers mention the dead satrap in Jerusalem, he will admit it may be his fault, because he thought their power could prevent the coming of evil. However, he failed to protect them. He will explain what a satrap is and their place in the world. The closest satrap is probably far away.

The sultan guesses that the seal has been taken to the Pyramid of Khufu, the safest place it can be. This part is true. However, unbeknownst to him, Al-Jazari offered himself in exchange for the seal, and he is with Peter the Hermit at the Library Pageless. Peter the Hermit took the seal long ago, as it was the only one that wasn't in Jerusalem already.

Scheherazade's Mirror

Wondrous item, rare

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

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

If they should accept, Saladin will leave and tell them to arrive at the tunnel he described at midnight.

The adventurers may actually skip going back to Jerusalem and advance directly to Cairo, after dealing with Raynald. This act, however, will result in Guy of Lusignan being alive, Balian of Ibelin dead, and Guy being present in the last encounter at the Dragon's Womb, making all things harder for the adventurers. Saladin will probably advise them to turn first to Jerusalem.

The Tunnel That Reaches the Lightless Room

Saladin will use his way to bring Raynald exactly where the adventurers want, alone in the dark. Saladin has a spy among Raynald's ranks; the spy baits Raynald to the tunnels suggesting there is a man nearby, trying to enter the castle, who apparently dropped a chess piece. Raynald was warned about the people who carry chess pieces by Guy, and he knew he should take this matter personally. So he kills the spy to ensure there is no witness, and comes to the tunnels himself directly.

The hidden entrance begins from a rock protected by ancient magic. The adventurers' magical totem can find it. If they did not make a deal with Saladin, they must try other ways, or you could introduce this totem to the players as loot during the road to Kerak Castle.

A damp and narrow tunnel, built long ago, possibly by the Romans, leads well into the underground and reaches a pagan shrine after a ten-minute walk. As it is abandoned, there are no traps or signs about the men of Raynald.

The pagan shrine is in total darkness and has two opposing entrances. It is built as a circle and has a 30-foot radius. In the middle, a large, 7-foot-high pillar has been erected, and four chests are put on each edge of the pillar.

Raynald of Chatillon arrives almost immediately as the adventurers arrive, assuming they went in at the time Saladin said. If they arrive earlier, Raynald may hear their voices while coming down (depending on their Stealth check), or if they arrive too late, Raynald will only spend 10 or so minutes here; they may miss him.

If the adventurers have the means to see him in total darkness, read:

There he stands; the Lord of Kerak, a beast in the night, breathes loudly. He has noticed his prey, or his senses are warning him. He stands there with total silence, a deadly shadow in the night, and the bane of the light.

He is ready to strike.

Raynald will fight to the death.

In each of the four chests, there is one magical item chosen from the following options or any items you desire: *horsemaster's bow*, *judge's hammer*, *shroud of sihr-i azam*, *shroud of sihr-i nadir*, *rod of the seeker*, crescent blade, +2 weapon, *bracers of archery*, *+1 armor*, +2 shield, *bracers of defense*. In addition, the item Saladin wants is on Raynald.

The adventurers advance to Level 6.

Jerusalem: The Broken Tree

Section Summary: The king is dead. Adventurers will be ambushed at the courtyard in the Temple Mount by Guy of Lusignan and will be forced to leave the city.

As you approach Jerusalem, you see a tree split down the middle on a dominant hill stretching toward the city. You have encountered this tree before; it was strong and lush, daring to reach for the sky. Now, it stands broken, yet the Dead Sea quietly mourns it.

As you draw closer to the city, your steps seem to take you backward. The closed sky refuses to explain what has happened, and you approach the gates without seeing a single person on the road.

Your ears do not hear the ringing bells; your eyes do not want to see the flags draped in black cloth. Rain falls no longer from the sky but from the eyes of the people in the city. Grief and pain are now Jerusalem's fate, and it is not just stepping but even breathing that has become too difficult for the city's residents.

For the king is dead.

Will the new king live long?



When the adventurers reach the city, they are immediately summoned to the Temple Mount, the heart of the royal court, to a very important meeting. They hear that Princess Sibylla will be crowned queen, and on a more sorrowful note: the boy, her child, Baldwin V, was also found dead in his bed this morning. The city is in a state of absolute devastation and almost everyone mourns deeply for the king and the very young prince.

The death of the young prince is a lie conducted by Sibylla to crown Guy of Lusignan and rule as the sole leaders of Jerusalem. Sibylla has other plans for her boy.

These events will occur:

- At the Temple Mount, the adventurers will realize the intensity between the Knights of Lazarus and the guards under the command of Balian. The city is very tense and the tensions are rising between the parties.
- Sibylla is crowned queen and is about to announce Guy as king. When the adventurers arrive at the courtyard, they may coincide with the coronation or the aftermath.
- The queen knows and expects the adventurers' arrival and has already convinced Guy that the adventurers should be killed.

The courtyard has more tension than the eve of a pitched battle. The fields of Kerak Castle didn't have this enmity floating in the air between the two parties. This is not the Jerusalem you know. Brothers in arms, comrades that fought shoulder to shoulder, now standing against each other with hateful eyes. What happened here after the king died? Was he the only one who stood between them and the slaying of their kin and comrades?

Where was the queen? Right under the sky of Jerusalem, boldly spitting on his brother's legacy. Rather than a mourning sister, you see a face without emotions, a mother without a child, a sister without a sibling, a queen without the bearings of the duty.

The phoenix spoke instead of her like she was never there. Away, distant.

"Here come the traitors," Guy says without raising his voice. The courtyard is so silent that his whispered phrase reached all ears. There are no lies in it. He indeed thinks you are traitors. Traitors to the mother. You are in the way.

"You will pay."

Without any warning, without any sign, you look to your queen. She only looks away. She remains indifferent.

While many of the sigil knights plan to escort Guy, Balian of Ibelin uses his loyal guards to stop the attacking mob. The adventurers are only confronted with Guy of Lusignan. This is their moment to face him. They may flee or try to change the situation. Balian will advise by shouting that they should flee as soon as possible.

After Guy initiates the attack, it is advised to retire the queen from the line of sight. She expects the adventurers to be taken out by Guy of Lusignan, and she will prepare for the ritual to happen in a fortnight and five days.

Guy will take the matter into his own hands to take down the adventurers while frequently asking, "Where is the White Book?" Unbeknownst to Guy, the book in the king's possession was given to Mother Queen Agnes of Courteney. Guy may even lose an opportunity to kill or wound an adventurer in order to get an answer.

If Guy falls quickly, Balian will explicitly urge the adventurers to flee. If the adventurers try to attack the queen, use any number of Crusaders as needed.

Possible Conclusions:

- Guy is dead, and the adventurers escape successfully.
- Guy is dead, but the adventurers are captured. Balian escapes the scene and attempts to save the adventurers. However, with the powers of a Level 6 party, the adventurers are expected to easily break free from the city.
- Balian risks his life in order to save the adventurers and make sure they escape.

Due to his interruption in catching the adventurers, Balian of Ibelin is thrown into jail and most of his force is scattered, killed, or sent into exile in one way or another. Most of the men are forced to escape.

While Saladin comes to conquer the city with a great army, the knights and most capable warriors in the city are sent to fight off Saladin by the orders of the queen in the historical climax of the **Battle of Hattin**. Sibylla is planning to delay the arrival of Saladin and wants the enemy to be met away from the city while the return of the Whore of Babylon is ensured. However, this proves futile as Saladin wins an epic victory in Hattin and lays siege to Jerusalem.

When the army is away from Jerusalem, the city is left defenseless while the princess is under the Church of the Holy Sepulchre; Balian is rescued from the prisons by civilians and takes control of the defenses of the city.



Road to Cairo

Before their journey, **Queen Agnes of Courtenay (Jerusalem Noble)**, mother of Baldwin and Sibylla, will intercept their journey to give them an important item: *The White Book of Jerusalem*. She would like it to be used for the good of the realm.

It is recommended that the Master of the Order of Saint Lazarus, **Sir Lambertus**, may be the one to help them get out of Jerusalem and escort them on their journey to Cairo. In addition, Balian could send some help for the adventurers while they leave the city.

The manner of the Queen Mother's interception of the adventurers is up to which gate they will use and in the boundaries within your flow and gameplay choices. The Queen Mother will act cautiously and warn the adventurers that the book is important, and their duty still remains in Jerusalem; even after going to Cairo, they should come back.

- The book contains very important information about the past. With this book, much information regarding the Sigils of Jerusalem and the Seal of Kings can be reached. The book can be a useful exposition tool.
- The book was most recently used by Emperor Heraclius and was passed down to Caliph Omar in 636 CE; and then it was lost for a long time after the events of his reign. The last conqueror of Jerusalem, Godfrey of Bouillon (who refused to be known as king and took the title Advocatus Sancti Sepulchri), acquired the book. He never trusted Guy (disguised as Raymond of Saint-Gilles during the First Crusade) when the city was conquered and never shared this information. However, he took notice of the sigils and their marks. Later on, he carefully investigated the matter, but he died a year after. Until Baldwin IV acquired the book, earlier kings disregarded it, and most of them were focused on wars against the Muslim forces, especially Zengids.

White Book of Jerusalem

Wondrous item, legendary

This magic book is descended from ancient times and has been used by the Kings of Jerusalem. While holding the book, you can cast some spells; however, at a certain risk greater than spell rebound. Each time you cast a spell, you must succeed on a DC 10 Charisma saving throw. On a failed save, your lifespan decreases by 1d4 years unless you are the rightful monarch of Jerusalem.

You can cast any divination spell of level 4 or lower, except *hunter's mark*. In addition, you can cast *legend lore*, *contact other plane*, *zone of truth*, and *dispel magic* spells once a day (each). You can't do so again until you finish a long rest.

D6	ENCOUNTER
1	1 **Crusader Champion**[▲] and 3 **Crusader Knights**[▲].
2	1 **Crusader Priest**[▲] and 4 **Crusader Infantry**[▲].
3	2 **Scouts**[◉] and 2 **Crusader Infantry**[▲].
4	2 **Spies**[◉] and 3 **Guards**[◉].
5	1 **Crusader Veteran**[▲].
6	1 **Crusader Knight**[▲] and 4 **Guards**[◉].

In their journey to Cairo, you can use the random encounter and events table above, in the beginning of the **Kerak Castle: The Wolfsbane** section. However, with a party of Level 6 adventurers and other potential allies, they are not likely to face too challenging encounters, as most of the main roads are secured by Saladin's vanguards, spies, and light cavalry units of reconnaissance.

Cairo: The Golden Towers

Section Summary: They will reach Cairo, reunite with the legendary Sultan Saladin, and learn the place of the last seal: The Cylinder of Cyrus at the heart of the Pyramids of Giza, hidden by Ismail Al-Jazari himself. They will explore Cairo for precious items, prepare to enter the Pyramids, and face their dangers.

Last time you saw the army of Saladin, his numbers were great and formidable, worthy of a sultan of the two jewels of the Holy Lands: Syria and Egypt. However, this time stood an army capable of waging war against the heavens and becoming successful against the god Neptune if it attacked the Mediterranean itself. You see only golden armor stretching from the city walls for an impossible amount. How many soldiers are there?



In Cairo, the adventurers are welcomed into the city and are greeted by Saladin's men at the gates. They will be immediately summoned to talk about important things. If you want the adventurers to travel around the city, find out about its secrets, and do side quests, check out **Cairo - Jewel of the Nile** section in **Era of the Crusades**.

After Saladin summons them, he mentions these:

- Al-Jazari has not returned; however, he sent Cylinder of Cyrus, also known as the *Voice of Shahenshah*. If at least one of the adventurers has proficiency with a musical instrument, they should be fine; if they are not, he can recommend a palace musician: a woman named **Farah Layla (Traveling Artist)** can be of assistance.
- The automaton that carried the item here was placed in an unfortunate place: At the heart of the Pyramid Khufu. In order to reach it, they must take the key from the Great Sphinx. The pyramid is protected by Al-Jazari's automatons and the pyramid's already existing defenses.
- Before entering the Pyramid of Khufu, they should consult with his brother and his advisor. They should help them around the city.
- If you wish, you could enforce a time restraint on the characters: Saladin guesses that they have only five days that could be spent in the city. With the week they spend on the way, it could be too late to approach later than that. They will find a city in ruins, nevertheless. Either the evil lurks beneath will have won or Saladin. While phrasing this, Saladin's face becomes very strict and dark, as he implies that his conquest will have many bloody consequences. If you choose to put a time limit, it is twelve days total, starting from now.

Farah Layla was born in Damascus. Her father was a skilled musician and spent his years trying to find "the lady of the olives," a local legend in Syria. By the age of six, Farah was already a skillful musician and gifted at story-telling by instantly memorizing the stories told by others and especially her mother: Havva (meaning Eve). Havva was a tutor at the Zengid palace and a personal close friend of Nur ad-Din Zengi.

Her father left one day and never returned. Farah always felt responsible because she brought up a story from a foreigner about a lady who lived in the Nile. She thought that's why her father left and never returned. When her mother died of a plague, Farah was already mesmerized by the stories that were told about Saladin and his rule. Nur ad-Din's dream lived through him. On a day of destiny, while Saladin laid siege against the Hashashins in Syria, Farah caught a spy among them and reported this to Saladin. Even though the spy was a close advisor to the sultan, Farah used her powers to make him tell the truth, and she became a part of the court ever since.

With a spirit as free as her music, Farah is warm and charismatic, always eager to share her art or a good tale. Yet she harbors a longing for the deeper mysteries of the world, which fuels her travels and enriches her performances, giving each a unique glimpse into the heart of the lands she visits. She dreams of finding her father and the lady of the olives.

The legend of the Lady of the Olives can be concluded in the Pyramid of Khufu, as a celestial being captured in the Nile is a source of the tale.



Saladin mentions a bloody outcome due to the ritual of sealing. In his days as a talebe (the one who demands knowledge) in Baghdad, he came across a way to bind powerful creatures while they enter the world. However, it requires a heavy blood sacrifice, and Saladin is sure that if no one intervenes, the other way will cost the world something greater: darkness without end.

Historical Note: Saladin will meet with the army of Jerusalem in the Battle of Hattin. After his victory, he will besiege the city. The city will be defended by Balian of Ibelin and a handful of knights.

The Great Pyramids of Giza & The Great Sphinx

The sun shines upon the oldest building in the world, as far as you know. How could humankind ever erect this mighty tomb? How did civilization come from the wonder before you to the cities you already know? How did pharaohs imagine this?

The wondrous pyramids reach the clouds as if declaring their divinity. Even though you came from Jerusalem, you realize this was here long before the divinity you've seen in Jerusalem. Before Moses split the Dead Sea in two, before Jesus of Nazareth ascended, before Prophet Muhammad united the Arabian Peninsula... Egypt stood with a thousand gods at its peak. Still, their monuments defy time and bitter winds.

Close to the pyramids lies the Great Sphinx, recently excavated by Al-Jazari's engineers and students at the Al-Azhar University. For further information about Al-Azhar University and its teachers, students, and stories, check out **Cairo - Jewel of the Nile** section in **Era of the Crusades**.

The excavation site in the Great Sphinx is led by a man called **Mustafa Hashim (Banu Musa Disciple)**, one of the chief officers of **Layet-Efel-Ahen (Stainless Iron)** and a former student of Al-Azhar University.

Mustafa Hashim is a young man with a knack for understanding how things work. Even as a child, he did not believe stories such as "the storks bring a child to a father and mother", "the gods are angry, so the lightning strikes," or similar folktales and myths. He was not a religious person due to this feature of his. It got him into trouble many times, and he almost faced execution due to "being a heretic," but it was ordered by Saladin that he be freed. Since that day, Al-Jazari kept a keen eye on him while he worked his way through the Stainless Iron.

Known for his meticulous nature and profound analytical skills, Mustafa combines his academic knowledge with a deep-rooted passion for Egypt's heritage. Since childhood, he was fascinated by the construction of the pyramids and always wondered how they were made originally. Rather than magic, he was more interested in the physical ways of solving problems and creating things. Although magic required hard work and understanding, he believed the human mind could surpass the need for magic. He still, of course, studied magic and put it to good use.

Personality-wise, Mustafa is reserved yet profoundly dedicated, often losing track of time amidst his projects. His former peers at university remember him as a brilliant yet humble student, always eager to share knowledge and learn from others. Despite his achievements, he maintains a quiet demeanor, preferring the company of ancient relics over large gatherings.



Banu Musa Disciple

Medium humanoid (any), any alignment

Armor Class 13 (Mage Armor)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5
Skills Arcana +7, History +7, Nature +6, Perception +6
Senses passive Perception 16
Languages Turkish, Arabic, Greek, Persian, Mongolian, any two other
Challenge 3 (700 XP)

Spellcasting. The librarian can cast these spells using Intelligence as its spellcasting ability modifier (+4 to hit, DC 12)

At will: mending, detect magic, light, Al-Jazari's metalsmith, Al-Jazari's woodwork
1/day (each): identify, magic missile, shield, comprehend languages, hold person, dispel magic, silence
2/day (each): mage armor, heat metal, Al-Jazari's Practical Summons

The Machine's Heart. The disciple can take control of a construct by spending a spell slot as an action. The construct must succeed on a DC 13 Charisma saving throw. On a failed save, the construct is under the disciple's control for 1 hour.

Mechanical Mind. The disciple has advantage on Wisdom and Intelligence checks that about automatons, machines, and robotics.

Actions

Arcane Push. *Melee or Ranged Spell Attack:* +6 to hit, one target, reach 5 ft., or range 60 ft. Hit: 12 (2d8 + 3) psychic damage.

Layet-Efel-Ahen - The Stainless Iron

Originally founded in Damascus, the Stainless Iron is a guild of dedicated blacksmiths, armorers, and weaponsmiths. Damascus Steel is already legendary in the Holy Lands, and the Stainless Iron guild has become legendary under the leadership of the Zengid Dynasty and now its successor, the Ayyubid Dynasty. After fully taking control of Damascus, Saladin invited many guildsmen to Cairo and wished for their work to flourish in the city.

The Stainless Iron is currently working closely with the Banu Musa Society at Al-Azhar University. They are producing quality metalwork for them and for Al-Jazari personally. Many of the robotics are built with the metals they specifically produce. Through Saladin's orders, if the adventurers are considered to have been on good terms with the sultan, the Stainless Iron can make each of the adventurers' armor or current clothes resistant to one type of elemental damage: acid, cold, fire, lightning, or thunder for free or for 100 gold dinars each. They also produce +1 versions of all kinds of armor, shields, and weapons for a price suitable for the friends of the sultan (150 gold dinars + the original price of the item).

The Stainless Iron currently oversees the excavation on the Sphinx, believing they will find new sources and a way to improve their art of blacksmithing. Mustafa Hashim can help adventurers to get inside the sphinx.

Possible Stainless Iron Features
Stainless Work: A member of the Stainless Iron doubles its proficiency bonus on a tool of its choice.

Arcane Smith: A member of the Stainless Iron knows the *mending* and *produce flame* cantrips.

Armor Training: A member of the Stainless Iron has proficiency in light armor, medium armor, and shields.

Heat Resistance: A member of the Stainless Iron isn't affected by extreme heat conditions and needs only half the total amount of water a normal person needs to survive.

Working Mind: A member of the Stainless Iron adds his Intelligence modifier to its Armor Class while wearing light or medium armor. Light armor has no maximum; however, a member can only add a maximum of +2 of their Intelligence modifier to their Armor Class.

Arcana of the Art: A member of the Stainless Iron immediately knows if a metal object is magical or not and has advantage on Intelligence checks that determine to reveal a magic item's abilities.

The Royal Camp

The Stainless Iron are governed by an important figure: Al-Adil, also known in the West as **Saphadin (Commander Emir, Noble of Levant[▲], 17 INT)**, and by his side, **Imam ad-Din (Scholar of Cairo[▲], 18 INT, 16 WIS)**, the philosopher and historian of Saladin.

Saphadin is a great minister of war under his brother and the best choice of replacement for ruling Cairo in the absence of the sultan. He was one of the main actors who dethroned the Fatimids from power and put his brother Saladin on the throne of Egypt. He also has the nickname "Sayf ad-Din," the "Sword of Faith," where the name Saphadin comes from.

Saphadin is a serious and cautious man with great attention to detail and is very good with numbers. It is said that he knows almost exactly how many soldiers each province can produce during a bountiful harvest and how many men occupy the strategic points in Cairo at any given time. He carefully plans a line of logistics for his brother and works with provincial governors on supply lines. Most of the council of warlords recognize Saphadin as the invisible hero behind the curtains. It is also rumored that, with a glimpse of a second, he could guess how many men there are in an opposing army.

He is informed about the adventurers and knows they must enter the Pyramid of Khufu. He arranged a scouting party before their arrival. However, the party was unsuccessful in

getting in. Al-Jazari had some robots build a steel door in the entrance, break its key to three pieces, and hide them in the Great Sphinx. Normally, he shouldn't have shared this information with anyone, but because of his forced stay in the Library Pageless, the **Muzahir** that carried the *Cylinder of Cyrus* brought the news about it. There is, unfortunately, no way to enter without getting their hands on the keys. Thus, the excavation on the Sphinx was sped up and monitored by Saladin himself.

Imad ad-Din is an intelligent scholar and careful recorder of events and is one of the few friends of Saphadin and Saladin. He has a way of bringing bad news and is usually known as "Stormcrow" because he constantly shows up in hard times and delivers troubled news. He also has a way of analyzing history and predicting future events. It is said that he predicted Saladin's defeat at Montgisard, and since that day, Saladin kept him close. If they wish, Imad ad-Din can accompany the adventurers on their journey to the Sphinx.

During their meeting with the adventurers they are free to discuss many topics mentioned above and the dangers that could be found in the Pyramid. Additionally, in this meeting, the information below can be shared:

- The Pyramid is also a prison complex. No prisoner that has entered there ever came out, but Al-Jazari informs them that no one has died yet.
- Al-Jazari performs many experiments, having changed the inside of the pyramids for years. He has been obsessed with it. In his own words, "A place of my undoing, although I'm not a pharaoh."
- Pyramid contains some intact floors, while others have been completely altered by Al-Jazari. His robots are mostly loyal to him and perceive anyone except him and Saladin as enemies. Only an engineer like Al-Jazari, a Disciple of Banu Musa, may help the adventurers immobilize certain threats.
- Al-Jazari's creations are very dangerous constructs, so the adventurers must be extra careful.

The Sphinxes of Egypt

The entrance is blocked by a gate that is actually a construct. The construct is ancient and has almost lost all mobility. Mustafa Hashim opens the way by using his abilities to control a construct and lead them through the door found under the excavation.

The inside is a giant building, bigger than expected, built to dine with the gods themselves. You notice the inside is highly illuminated, with strange orbs of light brightening virtually every corner. A closer inspection reveals they are some sort of fireflies, miraculously alive still.

But the thought of a miracle stops right away. Between giant pillars, praiseworthy wall engravings and magnificent tiles that shimmered of royalty and divinity, you notice three large figures, not very far from each other. A mighty sight to behold! Three sphinxes gazing at you with a smile on their faces.

One bears the markings of the god Anubis, the middle one resembles Bastet, and the last one is the aspect of Sekhmet.

Sphinx, Aspect of Anubis

Large celestial, lawful neutral

Armor Class 17 (Natural Armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Str +7, Wis +6, Cha +7
Senses darkvision 120 ft., passive Perception 10, truesight 30 ft.
Languages all
Challenge 6 (2,300 XP)

Aura of the Graves (30-foot radius). Creatures that enter the aura for the first time or start their turn there must succeed on a DC 15 Constitution saving throw. On a failed save, their Constitution score decreases by 1d4. A creature that is killed in the aura rises as a specter controlled by the sphinx.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Innate Spellcasting. The sphinx can cast each of these spells innately. Charisma is its spellcasting ability.

At will: protection from evil and good, branding smite, chill touch
3/day each: guiding bolt, suggestion, zone of truth, scorching ray, detect thoughts
1/day each: fireball, counterspell, dispel magic, slow, spirit guardians

Actions

Multiattack. The sphinx makes three attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) force damage.

Deadly Gaze. Ranged Spell Attack: +7 to hit, ranged 120 ft. three targets. Hit: 18 (4d8) necrotic damage.

Sphinx, Aspect of Bastet

Large celestial, lawful good

Armor Class 15 (Natural Armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft. fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Wis +3, Cha +7
Senses darkvision 120 ft., passive Perception 10, truesight 30 ft.
Languages all
Challenge 5 (1,800 XP)

Innate Spellcasting. The sphinx can cast each of these spells innately. Charisma is her spellcasting ability (spell save DC 16, +8 to hit):

At will: minor illusion, glee, vicious mockery (2d4)
3/day each: hideous laughter, charm person, command
1/day each: hold person, confusion

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Charming Nature. When a creature makes a saving throw against any charming attempt by the sphinx, it is made with disadvantage. In addition, if the creatures fall under her charm due to a spell, they won't be able to tell that she put that spell on them, such as charm person spell.

Actions

Multiattack. The sphinx makes two attacks with her claws.
Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 16 (4d6 + 2) force damage.
Charming Gaze. *Ranged Spell Attack:* +8 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage. The hit creature can't attack the sphinx, or target it with a spell, or include her in an area of effect, such as fireball or darkness, until the start of her next turn.

Sphinx, Aspect of Sekhmet

Large celestial, neutral

Armor Class 15 (Natural Armor)
Hit Points 71 (11d10 + 11)
Speed 40 ft. fly 70 ft.

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

Saving Throws Int +8, Wis +3, Cha +5
Senses darkvision 120 ft., passive Perception 10, truesight 30 ft.
Languages all
Challenge 5 (1,800 XP)

Indomitable Nature of the Lioness. The sphinx has advantage on saving throws against spells and magical effects. If a spell targets her, the caster has disadvantage on the attack roll.

Innate Spellcasting. The sphinx can cast each of these spells innately. Intelligence is her spellcasting ability (spell save DC 16, +8 to hit):

At will: sanctuary (bonus action), fire bolt (2d10), shocking grasp (2d8)
3/day each: magic missile (4 darts),
1/day each: hold person, confusion

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Actions

Multiattack. The sphinx makes two attacks with her claws. One of the attacks can be replaced with a Roar.
Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 16 (4d6 + 2) force damage.
Roar. *Ranged Spell Attack:* +8 to hit, ranged 60 ft., one target. Hit: 3 (1d6) psychic damage. The hit creature is stunned until the end of its next turn.

The sphinxes in the Great Sphinx have been here for the longest time. Thousands of years ago, the Great Sphinx was built as a measure for speaking to gods, and the sphinx was the symbol of unity and harmony between humans and gods, sometimes referring to the pharaohs.

The Sphinx is a result of that devotion and belief in divinity. When they wanted to commune with gods, a godly creature appeared, but no one knew how. At the height of the Bronze Age, before the invasion of the Sea Peoples, divine magic and devotion infused the stones and statues of the priests of the Great Sphinx. The aspects within these statues revealed themselves as sphinxes, and many others around the world, imbuing them with life as celestial beings. They prayed so devoutly that the stones eventually came to life.

Al-Jazari, when he came to Cairo, discovered the existence of the sphinxes and appealed to their guardianship. He made three keys and gave them power over the Pyramids. He convinced the sphinxes by stating he works for the new pharaoh of Egypt: Salah ad-Din Yusuf bin Ayyub.

Adventurers don't actually need any keys to enter; they only need their blessings. However, each Sphinx holds a certain power in the Pyramid. They needed to convince them to release those powers.

As long as they are truthful about being sent here by Saladin, they are allowed to go into the dungeon no matter which trial they fail or pass. If the adventurers act incredibly out of character or highly disrespect the sphinxes, Egyptian gods, Saladin, or any other aspect deemed worthy by the sphinxes, they may become hostile as a last resort.

Aspect of Anubis

Power: Judgment of the Afterlife

- **Mechanic:** While the adventurers are inside the pyramid, they receive disadvantage to Constitution saving throws and are vulnerable to necrotic or poison damage (GM's choice for each creature when they enter the dungeon). The undead are supposed to be considerably easier for the adventurers as the combat is not the main trial here.
- **Solution:** The Aspect of Anubis has a cage behind it with four skeletons, ghouls, or a similar undead creature. The Aspect of Anubis says one phrase only: "Deal with the undead." A DC 10 Intelligence (Religion or History) check reveals that Egyptians usually buried their dead. The adventurers are expected to destroy or immobilize the undead and make their bodies go back to the soil. If a believer of another religion conducts a ceremony suited to their beliefs, it is also acceptable. For example, a Zoroastrian character could burn the undead with proper prayers.
- **Reward:** The adventurers have resistance against necrotic or poison damage while in the pyramid (Their choice at this moment).

Aspect of Bastet

Power: Enchanter's Will

- **Mechanic:** While in the pyramid, the creatures that have entered the pyramid can't hit a construct unless they roll 15 or higher in attack rolls.
- **Solution:** The Aspect of Bastet is a powerful enchanter, saying only one phrase: "Impress me." She expects a visual or a solid presentation of talent, power, intelligence, devotion, or something similar. A DC 10 Intelligence (Religion or History) check reveals that Bastet is a gentle lioness goddess, representing fertility and motherhood, but also linked to music, dance, joy, and pleasure. If you desire, you could appoint a DC based on the characters' performance preference. For example, singing a song for a bard should not be too hard (DC 10), while a character with a low Intelligence could have a hard time remembering a song dedicated to Bastet. However, Bastet may consider dedication and sincerity as good signs as long as the adventurer tries something for real. Magicians could put up a show with their illusionary abilities, while a barbarian with a Strength score could demonstrate their muscle power. Each adventurer must succeed in order for all of them to earn the reward.
- **Reward:** The adventurers choose a damage type. If a construct has a resistance or immunity against it, that specific resistance or immunity is removed. If it doesn't have a resistance or immunity against the chosen damage type already, the construct becomes vulnerable to that damage type. The damage type can't be poison, necrotic, or psychic.

Aspect of Sekhmet

Power: Warrior's Might

- **Mechanic:** Known for her ferocity in battle, the Aspect of Sekhmet represents healing and destruction simultaneously. Due to her aura, each healing received in the pyramid has a 50% chance of damaging the creatures in the same amounts. For example a potion of healing could harm the creature by a total amount of 2d4+2. The damage is necrotic and can't be prevented in any way.
- **Solution:** The Aspect of Sekhmet will either want to duel with the adventurers individually or combat them collectively. If the adventurers choose to duel individually, only three hits or three effects are considered a victory. If collectively, the adventurers are expected to drop Sekhmet to 0 HP. Any damage done during the trial is reversed after the combat ends.
- **Reward:** The adventurers can take 2 short rests rapidly. A 10-minute rest is counted as a short rest. This only works in the pyramid.

Dungeon: Pyramid of Khufu

Here lies a wonder stretching before you, reaching up into the sky, blazing with the fire of the sun itself, defying all the orders that came after it, still standing proud and strong. A poem comes to mind:

Here lie the toppled gods
Whom the crescent did shun,
Thus they erected this wonder
When the skies had a brighter sun.

With each step you take, you shrink, even as you approach the tomb of an empire powerful enough to pierce the sky, you know you are entering the dominion of kings buried underground. The area you approach is their territory. In death, no one rules over them. Whether it be Saladin or Baldwin, here lie the fallen gods – their followers may have dwindled, but their power still firmly resides in their hearts.

As you enter their majestic shadows, you realize you underestimated their grandeur. From afar, it seemed merely a palette of beautiful colors on canvas, but now it appears larger than any building you've seen, and you marvel at how it stands. Once again, the intelligence and knowledge of its builders impress you deeply. Then, the voices of emperors lying deep below, the workers who died during construction, and the kings who dreamed of looking upon this place echo in your ears. You walk in as if bearing the legacy of all civilizations. Before you now stand not just a building or simply a pyramid.

You are stepping towards a graveyard of civilizations, a land of dead kingdoms, and a day of mourning for worlds.

Effects of the Sphinxes

If not disabled by the sphinxes, these mechanics are active in the pyramid:

- **Anubis' Effect:** While inside the pyramid, creatures receive disadvantage on Constitution saving throws and are vulnerable to necrotic or poison damage (GM's choice for each creature when they enter the dungeon).
- **Bastet's Effect:** While in the pyramid, the creatures that have entered the pyramid can't hit a construct unless they roll 15 or higher in attack rolls.
- **Sekhmet's Effect:** Due to her aura, each healing received in the pyramid has a 50% chance of damaging the creatures in the same amounts. For example, a potion of healing could harm the creature by a total amount of 2d4+2. The damage is necrotic and can't be prevented in any way.

Permanent Effects

These effects are always active, unless you decide otherwise.

Resting Place of the Dead: If a creature knows or has prepared the speak with dead spell, it requires no material components and can be cast without a spell slot. It doesn't trigger spell rebound effects due to its integrity with the natural magic of the dungeon.

Servants of the Pharaoh: All undead are under the control of **Pharaoh Khufu**. He can see through their eyes and use their senses. Even if the undead do not have proper organs, he can speak, see, hear, smell and feel through them.

Rise o' servant!: If a creature dies from the effects of necrotic damage, it rises in 1d4 turns as an appropriate undead of your choice (maximum CR of 3).

Floor 0

The dry air hits you very hard as if the very air is being stolen from your lungs. An interesting triangle-shaped room welcomes you and you feel all the ancient sightings, pharaohs and Egyptian gods that would wait for you here, gone, taken into some place away.

This is the entrance to the dungeon, and the largest room is located here. This was once a maze built by the ancients, but now it produces power for this complex. Ismail Al-Jazari made this place as a sundial working with sunlight and also sensitive to starlight. It absorbs light and creates energy, a work in progress by the master artificer.

For intruders, it creates a time trap to repel them. Each zone is hazardous in its own way. From the control panel in the room, the effects can be observed as if it is a sundial or a clock. The clock's hour end determines the area that will possibly be more dangerous.

In order to reach the exit and upper floors, the adventurers must pass each room clockwise. Once the system is activated by stepping their feet onto Floor 0, each room has an area of effect designed to hurt or even kill the intruders. Once characters roll for initiative, roll for the room as well as if it's a creature, and when its turn comes, the room's effect is activated on that turn.



Lawha-i Idara: Control Panel

In the entrance, R1, a metallic table sparks the adventurers' interest. It has Arabic letters as well as gibberish symbols on it. A DC 10 Intelligence check reveals that it says "Lawha-i Idara", meaning the "plaque/sheet/table for management/control," or, as the adventurers intuit, a control panel. It has a clock depicted on it, and the hour hand is made of gold to be easily distinguishable with the eyes.

In order to control the panel, a character must have proficiency with cartographer's tools, smith's tools, tinker's tools, navigator's tools, alchemist's supplies, or a similar tool you deem appropriate, or a feature, a background, a class ability or something similar that could fit here. This panel lets the creatures mechanically attempt to control the sundial mechanism. Each attempt to change the hour hand requires a DC 10 Intelligence check to move the mechanic parts on it carefully.

In addition, A DC 15 Intelligence check reveals that the panel is actually sensitive to light. If the panel is opened sideways, mirrors in it can be observed. If the mirrors are aligned correctly, the hour hand can be fixed to a desired room.

Doors of the Clock

One of the challenges in Floor 0 is the countdown. In every room, the room rolls for initiative, and when its turn comes, it activates its ability. However, the doors are also reinforced. Each one has a lock that can be opened with a DC 15 Dexterity (Thieves' Tools or Sleight of Hand may apply) check.

Each door has 14 AC, 10 HP and 4 Damage Threshold with immunity to poison, psychic, and necrotic; resistance to slashing and piercing from nonmagical forces; resistance to fire, cold, lightning, radiant and thunder; and vulnerability to acid and force.

Hour Hand

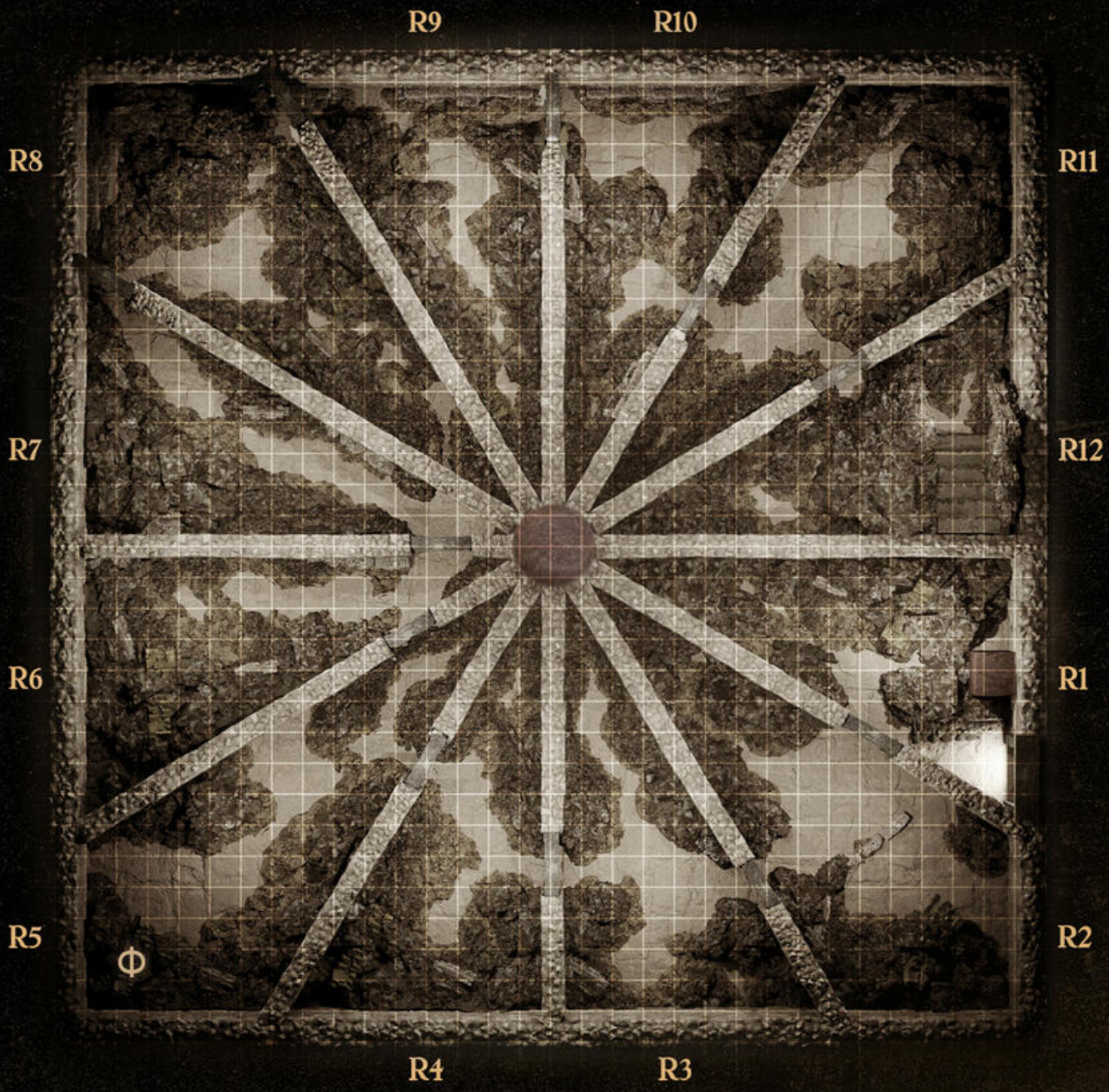
When the hour hand coincides with a room, that room has an initiative count of 20 with an available lair action. The action is a release of energy by means of an area of effect in the form of magical beams. Creatures in the area must succeed on a DC 13 Dexterity saving throw or take 4d6 force damage. This damage can be interrupted by a shield spell due to its similar nature to magic missiles.

If intruders are in a room on this floor, roll a d12 at the beginning of a round. It determines the hour hand's current position.

The Walls

The walls are covered with a special material made by the Banu Musa Society and perfected by Al-Jazari himself. It is called sitara-reng, "star color" in Persian. It is made from the roots of a tree that undergoes heavy induction and alteration by magic. Normal trees are transformed into this particular tree called Rishe Sitara (Star Root) in Persian. The root is carefully crafted through an alchemical process infused with holy water to produce star color. Star color is always sensitive to light and catches whatever is in the sky at the moment. It is said that these trees can be found in underground regions and guide those that dwell there.





FLOOR - 0

pyramid of khufu

The Main Engine

In the center, a huge pillar made of metal takes your attention. All the walls seem to circle it. Its metal surface looks extremely hot, almost to the point of white metal. A touch would surely be incredibly painful. However, you hear a faint noise, resembling a windmill or a watermill, constantly turning. But this time, it is a metal.

A DC 18 Wisdom (Perception) check reveals (or characters with passive Perception of 18 or higher) that there is also a sound of water - a constant presence. It resembles when a white-hot sword in the state of candescence is plunged into water, creating a burst of steam pouring out. A DC 10 Intelligence check reveals that it is to cool the huge pillar, and if overheated, most of the mechanics may not work. The adventurers may choose to break the pillar, as it powers most of the mechanics in the dungeon.

The pillar must take 50 points of bludgeoning damage (magical) or fire damage to be broken. It has a threshold of 10 points and an Armor Class of 18.

If the pillar breaks, it will explode and force each creature within 40 ft. of it to make a DC 13 Dexterity saving throw. On a failed save, it deals 14 (4d6) fire damage plus 14 (4d6) bludgeoning damage due to shrapnel from the metallic parts. The doors lose their magical quality, and Mechanics with an Ω symbol do not work anymore.

The Effects in Rooms

The rooms have nearly identical interiors, with nothing noteworthy to distinguish them. However, there's an unsettling feeling of entrapment, heightened by the eerie glow of the star color, reminiscent of impending doom. It feels as though time itself is trapped in an hourglass, with impending demise closing in.

If the adventurers manage to fix the Hour Hand to a place, it is unnecessary to play all the rooms. In such a case, we recommend that a door directly to R12 can be revealed with a guardian covering it: An **Ajal'ayn, the Little Death**▲.

Most of the construct stablocks are included in the **Appendix** section.

R1 Ω: Creatures inside must succeed on a DC 10 Constitution saving throw while the poisoned fumes fill the room from the floor. On a failed save, they are poisoned for 1 hour and take 5 (2d4) poison damage.

R2 Ω: The floors start to collapse from the furthest northern point. Each turn, a total of ten squares (5 ft^2 area) opens up, and any character on it must succeed on a DC 10 Dexterity saving throw or fall 90 ft. below to a pit of spikes. The spikes deal 7 (2d6) piercing damage.

R3 Ω: Each turn a set of ice is fired from all walls. Characters must succeed on a DC 10 Dexterity saving throw or lose 10 ft. of movement and take 2 (1d4) piercing damage plus 2 (1d4) cold damage.

R4 Ω: Each turn characters must succeed on a DC 10 Charisma saving throw. On a failure, they are teleported back to the closest unoccupied space within the entrance door of R4.

R5 Ω: The point Φ forces each creature to succeed on a DC 10 Strength saving throw or will pulled towards it for 25 ft. Each turn after the first one DC increases by 1 and it also deals 3 (1d6) bludgeoning damage as its pull becomes very strong.

R6 Ω: Each turn the terrain is filled with mud from the ground. With each turn, 1 foot of movement costs 1 more foot of speed. So after 3 turns for example, 1 foot of movement costs 3 feet of speed.

R7 Ω: A flash of light erupts and all creatures in the room must succeed on a DC 10 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each turn. Each turn after the first turn, the light also deals the failed ones 1d4 radiant damage and makes them blind. Any blind person is immune to this effect.

R8 Ω: The room is covered with magical darkness (4th level). Each turn after the first turn anyone in the darkness must succeed on a DC 10 Wisdom saving throw or take 1d4 psychic damage. If the darkness is dispelled with a daylight spell or a similar effect that destroys magical darkness, the darkness is cast again after 1d4+1 turns.

R9 Ω: Each turn, magical chains with hooks attached erupt from the ground where the creatures stand and attempt to grab them. Creatures must succeed on a DC 10 Strength saving throw or be restrained by the chains. Chains have 10 Hit Points and can be burst with a DC 20 Strength (Athletics) check. Each turn after the first one, the chains magically pour tiny spikes on them and deal 2 (1d4) piercing damage to restrained targets.

R10 Ω: A sleeping gas fills the room and forces each creature to succeed on a DC 10 Wisdom saving throw. Those that fail fall asleep for 1 minute, until they take damage or are slapped awake by a creature as an action. After 1 minute, the floor disappears and all creatures fall 80 ft to the ground, and then the floor reappears, leaving only 1 hour of oxygen.

R11 Ω: The surface becomes magically reflective and each creature (that is able to see) must succeed on a DC 10 Wisdom saving throw or fall under the effects crown of madness spell.

R12 Ω: Only a **Muzahir**▲ waits in the room, right at the beginning of the stairs. It has a recorded version of a speech by Al-Jazari:

Forgive my incompetence. I never thought this would happen to me. I'm guessing you are entering here to retrieve some important item. If you are here to retrieve – and I hope you do retrieve it – say its name out loud. This way, this Muzahir can deactivate some of the traps.

Unfortunately, even if I commanded the lord of this pyramid to stand down, he would not. My deal with him only included myself and the blood relatives of Salah ad-Din. Even if Salah ad-Din himself would be with you, he would attack you while sparing him. Do not attempt a negotiation with him.

May good fortune be upon you, my dear friends! Hope you'll find me later, for I am trapped with a sigil holder. Yes, the sigil that I really hope you can destroy!

The stairs lead to Zero A. They connect to a narrow tunnel that can be used to access Zero B. The tunnel is not suitable for large creatures; only medium or smaller-sized creatures can fit into the tunnel and medium creatures must be prone to advance.

Room Zero A

The room's feeling resembles a shiny firefly in a cruel underground cavern. The small garden has beautiful smells and the workbench clearly is a place of serenity, focus and dedication.

Workbench: The workbench consists of large, organized counters, tables, and tools dedicated to engineering, robotics, metalsmithing, and various other tasks.The workbench has some intriguing items on it, but due to being very crowded in detail, an adventurer with a passive Perception of 13 or higher, or with an active DC 13 Wisdom (Perception) or Intelligence (Investigation) check, recognizing the items if you deem so. If multiple characters realize there are some magic items, you can roll more than once.

D8	ENCOUNTER
1	6 *potions of healing*, two *aid spell scrolls*.
2	A *fireball spell scroll*, 2 *potions of greater healing*.
3	4 *potions of resistance* (your choice)
4	An *elemental gem, emerald*.
5	A *pearl of power*.
6	A *shortsword of lifestealing*.
7	A *wand of paralysis*. 4 *potions of healing*.
8	A *stone of controlling earth elementals*.

The Garden: It is guarded by a **mummy**• under Khufu's control. The plants and flowers, all, have a fruit produced by them. A small basket has many of the said fruits. They resemble exotic fruits. They are magical, and if consumed, they have a 50% chance of giving advantage on ability checks for the next hour or it gives disadvantage on them. For each fruit eaten after the first 24 hours pass, the probability of advantage decreases by 10%.

Patient made of metal: The right side of the room has metal made from marsik and a really tall construct made of metal. It has human-like features like limbs, a head, and a face. It is motionless and almost lifeless. A close inspection (DC 10 Intelligence check, possible tool or skill proficiencies may apply) reveals that there is a layer of human skin and body parts underneath. There is a notebook written in Arabic letters that can be found near it. Even if it uses the Arabic letters, the text is in Turkish:

A loss of intelligence has always bugged me. Will I ever be able to retain the way I feel or act? My capability of analyzing? People keep saying that I'm young and I have nothing to worry about getting older. However, I was never young; I was always me, who I am right now. I gained experience and new perspectives on events and learned much new information but I didn't grow up.

It was sad to see a brilliant mind die from a common disease. It was his desire for me to try to return him to life, not by just the touch of magic. No, that would be very dangerous and could cause unwanted spell rebound effects that could hurt so many people. So, I resorted to science. I used my knowledge of machines.

The creature awaits. In silence. Now I also think about the day that I will eventually grow up and become old. Will I still retain the abilities that make me who I am? Will my intelligence slowly rot away while I realize everything fades into the abyss before my eyes? I fear no death, I'm sure; I only fear losing my touch.

Room Zero B

You hear the faint crackling of the fire and let yourself think about the past days, far into the past that you think you have forgotten, your first days and maybe your first memories. Only glimpses are with you; there are no complete memories, but they are there. Perhaps the first laughter of a mother, the first drops of rain and the first time your hands got dirty in the soil.

B1: A long hall filled with whispers and faint images of a long-lost life. Creatures must succeed on a DC 10 Wisdom saving throw or will mistake illusions for reality for the next hour. You can use the illusions here to address their past mistakes, remorse, sorrows, or similar aspects of their background as a means of reflecting the past. There are two doors that open to B2 and B3. On the opposite side, there is a giant door with a magical seal on it and a note by Al-Jazari: "The way is shut. No one can go in there now."

B2: A room with a metal plaque on the northern wall. Two other doors lead to B3 and B4. The metal plaque is magical and is sensitive to Al-Jazari's spirit; it can be used to build parts of the robotics he works on. There is a parchment paper on it, with markings belonging to the Old Persian language. It is a remarkable document belonging to the past.

My beloved shah and husband,

We have arrived at a place spoken of in the legends passed down by your father, and found them to be true. This valley is enchanted as he said, resonating with the purest of melodies and the most beautiful songs. The winds here mimic the songs we sing, weep for the laments we recite –a marvel that feels both surreal and divine. I plan to conduct a ritual to seek the valley's blessing to capture this miraculous echo in the stone you sculpt. Together, we shall create an instrument unparalleled in beauty and sound, my beloved Shah.

The splendor of the stars and the glow of the sun pale in comparison to what we share, my love.

Yours eternally,
Shahbanu Cassandane

FLOOR - 0A & 0B

pyramid of khufu

Shahbanu is a Persian title that can be translated to queen. A DC 15 Intelligence (History) check reveals that Shahbanu Cassandane was the wife of Cyrus the Great.

B3: There's a giant bonfire in the middle with many smith's supplies and other tools scattered around it. An elemental creature is bound to the flame and thus, the flame is inextinguishable. The creature is called **Odparvar** (check out the Appendix for its statblock). In addition to its statblock, it has the ability to summon a construct with its action: **Atash-parvaz, the Flame Warden**. It can't do so again until it finishes a long rest. It rises from the bonfire with Odparvar's command.

Odparvar has the ability to summon the dead spirits and communicate with them. Before letting the adventurers go, they will ask them to face their sins and summon a spirit which they are connected to in some way. They could apologize, ask for forgiveness, forgive the summoned spirit or fulfill a promise to them, up to you and the adventurers. Odparvar is not hostile unless the adventurers act in that manner towards it.

In exchange for facing their pasts, it will reward them with immunity to fire for 1 hour. Each day, they can activate this ability for 1 minute once a day with an action.

B4: This room is empty except when intruders enter Room Zero B. Once they set foot inside, a **Kharim al-Ghalib, Custodian of the Sand (Ω)** appears in the room from a hole in the wall, covered by a metal door. The wall houses one such construct and immediately defends the room once the intruders enter. If the adventurers investigate the hole, they will find a hold monster spell scroll, and it can be taken as an action.

B5: This room has an ancient trap to repel the invaders. Once the creatures step into the middle of the room (it is marked with a ⊕ symbol on the map), spears from the wall emerge and adventurers must succeed on a DC 12 Dexterity saving throw. On a failed save, a creature takes 5 (2d4) piercing damage or half as much on a successful one.

B6: This room has nothing, except the guardian at the door: a **mummy**. The mummy is controlled by Pharaoh Khufu. The door leads to a staircase leading to Floor 1.

Floor 1

The smell of an ancient tomb and dry air scorches your throat. This floor seems untouched by Al-Jazari and carries the scent and soul of the Ancient Egyptian ruins. You feel that eyes are on you. Every moment of you is being watched.

General Mechanic: Pharaoh Khufu is able to see this entire floor. This floor is designed to learn of the adventurers' abilities and weaknesses and to generally observe intruders that are able to reach this far and also prevent any prisoners from running away. He may adapt his tactics based on the information he gains.

Use the table below to generate the rooms with hazards and treasures: Roll two times, one for Encounter and one for Treasure. Hazards may include traps or monsters. Reroll if the same number coincides with older rolls.

D20	ENCOUNTER	TREASURES
1	Two **mummies** and four **zombies**.	A *potion of healing*.
2	A restrained **medusa** (with chains to the wall) with 2 **skeleton** guards	A *driftglobe*.
3	A **vampire spawn** (with crusader armor on it)	A *crusader armor*
4	A **wraith**.	A *circlet of blasting*.
5	A **ghost**.	A *bag of holding*.
6	A **minotaur**.	*Goggles of night*.
7	A undead **doppelganger** posing as an escaped prisoner, will try to lead the adventurers to an hazardous room.	Two *potions of poison resistance*.
8	2 **Ghasts** and 4 **Ghouls**.	A *rope of climbing*.
9	4 **Shadows**.	A dust of disappearance.
10	A wounded **raven** (non-hostile)	Two 2nd level spell scrolls, four 1st level spell scrolls.
11	A **giant rat** with half of its maximum HP lost. (non-hostile until provoked)	An *efficient quiver*.
12	A room with 3 **mimics** (4 chests)	A chest of ancient coins, inside 1,000 gd worth of coinage can be found.
13	2 **Ghouls**.	A *wind fan*.
14	2 **Specters**.	Two +2 *weapons*.
15	4 **darkmantles**.	A +2 *wand of the war mage*.
16	A **swarm of rats**.	An *amulet of health*.
17	2 **Giant Wolf Spiders**.	A *cape of the mountebank*.
18	4 **poisonous snakes**.	A *ring of spell storing*.
19	2 **Skeletons**.	A *staff of power*.
20	1 **Muzahir** (non-hostile)	A *dragon slayer weapon*.



FLOOR ~ I

pyramid of khufu

Bits of Lore & Information

Throughout the floor, there are many personal and ancient belongings of Pharaoh Khufu that could be implemented in the dungeon to tell his story slowly. There are three parts of information in the dungeon: Ones that are left by the builders of the Pyramid after Khufu's death (**Legacy of Khufu**), the ones that Khufu depicted himself later (**Engravings of a Pharaoh**), and the ones that were left behind by Al-Jazari (**Memories of a Scholar**). Out of respect to Khufu's legacy, Al-Jazari did not touch this floor, as he will explain below with a **Muzahir**[▲].

Most of the information left behind by the Ancient Egyptians is in the form of hieroglyphs, hieratic and demotic scripts. If there are no adventurers that are proficient with reading the hieroglyphics and other forms of writing, consider giving this magical item:

Pearl of the Moontide: While holding this stone, you can call forth its magical ability to unveil your eyes against foreign scripts. As an action you can expend a charge and for 1 hour, you gain the ability to read all writings. This pearl has 5 charges and when the last charge is expended, the pearl turns to dust.

Legacy of Khufu

"In the time of great brightness under the sun, our Pharaoh Khufu reigned with a heart inflamed by love for his people. He strove like the mighty Nile, ever pushing forward, to uplift the land of the black soil. His decrees were wise, and his commands just. With strong hands, he forged a realm undiminished, a beacon of prosperity that might forever gleam like gold in the expansive desert."

"Behold the horizon where sky clasps the earth, where our sovereign Khufu, the horizon's own son, erected this eternal stone to merge heaven and earth. Through this sacred monument, he aimed not only to grace the skies but to elevate us, his devoted followers, so that together we might dwell amidst the stars. This pyramid, a ladder of stone, stands as his divine aspiration, a passage through which the soul ascends to the everlasting celestial realm."

"In the days to come, long as the river and enduring as stone, let it be known that we, the caretakers of his legacy, will kindle the flames of remembrance. For Pharaoh Khufu, whose spirit guards us still, we consecrate these days of splendor. Each year, when the sun reaches its zenith, we shall celebrate his deeds, rejoicing in the shadows of the great pyramid, so his memory, like the sun, shall never dim nor his glory fade from the heart of the Nile."

"As the sun rises steadfast each morning, so too does the spirit of our people glow with unwavering pride. It is in the shadow of the great pyramid, beneath the gaze of the all-seeing sun, that we stand as one, upholders of the glory wrought by Pharaoh Khufu's hands. Our voices lift in unison, our hearts beat to the rhythm of the ancients, and our actions are guided by the legacy of his greatness. Proudly, we carry forward the mantle of his achievements, ensuring that the echo of his reign resounds through eternity."

Engravings of a Pharaoh

"From the timeless depths of my divine contemplation, my vision was grander than the horizon itself. I sought to forge a beacon of ascendance, a domicile where the bonds of the earth may be severed to unite with the celestial. This structure, rising steadfast from the sands, was to be a confluence of the heavens and our mortal coil, a place of enlightenment and communion with the gods. Yet those who came after misunderstood the breadth of my decree, erecting what they saw as a monument to hubris rather than a portal for advancement and unity with the divine."

"In the solitude of the gods' embrace, it weighs heavily upon my heart that my true intent has drifted like sands lost to the winds among my people. This edifice, meant to elevate and unite, has been shadowed by misinterpretations. Yet a flicker of hope remains, kindled by the foresight of the learned ones who may yet traverse these stone halls. May the scholar, wise and discerning, come forth to preserve and herald the true essence of my legacy. Let him be the guardian of our heritage, the one who understands and perpetuates the enlightenment we sought."

"Bound to the dust of my former empire by the immutable chains of undeath, I dwell among the remnants of a time long passed. My corporeal form has succumbed to the relentless march of decay, reduced to naught but desolation within these hallowed chambers. Yet in the stillness of this eternal vigil, here I remain—my spirit tethered to the very stones that were to be a bridge to the divine. From this silent throne, I watch over my legacy, enduring as both sentinel and sovereign, forever a part of the monument that was to transcend mortality.

"Behold, as dawn ushers in the age of a new horizon, a learned scholar from distant lands approaches, bearing the seal of his sultan, a ruler whose vision mirrors the grandeur of my own. This emissary of knowledge seeks to parley with my eternal essence, to uncover the secrets bound within these ancient stones. Together, we may forge an alliance that transcends time itself, blending the wisdom of the past with the innovations of the present. Here, amid the echoes of antiquity, a dialogue begins—a potent exchange that promises to rejuvenate the enduring legacy that I, Pharaoh Khufu, have bequeathed to the sands of time."

"Standing at the threshold of this grand structure, my heart races with the thrill of discovery and the utmost respect for the ingenuity of Pharaoh Khufu. His vision was grand—constructs not just as tombs, but as beacons of progress, striving to advance humanity. Here I am, a humble servant of science, ready to converse with the guardian of this monumental legacy. My objective is clear: to learn, to adapt, and to implement the ancient wisdom housed within these walls, ensuring that it serves to foster advancements that would indeed make our world a better place."

"Behold the might of this wonder! I've been mesmerized by it. However, my sense of beauty is interrupted by a sudden wish from Salah ad-Din. He wanted to turn this place into a prison. The moment I heard it, I rejected with all my power but in time I realized this could be a great opportunity: To observe and improve them!"

"In the streets of Jerusalem shadowed by dark stars, an ancient evil stirs, concealed but disturbing. My Sultan's command is clear: seek out the relic, an object of immense power, believed to be safeguarded by a hermit, Peter, a leader of the First Crusade. I feel the weight of this quest, knowing well the sacrifices it may demand of me. I must obtain it and hide it here, where it will be most safe. Who better to guard this artifact than Pharaoh Khufu himself? A ruler, a protector of his realm, whose spirit still haunts these sacred halls."

"Well, this may be a farewell. I don't know who will read this, but I do not know a better place than the pyramid of mighty Khufu. My adversary, Peter the Hermit, has proven himself not merely a relic of the First Crusade but a harbinger of darker tides. He serves a dark purpose, a karabasan of nightmares. It is such a wicked being that even though you could see it with your naked eyes they would prove useless against it. He aligned himself with dark stars above, to a matriarch from Babylon, who aspired to the greatest heavens but only took the form of the lizard, whose grace is but a chthonic lullaby, a melody that lulls the living into a slumber unending, stripping away freedom and ensnaring souls in her chilling embrace, with our minds at peace, but our spirits enslaved. This battle, then, is not just for a relic, but for the very essence of liberty itself."

The constructs called **Muzahir** can be found in most rooms at your discretion to share the memories of Al-Jazari.

Floor 2 - The Prison

The metal cages and the eyes that turn to you immediately catch your attention. So many eyes are looking at you, restrained in the metal cages with dangerous-looking iron chains, all glowing with runes on them. You realize none of them can talk, only some rise to their feet and look at you menacingly or begging. A chill runs down your spine because you know these are the prisoners put here by Al-Jazari or on the orders of Saladin himself.

There is no innocence here.

The prison appears to be guarded by two **ghasts**. However, they are only put there to conceal the actual guard.

A Viran-dahl-Asude is the actual prison guard here, but it remains invisible and will not intervene with anything unless a prisoner is released. As soon as the magical chains lose their glow, a prisoner moves out of its cage or a similar escape attempt happens, it will strike and will have Initiative count 20 (losing ties). It has a special feature: it can summon and control two air **elementals**.

Viran-dahl-Asude, the Voiceless One

Medium elemental, any alignment

Armor Class 15 (Natural Armor)

Hit Points 49 (11d8)

Speed 5 ft., fly 120 ft..

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	11 (+0)	18 (+4)	15 (+2)

Skills Perception +8

Condition Immunities prone, exhaustion, grappled, restrained, petrified

Damage Resistances acid, lightning, fire, cold

Damage Immunities poison, thunder; bludgeoning, **piercing and slashing damage from nonmagical attacks**

Senses blindsight 120 ft., passive Perception 18

Languages it can understand all languages but can't speak without its Lost Voices ability

Challenge 4 (1,100 XP)

Invisible Existence. The voiceless one is a shapeless entity and therefore always has the invisible condition. When seen by a spell like see invisibility or a sensitive sight such as truesight, it appears as a pale and pure white cloud.

Lost Voices. The voiceless one remembers everything it's heard and can repeat it. In addition, if it hears the voice of a dead creature, it can copy the creature's talking style and can use its voice, mannerisms and patterns for speech.

Memory Fragments. If the voiceless one is within 15 ft. of a dying creature, it can see the creature's memories, ideals or other aspects decided by the GM. If the dying creature is willing, the voiceless one can see through their whole life. If the creature is unwilling, the voiceless one can force it to make a DC 14 Wisdom saving throw. On a failed save, the voiceless one can see any memory it desires and memorize the visuals immediately.

Actions

Thunderous Strike. Ranged or *Melee Weapon Attack:* +7 to hit, one target, ranged 120 ft. or reach 5 ft. Hit: 9 (2d8) thunder damage.

Sorrowful Scream (Recharge 4-6). The creatures within 300 ft. of the voiceless one must succeed on a DC 14 Wisdom saving throw. On a failed save the creature is deafened indefinitely and takes 21 (6de6) thunder damage. On a successful save, the creature only takes half of the damage. The deafened condition can be dispelled by a greater restoration spell.

Speed of Sound. The voiceless one can use its action to teleport to a place it can see directly, no more than 1000 ft.



FLOOR - II

pyramid of khufu

Cages and Chains

Magical chains and cages are connected to each other and creatures inside it are restrained, can't cast spells and can't attack, and their STR becomes 6 while bound. While bound to these chains, a creature only needs one meal for ten weeks.

The chains and cage doors have 25 AC, 15 damage threshold and 50 HP.

Cages

There are some potential prisoners in the cages. They are not mandatory for the story. You can also add your own NPCs or any other NPC that would fit here and enrich the story.

Raymond III of Tripoli (Jerusalem Noble▲): Regent of the late King Baldwin. There were rumors that he joined Saladin, and that was true to an extent. Raymond bargained with Saladin to save his family. After his family was secured, he tried to reconcile with Guy of Lusignan, but he never came to the place they would meet, instead, Saladin's men ambushed and captured him. Saladin gave his word: to release him after he completes the conquest of Jerusalem.

Morgan the Sorceress (Mage●): A young and beautiful sorceress came to poison the mind of the sultan and prepare him against the "war with the upcoming king of Avalon." She was arrested after her attempt to put an enchantment on the sultan's mind. Due to the rising conflict, Saladin did not have time to question her. She comes from the British Isles and was banished by the king of the round table due to dark magic and treachery.

Korkut Abbas (Hashashin Fedayee■): A Hashashin loyal to Hasan Sabbah. After the news of Sabbah's death, Korkut acted independently and went deep into the Saharan Desert to find relics. When Korkut returned, he learned about Saladin's war against the remaining Hashashins, and he reported the names of ones in Cairo, thus betraying the order. He was arrested because he was also one. He hid many important and powerful relics in the desert and won't share their locations.

Pierre Bartholomew (Vampire●): A prominent figure in the First Crusade and one of the first vampires. He is also known as Peter Bartholomew. He is a mystic and one of the soldiers that participated in the Siege of Antioch. He lost his vision due to famine and repeatedly had visions of St. Andrew. He excavated the castle to find the Holy Lance. However, he was experiencing the first symptoms of being an undead and a vampire after he committed cannibalism during the siege. After his ordeal by fire, he traveled south, away from the lords who did not believe him. He spent decades in Jerusalem and slowly regained power through feeding on mortals and slowly building an army. He believed himself to be a messiah, the king of the new generation of humans. His actions was revealed by Queen Melisende and he was banished from the city, only to be captured by a raiding party of Cairo origin and an imam called Hafiz Üsame, a monster hunter at that time.

Hall of the False King

A throne made of stone greets you, and it looks like it was made for a giant. And a giant sits on it, indeed – like the black skies among a fierce storm, a construct made of black steel sits right there. Eyes lifeless, its body is still, the eye of the storm. You can't help yourself but wonder, where is the storm? Where will it awaken?

The **Baraq-Hamil**, the **Thunder-bearer▲** (check out the Appendix section for its statblock), the mightiest creation of Al-Jazari, sits on the throne. There are carvings and hieroglyphs on the wall, describing the fall of a false king. A DC 10 Intelligence (History) check reveals that this part of history has never reached outside this pyramid, depicting really old events, lost to history. There are two sarcophagi on both sides (A and B in the map) of the stone, they look like royal tombs. Inside them, there are two **mummies●**. Right in front of both sarcophagi, a small insignia appears. It is the word نفس (nefs) in the Arabic alphabet, meaning 'breath.' It signifies caution, taking a break, stopping, and similar meanings. If no character knows how to speak Arabic, a DC 14 Intelligence (Religion or History) check applies to notice this. It is a warning left by Al-Jazari not to disturb the ones that rest there, giving them a chance to breathe.

If the adventurers succeed on a DC 10 Intelligence (Investigation) or if they are already proficient in reading the Egyptian hieroglyphs, they can decipher this: The walls tell the story of a false king, who uses his powers to rob the wealth of his kingdom and was cursed by the gods. The two priests prayed to the gods for his defeat and were honored, and their tombs were treated like royalty.

If the adventurers do not disturb or try to take any items from the sarcophagi and wait for 1 minute, a passage right below the throne will reveal itself. If they disturb, Baraq-Hamil awakens and attacks the adventurers.

Floor 3 - Water Trap

A strong wave of force activates when a character moves 20 feet in the room, propelling them to succeed on a DC 13 Strength saving throw. On a failure, the character is pushed 25 feet into the middle of the room. Additionally, the stairs indicated on the map will disappear into the wall, creating a flat surface that makes climbing nearly impossible.

The stairs reach 40 ft. below, and the area between the other sides starts to be filled with water from the statue marked with a Ⓒ symbol (Initiative count 21, losing ties). It fills the area with water each turn (5 ft. high) until the area is filled with water 20 ft. high.

A giant metal plaque (Ω) which is marked with the symbol is activated when intruders set foot on the floor (Initiative count 20, losing ties). If a creature touches the plaque, it takes 14 (4d6) fire damage. The metal heats the water, and each turn its heat increases to deadly measures. The creatures inside the water must succeed on a DC 13 Constitution saving throw or take fire damage depending on how many rounds the plaque is active.

- First round: 7 (2d6) fire damage.
- Second round: 14 (4d6) fire damage.
- Third round: 21 (6d6) fire damage.
- Fourth round: 28 (8d6) fire damage.
- Fifth round: 35 (10d6) fire damage.

Floor 4 - Time Trap (Ω)

The adventurers must find the portals to reach the exit room. Only through portals (or a hidden lever, which is marked with an A on the map) can they access exit rooms in the north or the south.

Once the intruders are inside Floor 4, they hear a click sound, and it counts seconds. At the end of each of the adventurers' turns, they magically return where they started their turn unless they coincide with the exit rooms. The exit room has two portals, each leading to an exit.

Portal X: If they exit through the door where they are led by Portal X, the small corridor that leads to Floor 5 has a tiny hidden compartment on the wall (hidden, can be found with a DC 14 Wisdom (Perception) check or can be detected with a passive Perception score of 14 or higher). It contains four *potions of greater healing*.

The Portal X, if analyzed by *detect magic*, *identify* or an Intelligence (Arcana) check (DC 15), will leave a faint aura of abjuration behind.

Portal Y: If they exit through the door where they are led by Portal Y, the small corridor that leads to Floor 5 has two *spell scrolls of scorching ray* in a tiny chest put in the furthest corner. The tiny chest has a lock (DC 13).

Portal Y, if analyzed by *detect magic*, *identify* or an Intelligence (Arcana) check (DC 15), will leave a faint aura of evocation behind.

The Lever (A): It can be found by a DC 17 Wisdom (Perception) or an Intelligence (Investigation) check. The find traps or see invisibility spell also reveals its location. It is hidden behind an illusion of rock. The lever opens a magical door to the exit room where the Portal X can be found.

If you wish, the adventurers may encounter **Muhafız Al Sihir**, **Mage Slayers**▲ in the way to prevent them from casting spells as best as they can.

Floor 5 - Passage of the Cognizant

Inside the room, a **Madd-Jazir**▲ (Ω) stands perfectly still at the other end. The ground is jagged with ages of corrosion, making 1-foot movement cost 3 feet of speed. The floor is separated into 6 equal parts with 3 of them empty and the 3 other revealing ancient carvings of the old gods of Egypt. The room has no doors, but a lever is visible behind the frozen construct. Any living creature stepping within a 15-foot radius of it triggers Madd-Jazir to wake up and fight creatures inside the room. Madd-Jazir taking damage also triggers the same effect. A DC 13 Intelligence (Investigation) check about the construct reveals that as characters get closer to Madd-Jazir, they carry the warm air around them. This air wakes up the construct if it gets closer than 15 feet.

Carvings on the floor symbolize 3 ancient gods of Egypt: Sia, Shu, and Tefnut. The entrance part of the room is dedicated to Sia, the northwest to Shu, and the northeast to Tefnut. With a DC 12 Intelligence (History) Check, the characters can remember the names of the gods and what they symbolize. They roll with advantage if they have a background related to ancient Egyptian culture. Sia symbolizes perception, knowing, and cognizance. Shu is associated with dry, calm air; Tefnut is associated with moisture and rain.

As the characters step into the room, the walls on the east and west of the entrance start to make a shifting noise. The characters notice that the walls are about to start moving. Roll for initiative at that moment, and play the room in turns. Any character with a background related to stonework, such as masonry, realizes that the walls are made out of separate pieces.

At the first round of combat, the walls start to close at a speed of 5 ft per turn on initiative 20 (losing ties). The moving walls are 30-foot-long blocks, leaving no space behind them as they move, and are the same height as the room. There are 2 different wall sections on each side of the room, indicated as the **A Walls** and the **B Walls**. **A Walls** move until they meet but **B Walls** stop moving after 4 rounds of movement, leaving 5 feet of space between them. If A walls cut through a creature's space when they meet, the creature takes 15 (2d6 + 8) force damage and is pushed to one side of the wall (your choice of which side). The section marked with Sia remains empty when the walls complete their movement. On a successful DC 13 Wisdom (Perception) check or DC 13 Passive Perception characters notice a trap door located right above the entrance. On a successful DC 15 Wisdom (Perception) check, the wear on the floor is noticed, this reveals that the B Walls stop moving before meeting each other. The lever on the other side of the room opens this trap door and returns the walls back to their starting position. When the trap door is opened, a wooden ladder drops down, allowing characters to continue to the Treasure room.

Floor 6 - Treasure Room

The treasure room is what the pharaoh tried to keep secure from unwanted visitors. It is a frowsy room with a low ceiling, filled with precious jewelry and shiny gold piled on the corners. There is a small passage on the west wall that a medium-sized creature can fit through when crawling. The floor of this place, unlike the room before, doesn't seem to be worn out by the presence of guests. Characters with a Passive Perception 13 hear a mechanical sound as they step into the room. With a successful DC 15 Intelligence (Investigation) check they are aware that the sound belongs to a weighing scale. Their entrance to the room triggers the trap door behind them, with a loud shifting noise coming from the walls below. The trap door has no handles to open and it is not locked by a locking mechanism (*knock* spell doesn't open it). This trap door is made out of stone and has 100 HP with AC 0.

If characters pick up any item or gold from the ground that was there before they entered, they trigger the golden rain trap. This trap moves the closest wall of the room downward, creating a small gap above. This gap starts pouring gold dinars into the room without stopping. Characters with a Passive Perception 11 realize that after 10 rounds the whole room will be filled with gold, blocking their exit point and crushing them.



FLOOR ~ III

pyramid of khufu

After the 10-round timer has started, any action to pick up objects from the ground results in another gap forming on the walls and decreases the timer by 1 (1d4 - 1) rounds (minimum of 1). Characters can pick up 2d12 * Dexterity (Dexterity is considered to be a minimum of 1) amount of gold dinars using an action from the pile on the ground. If they think of a more creative way, such as opening a sack under the gap, they get this amount doubled. Any character trying to hold the gap sealed must succeed at a DC 20 Strength saving throw, this throw is repeated every turn.

When the 10-round timer reaches or passes the middle point (5), the rising gold level makes it difficult terrain. When the timer runs out and the room fills with gold, all creatures inside must make a DC 15 Dexterity saving throw, on a failed throw the creature takes 4d12 force damage and half of it on a successful one. The treasure room contains 1,200 gold dinars worth of jewelry and gold, this amount gets an extra 4,800 gold dinars when the golden rain completely fills the room and then stops, making the total treasure 6,000 gold dinars.

Floor 7 - Khufu's Room

The small passage which must be crawled to get here opens into a smaller room than before. This room high up in the pyramid reveals the ultimate protector standing on the farthest corner right before the exit. Albeit the ceiling is high enough for a medium humanoid to stand upright, this room is not any more spacious than the one before. The walls on the opposite side of the room appear segmented unlike the walls next to the entrance, with a DC 15 Intelligence (Investigation) check the characters are informed these walls are moving like the room before.

Other than the moving walls, you are met with the most royal sight: A king in yellow, mummified with elegance, stares at you. Welcoming you with menacing looks, threatening the very life of you. The undead eyes gaze at your very soul. It knows who you are, your vices, sins, and you feel he reads your thoughts. He guards his own tomb from intruders; he is a king, a pharaoh, that fights his own fights.

Roll for initiative when the first character sets foot in the chamber.

Pharaoh Khufu

Medium undead, neutral

Armor Class 16 (Natural Armor)

Hit Points 82 (11d8 + 33)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 Ft., passive Perception 14

Languages all

Challenge 9 (5,000 XP)

Wallpass. Khufu can pass through walls as a part of his movement but the walls are considered difficult terrains for him. If he ends his turn in a wall he will take 5 (1d10) force damage.

Magic Resistance. Khufu has advantage on saving throws against spells and other magical effects.

Rejuvenation. If it is destroyed, Khufu returns to life in 24 hours unless its heart is destroyed or it is subjected to a dispel evil and good spell.

Spellcasting. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

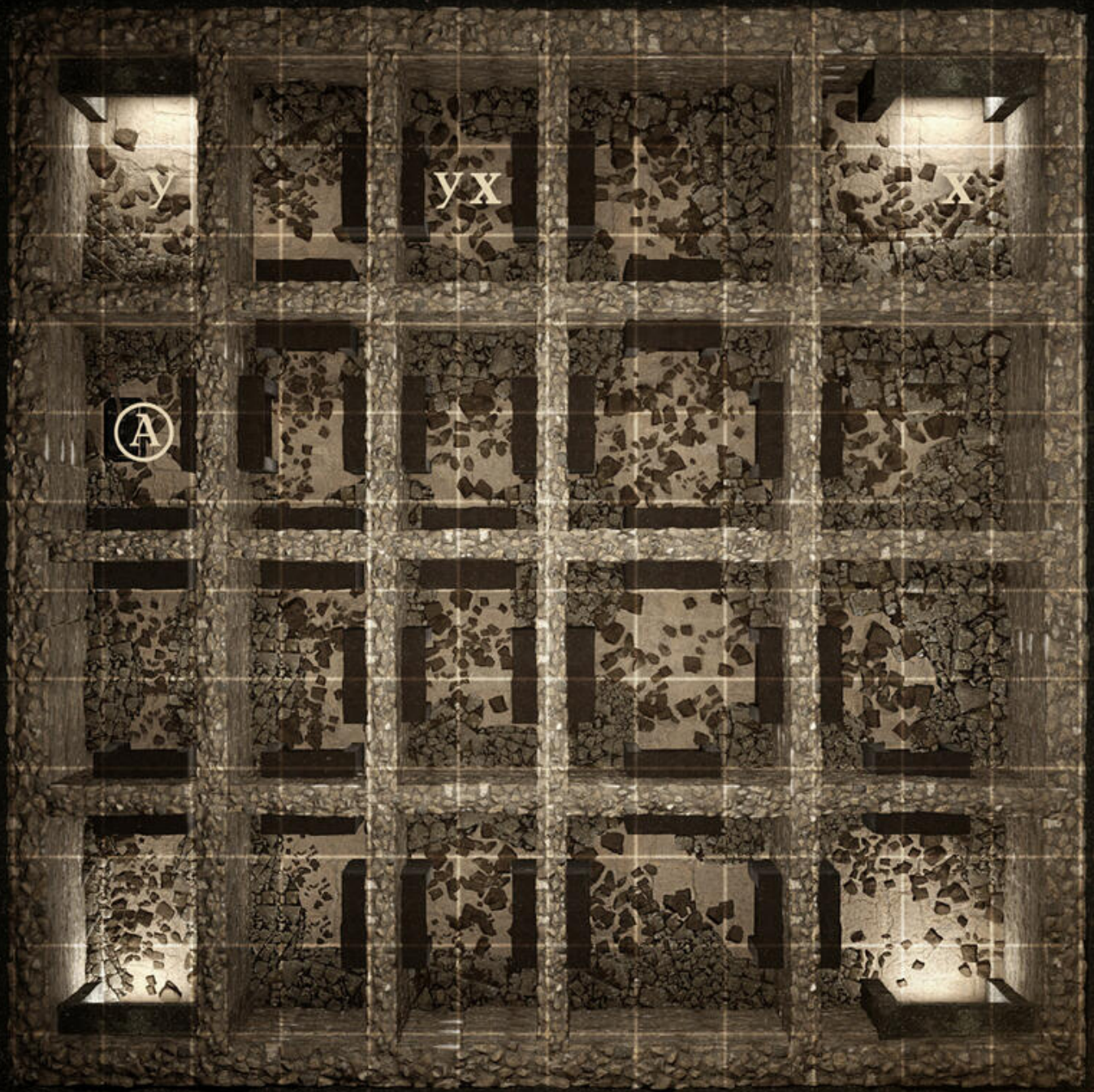
- **Cantrips (at will):** sacred flame, poison spray
- **1st level (4 slots):** command, shield
- **2nd level (3 slots):** hold person, spiritual weapon
- **3rd level (3 slots):** animate dead, dispel magic, counterspell
- **4th level (3 slots):** divination, guardian of faith
- **5th level (2 slots):** contagion, insect plague

Actions

Multiattack. Khufu can use his Rotting Bandages ability and make one attack with his Rotting Fist.

Rotting Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) for every 24 hours that elapse; if the curse reduces the target's hit point maximum to 0, the target dies.

Rotting Bandages. Khufu hurls his bandages enchanted with magic at a creature within 15 ft. of him. The target must succeed on a DC 15 Strength saving throw or be knocked prone and restrained by the bandages. At the end of each turn, the target can repeat the saving throw to be free.



FLOOR ~ IV

pyramid of khufu

Combat Tactics: Khufu will try to utilize his information on the adventurers, possibly prioritizing attacking those who can hurt him the most or healers. He will also try to utilize his ability to pass through walls with the mechanics below, choosing to strike more isolated foes first.

Unwanted Visitor Repulsor

The West and South walls are separated into 4 blocks each. Every block can move individually through a piston connected to its back. When a block moves, it reaches the other end of the room with the piston fully extended behind and retracts after the round is over.

On initiative count 20 (losing ties) 1d4 is rolled to decide which piston moves for the West wall. At the end of the round, that piston retracts and another piston from the South wall (roll 1d4 to decide) moves on initiative count 20 (losing ties). This is repeated for only one wall (West or South) in a round. Any creature standing in the way while the piston is moving must make a DC 15 Dexterity saving throw or it is pushed 5 feet towards the entrance and takes 20 (4d6 + 6) force damage, on a successful throw the creature can choose which side to be pushed and takes half the damage.

Any one of the wall blocks has 50 HP and the pistons behind them have 40 HP each. When one of the pistons gets broken, the whole system stops working. Pistons are solid and cannot be passed through physically. After the pistons have been activated, a DC 13 Intelligence (Investigation) check about the room unveils the different types of engineering between the moving walls of the Pyramid, and piston-powered blocks of Al-Jazari.

After Khufu is defeated, you realize the walls tell you a story. It is a story of a king who built this whole pyramid to be a source of inspiration, advancement, and research. You see his dreams, his desire, and his attempt to build the most magnificent building in the world for his country; to reach the gods and be better at everything they already do. However, his demise came too early, with treachery. After that, this great monument was built for the wrong purposes. Still, it carried the will of his people. He couldn't stay angry at them.

He even forgave his assassin and included a note to her: "My beloved, your actions were clear to me; your motives, born of a heart both fierce and tender. I hold no malice, only forgiveness. Though your journey has taken you beyond my reach, my hope is for your peace, wherever you may rest. I forgive you. You may have taken my life, but you were the one who already gave it to me."

Stairs open to the final floor.

Floor 8 - The Voice of Shahenshah

As you step into the hushed expanse of the ancient chamber, your eyes are immediately drawn to the center where a soft, otherworldly light bathes a solitary object. There, on a time-worn sandstone pedestal, rests the Cylinder of Cyrus. This artifact, made of clay and intricately inscribed with cuneiform script, radiates a presence that is almost tangible.

You feel the air around you charged, the very stone beneath your feet thrumming with the cylinder's hidden power. Shadows play along the walls, hinting at the presence of guardians long passed who might still watch over this sacred relic. As you move closer, the whispers of a struggle fill the chamber, echoing with tales of peace and governance from an empire long faded.

You are standing in a vault dedicated to the protection of this world. The last item you need to reach the further depths of the Church of Resurrection: The Cylinder of Cyrus before you is not just an ancient artifact, it carries the Voice of Shahenshah, the shah of shahs; only few truly carried this title. Only a few of them achieved becoming the king of kings.

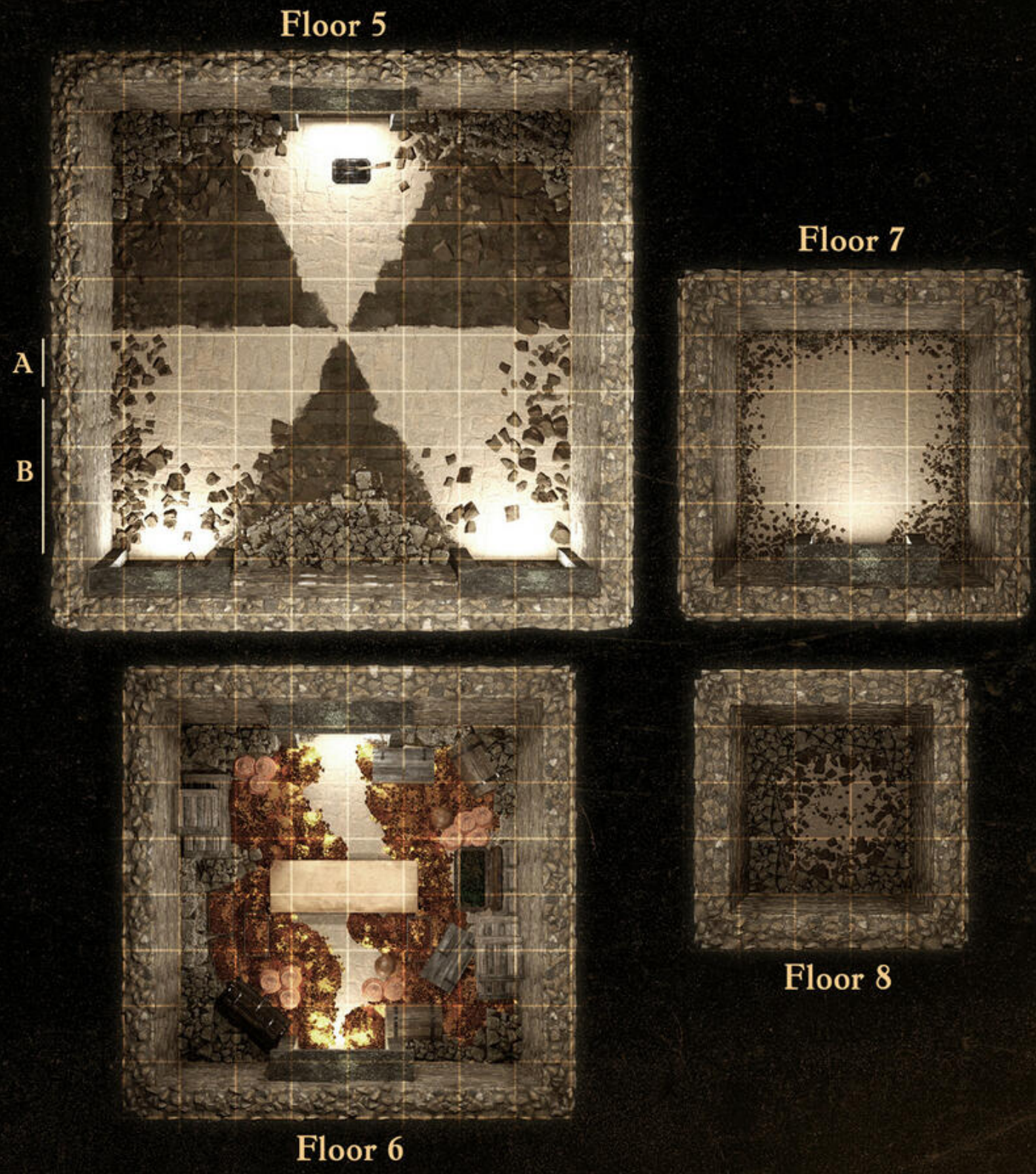
A faint melody can be heard from it, as if it desires a note, a command or some voice in a similar note. It knows you are there, it feels the existence of your brand, your sigil.

The Cylinder of Cyrus can be obtained, but it is not the only item there. A DC 16 Wisdom (Perception) or Intelligence (Investigation) check reveals that the stone holds one more item: Khufu's Heart. Unless destroyed, Khufu will be born again.

Once the cylinder is taken, a magical portal will appear and a **Muzahir**[▲] will recite Al-Jazari's voice:

"Well, since the brutal curse I put on the cylinder did not obliterate you, I can assume you wish to be rid of this place without encountering any more dangers. I only have one small request from you: do not harm the pharaoh's heart. It is already broken as it is, and I do not want it to be entirely gone from this world. With a universe full of cruel and evil kings and lords, I count myself lucky that I met three such figures in this narrow part of the world. It would honor me that the pharaoh may continue to guard his tomb, as it is the only thing that remains for him. Thanks in advance."

The portal leads them right outside the pyramid, potentially without any eyewitnesses. If the adventurers do not destroy Khufu's heart, he will rise again in a few days. If they wish to destroy it nonetheless, it can be done with a single attack that deals at least 3 damage. The heart is immune to necrotic and poison damage.


Floor 5
A
B
Floor 7
Floor 8
Floor 6

The Voice of Shahenshah, Cylinder of Cyrus
Musical instrument, legendary, requires attunement by a creature that has at least one musical instrument proficiency

It has twelve rings on it. The rings can be turned to produce some magical effects:

- **The Bard of Bards:** While attuned to it, you can cast these spells: *fly, invisibility, levitate, protection from evil and good, confusion, control weather,* and *fire storm* spells. To cast them you must turn a number of rings equal to the spell's level from the cylinder. Once turned, they won't turn back until dawn. The DC for the spells is 18.
- **Chorus of Liberation:** Once per day, by correctly aligning the rings and playing the harmonious tune prescribed in the ancient scrolls, you can cast the spell *dispel magic* at the 5th level without expending a spell slot.
- **Harmony of Binding:** Twice per day, you may align the rings to emit a series of notes that replicate the effects of the *hold person* spell on up to two targets simultaneously (A DC 18 Wisdom saving throw to resist).
- **Symphony of the Shahenshah:** Once per day, you can turn all the rings and choose a tune that is recorded by it or record a new song. Each "recording" must be at least 1 minute and can be up to 10 minutes.

The adventurers advance to Level 7.




· CAIRO ·
LEGEND
1 • Tavern - Enchanted Gardens
2 • Tailor - Bayt-el Khayot
3 • Ibn Tulun Mosque
4 • Saladin's Citadel
5 • City Center - Al Madina
6 • Hanging Church
7 • Shop - Hidyu's Hut
8 • Tavern - Bayt-al Hwar
9 • House of Virgin Mary
10 • Al Azhar Mosque
11 • Blacksmith - Sandan al Jamar
12 • Stables - Istabat al Fuhul
13 • Tavern - Dhabab Kauket
14 • Cemetery
15 • Old Eastern Palace
16 • Hanan Madrasa
17 • Garden of Serenity
18 • Old Western Palace - Pearl Palace
19 • Al Hakim Mosque
20 • Port - Kalat el Maks
21 • Tavern - Nazrat Ra
22 • Shop - Tuhaf Halil

ACT III: LITTLE DEATH BY THE PARADISE

"God sleeps in the rock, dreams in the plant, stirs in the animal, and awakens in man."

–Ibn Arabi

LIBRARY PAGELESS - SANCTUM OF THE NEW MAN

Section Summary: The adventurers will infiltrate the deadly library of Peter the Hermit and will meet with Ismail Al-Jazari, the famous advisor and engineer of Sultan Saladin. They will venture deep into the Library Pageless and clash with Peter the Hermit.

The approach to the Library Pageless is unassuming at first - with the Sanctum, the Castle of Peter the Hermit looks to be but a bland construct of stone. Yet as you approach, the texture of the stone reveals a portion of its secrets to your eyes. The stone is almost infiltrated by a blue sinew-like substance, ever so slightly pulsing with energy.

There is no other possibility - this is the place you are looking for.

Basics of the Dungeon

- The adventurers are Level 7; they will reach Level 8 at the end of this dungeon.
- They will meet Al-Jazari in this dungeon as Al-Jazari exchanged himself so that Saladin would gain the last seal.
- The monsters in the dungeon are bearing the Moth Sigil. There are 4 types of monsters, all connected to each other through the Sigil's Hive Mind. Their combat style emphasizes assisting and empowering one another during combat. Check out their statblocks below.

The Sigil of Moth

Ignorance is bliss for those who carry the mortal shell of humanity. Only the ones that serve Peter the Hermit and his Library Pageless find the true meaning of knowing and learning, that is moving beyond the constraints of flesh. It is no simple task after all. Their life is in agony, yet their mind is stronger than ever. They carry the burden, and face the consequences while facing their fear. They share one mind and heed the voice of the hermit, and all see and think as one.

Shared Spellcasting: *The bearers of Moth Sigils have access to these spells and can cast them innately when they are within 60 ft. of each other and at least three of them are together, due to their connection with Peter the Hermit, the bearer of the Moth Sigil. Their spell save DC is 15 and they have +8 to hit with spell attacks.*

3/day each: *magic missile, guiding bolt, shield*

1/day each: *darkness, heat metal, alter self, lightning bolt*

At will: *ray of frost, shocking grasp*

Hermit's Follower of the Moth Sigil

Medium aberration, lawful evil

Armor Class 15 (Natural Armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +5, Wis +5, Cha +5
Skills Athletics +5, Arcana +5, Perception +5
Senses devil's sight 120 ft, passive Perception 15
Languages understands all languages
Challenge 4 (1,100 XP)

Powerful Mind. The hermit's follower has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's follower is reduced to 0 hit points, its armor slowly rots away and a **hermit's essence** sprouts from the creature.

Strategic Approach. When a **hermit's essence** uses the Merge the Mind ability on the hermit's follower, the follower has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Dispatch. The hermit's follower can use its bonus action to deal damage to itself equal to half of its current hit points; this way, it can create a **hermit's essence.** The hermit's essence gains half of the damage as temporary hit points. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity. The hermit's follower can use its action and spend all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. The empowered creature gains a bonus to its attack roll equal to 1d6 and gains temporary hit points at the start of each of its turns. The temporary hit point is equal to 3d4 + 5. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's follower makes two attacks in any combination.
Mind Distortion. Ranged Spell Attack: +5 to hit, ranged 70 ft., one target. Hit: 7 (2d6) psychic damage.
Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Hermit's Acolyte of the Moth Sigil

Medium aberration, lawful evil

Armor Class 15 (Natural Armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +6, Wis +6, Cha +6
Skills Athletics +7, Arcana +6
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Senses devil's sight 120 ft, passive Perception 13
Languages understands all languages
Challenge 5 (1,800 XP)

Powerful Mind. The hermit's acolyte has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's acolyte is reduced to 0 hit points, its armor slowly rots away and a **hermit's essence** sprouts from the creature.

Strategic Approach. When a **hermit's essence** uses the Merge the Mind ability on the hermit's acolyte, the acolyte has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Dispatch. The hermit's acolyte can use its bonus action to deal damage to itself equal to half of its current hit points; this way, it can create a **hermit's essence**. The **hermit's essence** gains the half of the damage as temporary hit points. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity (Recharge 4-6). The hermit's acolyte can use its action and spend all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. The empowered creature gains a bonus to its attack roll equal to 1d6 and gains temporary hit points at the start of each of its turns. The temporary hit point is equal to 2d4 + 5. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's acolyte makes two attacks in any combination.
Mind Distortion. Ranged Spell Attack: +6 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage.
Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Hermit's Prophet of the Moth Sigil

Medium aberration, lawful evil

Armor Class 15 (Natural Armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Str +7, Int +6, Wis +6, Cha +6
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Skills Athletics +7, Arcana +6
Senses devil's sight 120 ft, passive Perception 13
Languages understands all languages
Challenge 6 (2,300 XP)

Powerful Mind. The hermit's prophet has advantage on all Intelligence, Wisdom, and Charisma saving throws.

The Essence Unleashed. When the hermit's prophet is reduced to 0 hit points, its armor slowly rots away and a **hermit's essence** sprouts from the creature.

Strategic Approach. When a **hermit's essence** uses the Merge the Mind ability on the hermit's prophet, it has advantage on attack rolls and can use its reaction to halve the damage taken if it can see the attacker.

Dispatch. The hermit's prophet can use its bonus action to deal damage to itself equal to half of its current hit points; this way, it can create a **hermit's essence**. The **hermit's essence** gains the half of the damage as temporary hit points. It appears in the nearest unoccupied space within 10 ft. of the hermit's reader.

Power in Unity (Recharge 4-6). The hermit's prophet can use its action and spend all its turn (can't take bonus actions or reactions) to form a bond and empower another creature bearing the Moth's Mark within 5 ft. When it does this, its form becomes incorporeal and gains resistance to all damage. At the start of each of its turns, it can continue this process, as if it is concentrating on a spell.

Actions

Multiattack. The hermit's prophet makes two attacks in any combination.
Mind Distortion. Ranged Spell Attack: +6 to hit, ranged 60 ft., one target. Hit: 7 (2d6) psychic damage.
Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Hermit's Essence

Medium monstrosity, lawful evil

Armor Class 12 (Natural Armor)
Hit Points 10 (3d8 -3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	11 (+0)	8 (-2)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +5, Wis +5, Cha +5
Skills Acrobatics +2
Senses devil's sight 120 ft, passive Perception 13
Languages understands all languages
Challenge 1/2 (100 XP)

Merge the Mind. When a creature bearing the mark of the Moth Sigil is within 5 ft. of the **hermit's essence**, it can spend its entire turn to merge with the creature. Unless it's another hermit's essence, it only activates the **Strategic Approach** feature. If it's another **hermit's essence**, one of them must succeed on a DC 15 Intelligence saving throw. On a success, they can form a **hermit's follower** together. The newly created **hermit's follower** has hit points equal to the total current hit points of two **hermit's essences** and maximum hit points equal to the total of the two.

Taking Control. The hermit's essence can take control of a suit of armor that is not worn or carried and is within 5 ft. of it, and it transforms into a **hermit's follower**. If two **hermit's essences** do this, they transform into a **hermit's acolyte**; if three **hermit's essences** do this, they transform into a hermit's prophet.

Actions

Poison the Mind. Ranged Spell Attack: +5 to hit, one target, ranged 30 ft. Hit: 2 (1d4) psychic damage. The creature is forced to make a DC 13 Wisdom saving throw. On a failed save, they fall under the effects of crown of madness spell until the end of their next turn.

Slam. Melee Weapon Attack: +2 to hit, one target, reach 5 ft. Hit: 3 (1d6) bludgeoning damage.

The Mechanics of the Dungeon

Peter the Hermit is a trans-human who has transcended the limits of humanity, and he resides at the **brain** of the dungeon. Within the Library, there are several chambers where paralyzed individuals are placed to have their brains, minds, experiences, memories, and information drained.

The main attraction of the dungeon is the Atrium - where an artificial heart is chained at the very center. Melded with the pulsing heart, Bernard of Clairvaux (an ancient preacher that ignited the Second Crusade and an old master of the Knights Templar) serves as the gatekeeper to the brain, at the Atrium. Flanking the Atrium, there are two enclosed botanical gardens that fulfill the role of the lungs - pumping compressed air for the artificial heart.

Below the main floor lies the spine and the ribcage of the New Man, which is still in construction. Battling through the cultist-infested debris, the players reach the laboratory and the prison - where new items, allies, and secrets can be gathered.

Dungeon Aesthetics

Half lost in a craggy expanse of the Sinai mountains, the Library Pageless is a stone church that marries the stark grandeur of medieval architecture with something wholly otherworldly. The building's heavy stone walls, worn and chipped by time, are tinged with vivid blue sinews that beat in slow, rhythmic pulses: the motion of arcane life. At night, the sinews generate a faint spectral light, highlighting the intricate façade against the moonlit sky, creating a striking contrast between the bizarre sinew and the harsh stone. Their faint light creeps through the structure's cracks and gaps, as though some terrible power were held captive deep in the church's very bones.

The church's defenders are not outside. The statues of knights and saints that guard the Library Pageless are carved from the same stone as its walls, but they remain untouched by the sinew's livid blue light. They stand sentinel along the walkways and watch the shadowed alcoves, stony gazes that follow every movement. Executed with lifelike detail, the statues evoke an awful sense of movement – as though the Library Pageless's defenders might hurl themselves into battle the instant they are summoned. The drowning of the church's history in this creeping mysticism instills a sense of grim majesty in all those who visit: The Library Pageless's beauty is a thing of shadowed power, brought to life by an omnipresent thrum.

Approach to the Library Pageless

As you traverse the windswept plains that lead to the Library Pageless, the silhouette of a grand stone church-castle emerges against the dusky sky. Its spires pierce the horizon like jagged teeth, and its walls, though seemingly impenetrable, are etched with the passage of time and secrets. The castle stands solitary, its imposing structure casting long shadows over the barren landscape.

As you draw nearer, a sense of unease begins to gnaw at your senses. The wind carries a whispering echo, as if the very air around the castle is laden with watchful eyes. The ground beneath your feet feels unnervingly firm, almost as though it compels you forward on a path from which there is no deviation.

The closer you get, the more palpable the sensation of being watched becomes. There are no guards visible, yet you can't shake the feeling that every step is being monitored and measured by unseen observers.

Observant adventurers may notice subtle movements in the castle's windows—a DC 14 Perception Check reveals a fleeting shadow here, a brief flicker there, suggesting the presence of patrolling entities within.

If the Perception check is a success, the adventurers begin to realize that they are being watched. Given the unnerving feeling of being observed, moving stealthily becomes crucial. A successful DC 15 Dexterity (Stealth) check allows the party to approach the castle without alerting its inhabitants. Failing this check might mean that the adventurers are expected, and perhaps, unwelcome surprises await at the entrance.

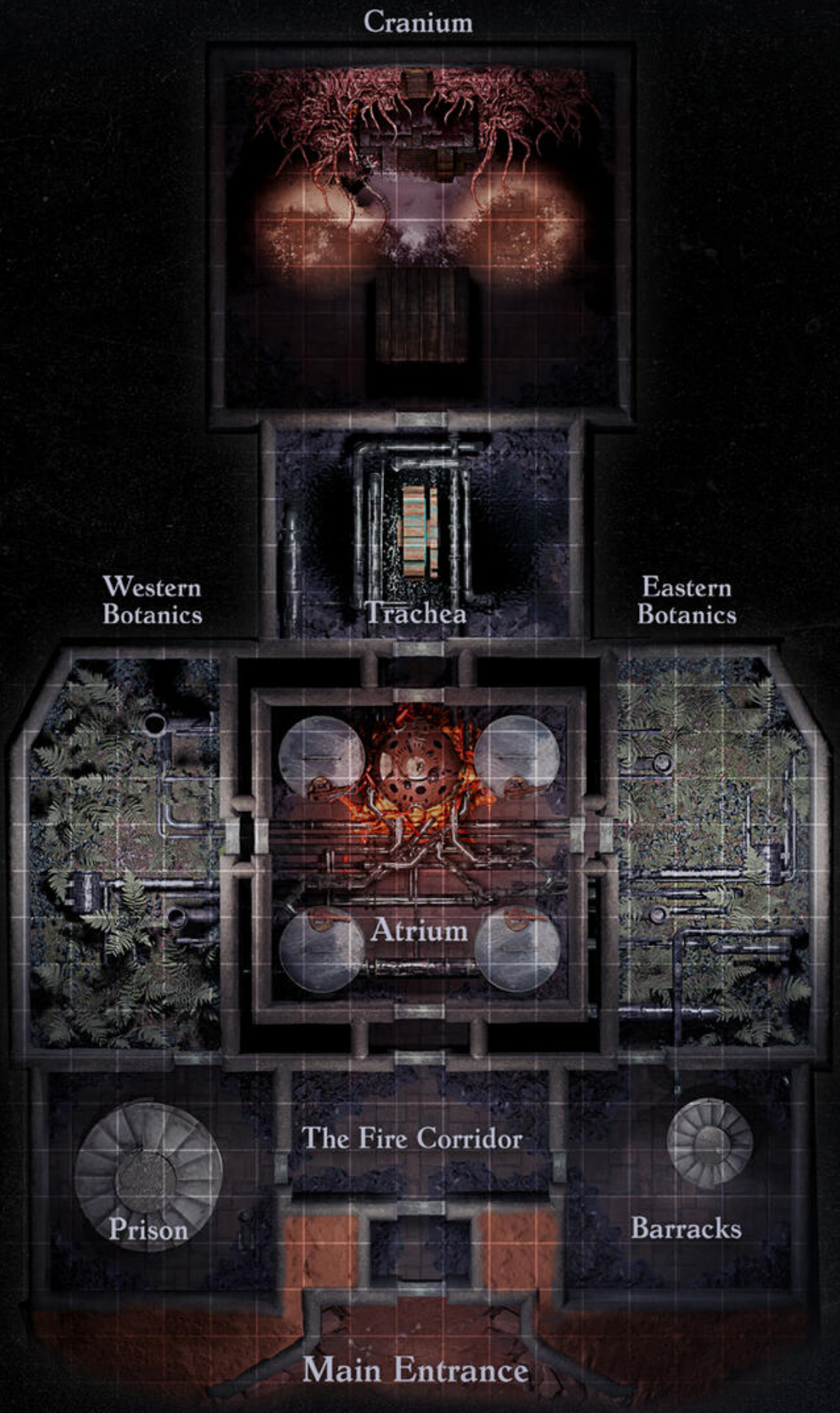
Possible Entrances

Main Entrance

The main entrance, although heavily guarded, proves to be the easiest access to the main floor of the Library Pageless. If the adventurers fail to scout the area properly, or decide that they do not have the time or the means to slip into the dungeon undetected, this is their entrance.

The Cracked Rib

The basement of the Library Pageless is a maze of stone and arcane sinew - as eldritch bonelike structures are being built by hand. This floor is still under heavy construction and a careful eye, with a DC 18 Wisdom (Perception) check, could spot a haphazardly covered cave allowing entry to the Sanctum, unhindered by the guards at the Main Gate.



LIBRARY PAGELESS

Rooms

Main Floor

Main Entrance

As you climb the few untainted stone stairs spiraling up to the main entrance of Library Pageless, the feeling that you are being watched is undeniable. The stones appear to be gently moving with your step in unison, a dusty trail is evidence of this conclusion.

You gaze upon the imposing stone door, barely distinct from the walls of the Sanctum. With a bold challenge, it declares, '' Only those who dare change for the faith may enter.'' A flurry of footsteps is approaching.

This is the entrance to the Library Pageless - a small courtyard flanked by a rocky cliff, reached by a few flights of stairs. The main building is accessed through a massive stone door which is unlocked. Some Sigil Knights are present here as a direct challenge, and others lie in ambush if the party is careless in their approach to the Sanctum.

3 Hermit's Followers of the Moth Sigil guards the entrance, and will fight to death against any intruders.

If the party approaches carelessly, **2 Hermit's Acolytes of the Moth Sigil** will wait on the other side of the stone door. They will burst through the door and rush into combat when the party attacks the main entrance.

The First Corridor

The first corridor of the Sanctum is eerily silent, with the fluttering of moths and breathing of your allies the only evidence of life.

The walls are, just as they were from the outside, tainted with blue sinewlike fibers. The stones are cracked and some parts of the walls appear to have collapsed inward. Some occasional inward bends are adorned with statues of knights, and displays of crude metal armor.

From within one of the cracks, you sense movement for a second, not to be repeated again.

The first corridor of the Sanctum connects the main entrance, the Atrium, the Prison, and the Laboratory.

The corridor is bereft of any sort of life for the naked eye. There are many holes within walls, appearing as if they are cracks in stone - though some are simply too large and uniform to be as such.

A DC 15 Intelligence (Investigation) check would reveal these cracks were actually intentionally manufactured - and some, now very narrow cracks have organic material within them. If the organic material is investigated a DC 18 Wisdom (Medicine) check would reveal that the material is awfully similar to human guts - and it pulses as if it is still alive.

All four gates are unlocked. The gates to the left and the right are significantly less imposing than the main entrance and the gate to the Atrium.

If the party goes to some other room and comes back to the First Corridor, **3 Hermit's Followers**, and **1 Hermit's Prophet** will attempt to ambush them. The **Hermit's Prophet** will pose as the armor on display, and the **Hermit's Followers** will try to pull the party tanks away from the **Hermit's Prophet** so the prophet can target the mages and healers.

Prison - Main Level

As you open the door, you are greeted with a sea of locks, locks, keys, and torches, as if someone were preparing to construct a prison that would stretch the whole Sinai. The growls coming from below tend to agree.

This is the main level of the Prison Complex. This room appears to function like the guard's gateway into the prison cells below - with a massive spiral staircase right in the center of the room. The room is filled with an impressive trove of locks, keys, and unburnt torches. The stairs have enough room to have two medium-sized creatures in one row.

When the party starts descending the stairs, **2 Hermit's Acolytes** from each end will assault them. These **Acolytes**' will first attempt to throw party members down the center of the spiral stairs - resulting in a 60 foot drop.

The details on the stairs, the prison cells, and the dropzone can be found in the section below called Prison - Basement Level.

Barracks - Main Level

The Barracks of the Library Pageless are stark and minimalistic, reflecting the utilitarian lifestyle. This long, narrow room is lined with rows of simple cots, each accompanied by a small wooden chest at its foot. The air is heavy with a mixture of dust and the faint, lingering scent of incense. Sparse torches mounted on the walls cast a dim, flickering light, shadowing the faces of stone statues of saints that watch silently over the sleeping arrangements.

The chests contain a peculiar mix of personal items and equipment, remnants of the cultists' former lives before their transformation into hive-minded servants. A faded painting peeks out from one chest, its edges worn and the colors muted, depicting a lively marketplace that seems worlds away from the cold stone confines of the barracks. Another chest holds a collection of carefully wrapped and preserved letters. The ink has faded, but the handwriting is still elegant and desperate, hinting at a past filled with love and loss. A third contains an assortment of old, rusting tools—a hammer, several chisels, and a worn leather apron—tools of a craftsman's trade long abandoned.

This is the main Barracks of the Library Pageless. It seems to have been abandoned, though the room is overflowing with assortments of personal items - discarded as the Sigil starts taking a deeper control of those afflicted by it. You can find some of the items in the table below.

At the far end of the room, a small, spiral staircase winds tightly downward, disappearing into the darkness below. This stairway, barely noticeable among the shadows, leads to the lower levels of the Library Pageless. The creak of the steps and the cool draft rising from below add a physical sense to the mysteries that lie below.

D4	PERSONAL ITEMS
1- Cracked Locket	A small silver locket, its surface scratched and the hinge cracked, containing a carved portrait of a woman with a gentle smile. The locket, when inspected closely, reveals an intricate engraving on the inside that reads "Always with you, M & J."
2- Child's Wooden Toy	A simple wooden horse, the paint chipped and faded, tucked away in the corner of a chest. This toy is a stark reminder of the humanity that once was.
3- Herbalist's Pouch	A small pouch containing dried herbs and a few crumbling pages from an old botanical book. The herbs still release a faint, earthy aroma when handled, indicating a past life devoted to healing and nature.
4- Map of Distant Lands	A rolled-up, tattered map showing lands and seas far from Sinai, marked with notes and routes in meticulous handwriting in Old Norse. It showcases two massive continents to the west of Europe. It must be some madman who drew this.

The Atrium

The Atrium of the Library Pageless is a grand chamber that both captivates and horrifies. Dominating the space is the Artificial Heart, a grotesque and pulsating construct at the room's center. This abomination blends molten organic matter with the sinuous blue veins of the castle and intricate mechanical devices into a living engine. Chained to this heart is an ancient preacher now serving as a tortured power source for the heart's ceaseless throbbing.

The room is filled with the constant, eerie hum of energy pulsing through the blue sinews, intertwining with the clanks and hisses of the mechanical components.

The Atrium is quite literally and figuratively the heart of the Library Pageless. This is the room that unlocks the entry to the final room where Peter the Hermit, and his prisoner Al-Jazari, reside.

In the right center of the room is the Artificial Heart - an abomination created by combining molten organic matter, the blue sinews, and mechanical contraptions. Chained to it is Bernard of Clairvaux (Hermit's Prophet of the Moth), an ancient preacher that ignited the Second Crusade and an old master of the Knights Templar (for further information on Knights Templar, check out Jerusalem - City of God section in Era of the Crusades). He turns immediately hostile to the adventurers, though he cannot move from his place in the center of the room.

Once Bernard of Clairvaux is defeated, the party can access the controls of the Artificial Heart. The party needs a DC 18 Arcana, Medicine or Investigation check to learn how the contraption works. The Artificial Heart pulls compressed air from Western and Eastern Hothouses, uses the arc generated by the blue sinew pulses to ignite it, and spins the massive engine in the Trachea, opening the gate to the Cranium, and distributing he waterthroughout the Sanctum.

There are five levers controlling the Artificial Heart. Only after passing the previous checks can the adventurers figure out which is which.

- **Lever One** empties the water in the Trachea.
- **Lever Two** fills the Trachea with water.
- **Lever Three** ignites the Air in the igniting chamber.
- **Lever Four** empties the Air in the igniting chamber.
- **Lever Five** fills the chamber with air. This can be done three times, but upon the third pull, the chamber explodes - the effect is equal to a fireball spell. If the chamber explodes, the Trachea is also destroyed, breaking open the entry to the Cranium.

Western & Eastern Botanic Gardens

The Botanic Gardens of the Library Pageless are different from the rest of the stone-clad Sanctum. These lush, verdant rooms are more akin to a botanical garden, albeit one twisted by eldritch infusions and dark purposes. Towering plants with vibrant, unnatural colors stretch towards the ceiling, their leaves tinged with an eerie luminescence. Interspersed among the flora are brass pipes that curve and twist like vines, drawing air into the room to fuel the arcane mechanisms of the Library.

Western Botanic is one of the lungs of the Library Pageless. The room is filled with a chaotic array of plant life, all corrupted by the Sigil and penetrated from root to the flower with the blue sinews. The room's inward wall is porous, hosting a series of brass pipes. Stone windows embedded in the thick walls are equipped with an ingenious system connected to the pulsating blue sinews of the castle. These windows open automatically in response to rhythmic signals from the sinews, regulating the environment within the hothouse to perfect conditions for its strange occupants.

In this room, the Moth cultists have undergone horrific transformations, becoming one with carnivorous plants. These cultist-plant hybrids are camouflaged seamlessly among the foliage, waiting for unsuspecting prey. Their bodies are partially visible, melded into the stalks and roots of the plants, with their faces twisted in permanent grimaces of both agony and ecstasy. Success on a DC 15 Wisdom (Perception) check allows adventurers to avoid a surprise attack, while failure means being ambushed by these gruesome guardians, **2 Hermit's Acolytes**.

The Trachea

This room, located just before the entrance to the Cranium, is dominated by a colossal gear situated in the center. The gear, an intricate assembly of brass and steel, sits partially submerged in a pool of water that fills the chamber. The walls are lined with stone and brass conduits that channel the water, pulsating with the same eerie blue sinews that run throughout the castle.

The Trachea acts as both the literal and metaphorical throat of the Sanctum. As the Artificial Heart in the Atrium pumps and pulses, it drives the massive gear in the Trachea, which in turn activates the water distribution system of the entire building. This mechanism not only circulates water but also, when fully operational, unlocks the gate that leads to the Cranium, granting access to the most sacred and guarded area of the Sanctum.

The operation of the gear is deeply tied to the rhythmic life force of the Artificial Heart. The energy generated by the heart travels through the sinews, converting into mechanical power that turns the gear. This process is vital for maintaining the life-supporting systems within the Library, symbolizing a breathing process through which the Sanctum itself lives and operates.

If the explosion in the Atrium occurs, due to the room being filled with water, navigating through it requires swimming. A DC 15 Strength (Athletics) check is necessary to move effectively through the water without exhaustion or disorientation.

Basement Level

The Spine

Descending into the depths of the Library Pageless, you enter a vast hallway marred with construction material. This immense space stretches far beyond the reach of your torchlight, with brass pipes running along the ceiling and walls, intermittently emitting steam with a hiss that echoes through the corridor. The hall is dominated by large bulges of the pulsating blue sinews that are embedded into the structure of the castle itself, weaving in and out of the walls and floors as if forming a complex organic network.

The walls are lined with identical small doors, each leading to various ongoing construction sites within the Library. The sound of distant hammering and the clang of metal suggest that the construction is a continuous effort, with cultists laboring tirelessly to expand the Sanctum's eerie anatomy.

This is the main hallway of the Basement Level - where it is apparent that a massive construction effort is ongoing. Examining the layout of the pipes and the placement of the sinews, an astute adventurer might realize that the architecture mimics the human circulatory and nervous systems, hinting that the castle itself is being shaped into a vast, living organism - and that they are at the Spine of this New Man.

Recognizing the organic nature of the sinews, a character passing a DC 15 Intelligence (Nature) or Wisdom (Medicine) can discern here that the stone-piercing blue sinews and copper pipes function similarly to nerves and veins, pulsating with what could only be described as the castle's lifeblood.

For those well-versed in arcane lore, on a successful DC 22 Intelligence (Arcana) check they will see that the pattern and flow of magical energy through the sinews reveals how the energy must be harnessed from something alive, possibly acting as a conduit for a larger, unseen power.

Within the construction site, there are several items useful for carrying heavy objects.

Worker's Harness: Found hanging on a hook next to one of the doors, this harness is designed to distribute weight evenly across the body, making it easier to carry heavy loads. It grants a temporary +1 bonus to Strength checks related to lifting and carrying.

Tonic of Vigor: A small, dusty bottle containing a thick, syrupy liquid. When consumed, it grants the drinker a +2 bonus to Constitution checks for one hour, useful for enduring the strenuous labor of construction.

There are several small, identical doors to the north of the hall - and two massive doors to the south.


The Spine
Rib 1
Rib 5
Rib 2
Rib 6
Rib 3
Rib 7
Rib 4
Rib 8
Prison
Laboratory

Branching off from the Spine are several corridor-shaped rooms. These areas are in varying stages of construction, filled with the sound of clanging metal and the glow of forge fires. Massive brass spires dominate the centers of these rooms, each meticulously crafted and awaiting installation. These spires are designed to extend upward through the floors of the Library Pageless, symbolically and structurally serving as the protective ribs of the castle.

The air in each Rib is thick with soot, and the heat from the forges is almost suffocating. Scattered around the forges are tools and half-finished brass components, reflecting the immense scale of the construction efforts.

There are 8 mostly identical rooms in total. The table below provides details for each - and a few skill checks to determine which is which for the players below.

D8	DESCRIPTION	ASSOCIATED SKILL CHECK
1	**3 Hermit's Followers** are chiseling stone within this room, their senses dulled to nothing due to the sound and dust cloud within. If the adventurers enter the room, they immediately turn hostile.	DC 12 Wiswom (Perception) Check - Reveals the room as being inhabited.
2	This room appears to have been used for planning and logistics. Several blueprints of the Library Pageless lay on a table right in the middle of the room. There is a contraption by the entrance, a rope attached to some mechanism that goes into the stonework of the Library Pageless. If the rope is pulled, bells ring out, and 1 **Hermit's Acolyte** and 1 **Hermit's Follower** march to this room.	DC 15 Intelligence (Investigation) Check - Reveals that the contraption summons cultists to this room.
3	The construction in this room is almost finished with the forge's embers dying out. A brass spire is erected near the end of the room. A successful Arcana check reveals that these brass spires will pierce the ground and cover the main level like a ribcage.	DC 18 Intelligence (Arcana) Check - Reveals the purpose of the Spires.
4	A corpse decorates the floor of this room - freshly cut. The body belongs to a young boy, wearing what was supposed to be a shepherd's cloth - now in tatters. A successful Wisdom (Medicine) check reveals that the body contains no taint of the Sigil.	DC 15 Wisdom (Medicine) check reveals the lack of Sigil on the corpse.
5	This room is used as a small warehouse to store all the heavy materials used for construction. A great place to hide to evade pursuers.	Advantage on Stealth checks in this room.
6	This room is empty, and the construction work has not started at all here. A good place to rest perhaps.	No discernible noise comes from this room.
7	The Cracked Rib. This is the room where a brass spire poised to break the ground broke down, leaving a medium-sized passage connecting outside to the inside. Adventurers may use this passage to move between the Basement level and outside of the dungeon.	DC 18 Wisdom (Perception) or Intelligence (Nature) check reveals the fresh air coming from this room.
8	This room is practically empty. Except for a tortoise, standing right in the middle of it. He seems to be wearing a Crusader helm. ''Hi!'' the tortoise says, muffled under the helm. ''How's it going? You wouldn't happen to have any lettuce on you now, would you?'' The tortoise seems to be distinctly uncaring of what is going on around him.	DC 30 Intelligence (Arcana) check reveals that this tortoise is more than what he seems.

Prison - Basement Level

Located just beside the massive spiral staircase that leads to the depths of the dungeon, the prison cells line the walls of dimly lit stairs. The air is damp and heavy with despair, the stone walls cold and unyielding. Each cell is secured with thick iron bars, some showing signs of rust from the moisture that seeps through the stones.
The very bottom of the staircase is a grim scene, covered in dried bloodstains that tell tales of past tortures or executions.

The prison cells are mostly empty - though this brings no comfort as even the empty cells are covered in bloodstains, and the eldritch hue emanating from the blue sinews. The iron bars are all covered in the same pulsing nerves, disallowing any attempt at lockpicking. The adventurers may attempt to break open the prison bars - a heavy bludgeoning weapon or tool (like a maul), and a DC 20 Strength (Athletics) check is needed. If they undertake such a task, a guard force of 3 Hermit's Acolytes will notice the noise and will attempt to stop the adventurers.

The Prison Complex contains the following cellmates:

Sir Geoffrey de Payens

Sir Geoffrey de Payens, one of the founding knights of the Templar Order, was captured during a secretive mission near Jerusalem. Known for his strategic mind and devout faith, Sir Geoffrey was exploring ancient relics that purportedly could sway the outcomes of battles when he was taken prisoner.

Zafar al-Bahr

Zafar al-Bahr, a celebrated navigator and tactician of Saladin's fleet, is renowned for his crucial role in securing the coastal cities against Crusader fleets. Captured during a clandestine mission to undermine the Crusaders' sea routes, Zafar is a wellspring of naval strategy and geographic knowledge.

Avempace

Once a renowned philosopher and polymath from the Iberian Peninsula, Avempace finds himself a prisoner within the cold, damp walls of the Library Pageless. His extensive knowledge of astronomy, medicine, and philosophy made him an invaluable but dangerous figure to those who feared the spread of knowledge. Avempace spends his days deep in thought, often engaging in profound discussions with his fellow prisoner, Ser Alistair, about the cultural and intellectual exchanges during the Reconquista.

Ser Alistair

Ser Alistair, a determined and battle-hardened crusader from Spain, was captured during his mission far from the familiar battlegrounds of the Reconquista. His quest led him to Persia, where he pursued a djinn-like figure rumored to possess ancient secrets and formidable powers. In the prison, he shares these stories with Avempace, finding common ground in their discussions about their homeland's history, despite their differing perspectives on faith and warfare.

Laboratory

This sterile, dimly lit room is lined with rows of intricate machinery and arcane instruments, each humming with a low, ominous energy. Whatever air is left in this forsaken room is thick with the scent of chemicals. At the center of the Laboratory stands an array of massive apparatus—a combination of alchemical distillers, mechanical restraints, and mystical sigils—designed for the extraction and manipulation of the human mind.

The walls are adorned with shelves filled with jars containing swirling, luminescent substances—essences and memories extracted from the minds of prisoners. These shelves also hold numerous implements used for the precise and often painful installation of the Moth Sigil, a mark that binds the will of its bearer to the collective consciousness of the cult.

Lesser inmates are strapped into mechanical chairs equipped with neural interface helmets. These devices are designed to siphon thoughts, memories, and knowledge, transferring them into containment vessels. The process is excruciating, as it not only extracts informational content but also drains the subject's vitality, leaving them in a state of empty compliance.

Once the minds are extracted, other subjects—potential cult members—are brought in. These individuals undergo a forced indoctrination process where the extracted essences are either infused into them or used to manipulate their thoughts to align with the cult's doctrines. The Sigil of the Moth is then surgically implanted into their bodies, marking them physically and spiritually as members of the cult. This area is fraught with surgical tools and arcane devices that glow with a menacing light.

There is one poor soul still attached to the contraption - though a DC 15 Wisdom (Medicine) check reveals his indoctrination process is incomplete. The man violently screams and flaps his arms around. The adventurers may choose to free him, put him out of his misery, or decide to leave him there in fear of guards catching them. If freed from his shackles, the poor man will keep saying between sobs, "Rosemary, little girl of mine. Where have you been for all this time?" He will also attempt to run away from the Sanctuary, with no regard for stealth.

The Final Room - The Cranium

You approach the final room through a gate, now flooded with water. The room is brightly lit with natural light shining through two observatory openings in the domed roof. This would have been a marvelous vista had it not been thoroughly corrupted by the being that is nestled in the other side of the room. A twisted amalgamation of bodies, organic tissue, and stone appears to have descended from a singular figure on a stone throne - Peter the Hermit, or what remains of him that is. He is in a heated conversation with another human being, interestingly uncorrupted and locked in a cage-like contraption.

This is the final room of the Library Pageless, where the party has the chance to break the Seal of Peter the Hermit and save Al-Jazari.

By the time the adventurers enter the room, Peter the Hermit and Al-Jazari will be far into their discussions regarding combining organic matters with clockwork mechanisms. Peter was expecting the party to arrive since the moment they set foot into the Sanctum. A series of events occur as the encounter starts. Before initiatives are rolled, an organic leech-like apparatus strikes the back of Al-Jazari's head, grasping the inventor's head and not letting go. Secondly, the observatory openings close, cutting all the natural light from the room. Then, Peter attempts to parley with the adventurers with clear demands: leave the Sanctum and never return, or the world will never have a chance at ascending from the human form - otherwise he will kill them in a heartbeat, and suck intelligence from Al-Jazari, leaving him a husk of his former self.

Once the combat starts, each turn Al-Jazari's intelligence will be drained by 1. The first 5 points drained can be brought back by casting a greater restoration spell, but any draining after that is permanent. Any healing spell cast on Al-Jazari stops the drain for that turn. Peter the Hermit will gain any Intelligence drained as a temporary bonus until the end of combat.

The players may attack the contraption to free Al-Jazari and get him to join the combat as an Ally. The apparatus has the following stats:

It has 10 Armor Class, and 110 Hit Points. It has resistance to bludgeoning, piercing and slashing damage. It is immune to poison, psychic and lightning and it's vulnerable against force damage.

Boss Room: Peter the Hermit has his own stat block and a special Lair action. At initiative count 20, he decides whether to cast magical darkness (4th level) or create a blinding bright light by controlling the observatory openings: the characters must make DC 15 Constitution saving throws or be blinded this turn, and they must repeat the roll every turn as long as the room still has the blinding bright light. He can also forgo this ability and instead focus the lenses on a single player character, making a free scorching ray spell attack (the spell attack stats are the same as Peter the Hermit's own stats).

The adventurers advance to Level 8.

The War Camp of the Victorious Sultan

Section Summary: The adventurers will have a chance to visit Sultan Saladin and learn of the ritual he is planning on the city. Saladin offers them several solutions for defeating the ancient evil lurking beneath the City of God.

The sight of the golden sun greets you. This time, the sun has a twin on the ground: The army of Saladin the Victorious. After his victory at the Battle of Hattin, the armies of Jerusalem were scattered and no great power could stand in his way! The city of Jerusalem is besieged and waiting for the darkening of days.

If the adventurers are on good terms with Saladin, they will be welcomed into the war camp. Saladin will see them personally in a private tent where no one is able to see them.

If the adventurers bring Ismail Al-Jazari with them, the sultan will be grateful and even if there is some enmity towards them, this could heal it.

There are some topics they may discuss:

- Saladin is sure that the city must be taken tonight. However, the biggest challenge they face is **Balian of Ibelin**. The brave knight has taken control of the city's defenses and even though most of the knights are dead and scattered in the Battle of Hattin, the civilians that took up arms in the city fight very well. The first assault on the gates failed.
- There are three options in the eyes of Saladin: First option: The adventurers could convince Balian to parley (**A Call for Truce**). Second option: They could sneak into the city (**City Sewers**). Third option: Saladin is preparing a small strike force that will attempt to storm a small breach and open the gates (**Storm the Gates**). They could help these soldiers and lighten their tasks easily.

It is recommended that the adventurers have a few hours to prepare before embarking on their last quest, especially if you placed a time limit for the adventurers as mentioned earlier under the **Cairo: Golden Towers** section in **Act II**. However, if they are delayed in Cairo or between cities, time could be compressed to force them to act quickly.

If they arrive too late check out the **Conclusions** section at the end of this **Act**

If the adventurers are delayed or arrive late to the scene, they will find Saladin preparing for a bloody ritual, one that is close to Cyrus the Great did once. He will briefly explain the situation and his lack of options:

- Cyrus sacrificed many souls and blood to bind the Whore of Babylon. Saladin must do what it takes to do the same. One city is not important against the safety of the Holy Lands.
- This ritual will require deaths of thousands, and a victorious siege can present the sacrifice necessary.
- Saladin prefers not to go down this route, but he is running out of options as Balian refuses to yield the city. He can only grant the adventurers very little time for them to slay Whore of Babylon.

A Call for Truce

The adventurers could try to convince Balian to parley for a truce that would let the adventurers enter the city and give them time to take the evil out. However, first, they will have to convince that the evil that they are trying to destroy truly exists as Balian does not know the full extent of what is transpiring behind the veil.

Balian of Ibelin can be convinced to participate in a parley with a DC 13 Charisma (Persuasion) check. However, he must be given assurances.

- Adventurers could offer some valuable (both material and sentimental could be applied at your discretion) aspects of themselves, such as a really precious magic item, a token from their dead mentor, the White Book, or something similar.
- If their actions were honorable during the time they spent with Balian, they could prove their sincerity by taking an oath,, or showing a similar way that is appropriate for their culture with a DC 15 Charisma check (proper proficiencies may apply).

City Sewers

The Jerusalem walls are sternly guarded by Knights and Balian himself, and all gates are also protected by Crusader garrisons. Balian already anticipates an attack through the sewers.

If they attempt to go through the sewers they can be put against a handpicked Crusader Veteran at the entrance to the city with a potential threat of the Crusader calling for help. You could enforce a time restraint (such as 3 rounds) for the Veteran to be taken down or there could be a bell for him to call for reinforcements, unless stopped earlier. If reinforcements are called, Balian and 5 Crusader Veterans show up to confront the adventurers.

Before they venture, Saladin offers them whatever their heart desires in exchange for opening the gates for him. However, he won't hold a grudge or resent the adventurers if they refuse to do so and will understand their decision.

Storm the Gates

If the adventurers decide to Storm the Gates, they will be escorted by a **Mamluk Ghazi**[▲] and 5 **Mamluk Cavalries**[▲]. The names of the cavalries: **Yaqub Qabar ad-Din Dibiyaza, Khalid Kashmiri, Khidir Kharawita, Ismail Ahmad Kanabawi, Usman Abd-al Jalal Shisha** and Ghazi's name is **Muhammad Sumbul**.

These men are counted as heroes in the army, the finest of the Mamluk warriors. During Saladin's ascension to power, they played a pivotal role and took down the whole vanguard of the former Fatimid Sultan, consisting of at least fifty men in under a minute. Since that day,



they have been known as "**Qabdat al-Yusuf**", the Fist of Yusuf, the birth name of Saladin. If the adventurers choose this way, they must fight against at least twenty **Knights**◉, three **Crusader Knights**▲ and Balian of Ibelin himself.

Whatever they choose, the effects of the **Whore of Babylon** start to shake the core of the Holy Lands as soon as they enter the Fallen Jerusalem.

Whatever they choose, the effects of the **Whore of Babylon** start to shake the core of the Holy Lands:

A sudden rush of emotion rushes over your mind: A Mother's Embrace. You are sure that the evil that lies beneath the holy city is close to emerging from the ground. You are sure that this is her effect that puts this feeling in your hearts. It's penetrating down to your guts, your spirit itself, and strangling it.

Your willpower and the the sigil lets you embrace the arcane pulse and perhaps even disregard it altogether, but the people around you start to fall asleep one by one. Only the strongest remain awake, fighting the terrible curse. Only those whose minds could fight back retain conciousness. The shock of the event is not only a bane for the defenders of Jerusalem - it terrorizes both sides. Saladin's warcamp took control back quickly, pulling their forces back from assigned assaults with cries of faith and resurgence.

Inside the walls, Balian remained with a handful of civilians, hardly able to fight - so Saladin's retreat was a boon as much as the curse a bane. With the power of Roland's ring, those that rose as true Knights of Jerusalem manage to beat back the acute effects of the eldritch corruption surrounding them - for a brief moment that is. The city held her breath.

A dark hour is now the fate of the city.

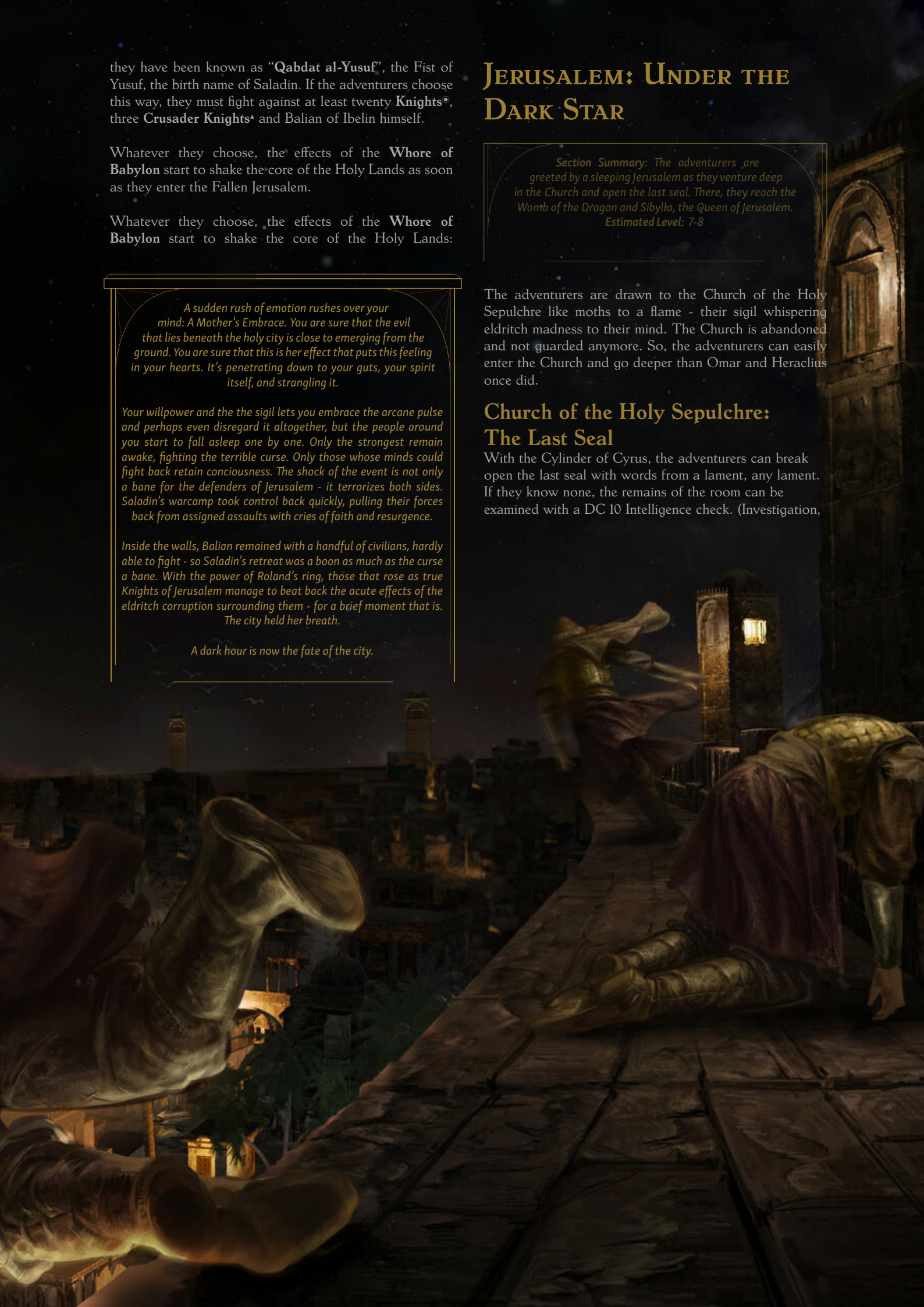
Jerusalem: Under the Dark Star

Section Summary: The adventurers are greeted by a sleeping Jerusalem as they venture deep in the Church and open the last seal. There, they reach the Womb of the Dragon and Sibylla, the Queen of Jerusalem.
***Estimated Level:** 7-8*

The adventurers are drawn to the Church of the Holy Sepulchre like moths to a flame - their sigil whispering eldritch madness to their mind. The Church is abandoned and not guarded anymore. So, the adventurers can easily enter the Church and go deeper than Omar and Heraclius once did.

Church of the Holy Sepulchre: The Last Seal

With the Cylinder of Cyrus, the adventurers can break open the last seal with words from a lament, any lament. If they know none, the remains of the room can be examined with a DC 10 Intelligence check. (Investigation,



Religion or History) or Wisdom (Insight)) checks may also apply.

If they succeed on the check, they will realize that many of the mosaics and remnants, visible through the black veins and other broken tissues, resemble a tear taking shape. If they can read, the words are strictly about weeping, mourning, bidding farewell, leaving, heartbreak and similar emotions - with occasional fragments forming lyrics of ancient laments. Laments to Orpheus, Laments to Tammuz, to Enkidu, and to many myths of bygone times.

The Womb of the Dragon

The pulse is getting stronger. You are getting closer. You notice the arcane tingling of a ritual conducted not too long ago, a dark art that is unspeakable beyond imagining: Blood sacrifice. Whose blood? That is the most disturbing question, yet you realize whoever entered here, entered without breaking the seal.

Once you open the last door after the long stairs and with the pulse getting stronger, you feel your heart in your throat and your very soul stirred. As if the pulse belongs to you and your life is at stake.

Princess Sibylla may have entered the Womb using different methods depending on different events. Check out the Characters section for further information. These include possible entrances:

- Using the blood of the fallen Crusaders and including her husband's. If Guy is still alive, he is the most likely candidate.
- Sacrificing her own son. Believing that she can save him from the clutches of death, only if she ascends with the Mother: The Whore of Babylon.
- Sacrificing the Saint Lazarus knights, including their leader if they did not accompany the adventurers out of Jerusalem.

Inside the entrance, a corridor greets them. Two gateways stand to the north and south. With a DC 13 Wisdom (Perception) check they notice the holes in the grounds of the gateways which appear to be markings of iron gates.

Iron Gate Trap (Tg):
These gates close if a creature steps on the tile, impaling from below. When the gate shuts, all creatures on the tile must succeed on a DC 15 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) piercing damage and is restrained, or takes half as much damage on a successful save and is not impaled. Alternatively, creatures might choose to hold the gate above them with a successful DC 15 Strength saving throw. If they succeed, the gate doesn't shut down until the creature drops it. The Strength check is repeated every turn. Creatures can not pass through the gate if it's shut.

At the end of the hallway, there is a hidden panel where traps in the chamber can be controlled. With a DC 13 Wisdom (Perception) or Intelligence (Investigation) check, players notice where the panel is and how to open it by prying. Inside the panel there are two levers, and with a DC 15 Intelligence (Investigation) check the players can enable or disable the traps from the panel. If the players fail the check they can still try their luck with the levers by rolling a d4 on the table.

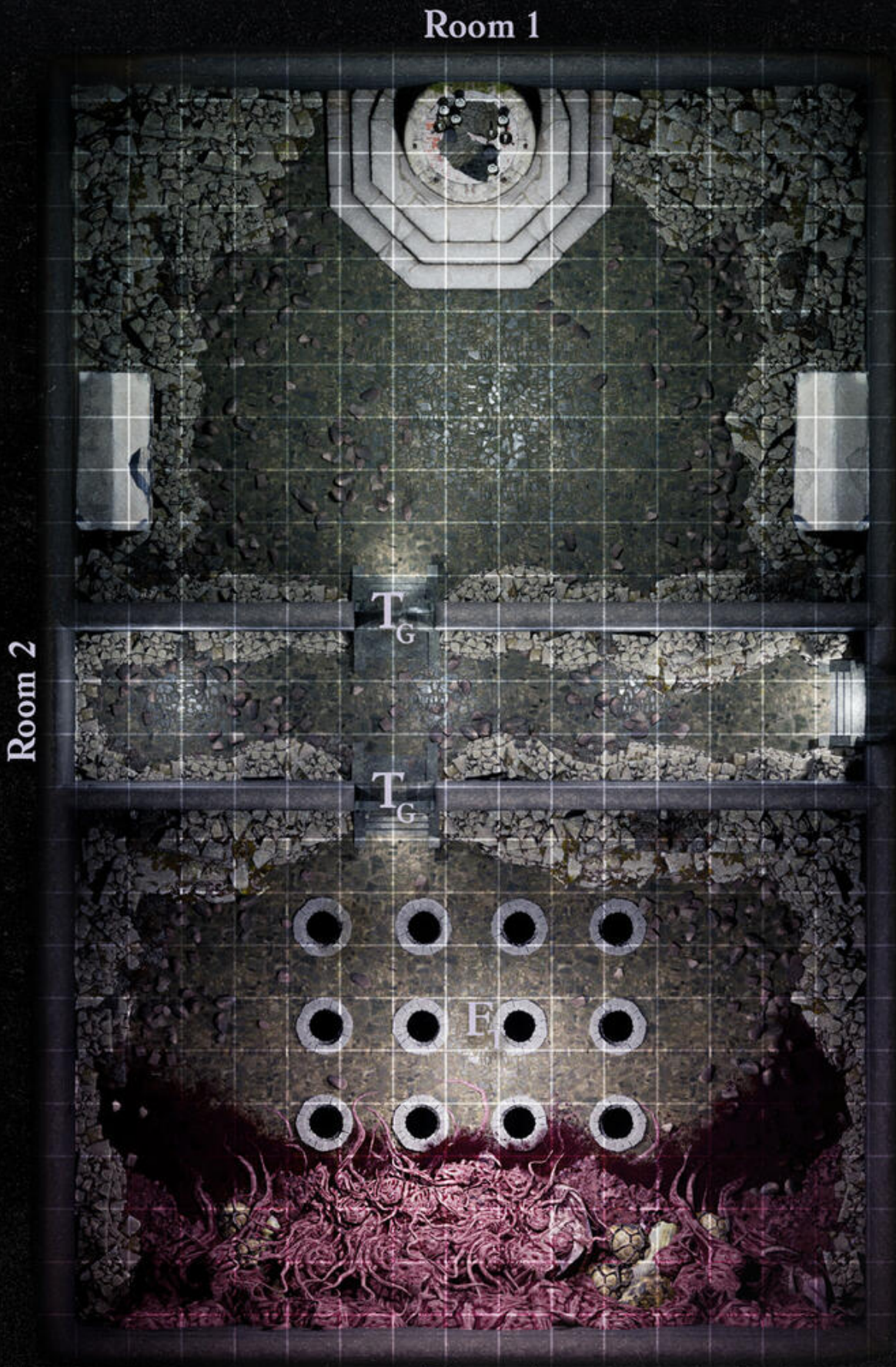
D4	TRAP CONTROL PANEL TABLE (P)
1	Trap triggers for Iron Gates are disabled or enabled.
2	Iron Gates are forced open.
3	Iron Gates are forced shut.
4	Fire Trap is disabled or enabled.

Room 2 North

Inside the room to the north, there are alcoves in the eastern and western walls with stone graves inside them. A successful DC 13 Intelligence (Investigation) check reveals this information to players. If the players try to read the writings in Old Persian, they either need to know the language or pass a DC 15 Intelligence (History) check to remember from before. This information hints that Skeletons may rise to defend the chamber from intruders.

Skeletons inside these tombs are ready to fight any intruder; if the players move any of the tombs' lids, they need to succeed on a DC 15 Dexterity saving throw or be grappled by the enemy inside. In that case, all the eight **Skeletons** rise and join the fight.

At the northernmost point in the room, an altar lies silent looking like a stone bed above the stairs. Anyone who touches it is forced to make a DC 16 Wisdom saving throw or fall asleep. If a creature falls asleep, it takes 10 minutes, rather than 1, to wake up or until they take damage or someone spends an action to wake them up. Touching the altar also awakens the undead inside the tombs.


Room 1
Room 2
Room 3
TG
TG
E

Room 3 South

The room to the south is where Sibylla attempts to complete the ritual, getting fed through the cord of the Womb. There are fire-shooting hoses in the ground running along the room from east to west (TF). A successful DC 13 Wisdom (Perception) check reveals this information to the players. Hoses shoot fire for 1 round every 2 rounds unless disabled from the hidden panel in the corridor.

The Womb has trigger tiles surrounding it raising the undead in **Room 2.**

If the players enter the room, the Womb senses them and starts growling uneasily. Roll a DC 12 Intelligence (Investigation) check for Sibylla in order for her to understand what is going on. If she succeeds, roll for initiative. If not, the players can ambush Sibylla, provided that they also succeed on a DC 18 Stealth check.

Flame Trap (Tf):
These traps shoot flames 10 feet high and create a flame pillar for the duration of 1 round every 2 rounds. When the flame pillar is active, each creature that starts its turn there or enters the area for the first time must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 23 (5d8) fire damage or half as much on a successful save.

Mechanics of the Womb of Dragon

The essence of what's left behind by the Whore, this abomination, is about to give birth to a dragon: A vessel that is able to cross and break the boundaries of the Lullaby Palace and shatter the bond that was left by Cyrus the Great and his beloved one.

The Womb has 100 HP and an Armor Class of 10. While taking damage, it will slowly form a portal that is linked to the Lullaby Palace. Its death will finalize the portal's opening.

Womb Lair Actions:

- **Water Breaking:** A sticky, goo-like substance pours out of the Womb. Making 30-foot cone terrain difficult.
- **Contractions:** Flesh of the womb starts to cover the dragon. (duplicates the false life spell)
- **Flesh Crawl:** The Womb starts to creep away to a safe position. Speed 20 ft. It can climb walls (Climbing Speed 10 ft.)
- **Grappling Veins:** The Womb's veins grapple anything that touches it. Any creature attacking the Womb must make a DC 13 Dexterity saving throw to escape its grapple. On a failed save creature takes 4 (1d6) acid damage and is grappled.

Will of the King of Kings

If Sibylla is defeated and the Womb is destroyed, a rift resembling a portal filled with eldritch power will break loose from the cords of the Womb. The adventurers will be able to use it to cross to the Lullaby Palace and take the fight to the very heart of the enemy: the Whore of Babylon herself. The spirit of Shah-banu Cassandane will appear and warn the adventurers:

"If you cross this threshold, your lives are forfeit. She will claim you as if you are her own, you bear her Sigils after all. You can turn back now, rebuild the seals, form a new circle. You've stopped her ascension for this Era. The nightmares will not return, at least not during your lifetime. Yet she lives, and she will attempt to rise again. Where there is war, there is blood spilt, and her powers will awaken." The spirit of the Persian Queen gestures upwards. "So many lives lost, so many tears, feeding the beast below. Yet, know this. She is not immune to death – she is not a true goddess, only an arrogant and equally powerful being, broken by ambition and reality's vengeance." Her gaze turns to you - a face bold yet filled with what could be described as motherly compassion had you been in different circumstances. "You may rid this world of her, but you will not return to see it."

The adventurers advance to Level 9. If they are to travel to the Lullaby Palace, they are offered a special item by Cassandane: A potion of the divine kiss.

Potion of the Divine Kiss

Potion, legendary

The potion resembles the finest wine ever made with radiant beauty and a magical shimmer as if the moonlight were always on it. When you drink this potion, you immediately gain the benefits of a long rest. In addition your exhaustion level decreases by one more level.

Lullaby Palace

Section Summary: This is the inter-dimensional space where the Whore of Babylon resides due to her banishment from the material world by Cyrus the Great. If the adventurers choose to advance here after the Womb of the Dragon, they will encounter the ancient evil lying there.

When the adventurers enter for the first time in Lullaby Palace, read:

You are suffocating. Your breath is bound and drawn away. You strain as if the whole world and universe have turned on their heads, and you are now being pulled back not by the earth but by the sky itself. You feel like a crooked, broken root is making its way right inside your soul, and you are forced to behold. Your lungs are now filled with water. The breath that has been taken from you makes its absence known from the very depths of your soul. You feel like you are not only losing your breath from your lungs, but your whole existence.

Weirdly enough, the sensation is both scary and peaceful. Terrifying and beautiful. You feel astonished by how these two emotions can be combined. The only thing you feel like you have is your consciousness as you float through the abyss. You feel as if you are grazing the collective consciousness of the whole of humanity; however, everyone here is blind to this place but you. The memories, fears, dreams, and happiness of everyone who has ever lived and will live preserve themselves in the abyss in which you float. Nothing that has happened is ever forgotten. No time that has ever been spent is in vain. The collective consciousness remembers it all. Even though your hands cannot reach it, the struggle of keeping your consciousness together keeps you going.

Your lungs are filled with air again as you approach a terrible destination, and your mind, which has been satiated with the collective consciousness in the infinite abyss, is now filled with soul and breath again.

Even though the sensation of suffocation continues, your attention is shifted to a garden, which has a type of beauty that you have never seen before, and a terrifying tower rising right in the middle of it. Even though this is the first time you see it, it feels like home. As the reality of the universe bewitches you with its beauty, it keeps on astonishing you with its truths and horrors.

The dance of colors and the beauty of the scents in the air prevail over every inch of this beautiful garden and terrifying tower, and they have become a wonderful part of this frightening realm. The wind is accompanied by a lullaby, it grieves the dreams of a mother, of a queen, who once fell from a tower that reached the heavens. This is her pedestal; long and wide. There is no taking a step forward or continuing with normal rules here. You are only as strong as your dreams and knowledge. This is the truth that has been engraved into your very roots.

You feel the root which penetrated into you while you were approaching here has always been with you, but you never realized it yourself. All beings that breathe have the same capacity: to achieve horror and beauty.

General Mechanics:

- Spell rebound effects (from **Magic in Historica Arcanum** section in **Era of the Crusades**) are not present here.
- This special and magical realm has its own **optional** movement rules: player characters must dream and desire that they move to a certain place and they are instantly there as long as it is within the boundaries of the Lullaby Palace. It costs them a bonus action, but they do not provoke opportunity attacks. In addition, by using an action (or with a reaction when a creature moves) they could also desire to **change another character's place**. They can force them to make a Charisma saving throw. The DC is 8 + proficiency bonus + Charisma modifier, as Charisma reflects the sheer power of being. However, you could implement other ability scores if you deem appropriate.
- The imagination and power of knowledge is the essential part of the Lullaby Palace. To respect both aspects, another set of optional rules can be found below: **Power of Imagination & Knowledge**. The rules are specially designed for characters to meddle with the integrity of the palace and include their creativity in potential combat.

Power of Imagination & Knowledge
Optional Rule

Characters can attempt to create objects or change their surroundings (bringing down a ceiling) by using their actions and sacrificing their vitality or other aspects in the process. It is similar to giving the adventurers access to the wish spell, channeling their imagination and will into reality.

If the adventurers attempt to create an object they have seen, they must succeed on a DC 15 Intelligence check. However, as the GM, you have the final say on the matter of creation, and the DC could be higher for more powerful items or objects that have the size of large or larger. If it is a magical item that is rare or more powerful, the DC could increase by 2 for each rarity above rare. If it is consumable, this could increasethe DC by another 2.

If the adventurers attempt to change their surroundings in a way that they experienced beforehand (for example, creating an explosion, taking down ceilings, or rotting away a material they have witnessed before), they must succeed on a DC 15 Wisdom check. However, as the GM, you have the final say on this matter as well and could change the DC depending on the act.

Each successful attempt reduces a creature's maximum hit points by an amount equal to 14 (4d6), while each failed attempt reduces it by an amount equal to 21 (6d6). This reduction cannot be prevented except by the Whore of Babylon.

If the adventurers attempt to use their imagination and alter reality or create a thing they have imagined, they must succeed on a DC 20 Charisma check. The ability score can be altered and the DC may be adjusted based on the imagination. For example, an adventurer may have never seen an anvil before, but it could be considered an easy item to imagine. As this rule is very open to interpretation, it is suggested to remind the adventurers that the Whore of Babylon can also use these powers for her own good and feel free to adjust the mechanics that would benefit your game better.

As a rule of thumb, it is suggested that the wish spell's rules apply here: "The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This effect might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded your desire. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner."





The Balconies

When adventurers visit the Balconies in earlier acts through the Rifts, their bodies do not enter the Palace, thus they are unaffected by the Palace's ultimate rule: There is no way out.

The balconies are fragments of the memories of the great struggle between the Whore of Babylon and Cyrus the Great.

The adventurers have a chance to influence reality. There are some choices that are represented here, while reliving some of the memories from the past If they succeed on both balconies, the Whore of Babylon loses one of the immunities in her statblock.

First Balcony

The balcony is a wide and refreshing area with the fragrance of amber and the sensation of relaxing breeze. The adventurers are meant to relive some moments in the past regarding the story of the Whore of Babylon:

You are at the top of the world. The pyramids, buildings, towers, and cities you have seen so far seem simple and pitiful next to the tower you are in. You are in the only place daring enough to approach the clouds, reach the gods and conquer the heavens.

Power is in your hands. You feel the need to make a decision; one among you will be chosen, and powers will be bestowed upon that person. Who will it be?

The adventurers are on the top floor of a tower, one that reaches the clouds easily. They can't leave the room. It all feels very real. Any Intelligence check made will make them realize they are indeed here and this is not some for of illusiom. It appears that there is no door and only an altar is in front of them. They are sitting by the altar forming a circle.

A voice from the altar will announce: "Choose among you!" and will not respond to any questions. They will not know what will happen to the chosen one.

When the party decides on the chosen adventurer, that character will receive the following benefit. Choose a damage type: acid, cold, fire, poison, or lightning. You can ignore resistance and immunities against it.

After an adventurer is chosen, the method is entirely up to them, the altar will transform into a portal and take them to an arena. A minute later, any remaining adventurer that didn't use the portal will drawn into it as if sucked by a black hole.

In the arena, read:

Applause like the most powerful thunderclaps in the skies greets you. You find yourself in an arena amid thick mist. The arena is so vast that you cannot see those applauding; everyone appears tiny. You are certain you are amidst the ashes of a very ancient time, because you are met by a being you could not even imagine in your dreams: six dragons.

A voice booms: ***"Choose your bane!"***

The adventurers must choose a dragon to be fought: **a young red dragon, a young black dragon, a young white dragon, a young blue dragon or a young green dragon.** The rest of the dragons will slowly be taken underground by the descending ground. The adventurers will be put in an infinite battleground with the dragon - with spirits forming a circle around the combat. The spirits appears to be slain warriors from different eras of Jerusalem, all chanting "Mother! Mother! Mother!" in their native tongue with all their power. If the adventurers are able to defeat the dragon, all participating adventurers will have a permanent resistance to the chosen dragon's breath type. The remaining dragons will reappear. The adventurers can choose another dragon to fight or be teleported back to the Second Balcony from a portal recently opened.

The adventurers can roll a DC 10 Intelligence or Wisdom check to understand they are reliving the moments of a Whore of Babylon from the era where she walked the Earth as a mortal. This creature defeated all dragons and gained all kinds of resistances.

Second Balcony

The adventurers are teleported to an underground place; they realize that they are not far away from the Second Rift. All adventurers experience this section alone - though it is recommended that the GM picks one player to focus.

The storm is beginning to ease. The smell of blood slowly fades. Blood has splattered everywhere. Almost everyone is dead. The great enemy is bound in a dark chasm. Only you could have sent her there. Now, you know she could return at any moment. You must imprison her somewhere.

You are beneath a city held sacred by a people who once followed Abraham and Moses, a cradle of civilization that has journeyed here. You know you are close enough to hell to stare into the eyes of Ahriman Mazda. Now, you search within yourself for the strength to imprison a soul so demonic that it deserves to go there. Defeating her isn't enough; she will grow stronger each passing hour and will return far worse than before.

Despair and helplessness engulf your heart. Ruling an empire that could bring every known civilization to its knees does not change how powerless you feel. Despite all your powers, you find no solution.

Your beloved is holding your hand tightly. "This is the only way," they whisper. Is this really the only way?

This memory lets the adventurers relive the moment when Cyrus the Great bound the Whore of Babylon by sacrificing his beloved queen, Shah-banu, Cassandane. According to Herodotus, all nations greatly mourned her passing, and the whole empire accompanied their shah's grief.

It is up to you to decide the essentials of this moment. Each adventurer is presented with the option of sacrificing someone close to them - including another party member (the party member they sacrifice will be an illusion that can only be decyphered with a DC22 Arcana Check).

Cyrus the Great sacrificed his wife, Shah-banu Cassandane by binding the Whore of Babylon to her dream. Cassandane's body was lost in a maelstorm of arcane might as she drew the defeated Avatar of Ishtar within a realm her death created. Cyrus ended her life weeping and cursing the fates.

Each partaking adventurer must be presented with such a scene:

- The person the adventurer deems their most valuable companion (lover, friend, mentor, family member, etc.) lies in the altar as witnessed in the Womb of the Dragon.
- There is a potion, and a rope on the altar.
- The sacrifice starts to suffer, exhibiting observable pain, shaking or a similar symptom of your choice. It could be about reliving past traumas regarding their backstory (The Whore of Babylon is in their mind forcing them to relive those moments).

The potion poisons the drinker in a magical way and deals heavy force damage to the drinker and any creature that may have possessed it.

The rope is enchanted and when used to suffocate a breathing creature with it, it actually attacks the mind and deals psychic damage to the target.

The adventurer can also choose another way that is not covered by this or choose not to act at all. This scene will last for 1 minute, and if the adventurer chooses not to intervene with their death, the suffering grows, so does the screams. If the player decides to do the sacrifice, they are rewarded with an increase to their maximum hit points by three hit dice. Their sacrifice will turn to the corpse of Cassandane and they are all teleported back to where they entered the Rift.The ones that chose the potion receive **resistance** to force damage, and the ones that chose the rope gain **resistance** to psychic damage.

If they fail to go through with the sacrifice within 1 minute, their sacrifice will die from pain, and the corpse will reanimate as a silhouette of Whore of Babylon. She will compliment them on what a great companion (lover, parent, friend, student, etc.) they are. These adventurers will be automatically frightened as soon as initiate combat with the **Whore of Babylon**.

A House of Dreams

As you enter the massive room accompanied by lullabies, you are greeted by a striking sight: The being hailing from millenia beyond, the horror from a thousand sins and of unalligned stars, and the undeniable divine Mother stands right in front of you: the Whore of Babylon. With a smile that betrays no malice and nobility unmatched, she stands there as if carved from marble and colored by the finest artists' paints. It should be impossible that she is real. You can see the dignity of a queen, the compassion of a mother, and the arrogance of a sorceress with the power of a goddess all at once.

While your mind is being filled with eldritch madness, you focus on one thing you know to be true. If you do not slay this creature, this Goddess now, generations after generations will have to face her vengeance. You knew this when you came here. Here, at the end of the World, spun by fates' web, the final battle between you and the Whore of Babylon thus begins.

This is where adventurers confront the **Whore of Babylon**, a giant room that seems to be without an end. The Whore of Babylon will not show mercy under any circumstances and utilize all of her power. Her statblock and combat tactics can be found in the Characters section.

If you use the optional rules mentioned above, the Whore of Babylon will also try to make the best use of those rules, as she is more than three thousand years old, more experienced in the nature of this realm, and has also observed the material plane through her sigil bearers and other methods.

After the fight is over, and if Whore of Babylon is defeated, the realm will collapse, Cassandane's spirit will be free to find peace, yet the adventurers will be stuck in the Lullaby Palace.If the adventurers are all defeated without a hope of survival, they will be raised as fallen spirits they witnessed in the First Balcony.

Conclusions

I met a traveller from an antique land,
Who said— "Two vast and trunkless legs of stone
Stand in the desert. . . . Near them, on the sand,
Half sunk a shattered visage lies, whose frown,
And wrinkled lip, and sneer of cold command,
Tell that its sculptor well those passions read
Which yet survive, stamped on these lifeless things,
The hand that mocked them, and the heart that fed;
And on the pedestal, these words appear:
My name is Ozymandias, King of Kings;
Look on my Works, ye Mighty, and despair!
Nothing beside remains. Round the decay
Of that colossal Wreck, boundless and bare
The lone and level sands stretch far away."

-Percy Shelley

The adventure ends here. Depending on the feats, achievements and failures of the adventurers, you can check out below to decide how to conclude your game.

Golden Ending

- The Whore of Babylon is defeated.
- Sibylla of Jerusalem is defeated.
- The Womb is destroyed before the dragon is born.
- Peter the Hermit is defeated.
- Ismail Al-Jazari was saved without serious damage.
- Balian of Ibelin is alive.
- Guy of Lusignan is defeated.
- Raynald of Chatillon is defeated.

If the adventurers were able to secure most of the feats above, this could be considered as the best possible scenario for the adventure.

After the death of Whore of Babylon - eldritch madness engulfing Jerusalem is also broken. Saladin takes the city without any further bloodshed as Balian witnesses firsthand what horror Saladin was trying to stop. If any of the adventurers did not enter the Lullaby Palace, they emerge from the Church of Holy Sepulchre unscathed. After this, they would be counted as one of the most prominent, respected warriors of the Holy Lands, with petitioners and allies all over the realm.

Saladin will expand his empire and will be revered as one of the most successful and greatest sultans in the Islamic world. His name is still remembered today and many books will write his name with golden letters. Al-Jazari will return to his studies and contribute to science and engineering depending on his remaining Intelligence.

The adventurers who gave their lives to slay Whore of Babylon will be remembered by only the few who saw what truly lies behind the veil.

Silver Ending

- The adventurers did not enter the Lullaby Palace.
- Sibylla of Jerusalem is defeated.
- The Womb is destroyed before the dragon is born.
- Peter the Hermit is defeated.
- Ismail Al-Jazari was saved without serious damage or with minor mental damage.
- Saladin took the city peacefully and without much bloodshed.
- Balian of Ibelin is alive.
- Guy of Lusignan is defeated.
- Raynald of Chatillon is defeated.

This ending is not that different from the Golden Ending, however they decided not to enter the last area. They were still able to stop the great threat of their generation and saved the Holy Lands, for a time. Saladin, Al-Jazari, and the adventurers -if they are willing - join forces in creating a more complete seal - though with the knowledge that a perfect one is impossible. Most of the rewards below can be applied to both endings.

Possible Rewards for Golden & Silver Endings

- Nobility titles and wealthy lands for them. Many soldiers to command and people to rule over.
- A high rank in a war council, a position in a military that is equal to a marshall or similar.
- Leading a faction related to their expertise, background, class and similar. For example, a rogue could be Saladin's spymaster, a wizard could be a highly respected teacher at Al-Azhar University, a cleric could accompany Balian of Ibelin and survivors to remaining Crusader realms and be a Patriarchal figure, and similar.
- They could build their own faction: A school, a society, a sect, an order, a guild, a pirate group, a mercenary band and similar.
- **Wealth:** They could own unimaginable wealth, especially in terms of gold dinars and more precious gems.
- **Power:** Now that the evil is defeated, they can decide the fate of the Holy Lands and beyond and they are probably the most powerful people in the Holy Lands.

If the adventurers are able to defeat the Whore of Babylon but die in the process, they will also become legendary figures in the Holy Lands, for those who are aware of the extent of their sacrifice. If they can't defeat the Whore of Babylon, they will be mourned by these select few people.

Bronze Ending

This is the ending where the world is still safe, but many sacrifices were made.

- Sibylla of Jerusalem is defeated.
- The Womb is destroyed before the dragon is born.
- Saladin had to take the city by force and within the last moments, much blood was spilled.
- Some of the Sigil Bearers are still alive.
- Al-Jazari did not survive or suffered heavy Intelligence loss, being unable to speak again.

The adventurers may receive moderate rewards based on their alliances and friends. One of the brightest arcane minds were lost in the war against the eldritch, and Saladin knows the seal he will craft will not hold for long. He prepares the realm for the eventual return of the Avatar of Ishtar. The surviving Sigil Bearers still carry the taint of Whore of Babylon across the land.

Iron Ending

- Saladin had to do his ritual and cause great suffering to the population of Jerusalem.
- The adventurers are dead/or have failed somewhat or allowed Saladin to go through with the ritual.
- Some Sigil Bearers are alive.
- Balian of Ibelin is dead.
- Al-Jazari is dead.

This is a pyrrhic victory for the Holy Lands. Although Saladin was able to bind the Whore of Babylon again, much was sacrificed and the world will not be the same anymore. Too much blood is on the hands of the sultan and the hope is diminished upon the world.

Red Ending

- The adventurers die at any point of the story, possibly in Act III.
- Sibylla is able to conduct the ritual and Whore of Babylon emerges.
- Some of the Sigil Bearers are alive.
- Saladin is dead.
- Balian of Ibelin is dead.
- Al-Jazari is dead.

This is the worst ending possible. The Holy Lands will never recover from this and now the Whore of Babylon roams free - someone, or something will interfere for such power does not remain unchallenged for long. Though this intervention will not be for the good of the people of the Holy Lands.



Appendix

Lies We Told

- Al-Jazari was not this young during the sultanate of Saladin.
- Raynald and Guy actually lead the assault at the Battle of Hattin against Saladin and are captured. In the story, they most likely die earlier.
- Balian of Ibelin is presented more as a "captain of the guards of the city" but this is not actually correct. He was a noble lord and had his own lands.
- Baldwin V was actually made co-king two years prior to the king's death but the time-line is condensed to fit the story.
- The actual political scenery of the 12th century Holy Lands is much more complex than presented here. It has been simplified a lot for the sake of the story and the setting we wished to build. Due to this, many important figures such as Raymond of Tripoli and the frictions/factions that crippled the kingdom before the death of Baldwin were cut from the story and many events about the ascension of Sibylla and Guy to the throne have been simplified.
- Peter the Hermit normally returns to Europe after the First Crusade.
- Raymond III of Tripoli is actually a prominent figure in the conflict between Baldwin IV and Saladin. While he made a pact with Saladin during his rift with Guy, they reconciled later. Raymond fought against Saladin in the Battle of Hattin.
- Although known as a university, Al Azhar Mosque in the Era of the Crusades: Cairo - Jewel of the Nile section is actually a place of Islamic learning during that era, it became an actual university much later. We wanted the city of Cairo to have a similar place based on Al-Jazari's achievements and improvements.
- Normally, salting of Carthage with its literal meaning is considered legendary and entered the literature in the early 20th century. In the dungeon, the legend is addressed with its literal meaning for dramatic effect. (for further reading: Ridley, R. T. (1986). "To Be Taken with a Pinch of Salt: The Destruction of Carthage")
- The Great Sphinx has actually been submerged in sand for a long time. In history, it was excavated in later centuries and its body was revealed much later originally rather than in Saladin's era.

Historical Reading

- **The Leper King and his Heirs** by Bernard Hamilton.
- **Saladin: The Sultan and His Times**, 1138-1193 by Hannes Möhring, translated by David S. Bachrach.
- **A History of the Crusades: The Kingdom of Jerusalem and the Frankish East**, 1100–1187 by Steven Runciman.
- **The Life of Saladin from the Works of İmad ad-Din and Baha ad-Din** by Hamilton Gibb.
- **The Chronicle of Ibn al-Athīr for the Crusading Period from al-Kāmil fī'l-ta'rīkh. Part 2 - The Years 541-589/1146-1193: The Age of Nur al-Din and Saladin by Izz ad-Dīn Ibn al-Athīr**, translated by Donald S. Richards.

Spells from Era of the Crusades

Al-Biruni's Fantastic Quill

Transmutation Cantrip



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

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

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

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

Class Lists: Bard, Cleric, Sorcerer, Wizard

Al-Farghani's Alchemy

Transmutation Cantrip



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

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

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

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

Class Lists: Bard, Sorcerer, Wizard

Al-Jazari's Metalsmith

Transmutation Cantrip



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

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

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

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

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

Class Lists: Sorcerer, Warlock, Wizard

Al-Jazari's Woodwork

Transmutation Cantrip



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

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

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

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

increases to 2d6 when you reach 5th level, 3d6 when you reach 11th level, and 4d6 when you reach 17th level.

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

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

Bedouin Fabrics

Transmutation Cantrip



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

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

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

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

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

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

Class Lists: Bard, Druid, Sorcerer, Wizard

Al-Jazari's Practical Summons

1st Level Conjuration (Ritual)



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

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

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

Class Lists: Bard, Sorcerer, Wizard

Al-Jazari's Flexible Casting

2nd Level Conjuration



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

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

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

Class Lists: Wizard

Al-Jazari's Greater Summons

2nd Level Conjuration (Ritual)



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

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

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

Class Lists: Bard, Sorcerer, Warlock, Wizard

Al-Jazari's Marvelous Duplicates

3rd Level Conjuration (Ritual)



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

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

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

Class Lists: Bard, Sorcerer, Warlock, Wizard

Al-Jazari's Infernal Metals

4th Level Evocation



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

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

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

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

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

Class Lists: Cleric, Wizard

Al-Jazari's Wondrous Armory

5th Level Transmutation



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

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

Class Lists: Bard, Sorcerer, Wizard

True Awareness

6th Level Divination



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

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

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

Eldritch Mark

1st Level Evocation



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

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

Class Lists: Ranger, Paladin, Sorcerer, Warlock

Siyah Qalam's Infernal Awareness

1st Level Divination



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

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

- Its resistances
- Its vulnerabilities
- Its immunities

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

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

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

Items from Era of the Crusades

Horsemaster's Bow

Bow (variant), uncommon

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

Judge's Hammer

Wondrous item, uncommon

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



Shroud of Sihr-i Azam

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

While wearing this shroud, you gain the following benefits:

- When you expend your last spell slot, you regain four 1st level spell slots, two 2nd level spell slots, or one 3rd level spell slot. This ability works once per dawn.
- While not wearing armor or carrying a shield, your Armor Class becomes 12 + your spellcasting ability modifier.
- When you fail a saving throw against a spell or a magical effect, you can expend a spell slot and reroll the saving throw. You must use the second roll.

Shroud of Sihr-i Nadir

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

While wearing this shroud, you gain the following benefits:

- After rolling for Initiative, you gain 2d4+8 temporary hit points.
- When you expend your last spell slot, you regain two 1st level spell slots or one 2nd level spell slot.
- This ability works once per dawn.
- While not wearing armor or carrying a shield, you have +1 bonus to your Armor Class.

Rod of the Seeker

Wondrous item, rare, requires attunement

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

Crescent Blade

Weapon (bladed), rare, requires attunement

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

Statblocks from Era of the Crusades

Commander Emir, Noble of Levant

Medium humanoid (mostly human), lawful neutral

Armor Class 18 (Chain Mail + Shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	12 (+1)

Skills Athletics +5, Intimidation +3
Senses passive Perception 12
Languages Arabic, Turkish, Persian, Latin, French
Challenge 3 (700 XP)

Fearless. The emir has advantage on saving throws against being frightened.

Relentless Pursuit. The emir can use its bonus action to command its allies within 30 ft and that can hear or see him. The creatures can use their reaction to move up to half their movement speed. They don't provoke opportunity attacks.

Actions

Multiattack. The emir can make three scimitar attacks.

Scimitar. Melee Weapon Attack: +5 to hit, one target, reach 5 ft. Hit: 7 (1d8+3) piercing damage.

Odparvar

Medium elemental, neutral

Armor Class 15 (Natural Armor)
Hit Points 52 (8d8 +16)
Speed 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
9(-1)	15 (+2)	14 (+2)	15 (+2)	19 (+4)	20 (+5)

Saving Throws Wis +7, Cha +7
Damage Resistances cold, posion
Damage Immunities fire
Senses passive Perception 14, darkvision 120 ft.
Languages Turkish, Arabic, French, Latin
Challenge 4 (1,100 XP)

Ashes of the Ancient (3/day). By providing proper ashes or remains of a dead humanoid, the Odparvar can summon the spirit of the ashes by focusing on them for 1 minute. The remains gain the intellect and memory of the deceased humanoid for 1 minute, during which they can be communicated with. It is not obligated to answer any question and due to its spirit condition, its answers can be cryptic or unusual.

Actions

Ashen Touch. Ranged or Melee Spell Attack: +7 to hit, reach 5 ft. or ranged 60 ft., two targets. Hit: 10 (3d6) fire damage plus 3 (1d6) force damage. If a creature is killed with this action, its ashes can always be summoned by using the Ashes of the Ancient ability.

Flame Eruption (Recharge 5-6). In a 60 ft. radius, the Odparvar unleashes a deadly flame. Creatures in the area must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) fire damage plus 14 (4d6) force damage.

Ajal'ayn, the Little Death (CR 5)

Tiny construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 45 (10d4 + 20)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	14 (+2)	14 (+2)	11 (+0)	9 (-1)

Damage Immunities poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands its creator's language but can't speak
Challenge 5 (1,800 XP)

Assassin Programming. The Ajal'ayn always has advantage on attack rolls against any creature that hasn't taken a turn in combat yet, and any hit it scores against a surprised creature is a critical hit.

Evasion. If Ajal'ayn is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Poison Mastery. The Ajal'ayn can apply its deadly poison to its weapons as a bonus action. The poison remains effective until it successfully hits a target.

Infiltrate and Escape. As a bonus action, the Ajal'ayn can take the Disengage or Hide action.

Actions

Deadliest Blade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage, plus 17 (5d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Veil. The Ajal'ayn can turn invisible as an action until it makes an attack or casts a spell.

Atash- Parvaz, the Flame-Warden (CR 6)

Large construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	1 (-5)

Damage Immunities fire, poison
Condition Immunities poisoned, charmed, frightened, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages understands its maker's language but can't speak
Challenge 6 (2,300 XP)

Flaming Aura (30-foot radius). When a creature enters the Flaming Aura for the first time or starts its turn there, it (or any metal object inside the aura) falls under the effects of heat metal spell. This aura can be turned off with a bonus action.

Immutable Form. Atash-Parvaz is immune to any spell or effect that would alter its form.

Actions

Multiattack. The Atash-Parvaz makes two attacks with its Flaming Fists.

Flaming Fists. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) fire damage.

Arcane Flames (Recharge 5-6). The Atash-Parvaz can release a burst of fire in a 20-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, they catch fire. At the start of each of their turns for the next minute, the target takes 7 (2d6) fire damage plus 7 (2d6) force damage. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Other than the saving throw, only magically created water or a wind spell cast on the creature can end the effect (it must at least be a 2nd-level spell).

Brute Warrior of the Wolf Sigil

Medium humanoid (any), neutral evil

Armor Class 15 (breast plate)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	15 (+2)

Saving Throws Str +6, Con +5
Skills Athletics +8, Intimidation +4
Condition Immunities exhaustion, corrupted
Languages French, Italian, German
Senses passive Perception 10
Challenge 2 (450 XP)

Corrupting Presence. When a creature sees the brute warrior for the first time, it must make a DC 12 Wisdom saving throw, or be frightened of it for 1 minute. It can repeat the saving throw at the end of each of its turns. It is refreshed after 24 hours. If the creature fails the saving throw more than 5, it becomes corrupted and gains one level of corruption.

Actions

Multiattack. The brute warrior makes two Blighted Blade attacks. It can replace one of the attacks with Otherworldly Suffocation.

Blighted Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 4 (1d8) psychic damage.

Otherworldly Suffocation. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: The target becomes grappled (escape DC 14) and takes 1d4 psychic damage at the start of each of its turns.

Bonus Actions

Otherworldly Mark of Corruption (recharge 5-6). The brute warrior forces a creature within 30 ft. of it to make a DC 14 Wisdom saving throw. On a failed save, the target gains one level of Corruption. It can repeat the saving throw at the end of the next short or long rest.

Djinnstruck

Medium humanoid (any), neutral evil

Armor Class 14 (natural armor)
Hit Points 19 (3d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Cha +5
Skills Arcana +3
Senses passive Perception 12, darkvision 60 ft.
Languages Djinnspeak, Arabic, Latin
Challenge 1 (200 XP)

Rotting Flesh. Creatures that hit the djinnstruck within 5 ft. take 3 (1d6) necrotic damage.

Actions

Rotten Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage when held with two hands, plus 2 (1d4) necrotic damage.

Rotten Touch. *Ranged or Melee Spell Attack:* +5 to hit, reach 5 ft. or ranged 30 ft., one target. Hit: 7 (2d6) necrotic damage.

Baraq-Hamil, the Thunder-Bearer (CR 10)

Medium construct, unaligned

Armor Class 20 (Natural Armor)

Hit Points 127 (17d8 + 51)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	4 (-3)	12 (+1)	1 (-5)

Damage Immunities lightning, thunder, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages understands the language of its maker but can't speak

Challenge 10 (5,900 XP)

Thunderous Retaliation (Recharge 3-6). Whenever the Baraq-Hamil is hit, it can use its reaction to deal half of the damage it took back to its attacker, if it is within 60 ft. of it.

Thunderous Restoration. Whenever the Baraq-Hamil is hit by lightning or thunder damage, it regains hit points equal to 14 (4d6).

Actions

Multiattack. The Baraq-Hamil makes three attacks with its Thunderous Slam.

Thunderous Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) thunder damage plus 7 (2d6) lightning damage.

Kharim Al-Ghalib, Custodian of the Sands (CR 6)

Large construct, unaligned

Armor Class 18 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	14 (+2)	1 (+5)

Saving Throws Str +7

Skills Athletics +7

Damage Resistances fire; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities psychic, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive Perception 12

Languages understands Arabic, Turkish and Latin but can't speak

Challenge 6 (2,300 XP)

The Protection Command. If the custodian is commanded to guard a place or a creature, the custodian has advantage on all attack rolls and saving throws while within 30 ft. of the place or the creature.

Actions

Multiattack. The custodian makes two attacks with its Spear of the Sands.

Spear of the Sands. Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 14 (3d6 + 4) plus 3 (1d6) force damage.

Paralyzing Breath (Recharge 5–6). The custodian exhales a sleeping gas in a 20-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Madd-Jazir, the Frozen Tide (CR 5)

Large construct, unaligned

Armor Class 16 (Natural Armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	11 (+0)	1 (-5)

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands three languages but can't speak
Challenge 5 (1,800 XP)

Freezing Aura. Each creature that hits the Madd-Jazir within 10 ft. of it takes 5 (2d4) cold damage.

Actions

Multiattack. The Madd-Jazir makes two attacks with its ice lance.

Ice Lance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage, plus 16 (3d10) cold damage.

Freezing Breath (Recharge 4-6). The Madd-Jazir exhales a freezing wind in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Frozen Bones (1/day). All creatures within 60 ft. of the Madd-Jazir that took cold damage in the last two rounds must succeed on a DC 13 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly frozen. Otherwise, a creature that fails the save begins to turn to ice and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming frozen on a failure or ending the effect on a success. The freezing lasts until the creature is freed by the greater restoration spell or other magic. The frozen condition can be considered as the petrified condition.

Muhafiz Al-Sihir, Mage Slayer (CR 2)

Large construct, unaligned

Armor Class 14 (Natural Armor)

Hit Points 58 (9d10 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	13 (+1)	6 (-2)	11 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities psychic, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 2 (450 XP)

Magic Resistance. The Muhafiz Al-Sihir has advantage on saving throws against spells and other magical effects.

Spell Nullify (5/day). When a spell is cast within 60 ft. of the Muhafiz Al-Sihir, it can use its reaction to attempt to counter the spell. The caster must succeed on a DC 13 Wisdom saving throw or the spell and the slot are lost.

Anti-Magic Aura (1/day). With a bonus action, the Muhafiz Al-Sihir creates an aura that has a 10-foot radius. It has the qualities of an antimagic field spell.

Mage Slayer. When a spell is cast within 10 ft. of the Muhafiz Al-Sihir, it can use its reaction to attack the caster with a Slam.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit 10 (2d6 + 3) bludgeoning damage. If the target is a spellcaster or a creature that uses magical abilities, they must succeed on a DC 13 Constitution saving throw or have disadvantage on spellcasting ability checks and cannot cast spells of 3rd level or higher until the end of their next turn.

Magic Disruption (Recharge 5-6). The Muhafiz Al-Sihir emits a burst of anti-magic energy. All creatures within 15 feet that are concentrating on a spell must succeed on a DC 13 Constitution saving throw or lose concentration.

Traveling Artist

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Performance +5
Languages any four
Senses passive Perception 11
Challenge 1/4 (50 XP)

Spellcasting. The traveling artist can cast these spells. Charisma is its spellcasting ability (DC 13).

At will: vicious mockery, dancing lights
3/day each: command, charm person, identify
1/day each: sleep, heat metal, suggestion, thunderwave

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, one target, reach 5 ft. Hit: 6 (1d8 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, one target, ranged 80/320 ft. Hit: 6 (1d8+2) piercing damage.

Bonus Actions

Artistic Inspiration (3/day). The traveling artist can inspire an ally within 60 ft. of it that can hear it. The ally has advantage on the next attack roll, ability check, or saving throw made in the next minute.

Our Eternal Gratitude

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'Reg
'The true cross is in us all' Steve Green
"Doc" shepherd
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A Dobosz
A Kerr
A meh trash panda
A Taylor
A Wolk
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A. Khelfa
A. Struble
A.Grayday
A.McDonald
A.R.Bosco
Aaaaaa
Aapef
Aaron
Aaron "Let's talk about Vikings" Pozenel
Aaron (Mush Mouth) Donahoo
Aaron B.
Aaron Corbett
Aaron Dyck
Aaron F Stanton
Aaron Grendel Jorrax Scott
Aaron H.
Aaron Jacobs
Aaron L
Aaron Latimer
Aaron P. Brown
Aaron Peachman
Aaron Starbird
Aaron Thomas
Aaron Vogt
Abdul Hadi Sid Ahmed
Abdulla Khayami
Abdullah "Sir. Cuddly Marshmallow" Ismail Abul-Qasim
Abel Garcia
Abelard Newell
Abhimanyu
Abigail Eckstine
Abigail Marks
Abraham
Ace Ochoa
Acwel
Adam
Adam "Bucho" Rodenberger
Adam Crossingham
Adam Everman
Adam Gilbert-Cole
Adam Hogle
Adam Jung
Adam Jungman
Adam M. Coleman
Adam Marlar
Adam Mellor
Adam Neisius
Adam Rajski
Adam Rule
Adam Senalik
Adam Udulutch
Adam Young
Adelle Jeanette Maxwell-Rumansh
Aden Murtagh
Adi Haim
Adin
Adolfo L Legrand Cruz
Adrián Contreras
Adrian N
Adrian P.
Adrian Tchaikovsky
Adrift in Space
Aeryn O. Arrowmsmith
Afif Whykes
AGL
Ahlkreestyan Beelyaroos
Ahyoka
Aidan Callaghan
Aidan Fisher
Aisea Naivalu
AJ Thompson
Ajax the Eternal
Akutaba
Akyrh
Al Erikson
Al Narvaez
Alain V Bennett
Alan Brzozowski
Alan Hunton
Alan Luckstedt
Alan T Johnson
Alan Wake
Alan Yu
Albeor de Styrn
Albert Beaudoin
Albert McCarthy
Albert Wu
Alberto Casado Gómez
Alberto Villegas
Aldo "Kwako" Montoya Reynaga
Alec G.
Alejandro
Alena "hitomi" Dvořáčková
Alessandro Mognoni
Alex "Darva Oakstake" Thomas
Alex Armstrong
Alex Barrett
Alex Caffi
Alex Chueh
Alex E.
Alex Figueras
Alex Furler
Alex Gurdian
Alex Heß
Alex Hood
Alex Hopke
Alex Hunter
Alex Ostridge
Alex P.
Alex Richardson
Alex Schwartz
Alex VanLaningham
Alex Villalta
Alex Villemure
Alex Wong
Alexander Delaney
Alexander Kontoleon
Alexander MacKellar
Alexander Marchi
Alexander Nirenberg
Alexander Nolet Wasilewski
Alexander R. Contreras
Alexander St. Hilaire
Alexander Vallentyne
Alexandre Gagnon
Alexandre Leblanc
Alexandre Oligny
Alexandre Sauter
Alexis Kurzac
Alexis Renaud
AlexSteffert
Alfred A. Graham III
Alfred Donovan
Ali Alkhawaja
Ali G. Rahimi
Ali Hasanzadeh
Ali Moinzadeh
Aliabdullah Saroya
Alice Conway
Alice Styczen
Alicia Alabran
Alida Nielsen
AlilSus
Alina T.
Alison Gross
Alistair Lamb
Alix Déry
Alkatrax98 (Sed)
All the rats of London
Allaert "kneusarius" Euser
Allan Jenk
Allan Sheblom
Allan Thane Larsen
Allen H Leung
Allen Hueffmeier
Allison Ballard
Allister Stanton
almostbriarrose
AlRahman DM
Altenos
Alvaro Rodriguez
Alyssa Mercer-Evers
Amaat
Amanda Butt
Amanda Murray
Amanda Pagnotta
Amanda Strange
Amber R Cannon
Amit Asis
Anastasia CLERISSI-CHILOTTI
André Albrecht
André G. Rocha
Andrea Chandler
Andrea Maurizio Medici
Andrea Radl
Andrea Reina
Andrea Vitaloni
Andreas Saxin
Andreas Stjärnhem
Andres Mauricio Arrieta Afanador
Jose Daniel Arrieta Mondragon
Andrew Beasley
Andrew Brown
Andrew Burroughs
Andrew Cummings
Andrew Dekker
Andrew E.
Andrew Fischmann
Andrew G. Harter
Andrew Garav
Andrew Haun
Andrew Howe
Andrew J. Hayford
Andrew J. O'Connor
Andrew Lai Jones
Andrew Later
Andrew Mahon
Andrew Marmon
Andrew McBeth
Andrew McLemore
Andrew Mixson
Andrew Mueller
Andrew Old
Andrew Paige Schmidt
Andrew Peregrine
Andrew Robertson
Andrew Rytlewski
Andrew S. Phillips
Andrew Sattler
Andrew Souza
Andrew Stoll
Andrew Tillman
Andrew Walker
Andrew Wessel
Andy Buccaro
Andy moutinho
AndY Newhook
Andy Sangar
Andy Sims
Angel Malindretos.
Angel Martin Gonzalez
Ángel Villanueva
Angelo de Vivo
Angus Abranson
Anibal Madeira
Anja Kraus
Anlugofer
Anne
Anne Freitas
Anne O'Nymous
Ano
Anonymous
Anoze
anthanum
Anthony Caldwell
Anthony Colucci
Anthony Damico
Anthony Della Rocco
Anthony Matt
Anthony Nijssen
Anthony Pardo
Anti-Scurvy_Pyro
antiphrastic
Antoine Forest
Antoine Giasson
Anton Semenov
Antonio Bazzone
Antonio Esteban
Antonius Victor
Anže Ravnikar
Apostolos Lialios
archaeron
Archduke Mustachio
Archmage Ymarej
Arden XIII
Aref "the Physician" Dyer
Ari Hall
Ariel Mann
Arielle Grillo
Aritz Cirbian
Arjess
Arjun
Arkhun
Arno Grade
Arran Dickson
Arthur Bentley
Arthur de Oliveira Corrêa
Arthur Haecker
Arthur Marabout
Arthur Weber
Asadrakian
Ascher
Ash Meyer
Ashen
Ashley Gordon
Ashley Whitwam
Asimakis R.
Asmodeus
AStormOfSass

Atahan Tuğra Kiltan
Athan Marg
Aude
August
Augustus Lamb
Aurelien Laroulandie
Austen Seeberg
Austin Stethen
Austin Suzarra
Ava Zhu
Avian Caruso
AW
Axel Cardenas
Ayşe Darnell
Azaline
Azrael
B. A. Johnson
Bader Alomar
Bailey Hunton, Sage of Crabs
Bailey Strom
Bakon
Balaputradewa
Balmung
Bandersnatch
Barbara Cowman
Bård & Kirstie Hestem
BardicDice
Barkmaw
Baron Cantrell
Baron Mundus
Baron Nick Paul of Sealand
Barry
Barthélemy "Skender" Alezandaru
Bastian Worcestershire
BATMANNETJE701
Beandrip
Bearer of the Silver Winter
Bec & NJ Pearce
Becky Glenn
Ben C.
Ben Chance
Ben Hammond
Ben J.
Ben MacAusland
Ben Morgan
Ben Norfield
Ben P. Balestra
Ben Padbury
Ben Powell
Ben Reeder
Ben Thomas
Ben W
Ben Young
BendLuck
Benedetta Mardegan
Bengt Olav Olsen
Benjamin Kretschmann
Benjamin Marshalsea
Benjamin Picciotto
Benjamin Powell
Benjamin Seyller
Benjamin William Murphy
Benjiro
Benny Smith
Benzie Dio
Beren Erchamion GL
Bernat Sàenz
Bernd
Bernie Monsanto
Bert Jennings
Bes anthony
Beth Bullock
Bethany Davis
Bev Nelson
Big Bad Jäkub
BigGulpa
Bill Dunn
Bill Walsh
Bill Wittm
Billy Coghill
Billy J. Hamilton
Bishop
BJ
BlackRabbit85
Blair Byrne
Blair Tosh
Blaise Simpson
Blake Aaron Coleman
Blake Hutchins
Blake McCormack
Blake Taylor
Blake Webb
Bloodaxe
BLTW
Bo Jensen
Bob Huss
Bobby Edward Gray
Bocheemian
Bodegazilla
Bohrne
BooDayRpg
Bookery Games
Boomeadow
Bossman
Bow
Boyan Hoflack
Brad Painter
Braden Cole
Braden York
BradG
Bradley Gillin
Braeden Imlah
Brandin Stoy
Brandon "Duke" Duquette
Brandon "The Lazy Leprechaun" Adair
Brandon Evans
Brandon Harp
Brandon L. Alvarado
Brandon L. Rutherford
Brandon L'Amoureux
Brandon Pohja
Brandon S.
Brandon Tyler
Brandon-J
Brendan "Hawkshot86" Haefele
Brendan White
Brenden Guthrie
Brennan Grimshaw
Brent Griffith
Brent Lange
Brett Gibbons
Brian "Pooy" Hernandez
Brian Arey
Brian de Boer
Brian Guerrero
Brian Harris
Brian K. Eason
Brian Kaniela Flinn
Brian Koonce
Brian McLane
Brian Pansini
Brian Schaefer
Brian Skinner
Brian T Burrell
Brian Van Nostr
Brian W.
Brian Whitenton
Brian Wills
Brice "X-ion-" Robergeau
Brice_T
Briony Woodman
Brittney Watson
Bro0k
BroBrigglesBradBro
Brock
Brock and Caleb Flegel
Broki
Brooke Aquino Ehlert
Brooks Farmer
Brother Michael A Payne
Brother Tom
BrowncoatKaniac
Bruce Debore
Bruce Meyer
Bruce Taylor
BrunoRZ.PT
Bryce G. Poole
Bryce M Anthony
Bryce Ryan
Bryton Martin
Bubumuk
Buddy, Puff & Flope
Budfannan
Bumby the Bard
Bunicci
burntmic
BZ
C Guinan-Wiley
C. A. Little
C. Dahlman
C. Flhx
C. Lahl
C. R. Cummings
C.A. Suleiman
C.E.A. Meeuwissen
C.Frojd
C.J. LeBlanc
C4Burgers
Cainan Chambless
Caitlin Gray
Caldaryn
Caleb Coppola
Caleb Palmquist
Caleb Reusser
Caleb Rose
Caleb Warner
Calliope Rockey
Callum
Callum Dunn
Callum Rogers
Calum McEwan
Calvin Phan
Calydonian
Cam & David
Cameron Corson
Cameron H.
Cameron M
Cameron Stall
Cami
Cannae Studio
Captain Chank
Carlie English
Carlos Colon
Carlos E Restrepo
Carlos Romero
Carmine Laudiero
Carroll Liddell
Carson Brooks
Carson Eversole
Carson McGorry
Carter and Sonya Thompson
Casey J. McEnelly
Cash Haskins
Cassandra Pohlhammer
Cassidy
Casulono
Cathal mac Edan na faeled
Cave Gaming
Cedric Jans
Celil Senman Masters of the dice
Cessadis
Cezary "Verencius" Wysoczański
Chad Ihnken
Chad Lynch
Chad Lynema
Chad Swartz
Chad That's Not A Chad
Chad Wester
Charles Beavers
Charles Dzialak
Charles M. Ryan
Charles Town
Charli Holt
Charlie Bell
Charlie Chow
Charlie pugsley
Charlotte Eli
Charlotte L
Charlotte Zinn
Chase Wroten
ChazGhost
Chelsea Persen
Chloe Miller
ChocolateYeti
Chorus Cross (Mike S)
Chris "Baelian" Anderson
Chris & Heather
Chris B.
Chris C
Chris Chinchilla
Chris Cinea
Chris Cocks
Chris D
Chris Dunn
Chris Hartford
Chris Heath
Chris Kenna
Chris Litwiniuk
Chris Lohkamp
Chris Meeson
Chris Michael Jahn
Chris O.
Chris Oliver-Collins
Chris Pramas
Chris Reigle
Chris Schmidt
Chris Sewell
Chris Simeonov
Chris Tutt
Chris Vucic
Chris Walker
Chris-André Pedersen
Christiaan Boer
Christian & Elizabeth Leigh
Christian Facer
Christian Fisher
Christian Haerinck
Christian Lacerte
Christian Smucker
Christian Torstensson
Christian Widmer
Christina Harland
Christina Herd
Christina Watson
Christoffer Holth
Christoph Eberenz
Christoph Pilger
Christophe Jourdier
Christopher Adams
Christopher Brown
Christopher Busch Munoz
Christopher Chang or Chris Chang
Christopher Gliedman
Christopher Gray
Christopher Hetzel
Christopher Lee Clark A.K.A. The Wicked Goblin King
Christopher O
Christopher Porzenheim
Christopher Rightmyer E.O.V.
Christopher S. Hill
Christopher Schroeder
Christopher Small
Christopher Ty Lipscomb
Christopher Ullman
Christopher van Brunt
Christopher Warren
Christopher Williams
Christopher Wooten
Chuck Barbee
Chuck Childers
Chuck Dee
Chuck Frizzell
Chuck Wilson
Ciaran B Farrell
Cire Rellim
Claes A.
Clare Abaffy
Claudia Girardi
Clement auffray
Clément Lebossé
Clinton Wong
clorinspats
CM LaBree
Coagulopathy
Cody Black
Cody Edward Isaac Langs
Cody Fletcher
Cody Hildebrand
Cody Pomeroy
Cody Thomas
Cóemgein
Colbster001
Colby & Chase Ortega
Colin "TinMan" Kulsa
Colin Lindgren
Colin Moore
Colin Neeson
Collette Turner
CombatMedicBush
Comte Vin
Conan McKegg
Connor Allen
Connor Enke
Connor Folz
Connor McC.
Connor Moraine
Connor R. Hoins
Connor R. Neidig
Conor 'Eight Toes' Kenny
Cookie Saxton-Ruiz
Corby Gray
CoreWatch
corey beetz
Corey Turner
Corinne and Larissa Brown-Esqueda
Cormick D White
Corona Omar
Corus
Cory L
Costanza Giordani
Cover_Identity
Craig Carter
Craig Cillessen
Craig Coley
Craig McNeill
Craig R Wrenn
CrazyThadley
Criscolips
Cristoforo Gizzi
Crixell M.
CrohnicGamer
Cromwell The Archaeologist
Crooked T Gaming
Cryolu
CS Barnhart
CthulhuChris
Cu and Matau
Cullen Gerber
Cumhur Özeken
Curious Cosmonaut
Curt Meyer
Curtis Bryan
Cybergarf
Cyprien Vimal du Monteil
D. Lybarger
D. Molineu
D. Ranney
D. Scott Stewart
D.Verhoeff
D3oinncubus
Daan Valk
DaevaDragon
Daimyo Kishiyama Andoru
Dakota James Brown
Dakota Neilsen
Dale Chenault
Dale Imbleau
Dalton L Miller
DamageCase79
Damian Adams
Damian Stuchko
Damien Brunetto
Damion Meany
Dan Brackmann
Dan DePalma
Dan Houtris
Dan Midkiff
Dan Russell
Dan Thomassen
Dana Novak
Dane Cooper
Daniel Armstrong
Daniel Broening
Daniel Coate
Daniel Ferkovich
Daniel Galron
Daniel Garvin
Daniel Holton
Daniel J Melssen
Daniel J. Kimmel
Daniel Jedrychowski

Daniel Miguel Rosas
Daniel Minas
Daniel O. Combs
Daniel Olaguibel
Daniel Riedler
Daniel Rossi
Daniel Røst Halvorsen
Daniel S Curran
Daniel Sandholzer
Daniel Senecal
Daniel Zillion
Daniel_JM
Daniel-San
Daniele
Danielle Linder
Danii Goldstein
Danni Laman
Danny Conroy
Danny Dyer
Danny Teague
Daphne Wang
Dario
Darryl Turner
Daryl Cadman
Dastrick
DasWampyr
Dave Coe
Dave Cromer
Dave Fonville
Dave Kindig
Dave McGee
DaveZor!
David A. Nolan
David Aldrich
David Badovinac
David Bjälvegård
David Blamires
David Bowie
David Brendan Windrim
David Brideau
David Cadman
David Cook
David Doucey
David Gaviola Tapia
David Hadden
David Hazzard
David Hucul
David Margowsky
David Morgan
David Morgan
David Nagy
David Ocadiz
David Orna-Ornstein
David Peter Bromfield
David S
David Sapala
David Schlabach
David Stephenson
David Sullivan
David Szafran
David Tester
David W. Marshall
David West
David Wright
David Yamanishi
David Zemlyanker
Davos
Davy Kelley
Dawid "Dievas" Wojcieszynski
Dawn C. Matti
DC Shepard
De_Scribes
Deaver Tex
Declan Will Gallagher
Decoy Dan
Delmiac
Denis S. Hakes
Denis T
Dennis Duffy Jr.
Dennis M. Griffeth II
Dennis Park
Dennis Smithson
Der Sperling
Derek Abrassart-White
Derek Adams
Derek Berry
Derek Ouellet
DerGb
Derik Dunning
Derik Fabrizio
Derren Mckenna
Derrick S. Maltman
Derrynger "GinjerBeard" Nall
Detrés, K.
Devin A. Lief
Devin DelVecchio
Devin Desjardins
Devon Hunter
Dezra Ortiz
Diana Bandych
Diana Sandres Martinez
Dicemad
Diego Andrés
Diego Antonio Tronquini Costi
Diego Becerril
Dillon Stockman
Dimitris Malisovas
Dinoboy
DinoKevin
Dirk Ehmen
Dirk Fahrendholz
Dirkus Menercus
Dixie50
DLWG
DM Duende
DM Hubbard
DM Methot
DM Mythall
doan roessler
Doc Lentz
Dogan Tamer
Dom Mooney
Dominic A.
Dominic Fenton
Dominic Grissell
Dominic Hain
Dominic Roskam
Dominick Jerome Ruthman
Dominik Grab
Dominik Voscek
Dominique Brigham
Dominique V., Empress of her Domain of Cats
Don Bernardo
Don Forsman
Don Juan Mojica Jr
Don Mason
Donald A. Brennan
Doni Lawson
Donquichstouf
Dork Bubba
Doug Harmon
Douglas Fisher
Douglas Griffin MacLeod
Douglas Hoff
Douglas J. Redmon
Dr_LT
Dr. Maxwell Marzban Thiemens
Dr. Thomas Jacobsr
Dr. Wanda M. Ku
DragoGlam
DragonShop
Dread Morg
Dread Priest
Drew Braidwood
Drew H.
Drewzilla
Duke of Red
Duncan Gibson
Dungeon's Gate
Dustin Brown
Dustin Fergeson & Family
Dustin Hawk
Dustin Laughlin
DVasili
Dwayne Marlowe
Dylan A. Knox
Dylan Gosland
Dylan Lockridge
Dylan Rutland
Dylan S.
Dylan Schatz
Dylan Von Wald
Dynamos Lath
E Robbins
E. L.
E. M. Dakin
Eagle033 (Michael)
ec Dobleman
EChee
Echuca Games Store (Australia)
EclecticCamel
Ed Bailey
Ed Big
Edmund "Arrowed" O'Neill
Edoardo Rasi
Eduardo Tavitas
Edvin Aghanian
Edvin Alicajic
Edward Adam Frankonis III
Edwin Pietrowski
Eesa Imad Ottallah
Egoitz Gago
EKRL
El Pratt
El'li Zaethe
Elbert Taylor
Eleanor McHugh
Eli Cornell
Elijah Fetter
Elijah M. Rodriguez
Elizabeth Moonbury
Elizabeth Norris-King
Elliot Copping
Elliott Carlson
Elliott Ward
Ellis Putman
Ellysium
Elmar Wulf
Emiel Luck
Emily & Jonathan Osborne
Emily Blau
Emily pear
Emily Principe-Velez
Emitech
Emmanuel "Chef" Camacho
EMOgorgon
Emperor Ruanek
Endarius Termina
Endo
EndofValhalla
Enkil0gunna
Ensis Caliburnus
EnvyVI
ER Anderson
ErahUnderground
EraniaSelea
Eric
Eric "Grymhammer" Beliveau
Eric Bernhardt Bobber
Eric Gorman
Eric Husser
Eric J. Sullivan
Eric Latouche
Eric Li
Eric M Stitzman
Eric M. Rupert
Eric Roberts
Eric Saxon
Eric Thomas Lentz
Eric Versleijen
Eric W. Olson
Erica M.
Erick McGhee
Erik
Erik K
Erik Pohlman
Erik Winter-Villaluz
Erin "Erran" Wendland
Erin Collins
Erin R. McAllister
Erman A.
Ernesto Bravo
Ernesto Maldonado
Ervin Hearn III
Erwan Lu
Espy Storm
Essaire
Esteban Bueno
Esteban Gomez
Ethan Beach
Ethan Bedle
Ethan Burross
Ethan Donoho
Ethan Fisk
Ethan Hickman
Ethan Uhlig
Ethan Wang
Ethan Whiteley
Etienne Denis-Longtin
Eugene G Tutko Jr
Evan Freel
Evan Jackson
Evan Johnson
Evan S Ong
Evan W.
Everett Sutherland
Everett Tang
Evie Lhons
Ewald Moerman
Ezekiel Antarius
Ezekiel Speight
F. Bob Mosdal
Fabian Neubauer
Fabienne Boulaich
Fábio Balestro Floriano
Fabio da Cruz Pereira
Fabio Pires S Santos
Fabrice Tayot
Faelyn Curtis
Falcarius
Faroguy
Farron Ager
Fatih Sahinbas
Federico Corona
Federico Di Gioia
Federico Mare
Felipe Bovolon
Felix Dmitri
Felix Shafir
Felqrom
Fenric Cayne
Fenrir
Fernando Garibay
Fernando Jacobson
Fernando Montero Mejías
Fernando(LittlestFinger)R
Feroz J. Malik
Filip Martinkovič
Finn-Jonas Kross
FireEmtTV
Firehouse Games
Flashburn
Flávio "Flasa" Stresser
Flooper54
Florent Sampoux
Florian Groß
Florian Herber
Florian Michelet
Florian Schneider
Forlath
Fox Carter
Francesc Alba Gris
Francesc Bassa
Francis Launay
Francis Renault
Francisco Debs
François Germain
Frank Kergil
Frank Reinart
Frank Tomaskovic
Frank W. Ourednik
Frankie Camp
Frankie Goodway
Franz E. Schneider
Freddie V
Frédéric Genest
Frederick 'Rhythm' Moss
Fredgiblet
Freya WL Pain
Fritsch Nicolas
Fulgrim
Fv
Fynn Ruane
G Solomi
G. Cecchetti
G. Hartman
G. Lam
G. Mayers
G. Voltmann
G. Weeks
Gabe
Gabriel A. Hurd
Gabriel Casillas
Gabriel Flores
Gabriel Llopiz
Gabriel Lott
Gabriel Martinez
Gabriele Tartaglia
Gabrielle Donathan
Gaithlynn Bakker
GalacticBaron
Galdran
Garckbloom
Garikoitz Etxeberria
Garrett Bodie
Garrett Huson
Gary Dowell
Gary Furash
Gaston Phillips
Gautam Rajulu
Gavin Bastiensz
Gavin Branum
Gavin Quinlan
Gavin Ralston
Gavin Runeblade
Geir Maurtvedt
Gendo
Gene-Paul
GeneD5
General Darbear
Genevieve Cogman
Gentleman Samurai esq.
Geoff Nicholson
Geoffrey A. Rosen
Geoffrey Ford
Geoffrey Marshall
Geoffrey Moxley
Geoffrey Sperl
George A. Magana
George James
George Queen
Gerg
Gero Burgard
Gérôme Wüthrich
Gerrit Craymer
Gerrit Münster
Gerstenkhorne
GG
GharrethAdekyn
Ghazal Jain
Gianni McGlasson
Gibson1027
Gideon al Taus
Gideon Clarke
Gil Cruz
Gina M Kern
Ginger Stampley
Gino Chouinard
Gino Kaye
Giulia Artemis Vianelli
gk
Glauco Leal Pires
Globo
Goblinmoon
Gökhan Akdeniz
GoldenPigRider
Gordon Cla
Gordon Hage
Gordon Milner
Gordon Pfeil
Gotti
Gottie Montague
Götz G. Galuba
Graham McKellar
Grand_Gozon
Grandalf Black Owl
Grankenman
Grant Ball
Grant Cook
Grant H. Canington
Grant Potts

Gray Joslyn
Grayson Angus
Grayson McClure
Grayson The DNDBaron
Grayvey
Greg 'Alehldean' Beck
Greg Downey
Greg Dunn
Greg Lucas
Gregory Chen
Gregory D. Mele
Greywolfgbg
GrimmSaber
Guan Dao
Guillaume Breton
Guillaume Duprez
Guillaume Laprise
Guillaume Nanchen
Guillaume Vlamynck
Guillermo Fishburn
Guinevere Green
GunnerLox
Guppy G
Guy Lowe
Guy T. Simpson, Ph.D.
h
Haden Danger Collins
Hakan Tandoğan
Hal Howard
Hannah 'Ardwyn' Ecob-Larsen
Hannah McDaniel
Hannu Kokko
Hans-Peter Schüßler
Hansi
HappyIllithid
HarmonicShield
Harold Dean Hunter Jr.
Harry Cardillo III
Harry Jones
Harry Smith
Håvard
Hawkins DuBois
Hayden T.
Haze Kalasa
Heather Krogh
Heather P.
HeavyMetalJess
Heiko Chodura
Heine Juhl Jensen
Helen Febrie
Helen Steele
Helena Michalek
Henning Eriksen
Henrike
Henry DAwson
Henry Lopez
HerrHahnchen
Hika
Himmli
His Grace Lucas-Miguel Avis, Pedro Symons
Holger Biene
Homeless Jhoe, a magical hobo.
Hooahherpaderp
Hristiyan Kyuchukov
HTH
Hudson
Humberto Monarres Rojo
Hummelchen
Humphrey
Hunter Campbell
Hunter Caron
Hunter Dylan Becker
Hunter Fell
Hunter Stewart-Newman
HunterOwll7
HyoTaka
Hyrum L. Carman
Hyrum R Grissom
I
i0m
iain haukka
Iain Tipping
Ian "Grendel Todd" Grey
Ian C. Nodurft
Ian D
Ian Jacinto
Ian Rice
Ian Somerville
Iana Khot
Icarus DelSol
ilmap
Ilmari
ImperatorEric
Imredave
ImRegicide
Ingjald Pilskog
Ingrid Emilsson
Inkeell
Innokentiy "Lorimir" Baskakov
InSitu
IoanNikhos Gil S. Garcia
Ioannis Zachilas
Irene Rodgers
Isaac Betty
Isaac Graff
Isaiah S.
Işıl Arıcan
isogulaleb
Itamar Gruber
Itamar Parann
its_j4nnlx
Ivan Finzen V
Ivan the Terrible
Ivy & Maverick Welsh
Izack Angerhofer
Izanagi
J
J Rosen
J. Kristian Ahonen
J. Lew
J. Ryan Crisler Esq.
J. Williams
J.R. Biche
Jace Isak
Jack "Jackal" Greene
Jack "The Hammer" Koziol
Jack Colarelli
Jack Johnston
Jack Moody
Jack Neidig
Jack Smith
Jack Traynor
Jack Waterhouse
JackoFyre
Jacob
Jacob Adams "Replikish"
Jacob F. Grant
Jacob marshall
Jacob Motts
Jacob Rash
Jacob Wilkins
Jacopo Rossi
Jacqlyn Schott
Jade Watene
Jaden D.
Jae Lerer
Jake Badger
Jake Furbush
Jake Gillespie
Jake Morley
Jake Roth
Jake Stepanovic
Jakeb
Jakob Leer
Jakub Kajdaniuk
Jamal Davis
Jamal L Wilkins
James "Brailar" Williams
James "Eldred" Ryan
James "Vendy" Meyer
James A Monaghan
James A. Smith
James Angelopoulos
James Cole
James Cook
James Cunningham
James David Merryman
James DeCann
James Dezomits
James Fielder
James Gilmer
James Hamilton + Chanel McCartney
James Kemp
James Kuhn
James L. Shipley
James M Blommel
James Maher
James Mathieson
James Nassif
James Nelson
James R McGaffin III
James R. Crowder II
James RC Hazel III
James Reichstadt
James Rodgers
James S. Brishaber
James Stanfill
James Valenteen
James W. Armstrong-Wood
James Wagner- for his dearest friend Sterr
JamesP
Jamez White
jamie
Jamie Manley
Jamie Revell
Jan M. Johansen
Jan Olav G. Kanestrøm
Jan Verbeeck
Janessa Ravenwood
Jared Briault
Jared J. Rutter
Jared Lee Clarke Mitchell
Jared Osburn
Jared W Strickland
Jared Wiley
Jarek Sawicki
Jarkman DeVries
Jaron be
Jarred B
Jarrett Bleaney
JAS
Jasmine Hill
Jason 'Alternate GM' Lennie
Jason A. Smith
Jason B Smith
Jason B. Shirah
Jason Blackmore.
Jason Bryan
Jason Buell
Jason C Kranch
Jason C Lund
Jason Chalifoux
Jason D. Alexander
jason e. bean
Jason Hamilton
Jason Huxford
Jason Lanza Guadalupe
Jason Lasica
Jason Loudermilk
Jason Lub
Jason Luzader
Jason MacConnell
Jason Payne
Jason R Weimer
Jason Szabo
Jason Taylor
Jason Thorne
Jason Wyrick
Jason Yu
Jason Zowin
Javier Camuy Rodriguez
JawaElite
Jaxon Lindgren
Jay "Grimey" Grime
Jay Andre
Jay Collins
Jay Minnix
Jay Szekely
Jay W.
Jaycey R.
Jayson Bennett
JC Colaiseno
jd
JD Maynard
JD Short
Jean-Vincent Roy
JediPrzemo
Jeeves the Learned
Jeff Adair
Jeff Barlow
Jeff Black
Jeff Chambers
Jeff Clements
Jeff Evans
Jeff Grubb
Jeff Hawley
Jeff Hitchcock
Jeff Hosford
Jeff Messina
Jeffrey Brown
Jeffrey Tailleur
Jen R
Jennifer Cooney
Jennifer Hellier
Jens Eschbacher
Jeremey D Walker
Jeremy "Guns" Caldwell
Jeremy "Wendigo" Winkel
Jeremy Apps
Jeremy Hamaker
Jeremy Hudson
Jeremy Jarvis
Jeremy LP
Jeremy Miller
Jeremy Riggle
Jeremy Siek
Jeroen Bos
Jerold H Farver Jr
Jerome Devie
Jeromy Smith
Jerry Anderson
Jerry Roller III
Jess & Peter Bohlman
Jesse Echo Anderson
Jesse Garland White
Jesse Lacy III
Jesse Spence
Jesse Stabenow
Jessica A. Krizo
Jessica Hall
Jessica Lupano-Gearing
Jessy L Maldonado
Jesus A Guzman Jr
JF Paradis
Jim Ashman
Jim Autry
Jim Keel
Jim O'Sullivan
Jim Scott
Jim Yonemura
Jimmy (iKollector) Ko
Jimmy Angel
Jimmy Takata
JL
jma919
Jo (Skylar)
Jo Kollie
Joan Mangum
Jobbi
Jochen Kestel
Joe
Joe Brookes
Joe Burns
Joe C.
Joe Crow
Joe Flanik
Joe G Kushner
Joe Iwinski
Joe Sener
Joel Burton
Joel Knepper
Joel Ropars
Joel Zigelstein
Johan Lundgren
Johdi Ananmalay
John 'Woody' Wood
John "The Dude" Boullion
John & Kimberly Poole
John A. Judd
John Berlin
John Bogart
John Booker, Jr.
John Briggs
John C Barstow
John C S
John Capp
John Carney
John Cmar
John Ess
John fischer
John Ford
John Garlick
John geter II
John Graham
John Grymlynn
John Hammel
John Hardey
John Harmston
John Heidt
John Hollingsworth
John Hutchings
John J Dorch
John L Hickman
John Lane
John Larson
John Laubersheimer
John M Maness
John M.
John M. Atkinson
John Mayer
John Merx
John Pyrich
John R Gay
John Rachwal
John Safranek
John Self
John W
John Ward
John-David Willis
John-Michael Terrell
Johnathan "Jack" Ross
Johnathan Flynn
Johnathan Klier
Johnnie Hanegraaf
Jolly
Jon Harry Tandy
Jon M Bahleda
Jon Prater
Jon Terry
Jon wandrey
Jonah Lipinski
Jonas A.
Jonas Bak Wold
Jonas R.M.
Jonas Rasmussen
Jonas Wagner
Jonathan "Buddha" Davis
Jonathan Billings
Jonathan Cross
Jonathan Crutchfield
Jonathan Daugherty
Jonathan Etheridge
Jonathan Finnegan
Jonathan Grant
Jonathan Hoffenberg of the Deep South where the oceans meet under the table.
Jonathan James
Jonathan N. C. Chen
Jonathan Ondriezek
Jonathan Payne (Triple_T778)
Jonathan Rigby
Jonathan Sargent
Jonathan Snavely
Jonathan Weenink
Jonathan Young
Jonathon H
Joni Huotari
Jono Raymond
Joran aus den Schatten
Jordan Constantine
Jordan H
Jordan Kadish
Jordan Taylor
Jordan Theyel
Jordi Franch
Jordon Kozak
Jorge Mas Román
José Nikolaj Donat Vicens
Jose Perez Bromos
Joseph A Guzman

Joseph A Rosario
Joseph A. LaCroix
Joseph Abdelmelek
Joseph Bendickson
Joseph Chavez
Joseph Creighton
Joseph Evenson
Joseph H.
Joseph Kozik II
Joseph Mojica
Joseph Nath
Joseph Procopio
Joseph S. H. Rogers
Joseph V
Joseph Vigil
Joseph W Cross
Josh "The Raconteur" Rivers
Josh annis
Josh Chaney
Josh Earle
Josh Frame
Josh Hollingsworth
Josh M.
Josh Mailhiot
Josh Peters
Josh Sellmeyer
Joshua
Joshua "DMasterJ" Hancock
Joshua Alkema
Joshua Beck
Joshua Connor
Joshua Dol
Joshua Edmonds
Joshua Harris
Joshua Hogben
Joshua Kagan
Joshua Karn (GFED)
Joshua Kurvers
Joshua Lewis
Joshua Lute
Joshua McKenna
Joshua Miller
Joshua N
Joshua Nichols
Joshua Richard Ponn
Joshua Robert
Joshua Suttle
Joshua Ward
Josue Pena
JP Nilson
Jpp
JR
jsommovigo
Juan Serna
Judson Wright
Juhani Taylor
Julia Augusta
Julian
Julian Brown
Julian H.
Julian Pitten
Julian Tho
Juliana & Ricky Veale
Julien Llanas
Julien Pelneault
Julien Tavernier
Junebug McGuff
Justice Dahle
JUSTIN A
Justin B. Miller
Justin Bergman
Justin Bojarski
Justin G. Weaver
Justin Gimbert
Justin Hamel
Justin Hamilton
Justin Harkleroad
Justin Ho
Justin J Bernd
Justin Kits
Justin McFarland
Justin Sinks
Justin T. Offermann
Justin Whitman
JWH
JWR
Jyhden Bean
K McDonnell
K. Deng
K. Maathuis
K.Ellingson
Ka'aukai Smith
KageNoYama
Kai Hagenburg
Kailey Smith
kameimori
Kamish Bhai
Karafelinus
karcist_dhyroth
Karin Hoffmann
Karina Martignago
Karl Andrew Rodriguez
Karl Walldorf
Karl-Kristoffer Johnsson
Karlokos
Karol Rybaltowski
Kasen Urhammer
KasenB
Kasia Balaban
Kassie M.
Katelan and Clayson Tanner
Kateryna Zvenyhorodska
Katharine Biggs
Kathleen Dawson
Katrina Ostrander
KawaiiSpider
Kay T.
Kayleb Kirby
Kayleigh Gordon
Kayne
Kazmo Kramer
Keegan Schroer
Keenan Sala
Keith D. Wheeler
Keith E. Hartman
Keith Myers
Kejuan
Kelian Barry
Kelly Rutherford
Ken Ernstein
Ken Finlayson
Ken Foster
Ken N.
Ken Sanders
Kendal Williams
Kenderrick D. Valentine
Kenn Kong
Kenneth Busiere
Kenneth Cronyn
Kenneth Trease
Kenny Beecher
Kenny Church
Kent D Taylor
Kentronis Prime
Kepes-Végh Ádám
Kerberous
Kerim
Kev Dale
Kevain vermeulen
Keven Estrada
Kevin D,
Kevin DeBaun
Kevin Forbes
Kevin Heckman
Kevin O'Rourke
Kevin P.
Kevin Pagliarini
Kevin Romero
Kevin Roubin
Kevin Shilling
Kevin T.
Keyydark Foundry
Kharidiron
Kiel Winch
Kieran R
Kieran Vick
KillingtimeWKarl
Kiltora
Kim Dang
Kim Grønvig Hansen
Kimron Brown
Kip
Kirill Cherkasov
Kirk Tinnel
Kirs Kinsella
Kit Albright
Kit Dixon
KJ Potter
Klingsor
Klorophil
Knight Alli Roar
koavalleyman
Kobe Murphy
Koby Bailey
Konstantinos Martinos
Korri
Koshi
Kostadis Roussos
Kostas N. Tzimopoulos
krinsky
Kris Feric
Kris Hamann
Kris Leon
Kris Mason
Kris Mattie
Kris Spiesz
Krista StMarie
Kristian E. Hyttel
Kristian Wörtche
Kristoffer "Illern" Holmén
Kristopher Lake
Krys Bingham
Krzysztof "Skrzypa" Skrzypiński
Kurt Piersol
Kuutti
Ky Mitchell
Kyerra Murray
Kyle B. Straughan
Kyle Bergren
Kyle Burke
Kyle Guinta
Kyle Helstrom
Kyle Jenkins
Kyle Jones
Kyle S. Reich "NitroCannonRustler"
Kyle Vautrinot
Kyle Welsh
L P Wood
L. Burlingame-Lee
Labich
Lachlan Fergusson
Lachlan Orr
ladydragona
Lahab'shir, brother-monk of the Three Suns.
Laila Longer
Laird Basile
Lana Nassar
Lance Cardey
LandisTheThief
Larry Stanton
Lars Böttger
Lars Laber
Lars Pedersen
Laszlo Nagy
Laura B.
Laura Cardinale
Lauren & Das Goode-Manninen
Lauren Dyke
Lauren Vanderlinden
Laurent Bettens
Lazarus
Lazuri Astrum
LBR Love
Léandre Bégin
Lecia T.
Lee "the Booksnake" Boswell
Lee McGillivray
LegioOcto (JS)
Lenora Taylor
Leon C Glover III
Leon Gerber
Leroy Brown
Leslie Howie
Leticia Sáenz
Levi
Levi Bennett - DownHomeFlips
Levi May
Lewis Yeates
Leyton Briol
Liam Coghlin
Liam Kemble-Young
Liam Roy Venn Brown
Liam Tay Oen
Liiansa
Lily Lin
LimSK
Linh Terford
Linn Rydahl
Lionel Hawthorne
Liquid Wolf
Lisa Andrew
Listrovis. C.W.
Little Crow
littlekubosh
Liz Grzyb
Liz Koopman
Logan DenBleyker
Logan Shafer
Lokgar
Londuri
Longjon
Lonnie "Lord Vandal" Davis
Lorai
Lord Arthas
Lord Castellant
Lord Inquisitor Ignis
Lord Jonas Langhoff Nielsen
Lord Lupercal
Lord Null
Lord Regent
Lord Scratch
Lord Trevethotep
LordMercurio
Loren Small
Lorena "Katryn" LaRue
Lorence Olivo
Lorenzo Norrid
Lorenzo Peter Mason
Lorenzo R.
Lorenzo Scatena
Loris Del Busso
Lost Fiftoon
Louis
Louis Poggioli
Luc
Luca "il mozzo" Scotti
Luca Basset
Luca Licciardi
Lucas
Lucas Almeida
Lucas Claine
Lucas J. Cifranic
Lucas Keeley
Lucas Wiman
Ludovic "Draiganix" Grondin
Luis Ernesto Beltrán Rojas
Luis K. Penn
Luis Leal-Munoz
Lukas Van Dyke
Luke Gomez
Luke O'Callaghan
Luke Padgett
Luke Stichter
Lukke Sweet
Lumla
Lumpy McCosker
Lydia Bené
Lyndon Baugh
Lyrae
M Alexander Jurkat
M. Clark
M. Pfeil
M. Pierce
M. Trout
M.H.J. Beaujean
M.J. Anbari
M.R. Innes
M.S. "Inragee"
M.Stickler
Mackenzie Pahl
Mad Dreamer
Madalin Nicloae Petre
Maddie & Abbey Steckroat
Maddy Eid
MadGoolie
Madison H.
Mads V. Andersen
Maer Swanson
Maesta
Mag
Magnus Ruud
Magnus Våge
MaikP.
MaitlandtheElder
Mal Jowhar-Schmidt
Malgorzata Olechnie
Malta Verunia
Maltimeus
Malzier
Man of many burritos Aristeo Palacios
Manassé
Manfred Hirsch
Manic Marauder
Manishtpreet Kaur
mant85
Manuel Castellano Alayón
Manuel F (Solaris)
Manuel Kistner
Manuel Portero Martinez
Manuel R.
Marc Razack Furman
Marc Thorup
Marc-Andre Carle
Marceia Egler
Marcel maron
Marcello P. Petrocelli
Marco Antonio Fernández Heras or
Marco A. Fernández Heras
Marco Benti
Marco E. Zamora
Marco Stricker
MarcOne
Marcos de Andrés
Marcos S. Cruz
Marcus Crowley
Marcus Haack in Minster
Marcus Mills
Marek Benes
Maria De la Peña
Mario Gómez Martín
Mario Powierski
Marius
Mark "Sollace" Allen
Mark A. Bishop
Mark Bacon
Mark Davis
Mark Flohr
Mark Greenberg
Mark Howard
Mark J Modugno
Mark Lawson
Mark Matete
Mark Mintz
Mark Mobbs
Mark Rummel
Mark Sharp
Mark Unrau
Mark Vardy
Mark W Wilson
Mark Watson
Marko Niskanen
Markstarter Hanna
Markus Emrich
Markus Heckmann
Marky Mark
Marshall Lemon
Martin Abildgaard
Martin Blake
Martin Hinves
Martin Kern
Martin Legg
Martin Leták
Martin M.
Martin Novitski
Martin Six
Martin und Sonja Bergermann
Martin Woodbury
Marty Barrett
Marty Chodorek
Maryah Rutherford
Mason Brooks

MasonJar002
Master TMO
Máté Jegenyés
Mateusz "Norfis" Sidor
Mateusz Mazurek
Mathew Grove
Mathieu Saintout
Matt Alford
Matt Alford
Matt Billingsly
Matt G
Matt Hodnett
Matt Kline
Matt Rice-Evans
Matt Robinson
Matt Rossi
Matt Sabrsula
Matteo 'Kihoju' Marannino
Matteo Borsa
Matthew @ProudNerdery
Matthew Birtwell
Matthew Broussard
Matthew Carey
Matthew Chan
Matthew Cole
Matthew Cutter
Matthew Dobinson
Matthew Gagliardi
Matthew Grizzle
Matthew H
Matthew Jones
Matthew K
Matthew K. Kirkman
Matthew Larabee
Matthew Matis
Matthew Mole
Matthew Orion Johnson
Matthew Potter
Matthew Ramras
Matthew Roberts
Matthew S. Robertson
Matthew Sharp
Matthew Ying-kit Cheung
Matthew Zbaracki
Matthias Roick
Matthias Schulz
Matthias Vandaele
Matthieu Boulanger
Matthieu Fénot
Mattholomew Beeglesworth
Mauro Mangione
Max Almond
Max Anton Protzen
Max Glasner
Max Lerin Beaumont
Max Wong
Maxim Van Mechelen
Maxime Guerry
Maxime Pinet
Maxime Ridoret
Maximilian H. Nagata
Maxwell K Schrott
Maxwell McEvilly
Maxwell Stevenson
MBov
McCann
Megan Kate Parsons
Megan L Garner
Megan Marmottin
Meghan Oberpriller
Mehmet Fidan
Meiincke
Meknl
Mel Follmer
Meliora Henning
Melissa Bruinsma
Melissa Goodyer
mellonl00
Melnuur
Meredith Carstens
Merrick Schincariol
Merripen Dracul
Mia Sessions
Michael
Michael " Delcot " Gadd
Michael "Dancermike " DeMeritt
Michael "Stewie" Stewart
Michael & Thomas Cody
Michael A. Scott
Michael Bailey
Michael Bollentin
Michael Bredfeldt
Michael Chadwell
Michael Chumak
Michael Clancy
Michael Coburn: Crusader4C
Michael Corona
Michael Cross
Michael Gionfriddo
Michael Gregg
Michael Hakim
Michael Hermann
Michael Howard
Michael Iven
Michael J Wypyszinski
Michael J. Dulock
Michael J. White
Michael Kanaris
Michael Lepley Rightful heir of Stanley and Evelyn Danowski
Michael McLawhorn
Michael Melendez
Michael Mondello
Michael Morgan
Michael Perry
Michaël Plastria
Michael Pritchard
Michael R. Verzani
Michael Richardson
Michael Schnebelen
Michael Schuller
Michael Stuewe
Michael Swing
Michael Wallack
Michael Woodcock
Michael Wynn
Michał Studniarek
Michał Zalewski
Micheal Hatton
Michel Hébert
Michele Massa
Michelle McFarlin
Michelle Tracy
Mickael Delattre
Micky Campbell
Mide Tinubu
Miguel Negron
Miguel San Mateo
Mikaeel Moti
Mike Abbott
Mike B
Mike Bowles
Mike Burchert
Mike Craig
Mike Davey
Mike Field
Mike Harvey
Mike Haugen
Mike Kent
Mike Parks
Mike Sorna
Mike Timbrell
Mike Trisevic
Mike Westley
Mikel Ly.
Mikko Tavast
Mikołaj "Berthordin" Pisarski
Millán Fernández
minisplat
Mirko Hess
Miron Arljung
Misha B.
Misha Bodeau
Mitchell Freeman
mknn
Mo Romaniuk
Mohamad Fayad
Mohamed Khairul Nashran Bin Ahmad
Akhia
Moira
Molly Stone
MongooseCalledFred
Monicle & Jokyo
Moo
Mor Shaked
Morgan Conway
Morgan Elliott
Morgan Gordon
Morgan Jones
Moritz Botts
MoroseSquid
Morrígan
Mortepierre
Mourner Ostry Cień Gry
Mr Dave
Mr. Marsden
MrFlibble
Mrkjs
MrMicci
MSS
Mustafa Dedic
My
Mychael Shackleford
Mychal Deeb
N Miller
N Waldorf
N. C. Polley
N. Guenther
N. Rasanen
N.Stock
Nader Haddad
Nader M. Tahir
Nadia Hartman
Nandfred
Naomi Libicki
Nasa Wiseman
NashFever
Natasa Trajkovic
Nate D. C.
Nathan Bechetti
Nathan Gribble
Nathan Hollister
Nathan Johnson
Nathan Legg
Nathan Luster
Nathan Mack
Nathan Nolan
Nathan S.
Nathan Seidenberg
Nathan Swift
Nathan Turner
Nathaniel Sievert
NB
Necrograntic
Necrolia
Nectarios Andrews
Ned Adams
Neil Coles
Neil M
Neil Merryweather
Neil Shepherd
Nelson "Deathven" DiCarlo
Neocognitron
Nerachus
NewG
Nexunus
Néző Sándor
nguso
Ni
Nic Fletcher
Nic G
Niccolò Di Macio
Nichlas Oxfeldt
Nicholas D. Martinez
Nicholas Johnston
Nicholas Kopi
Nicholas Macula
Nicholas Ries
Nicholas Stegelman
Nick
Nick
Nick "GB" Gray-Bakker
Nick Calder
Nick Cox
Nick Hardy
NicK Lazar
Nick McClaskey
Nick McGinnis
Nick P
Nick Powell
Nick Rice
Nick Satin
Nick Schlensker
Nick Taylor
Nick W
Nick Weir
Nick Yalden
NickCCl4
Nicko schelian
Nickolis Strafford
Nicky McKenzie
Nico
Nicola Went
Nicolas Annys
Nicolas Heitz
Nicolas.p
Nicole A
Nicole Waldeck
Niels "TheGreen" Levert
Niels Juel
Nienke Jelles
NightEyes DaySpring
Nik Heikkila
Nik Suljak
Niklas Skar
Nikolai M
Nikolaj Rauff Poulsen
Nikos "Ulothar" Fanaropoulos
Nikos Vlaseros
Nina Blain
Nivi
No One of Consequence
No One of Consequence (WG)
Noah & Marcia Reeves
Noah Bemont
Noah Cooper
Noah S. Ebberts
NoFaceKyoya
Noga Doron
Nomaris
Norbert Patai
Not at all.
Nox
Nube Negra
Nuno Miguel Cunha Faria
Nyxie Walz
Oakley, M.
Obadijah Parks
Obeliskoforder
oberdorsch
Oberon D'Argos
Octavaryum
Okel Glynfir
OldGamersWorkshop
Ole Simon
Oleg Pyntikov
Oliver Bogler
Oliver Sieger
Oliver Volland
Olivia!
Ollo
Ols Jonas Petter Olsson
Omer Raviv
On the back?
Ori Kowars
Oscar Ramirez
Ottó Geir Borg
Ouskie
Owen C. Williams
Owen Kernsmith
owl_mage
Oyurigunslinger
P. Kretsis
P. Steinkuhl
Pablo Anzorena Lozoya
Paolo Kele
Papy_Shadock
Parker Authier
Parker Wesley McClellan
Pascal 'Necral' Daniel
Pascal Picavet
Pat Martin
Pater Fernán d'Aguilar
Patrick "Noffham" Seymour
Patrick Celsus
Patrick Flood III
Patrick Grenier
Patrick Gut
Patrick Healey
Patrick McGeachie
Patrick Oden
Patrick P.
Patrick Pelletier
Patrick Prunty
Patrick Rass
Patrick Russell
Patrick Schneider
Patrick Sheridan
Patrick Sweeney
Patrick Theiner
Patrick Thoendel
Patrick W. Bolton
Patty Patterson
Paul A Peplinski
Paul Advincula
Paul Copenhefer
Paul Denham
Paul Falshaw
Paul H Reed
Paul Herlan
Paul Jones
Paul Laxon
Paul Louch
Paul M. H.
Paul Munson
Paul Northway
Paul Rossi
Paul Ryan
Paul S. Jaidinger
Paul Schütter
Paul Weimer
Paul Yza.
Paulifer
Pavid
Pawan Kapur, "PK"
Payton Main
Peder K. F. Nielsen
Pedro Ecija Serrano
Pedro Touzett Elias
Pellinoir
Pepijn Bodegom
Per Stalby
Persephone
Petar Jankovic
Pete Athens
Pete Frederick
Peter "DM GraveDigger"
Peter and Nathaniel O'Brien
Peter Friese
Peter Hough
Peter Pfoertsch
Peter Ryan
Peter S. Fam
Peter Wilbur
Petre Costin Moldovan
Petru-Daniel Tudosiu
Peyton Monroe
Phgil
Phil Clippinger Lives
Phil Egly
Phil H.
Phil Mazur
Phileas Fogg
Philip Heil, Esquire
Philip Helbig
Philip Hindley
Philip Lewis
Philip Ma
Philip Rogers Jr
Philip Staffin Wiebe
Philipp Ehmann
Philippe Heuschen
Phillip Dreckow
Phillip McGregor
Phillip obr
Phillip Stepp
PhoenixNinja88
Pierluigi Tortorella
Pierre-Olivier Roy
Pierrick Chevallay
Piotr Kieliszek
Piotr Witkowski

Pit
PJ Walters
PJ Zichichi
Plantzy
Platone
Pledge Question: How should we write your name for the Credits section of the books? Bear in mind that we have the right to refuse any inappropriate answers.
Pol Garcia Oto
Polina "polinchka" Bazlova
Pops Deckard
Princess Ella
Princess Snow of the Elemental Dice Vault
Privacy Goblin
Prof. David Negrin
Professor Shore
Prométhée
PrometheusUB
Prue McIntyre
Przemysław "Pyza" Pyznarski
Pukhtu
Pullus Puer
Putzbeard
PyroKitsune
QD Ahrens
Quadrabyte
Quavianna
Quercia
Quinn Clancy
Quintus Caecus Furtim
R. Brooks
R. Max Morrell
R.J. Spirko
R.K.S.
R.Munden
Race M. Cannedy
Rachel Gerrish
Rachel M K
radsty
Rafael Diaz Jr.
Rafał Pośnik
Rainwhisker
Ralph Bågenholm
Ralph Holland
Ralph Mazza
Randal Masutani
Randall M Holmes
Randall Ogen
Randall Scott Wells
Randy Estep
Randy Smith
Raphaël "Koopa" Swennen
Raphael Bressel
Rashard Williams
Rasmus Heisterberg
Raven Ashmore
Ray Chapel
Ray D.Tutto
Raymond "Nylathotep" Banfield
Raymond Baird
Raymond Chan
Raymond Jones
Raymond Newman
Raymond Zapata
Red Steve
Redba
RedeyeTheGoblin
redhawk2085
Reese McLinden
Reese Menezes
Reeve Tsz Fung SETO
Reformed Paladin
Regtyjk
Reid D. Minyen
Reid W
Reinaldo Muralha
Reiss Watson
RekTKuro
Remi Fayomi a.k.a. Negromaestro
Ren
Rene d'Avezac de Moran
REP
Retrotom
Rev. A. S. Kanwar, ULCM
Rev. Dr. Scott Yakimow
Rey tg wushiw0lf nunez
RGF
Rhiannon "RumRunner" Camilleri
Rhodri Edwards
Rhydian
Rhydian Sendall
Riccardo Conti - PrincipeBoemondo
Riccardo Ricaboni
Rich Smith
Richard
Richard A Forsyth
Richard A Reid
Richard DeNoyer
Richard Ferris
Richard Frederick Schubert III
Richard Hurst
Richard M. Harrop
Richard Martin, London UK
Richard Mottern
Richard Nettle
Richard T Balsley
Richard T. Bunt
Rick Li
Ridelightning97
Riley Delmendo
Riley Vann
Rion Urven
Ripley
RisingChaos
River Stephens
RJ
RJ Mec
RJG Smith
Rob Anderson
Rob Beck
Rob Farinholt
Rob Hochstedler
Rob Janik
Rob Knowlan
Rob Kozik
Rob Little
Rob Malkovich
Rob Medley
Robbie Wallis
robdog
robe_daddy
Robert "Ayslyn" Van Natter
Robert "the goblin druid" Hubert
Robert (Genesis)
Robert Armstrong
Robert Dowd (KyHawkeye)
Robert Fisher
Robert Irigoyen
Robert J Perez
Robert John Abbott
Robert John Anderson
Robert K. Barbour
Robert Kerr
Robert McDonald
Robert Olin
Robert Orth
Robert Paul
Robert Stayton
ROBERT THE FOOL
Robert W Phillips
Robert Webber
Robert Weeks
Robert-James Holden-Millar
Roberto Mandrioli
RobertSz
Robin Ammerlaan
Robin Longhurst
Robin Mayenfels
Rodney Emms
Roguemage Nick
Roi Gaash
Rokurou
Rolando Rodriguez
Roll With Adventure Podcast
Roman Wetter
Ron "Elvistopholes" Clark
Ron Olexsak
Ronald R Hicks Jr
Ronald Whitehead
Ronan E. Joyce
Ronn Alford aka Alberonn Veltyn MacLeodhe
Rook Ulfr
Rory Armstrong
Rosmarino
Ross "Umberto" Blythe
Ross Aitken
Ross O'Kane
Ross Ramsay
Ross Richards
Rosta Viktorin
Rowan Hernandez
RoxM@n
RozRollsDice
RPG Crunch
Ruben 'Caupo' Tavernier
Ruben Brandt
Ruben EscobarPena
Rudolph Bonn Grieco Rafael
Rue Ottens
Rui aka Ariamus
Rula Blackthorne
Rurik farskr
Russell 'Hobbs' Bowman
Russell Hefner
Russell Ho
Russell V Jones
Russell Ventimeglia
Rutger Ivens
Ryan
Ryan A. Shaw
Ryan Alciaturi
Ryan Blackstock/Son of Sekhmet
Ryan C. T. Gordon
Ryan Case
Ryan Cucunato
Ryan Fedele
Ryan Gaertner
Ryan Gallagher
Ryan Hand
Ryan Heng
Ryan Henry
Ryan Jones
Ryan Kramer
Ryan M. Spires
Ryan S. Partney
Ryan Smith
Ryan Whitmore
Ryan Williamson
Ryker
Ryland Daniel Heidebrecht
Ryobi Fisk
Ryon Ready
S Ozark
S. James
S. Kelly Marshall
S. Langeneckert
S. Michael Kelley
S. Mullen
S.Kiefer
Saigneurs du Chaos Azazel
Saints_Troll
Saleh A. Alhaidar
Salem Al-Kuwari
Salguod Relhcor
Sally Poppenbeck
Salvador Martinez
Salvatore Puma
Salvyty
Sam "Penguin" Callaghan
Sam Cattle
Sam Curry
Sam Doorley
Sam Fry
Sam H
Sam Heqzl
Sam Hill
Sam Hobbs
Sam K
Sam Stuart
Sam T
Sam Thomas
Sam Wang
Sam Weston
Sam Wong
Samantha Krause
Samari
Sami
Samuel Beal
Samuel Carson
Samuel Limoges Lord of Glencoe
Samuel Murphy
Samuel Rieta
Samuel Stein
SamuelColtsGhost
Samwise
Sani Grönberg
Sara K.
Sarah CP
Sarah D
Sarah Evans
Sarah Filkorn
Sarah Hamilton
Sarah Taub
Sarah Thomas
Sarah/koma bourdrez
Savage Cree Hess
Savan Gupta
Savannah Copeland
Sawyer Berry
Saxum Caribet
SB
schonne
Scotia Clover Baker
scott
Scott Campbell
Scott D. Dominguez
Scott Gillan
Scott Hornbuckle
Scott M. Kowalski
Scott Robert Turner
Scott Thompson
Scotty Parker
SeaLandRay
Sean Bradley
Sean Douglas Drake Grove
Sean Frackowiak
Sean Gallagher
Sean Hugo
Sean K. Simon
Sean L. Nickoli
Sean Lawre
Sean Malone
Sean McGuirl
Sean Ramsey
Sean Reeves
Sean Tadsen
Sean White
Sean Williamson
Sean Wong-Westbrooke
Sean Ziems
Sean, Aidan, & Riley Fitzgibbon
Seb Tudor
Sebastian
Sebastian Black
Sebastian Wobst
Sébastien Célerin
Sébastien Hauguel
Selmeci László
SenseiTrashCan
Sergio Bruni
Seth Scott
Seth Turbeville
Seth Witte
Sethicl
Sgt mackenzie wortman
Shad Scarboro
Shaelei Oakheart
Shaleah Sand
Shanalya
Shane B. Bauer
Shane Doyle
Shane Duggy
Shane White
Shanix
Shann Chaudhry
Shannon Clark
Shannon M. Lynch
Shao-Wen Larios
Shaozhul
Shaphan Marrs G Nabong
Shariq Mallick
Sharjeel H.
Sharon Altmann
Sharon Muffett
Shaun Vellucci
Shawn and Logan Bouck
Shawn D. Zych
Shawn Fortier
Shawn P
Shawn Spitler
Shay Albert
Shazz
Shea Clark
Shea Meney
Shean Dignam
Sheryl Bright
Shimshaq
Shlapoofa
Sid Vicarious
Sigismund Tolentino
Silas Mortensen
SilentStrangler
Simon English
Simon Melmeth
Simon R. Tonkin
Simon White
Simone Rossi
simply josiah
Sinblade723
Sion A.
Sir Applecore
Sir Arjan P.J. de Bont
Sir Eos The Clever
Sir Jeremy "Hammerhold" Cutts, BSc Mech Eng.
Sir Lucien Gaming
SirChristopher
Sixthwind
SJ Hays
Sjoerd de Haan
Sjors Neefs
Skip
Skip Sneeringer
Skrappy
Skye Burnie
Skythak
Slay Al-Ghanim
Smaszno
Smoggygerm
sneils
SnowfoxAU
Soeren Kops Gustafsen
Sohan " Soula" Govind
solemneyed
Solomon's Treasurer
Solveig Lee
Sonny J Wong
Soph W
Soph's Sundries and Crew
Sophie Hunter
Søren Holm
Specter
Spencer Pocock
Ssenmad
stabau
StableButler
Stacy Assaf - Mother of Masters
Staffhog
Ste Chandler
StealthyDruid
Stefan Johansson
Stefan Kraut
Stefan S. Huddleston
Stefan Schlichting
Stefano Nardelli
Stefano Tagliaferri
Steffen
Stentorian
Stephan Eben
Stéphane Lorek
Stéphane MOUNIER
Stéphane Racz
Stéphane Ragnarok Marcotte
Stephanie Carlson
Stephanie Macklin
Stéphanie Silvano-Tellas
Stephen Camper
Stephen Donnachie

Stephen Fuegi
Stephen Goudreault
Stephen J. Pilch
Stephen Murphy
Stephen Murray
Stephen Nash
Stephen R Kramer
Stephen Rokitka
stephen sale
Stephen T. Schmiedeler
Stephen W Perigo
Steve 'Alizaydi' Stroud
Steve Arensberg
Steve Dondershine
Steve Flores
Steve Riese
Steve Wilcox
Steven and Scott Sobotta (The Twins)
Steven Byrd
Steven Chan
Steven Danielson
Steven Fines
Steven Hessing
Steven Makai
Steven R Evans
Steven Roark
Steven Stufflebeam
Steven Wallace
Steveon Walker
Stirling Argent
Stonerunner
Storm Brabants
Stray
Strix
Stuart G
Studio 2 Publishing
Sulley "The Wizard" Merwin
Superlos
Susan Koziel
Susan Sutton
Sven Baudisch aka Exedore
Szekeres András Márk
T Neff
T. Allen Patrick
T. Justin Landers
T. Sap
T. Schnurr
T.I.G.
T&M McFarland
TabiFaz
Tabla Dan Iulian
Tadashi Sugawara
Talakai
Tamara Persephone Johanna MacIntyre
Tamás Toma
Tanja Neubacher
Tanner Clark
Tanya Bowers-Dean
Tanyon Hejny
Tasnádi József
Tate Torkelson
Taylor A Vik
Ted Novy
Ted Wilson
Teddy Harman
Temujin Taylor
Terrible Kids
Terry E Roberts
Terry Mixon
Tess Kinniburgh
Thad Watulak
Thalia White
Thalji
Than Gibson
Thanh C. Kim
thatDaMjeff
The Antosiak Clan
The Bearded Nurse
The Civilized Barbarian
The Creature Known as Shade
The Fulgent Crow
The Good Family
The hand of morgoth
The Last Squirrycorn
The Loopymonkey
The Miklabard (James Shepherd)
The North Wind
The Other Bill Murray
The Pullmans
The Unknown Stuntman
The Weule Bros.
The Wobbly Nerdles
The Yeo Family
theKamiru
Thelosttexan
TheMadHoney
TheMagicMaxi
Theo Mamalis
Theodore M Barnett
Theodore McCormick
TheRustedDM
These Strings
TheSeeDragon
Theskalonious
Thi
Thiel Lehman
Thien An Kay Nguyen
Thierry De Gagné
Thomas Anthony Alicea
Thomas Comte
Thomas Dillard
Thomas Dylan Hornsey
Thomas Grinde
Thomas H. Bryant
Thomas House
Thomas Jones
Thomas Loang Wood
Thomas Nelson
Thomas Norris
Thomas Nowell
Thomas P. Simon IV
Thomas R.
Thomas Ravn
Thomas T.
Thomas W. Iverson
Thor Biafore
Thorben Wagner
Thorsten „Thor" Schramm
Thuin
Tiduskhyn
Tierney Dean (I just got married)
Tim Baker
Tim Barnard
Tim Brown
Tim Cooke
Tim D.
Tim Daigle
Tim Englén
Tim Hall
Tim O'Neil
Tim Racek III
Tim S
Tim Yore
Timothy Aaron Ferrell
Timothy Gilhool
Timothy Haritun
Timothy J. Finucane
Timothy Mushel
Timothy N Turba
Timothy Ward
Titia Thun
Titus Wolfe
TJ H
Tlatlauhaqui
to Kiro. thanks for being a good pal and supporting
Tobasas
Tobias Bleys
Tobias F
Tobias Kent
Toby Court
Tod Higman
Todd Hill
Todd Newkirk
ToJoLo
Tom "Ducalix" Vincent
Tom Badger
Tom Bohac
Tom Danneels
Tom Dowd
Tom Garland
Tom Hazare
Tom McCollum
Tom Roof
Tom Smeltzer
Tom Tolios
Tom V
Tom Zunder
Tommy Kien
Tony
Tony (KC)
Tony Evans
Tony Hamlin
Tony Horne
Tony T.
Toronto Duncan
Tracy "Cthulhu-Boy" Emrich
Travis "Droth" Spencer
Travis Collins
Travis R Munkirs
Travis Richard
Tray Ridlen, gamer and art historian
Tre F.
Trelvania
Trent Darling
Trent Redfield
Trever Bergh
Trevor Buck (Malthphi)
Trevor Guillies
Trevor Reagan
Trevor Shafer
Trevor Zang
Tripp Ritter
Triss
Tristan de Klerk
Tristan Horton
TriumphandBlunder
Trofi
Trond Martin Nyhus
Troy
Troy Alcala
Troy Gould
Troy Spencer
Troy Storfjell
TSJ
Twaanie
Twila Oxley Price
Tyler 'Doc' Pope
Tyler Danh
Tyler Gilman
Tyler J Breasbois
Tyler J. Carson
Tyler Jepson
Tyler Johnson
Tyler Reichel
Tyler Rios
Tyler Russell
Tyler, Smith of Fairhaven
Ualaa
Ulrich Drees
Ulrike "HeavensRevenge" Georgi
Ulysses
Ulysses_New_God_of_Death
Unlucky Bones
Valantine Dagany
Valentin Cheche
valiantOne
Varahn Warheit
Vaughan Cockell
Vechel Fantasy
Vedrin
Vee
Velcro
Vesselin "BlackFalcon" Lubomirov
Vetsur
Vexitus (Sean Haresnape)
Vicki C
Victarion
Victor Gonzalez
Victor Lawal
Victor Paredes
Victor Raab
Victoria G.
Victoria L.
Vikingur Brynjar
Viktor Godaly
Viktor Korpsang
Viktor Krug
Ville Koli
Vince Fearne
Vincent Béland
Vincent Henrotte
Vincent Orns
Virgil legare
Vishendra Naidoo
Vistani Radanavic
Vitus Wessel Vobbe
Vladimir Smirnov
VM Hatzidakis
Von Moltke
Vorkof
Vu Pham
Vykolakas
w david lewis
W. G. Swink
W. Wierschke
w80
Wade G. Sullivan
Walker FitzRoy
Walker M.
Wallace Tillery
WarOrdos
Wayne L, Budgen
Wayne MacLaurin
Wayne Sweeney
Werner Endl
Wes Bridges
Westerin
White Paws
Whitel498
Will 'Willofol' Collins
Will Culbertson
Will Godar
Willem Neill
William Anthony
William Bailey
William Bleuel III
William D Cox
William Dubois
William Fordham
William Freeman
William J. Jackson
William Lark
William Lavin
William Leif Jones
William Marcus
William Richardson
William TB Fee
William Z Cohen
MSGT/USMC, ret.
Windelin
windpeoples
Winston Chiu
Winston G.
WispNova
Wm Scott Turrall UE
Wm Terry Newman
Wolfie & Remedy
Wouter Veltkamp
Wuzzems
Wyatt Vale
WyrmKissed
Xan Grey
Xardise
Xavier Bloemen
Xavier Mulotte
Y||B
Yancy Orchard
Yanis Rios
Yann FOURCHON
Yannick Meyer
Yannick Morin
Yannik Hüllinghorst
Yaroslav 'Jerry' Gorbal
yendoroz
Yoliany B.
Younes Boulghassoul
Youri de Joode
Yseron
Yves Manivel
Z.A. Tatz
Zabrina Corsino
Zac Derenne
Zach Neal
Zach Vickers
Zacharia Heider
Zachariah Pernal
Zachary Eden
Zachary Hayden
Zachary Hering
Zachary James
Zachary Manlandro
Zack Bentley
Zack Butler
Zack Trulen
Zak Kaveney
Zayah and Norah Jihan
Zebsterz
Zeek20004
Zendurak
zeroresults
Zeynep Sıray
Zeyuq
Zhyraxx
Ziggy and Bishop
ZinSunFire
Zombie
(Serby)