HISTORICA ARCANUM

THE CITY OF CRESCENT



5E

CREDITS

Sarp Duyar
Project Lead / Management

Doğa Can Sayılkan
Project Lead / Creative Direction

Duru Berkman
Additional Texts / Marketing

Tyler Denison
Editor

Mehmet Onur Kart
History Advisor / Writing

Hakan Alemdar
Organisation and Map Illustrations

Usame Bakar
Illustration / Graphic Design

Mehmet Ortaç
Writing

Doğa Tercan
Miniature Illustrations

Belgin Kaya
Art Lead / Concept Art

Burak Yarar
Soundtrack

Büşra Özçelikörs
Concept Art

Yağmur Kıyak
Cover Art

Yiğit Güç
Soundtrack

Feyza Çakmalı
Concept Art

Eslem Altun
Concept Art

Erdoğan Ayboğan
Shipping and Logistics

Bartu Bölükbaşı
Additional Illustration

Yekta Ömer Akyol
Concept Art

Elif Ezgi Sakin
Concept Art

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METIS
CREATIVE

FOREWORD

Our journey of creating Historica Arcanum: The City Of Crescent started off as a joke from a pulp comedy movie, yet quickly evolved to a life changing experience for us. It was only a few months ago that we met up in the offices of our day jobs, after asking time and again for the keys to use the space late at night after work, chiseling ethereal ideas into reality. We had absolutely no idea if what we were creating would mean anything to the roleplaying community, especially since we were debuting this world in a setting that has never been adapted to fantasy. Yet, something felt right.

It turns out the roleplaying community did want to try out something new. With the help of 1,716 amazing people whom our lives hadn't touched before, we got the chance to create a full-fledged adventure, featuring a one-of-a-kind trip to 19th century Istanbul. We were to create a mythical echo of the landmarks that we see everyday on our commutes, to unravel the legends that are sadly internationally obscure, and bring the magic and the history of our city - a city that hosted the capital of many Imperial cultures - to your roleplaying table. The task was daunting, yet extremely exciting. With this story and all our future stories, our challenge as a team was and will be to give you a glimpse of the true, not stereotyped, not melodramatic, version of "the East."

We also wanted to bring a new kind of narrative to 5th Edition. In our opinion, all the great stories in the world are told through characters, not the places or the events. That's why we wanted to concentrate on our characters and let them guide their own stories organically, both in our writing journey and in the campaigns you will play in The City Of Crescent. That's why this book is not about slaying dragons and chasing loot in sprawling dungeons. The City Of Crescent is about a mother's tragedy, a young boy's unbearable burden, an orphan who inherited the last moments of dying tradition and a revolutionary who is betrayed by his own revolution. These are all deeply intimate stories of the historical and fictional figures of the geography our story takes place in.

Lastly, we hope to see more cultures being represented in the world of roleplaying, from the creators belonging to the culture of the content. It was amazing to travel around Istanbul, digging deep into the history and the myth, to come up with special details about characters, creatures, locations or even spells that would've otherwise been lost. All our team, for starters, would be the first ones in line to dig through such a book from indigenous cultures around the world.

Without further ado, we wish you the greatest adventure in our City of Crescent, and we hope that this city will become your and your party's city as well.

Hoş geldiniz...

Doğa & Sarp

CONTENTS

6 Introduction

7 Soundtracks

8 Chapter I: Historica Arcanum

Origin Of Magic 10
Mythologia Arcanum 14
Running A Story In Istanbul 20

42 Chapter II: Character Creation

Character Creation 45
Spells & Items 48
Spell Rebound Table 58
Subclass Options 64
Feats 80
Profession System 82

124 Chapter III: The City Of Crescent

Locations 126
Timeline 148
Synopsis Of The Whole Story 150
Characters 154
The Dreams 194
Act One-The First Crescent 204
Act Two-The Second Crescent 228
Act Three-The Third Crescent 250
Act Four-The Lunar Eclipse 278
Side Quests 294
The Wonders Of Creatures And The Marvels Of The Universe 314

368 Chapter IV: Alternate History Toolbox

Alternate History Toolbox 370

392 Chapter V: Cookbook

Cookbook 394

400 Chapter VI: Appendix

The Lies We Told 402
Historical Reading 403
Open Game License 404
Thanks 406



INTRODUCTION

Historica Arcanum: The City of Crescent is a 5th Edition source book that contains many modules that you can use in your roleplaying table. Within the pages of this book you can find the Profession System, the Alternate History Toolbox, a Cookbook, and most importantly, the World Setting of Historica Arcanum, and the Adventure; The City of Crescent.

World of Historica Arcanum

Historica Arcanum is our setting that combines the magic of the 5th Edition with the real world history. The world of Historica Arcanum is gritty; the magic is hidden from many eyes, yet it has a twisting, corrupting nature for all who are involved with it. Within its chapter you can find the narrative tools you may need to play The City of Crescent, and your own adventures.

The City of Crescent

Istanbul of the 19th Century is the hallmark of our book. It depicts a modernizing near eastern metropolis, the capital of a crumbling empire, and a renowned home of many peoples and cultures throughout millennia. The story and the cast of characters are all picked from the themes of this unique, and never-before-delved-in-fantasy-literature period.

Cast of Characters

The story of the adventure revolves around key NPCs - each with their unique perspectives, cultural and historical backgrounds, and perhaps most importantly; their progression as living, breathing characters.

Running The Adventure

We recommend going through the “Running a Story in Istanbul” section to understand the cultural texture first. Most importantly, game masters should read the “Story Synopsis”, and the backgrounds of the main NPCs, so that they can understand the many nuances that players will encounter throughout the adventure. The storytelling will be complimented by the “Dream Sequences”.

Information Boxes

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

Dialogue Boxes

These boxes are for dialogues and used in order to highlight an NPC’s phrases or exclamations.

Historical Notes Boxes

These boxes are there to give some actual historical information and background about the current NPCs or situations.

SOUNDTRACKS

The City of Crescent has songs and ambient tracks composed for the adventure, characters, locations and battles. Here's the list of tracks and their corresponding components in the book.

Character Tracks:

Atlassian Efforts: Padishah Abd-ul Mejid
The Lilac Sultan: Haseki Sultan Bergüzar Hatun
The Wolf At The Door: Ahra of the Janissary Remnants
A Wise Man and His Tortoise : Osman Hamdi Bey, the Royal Polymath
Lament of March: Alemdar Pasha, The Ghost of March
Unwanted, Undesired, Unsafe: Theme Song for All Crime Lords

Story Beat & Battle Tracks:

The Blooming: Act 1, Kore's Song aboard the Ejder-i Derya
The City Of World's Desire: Act 1, First Steps Into the City
Heavy is the Crown: Act 1, The Parade of Swords
Ruptured Voivode: Act 1, A Legend Lie Among the Ruins
The Eye Witness: Act 3, Eyes of Suleiman, Final Battle
Medcezir (High Tide): Act 3, For All Negotiation Tables
Long Live Padishah: Act 4, Lunar Eclipse , The Final Fight

Location Specific Ambients:

Safehaven: Ambient Track for Osman Hamdi Bey's Manor
Cackling Bones: Ambient Track for A Legend Lie Among the Ruins
Choose Wisely: Ambient Track for In the Defense of State
The Wolf's Lair: Ambient Track for the Janissary Hideout
Grand Bazaar: Ambient Track for the Grand Bazaar
The Palace Where It Happens: Ambient Track for the Palace
The World Below: Ambient Track for the Undercity
The World Beneath Their Feet: Ambient Track for the High Society

Situational Tracks:

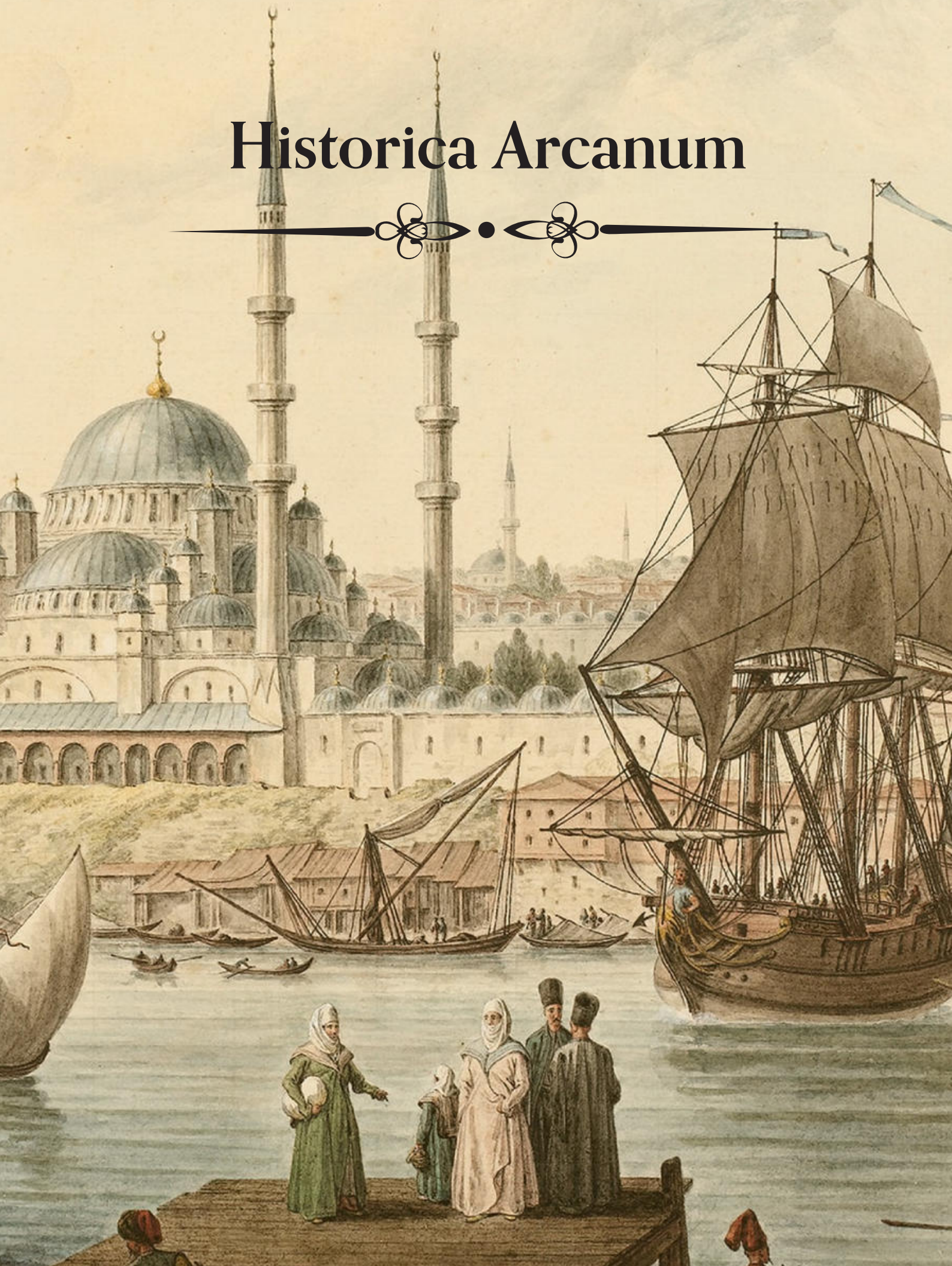
Istanbul by Day: General Exploration of Istanbul, through the day
Istanbul by Night: General Exploration of Istanbul, through the night
Voices From Al- Gaib: Encounters with the Djinnkind
The Last Resort: Melee Fights
Arcane Clash : Magical Fights
The Plot Thickens: Mystery Ambient

http://linktr.ee/metiscreative

Chapter I



Historica Arcanum



Origin of Magic

Rules of Magic

Magic, by definition, is the hijacking of natural processes, a tear in the fabric of our reality, the chain of cause and effect being broken by the abusing force of the arcane source. In the Historica Arcanum canon, the more one uses arcane powers to quite literally break apart reality, the less stable the flow of space-time becomes, allowing the supernatural to exist in our world. This instability of reality alters flora, fauna, or even mundane objects.

The source of arcane alters the consequences of tapping into it. Hence, we will delve into the origins of magic and explain them one by one in detail:

1. Arcane Magic (Wizards)
2. Divine Magic (Clerics and Paladins)
3. Inherent Magic (Sorcerers)
4. Inspirational Magic (Bards)
5. Nature Magic (Druids and Rangers)
6. Pact Magic (Warlocks)

1. Arcane Magic

Lore of the Arcane

Magic is said to be the driving force of the entropy of the universe, the source of instability of laws of nature. If harnessed correctly, it can grant physical strength, emotional connection, mental focus, spiritual alignment, energetic vitalization, and all sorts of miraculous feats. Yet to harness such powers demands disciplined hard work.

Practitioners have identified many different aspects to cast spells with arcane magic. To become a powerful practitioner of arcane magic, any aspiring arcanist needs to be dynamic and harmonious with at least some of the aspects of the arcane. Spellcasters with differing origins may also tap into several aspects of the arcane.

Aspects of Arcane

Abjuration school is dedicated to protective magic, the magic that cancels or interferes with other kinds of magic, supernatural energies and effects through twisting the reality's natural protection against arcane.

Alteration and **Transmutation** schools are dedicated to the skill to transform one form of matter into another, using magic to transform the molecular nature of matter.

Conjuration and **Summoning** schools are dedicated to spontaneous transportation or manifesting of creatures, energies, objects into reality, by tapping into a wizard's creative energy and twisting the flow of time and space.

Divination school is dedicated to acquiring or exposing information about the unknown and the future. Arcanists achieve this feat by not pulling knowledge from the future itself, but through manifesting an otherwise unexplorable wisdom hidden in their minds. However, existence of other diviners within reach may cloud the manifestation capabilities of diviners.

Enchantment or **Charm** schools are dedicated to beguiling the minds of others to make them do the things you want. Such a feat is accomplished by manipulating the sensory perceptions and the nervous system of the victim through the use of arcane abilities.



Evocation school is dedicated to creating matter and energy out of nothing by forcing reality into submission, and altering the nature of the elements existing near the caster.

Illusion and **Phantasm** schools are dedicated to changing the appearance of something by manifesting images, hallucinations and deception. The magic achieves the desired effect by manipulating matters' visibility through arcane.

Necromancy is dedicated to spells which involve death, undeath and the manipulation of the energy of life. There are many methods of casting necromantic spells, such as manipulating the

time flow in a single object, or a body, to rewind death and injury.

2. Divine Magic

Rules of Divinity

The ancient tablets, parchments and scrolls on divine magic written by the priests of old describe divine magic as a solemn understanding between a greater power and a mortal being. They describe this relationship as a symbiosis: the greater power rejoices the faith of the believer and in return provides the miracles to one in need. However, some arcane researchers dwell on an entirely different idea that these pious people take their power to create miracles only through their willpower and creed. In either case, their miracles can be used to heal the wounded, bless the miserable, return sight to the sightless and guide people through hardships. They appear in history as miracle workers, prodigies of the holy, and wielders of the scripture.

Divine magic is direct, predictable, and easy to accept when viewed by an educated witness in the matters of the occult. It may be holy or dark, benign or catastrophic, depending on the person performing the miracles. If a believer somehow loses her faith or starts to walk in a completely different path, it is said that the greater power either curses her or stops granting miracles to her. More credible researchers interpose this idea by saying that the loss of power is due to the caster losing belief in themselves.

Origin of Divinity

The knowledge passed from generation to generation on divine magic describes its origin as such: “It is granted by a beneficent, abusive, or egoistical greater power bearing the capability to grant miracles.” Some researchers contradict this idea by dictating that the origin of divine magic comes from the very souls each person possesses. Research made on rural areas brings into our view that in some rare cases divine power appears in cases like prolonged delusion, abuse of hallucinogenic mushrooms, and even manifests under mental duress too. Throughout history the world has seen many different cults, beliefs, and religions supporting many different approaches to the origin of their own powers, and who can say which idea is correct?

Holy offerings, incense, and holy symbols are the usual offerings for divine spells, but in some cases, it has been seen that some acolytes pray upon profane religions offering live sacrifices as well.

The Never-ending Path

In Historica Arcanum, the work of a pious character never ends. The belief in the existence of celestial concepts took a hit among the masses during the Industrial Age. The practitioners of the divine powers are quite rare, and mundane people do not have the educated eye to notice them in more modern times. There may be trouble in following the path of the pious, but it is a path that is worth following.



3. Inherent Magic

Fiery Blood

Some magic isn't earned by hard work, endless hours of study or understanding of the arcane; some magic is inherent in the blood passed from many ancestors and received by the caster. In this aspect, the ancestor in question is mostly a creature or concept which has great power and spellcasting prowess. These kinds of spellcasters use the raw magic which burns in their veins. Such people bear a magical birthright descended to them from a bizarre or alien bloodline, some kind of otherworldly force or manifestation of a cosmic energy in them. These casters don't choose to be such, they are chosen to be as they are.

Raw Potential

Practitioners of inherent magic are rare to come by. They are always in a quest to unlock their raw potential or tap into the unknown limits of their powers. Such people soon discover that their power never stays dormant once awoken.

4. Inspirational Magic

Authentic Artist

Some magic manifests under the powers of song, art, or speech. This kind of arcane power is a lot more subtle. The performers of this kind of magic can inspire, arouse, excite, hearten, impress, influence, motivate, and provoke by the use of their magical song, inspirational speech or gorgeous art. It is said that the art of these magics is the reflection of words used during the creation of the universe; thus, the performers of such magic benefit from various kinds of different magics. In other words, this kind of magic is mostly based on art, stories, music and oratory skills and involves knowing a little bit from everything at a time but never grasping one subject wholly.

Potent Troubadour

This kind of magic can be used a lot more subtly compared with many other types. It can be hidden behind poems, songs, musical notes or even behind speeches. It is really easy for such a caster to inspire allies or cripple foes, alter how people think, cause confusion or create deception.

5. Natural Magic

Apostle of Terra Firma

The magic of nature is perhaps the most pure of occult arts, yet it hosts great irony as you twist the laws of nature using nature itself. Texts passed down on obelisks, standing stones and other archaic information detail this kind of magic as a connection between forces of nature and a mortal capable of twisting the laws of nature to unleash the force. These arcane powers are harsh, raw and less refined than other aspects.

Nature magic is severe, sharp, acute, and to the point, as nature herself. Those with an educated eye and mind will perceive that this kind of magic rebounds on flora and fauna in a miniscule way.

Roots of Augury

According to the combined observations of and insight of sages through the ages, the amassed knowledge on nature magic describes it as such: "The archaic forces of mother nature are granted by the so-called "ancient spirits of nature" to a select people who hear a call to the wilds. These ancient spirits are most likely a product of a person's subconsciousness born with the inherent power of nature magic. The ways of these spellcasters are primitive and rigid as are the ways of nature."

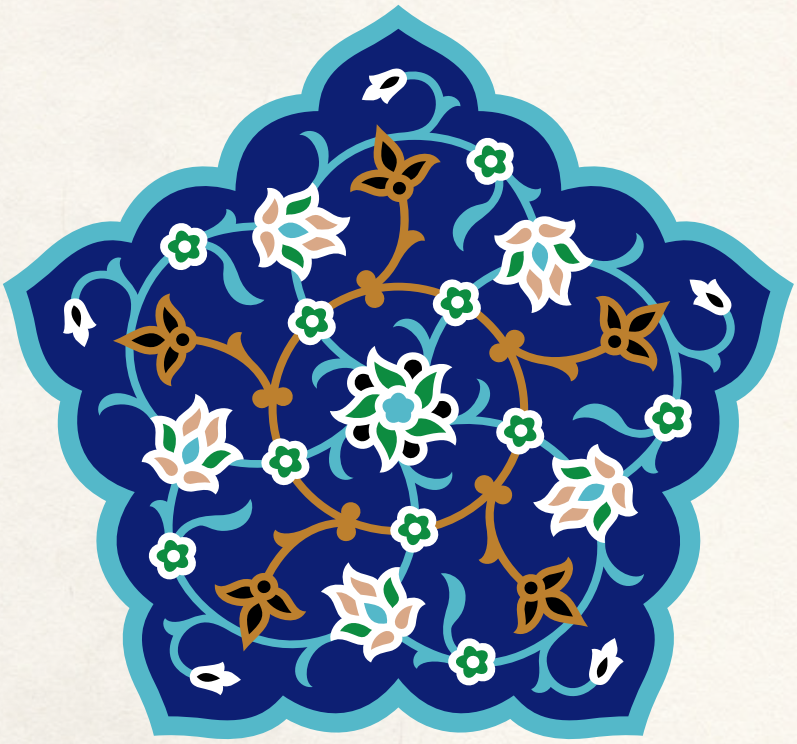
6. Pact Magic

Bonding Contracts

The first users of the arcane were wizards, their powers and rebounds on the world gave birth to sorcerers. The combined magic in turn spawned beings of immense arcane instability, who can grant powers through pacts. Some arcanists seeking power or ways to fulfill their desires forge contracts with these patrons. In the dusty pages of history, magic influenced many supernatural creatures and allowed them to inflict great changes among the common folk. If one being's desire and a supernatural being's agenda fit, these contracts give them magical powers, allowing them to use magic even though they are not wizards who study the arcane, or sorcerers that inherit a great power.

Invoking Arcana

Creatures gain the ability to cast spells through pacts, and their bonding terms also invoke the mysterious powers in the arcane boundaries of magic. Their eldritch abilities seem mysterious even in the eyes of arcane masters. The chains of the pact makers may be broken if the creature on the receiving end reaches the peaks of mystic arcanum.



Mythologia Arcanum

All the non-mundane races, monsters and creatures in Historica Arcanum, be they vile or righteous, are the consequences of arcane experimentation, and spell instability. In this part of the book we will provide you with some basic information about the playable races and the monster types you can see all around the world of Historica Arcanum.

What are the Origins of Monsters?

Only natural **beasts** and regular humans are born pure from the corruption of magic, but this does not mean they are immune to it.

The **aberrations** are the results of mind magic gone haywire on magical experiments, or potent psychic spells having a terrible rebound. When human magic and experimentation abuse the minds of natural beasts–or worse, other people–the victims are transmogrified into aberrations.

Mostly revered and respected by folk who had the chance to witness them, the **celestials** dwell under the area of divine magic's influence. Their origin derives from spells that are most likely classified as miracles, performed in the dark days by spellcasters using divine sources of arcane. As the least feared and most adored type of creatures, they are one of the few creatures that have a natural disposition to good deeds in Historica Arcanum.

Animated material, sentient sets of armor, blades with a personality and material given life through magic are all **constructs**. They were all once mundane items but brought to life or sentience by the influence of magic, whether it was intentional or as a side effect of spell rebounds. Creatures that exist within daily household items are the most common of such monsters.

The most majestic and ancient of all magical creatures are **dragons**. They are the relics of an ancient time where humanity built the first empires. Ancient Mesopotamia is the birthplace of dragonkin, where the kings of Babylon, Assyria and the Hittite Empire pursued supreme power. Their quest was radicalized by cults worshiping vipers and the primordial dragon deities. The cultists managed to manipulate those with power and influence to turn themselves into scaled, winged beings as a part of a twisted worship. Hundreds of years of arcane experiments, astrological sightings and occult rituals, and the consequent unstable reality caused by unhinged magic in the region, have managed to turn some unfortunate souls into dragonkind.

When pyrodulia destroy a town with their worship of fire, when a cult of nature worshippers manage to summon the forces of terra firma, when a shaman uses his powers to summon a much needed rain, when a druid uses his gift to shake the core of the earth, **elementals** come into being as the unintended side effects. These types of creatures usually become sentient when a magical event with an elemental nature happens. Most of the elementals gain primal consciousness but rarely achieve sentience.

When magic is used to alter the minds, hearts and souls of humans, when arcane casters of the old times tried to conquer the psyche and conscience of people, it sometimes resulted in the creation of many alien creatures we call **fey**. Fey are spawned from the bodies of arcanists and their victims lost to altered states of consciousness achieved by arcane means. These alien creatures choose to amass magical artifacts in their dwellings, essentially turning it into another hidden plane of existence within this world. This is due to the fact that they are addicted to the inherent magical energy of artifacts.

The results of the ill practice of magic brings out the worst in humanity; a demonic nature. When the eldest of arcanists practiced forbidden and dark powers of magic, it changed and corrupted them, changing them into something far from human, a **fiend**. This change brought with it a new source of arcane, aptly titled, demonic magic, which is the ancestor of pact magic. Only fiendkind may exploit this source of arcane, as mortals aren't strong enough to tap into it.

In the ancient times some nature magic performers used to dwell in their chosen areas of influence and absorbed the natural elements of these said areas by abuse of magic. In time they became intertwined with the elements they lived amidst, thus becoming the **giants**. They were blessed with great physique and longer lifespans. Those who lived close to hills absorbed the solitude of the hills to become hill giants. Those who lived close to underground caves absorbed the sturdiness of the stone to become stone giants. Those who lived close to volcanoes absorbed the wrath of fire to become fire giants. Those who lived close to the heavens above absorbed the fury of



the clouds to become cloud giants. Lastly, those who absorbed the powers of the storms became storm giants.

The origin of the **shapechangers** aren't known exactly but researchers of serious caliber claim that it is the cause of either some potent curse or the lingering effect of a powerful transmutation spell. The exact reason is unknown, but they are real and are poised to be the one of the most dangerous foes of sentient life.

When a natural beast dwells in the area of a magical instability, they are transformed into a **monstrosity**. The beast changes into something completely different: a true monster, a magical beast with the urge to destroy, either due to the magic clouding its mind and instinct, or due to an inherent hatred of what it has become.

If arcane powers keep being used on a creature that already hosts significant magical instability, its tissue structure collapses in on itself, with the genes being altered to the point of no return, bringing forth an **ooze**. Or a mighty wizard wanted to make a jell-o with magic. One could never know (Most likely the former).

When some people perish with an unfinished business, when they are in the pursuit of everlasting life and meddle with the dark arcane art of bending time & space, or if someone's life meets an gruesome end at the behest of magic, they return as **undead**. Those puny enough to be engulfed by the spells that they perform become **hollow undead**, animated with only one basic goal and only possessing small to little personality. Mindless skeletons, vicious zombies and ever-hungry ghouls & ghasts are of this type of undead. Some undead transcended their bodies and became **ıncorporeal undead**, possessing no physical connection to our world. They are usually tethered to an object or an exceptionally strong feeling, thus are still lingering in our world as reality fails to sever their connection to the current time & space. Ghosts and spirits of many kinds are among these kinds of undead. Very few eldritch souls manage to reach the very pinnacle of the undead being, being able to exist between living and the dead, possessing immeasurable power and fortitude. These are the most dreaded, most feared and potentially most powerful kind of the undead, the **primogenitus**. Vampires, liches and other potent dead are among these kinds of horrors.

The Djinnkind

In the Culture of Islam

In the world of Historica Arcanum, the cultures which are predominantly Islamic have, in their folk tales, the creatures that are called the Djinn. Hence, the knowledge of the Djinn, for the vast majority of people, comes from their lore in Islamic cultures. It is said that they are made up of an arcane substance called smokeless fire, rather than the soil that the humans are made of. In the lore of Islam, Iblis, the Devil, is also said to be created from the smokeless fire and is a powerful Djinn.

Djinns were thought to be the same as humans regarding their free will. They were unseen, and most probably evil. They would possess people if they were weak and fragile in mind. People avoided using their language's equivalent of the word Djinn, as the names have the power to summon.

Plane of Madness

The curious minds of the occultists of the world of Historica Arcanum have managed to pinpoint the origin of the Djinns: The Plane of Al-Ghaib, the Unseen, an echo of this world, twisted by the corrupting and maddening effects of the arcane powers. It is said that this plane is the origin of many culture's understanding of a darker world: Hel, Duat, Jahannam, Hades, Underworld, Limbo, Abyss.

In reality, For Al-Ghaib, we have almost no knowledge except for what we learn from dissecting the only dwellers of that plane that we can interact

with, the Djinn, which led us to some interesting conclusions. The plane seems to be made up of arcane power and madness seeping from the arcanists of this plane. It is the universe where arcane instability is the norm, rather than the exception. Many sages, seers, prophets, priests, shamans, druids, dervishes, and more claimed to have brought knowledge from Al-Ghaib. Some may actually have, some did that in order to stake their claims to a hard and formidable ground.

Evil Takes Shape

According to legend, some archmages plotted to pierce the veil separating this world and the Plane of Al Ghaib, of which they falsely believed is the source of arcane energy, in turn transmuting themselves into Djinns. Other more credible occultists claim that the Djinn are the result of magical instability caused by potent spells, which slowly drive arcanists insane, causing their bodies to decay, and ultimately condemning their spirits into the Al-Ghaib.

Djinns are mostly shapeless and very difficult to detect when they decide not to be apparent. When they wish to gain a form they look like your worst nightmares. They mostly have multiple eyes, a multitude of each limb, sometimes multiple heads. They have ethereal looking skins, as if they were a specter. But do not be mistaken: They are very much alive.

The Chaos Incarnate

In Historica Arcanum **Djinns** only exist in the borders of chaos. Most of them operate in the world by possessing the mind and souls of the weak-willed, in order to anchor their presence in this plane. They are mostly evil, villainous, perhaps simply chaotic at their best. Some desire destruction, some vengeance on the humans, some enjoy crushing people's souls, and a very few may prefer to strike deals with the occupants of this plane for gain. In this region of the world, there are people who summon djinns through religious rituals, magic and by speaking their real names. It is important to know a djinn's name, as names have power. They love invoking the evil in the hearts of people and most have different ways of achieving this. Some of them seduce the lustful, some of them use fear on the weak-willed, and some of them manipulate the power-hungry.

The Worst Nightmares

When the Djinn breach the borders of the material realm without a vessel, they take on their amorphous but solid shape. In direct light their phenotypic features become apparent: They have ethereal-like skins, partially transparent, but still visible to the naked eye. Their spectrelike form contains many eyes, heads or limbs. Their looks may vary according to the observer, a shape from their nightmares, inner fears, past traumas. They may look like specters and ghosts to someone but they are not to be confused with the undead.

As a djinn's power grows, they have a better ability to control their shape. A low-cast of the Djinn may easily fool weak-minded mortals to think that they are charming partners, the true bringers of chaos are beyond mortal comprehension.

Origins of Other Humanoid Races

The non-human races of Historica Arcanum are quite uncommon, with their population too limited to pose as a significant minority within human society. Therefore, they prefer to dissolve into their communities with disguises and clever tricks. However, due to their seemingly alien appearance, the common folk fear them immensely, which leads to many non-humans being shunned, and living in poverty in the peripheries of human societies.



The Dragonborn

Of Draconic Ancestry

Magic users of the archaic ages were deeply interested in achieving the powers of draconic nature, mostly due to the allure of their mythical properties. Some were granted their wish. The draconic species were spawned in the tumultuous era of the collapsing Bronze Age Empires. Dragonborns are one such race, which have successfully managed to integrate into the periphery of civilized society.

Proud and Strong

As descendants of dragons of tales and legends, the dragonborn are a proud race of humanoids. There are two bloodlines of dragonborn, with their differences being due to the influences of different cultures on the Draconic races' initial rituals. The two bloodlines live in different parts of the world, as **Metallic** and **Chromatic** dragonborns.

How to Hide in Cities

Most dragonborn use tattered rags, masks and robes as a way to hide their identities. They pass as humans who have leprosy.

The Dwarves

Desire to Beat Cold

At the end of the ice age, a community of surviving humans were so diminished in numbers, the cold became their nightmare. Their elders, magicians and seers sought the power to enhance their bodies. To beat the cold they morphed their bodies to a shorter but stouter shape to preserve heat. Dwarves were born.

Stout and Strong

Dwarves are an ancient folk who lived among humans for many ages. Their strength and ability to adapt made them survivors, and their physical prowess and short demeanor made them excellent miners and builders. Many of them used their abilities for crafting, some for warmongering. Their main goals mostly have been survival by inward looking communities.

How to Hide in Cities

Dwarves usually do not require stealth while living in the cities and with humans. Usually they are not thought to be another race. Their appearance does not cause fear, and they can easily blend in society.

The Elves

Graceful and Long Lived

During the dawn of civilization, the quest of an everlasting life bore three outcomes. Some spellcasters exploited arcane magic to achieve immortality, and became **high** elves; some chose to use nature magic and became **wild** elves, and some abused pact magic and became **twilight** elves. The potent magic caused their bodies to be altered in shape, in the form of longer limbs and their signature eartips. The abuse of magic has failed to create everlasting life for the ambitious arcanists of old, but two hundred years is a long time compared with humans' lives.

> *Elves reach adulthood around the age of 30 and live about two hundred years.*
>
> *Half-elves reach adulthood around the age of 20 and live about one hundred and twenty years.*

Hidden In Plain Sight

The elven cultures live alongside humanity, as elves can easily pass off as a human with a light disguise. Unlike the humans who change the environment to their wishes, elves live according to the environment around them. If the area they live around is marshland, they live in harmony with the swamp; if the area they live around is a jungle, they live in harmony with the forest; if the area they live around is a city, they live in harmony with the city.

How to Hide in Cities

Since many elves can pass as human if they hide their facial features and ears, they easily wear hats to hide their ears and makeup to hide their fey heritage. Some elves use magical masks to hide their faces too.

The Orcs

Archaic Power

During the collapse of the Bronze Age, the Sea Peoples wreaked havoc on Mediterranean civilization. During the invasion of Egypt, their leaders were aware of the power Ramses III held in his hands and gathered volunteers among their people. They chose their best warriors and used arcane powers to make them stronger. However, these powers corrupted the appearance and the mental capabilities of the warriors. Their spell-struck minds occasionally cause severe aggres-

sion, normally seen in a few Orcs; however, this was generalized to all by earlier scholars.

Strong and Resolute

The orcs are scattered around the world after their origin, as far as scholars know. They were trusted as warriors, soldiers, mercenaries and more, mostly choosing direct actions rather than complicated situations. As magic became more uncommon amidst society, they chose to hide in the country-side or as mysterious warriors among the cities.

How to Hide in Cities

Orcish families rarely choose to visit highly populated cities and find it troubling adjusting to new changes in the world; however half-orcs easily pass as humans with simple make-up and clothes, mostly to cover up their tusks and their greenish skin hue.

The Halflings

Retiring into Seclusion

After the Battle of Changping, all warriors taken captive by the Qin forces were executed. Seeing this massacre, survivors and local tribes despised the advancement of the society and decided to retreat into the wild. They sought to be away from civilization and the magic they used to hide from the world changed them, eventually making them smaller. Centuries later many of them traveled the world and settled in many places on the planet.

Curious and Joyful

Many halflings are known for their carefree attitude. They live in the cities as small communities and mostly populate the country-side. They also care for their seclusion and secrecy. They don't trust outsiders enough to reveal information about their community, but they are usually friendly, curious and cheerful as individuals.

How to Hide in the Cities

Halflings easily pass themselves as children. Due to their small nature, they are able to hide easily in the cities if necessary.

The Gnomes

Talented Minds

It is rumored that during the foundation of the Shang dynasty, the monks and scholars of the land wished to achieve greater aspects of understanding and wisdom. They considered magic as one of the higher aspects of learning and desired to achieve fundamental understanding of it. It is said that the first wizards were among them and their understanding and influence on magic changed them into gnomes. This is because they sought to prevent their bodies from decaying by spell rebound by changing their phenotypic and molecular structure.



Intelligence and Understanding

Gnomes are mostly known by their affinity to magic and their enthusiasm for invention and progress. It is rumored that it was the gnome researchers that invented gunpowder. They are fond of technology and magic. Usually serving in palaces, observatories, libraries and more, as arcane became rarer, they chose to hide in the big crowds as small humans.

How to Hide in Cities

Gnomes can pass themselves as short humans or children with their basic magic. They can easily avoid the gaze of authorities thanks to their size.

The Tieflings

Children of the Daemon

The use of pact magic sometimes twists the mortal appearance of the user beyond control, morphing the arcanist even further than that of a twilight elf. A body cursed with horns, skin of purplish hue, blood red eyes and a devilish tail. Tieflings are either the descendants of the very first arcanists who broke the limits of abusing pact magic, or are very unfortunate infants who were subject to the rebounding effects of pact magic cast near them.

Miserably Misunderstood

The tiefling are always feared because of how they look. Their horns, large dark eyes, long tails, and usually crimson skin makes them a target for bigotry. They are the rarest of the races. Their infernal heritage clearly shows in their appearance, and people hate them for this.

How to Hide in Cities

As with dragonborns, they use robes, rags, and masks to hide their nature when in cities. Tieflings who are proficient with spells also use arcane disguises.

The City Of Crescent Running a Story in Istanbul

WELCOME TO ISTANBUL: A BRIEF HISTORY

A grand city which oversees Asia Minor and Thracia... Built on seven hills to rule the lands of the Old World, and the Mare Nostrum... A man adorned with purple silk and a pearly crown stands atop one of those hills; watchful of his burgeoning capital. This man carries the wills of both Caesar and Octavian to a new age.

Constantine the Great named Byzantion its new name and dubbed her as the capital of the world - a title far from being just vanity for a millennia. One of the most powerful and long living empires of the world expanded from this city and survived the devastating waves of the steppe hordes and the other migrating tribes for centuries. Constantinople has been the jewel of the Mediterranean and one of the most important focal points of the modernizing world. She is a gorgeous mistress. Many men tried to take her hand, and only a select few were worthy.

The City of Crescent lived through countless sieges. During the Arab Conquests, the city gates witnessed a great clash. The scorching Greek Fire burned the straits, stole the lives of many and sent them all down into the bosom of the Sea of Marmara. Only the army of Crusaders managed to get past the great Theodosian walls of the city, resulting in perhaps the worst act of pillaging in history, yet the Romans–Byzantines–conquered their city back 57 years after losing her.



The Turks were the final contestant, succeeding in where many great civilizations failed, in 1453. The commander who was foretold in ancient prophecies to bring this mighty city down on her knees was Mehmed II of the Ottoman Royal line. The siege lasted for 53 days. The cannons used in the siege were the greatest cannons the world had ever seen, bringing the first taste of change to a Feudal world. The city surrendered to Mehmed II's genius plan of pushing galleys from the land to overcome the deadly chain protecting the Golden Horn. After the siege, the once mighty Roman Empire ceased to exist, only to be born again in spirit within a new one: The Ottoman Empire.

From that day on, the great city of Istanbul has seen her share of rulers - all from the same line. From Mehmed II to Mahmud II, the City of Crescent has seen the rise and decline of an empire. The masters of the city were known for feats of different kinds. Suleiman the Magnificent inspired and codified laws, bringing prosperity; Selim the Grim defeated two mighty empires of the East in eight years and stood at the pinnacle of the world. The city, also stood undaunted during devastating earthquakes, consuming fires, horrible plagues and many more catastrophes that may have easily destroyed another city of this magnitude.

This city harbored emperors who inherited the crown of the Roman Empire; conquerors who cracked a hole in the impregnable walls; dreamers who fulfilled an everlasting ambition; commanders who shaped the world and annihilated empires. This is the city of Haseki Sultanas, the Queens of the Ottoman Empire who controlled the fate of the peoples of Europe and Asia, albeit from the shadows.

Yet with age, even the Sublime Porte of the Topkapi goes frail, and by the time of the game, the empire is in full decline. This is where the story of the City of Crescent picks up - amidst the crumbling majesty of a once great power.

Notes on Arcane & Divine Matters

Arcane Matters

As the jewel shining on the edge of Europe, Istanbul attracted many supernatural beings and hid them up her sleeve. Arcane matters are very much alive in the city, yet far from the eyes of the uninitiated. In this section, we will discuss some baseline rules and understandings of people about arcane and divine matters.

Magic is rare.	Spellcasters are not everywhere, and magic items are not sold by the hawkers. You can't see people selling healing potions in bazaars, and you can't see the boards of Mage Guilds around the corner. Local people know magic from myths, stories and their religion. It's not real for them.
Magic is dangerous.	Spellcasters are aware, one way or another, that casting a spell may come with a cost. Spells rebound and may harm the user as well as the fabric of reality. In the past, many fires, earthquakes, and other catastrophes happened because of the use of magic.
Magic is hidden.	There may be spellcasters and magic item owners in the city, but they're mostly discreet about it. They don't use their powers openly.
Potent Magic is illegal.	Although it is easy for the spellcasters to hide spells with middling effects on reality, if the reality is broken to a large extent, secret officials of the city are sent to investigate and upend whatever is causing the arcane instability. However, the goal is to not cause any panic amidst the public, so these officials work in the shadows, acting as surgical strikes.

The People of Istanbul & Matters of Arcane

The population of the City of Crescent is mostly religious. Dominant faiths are Islam, Christianity, and Judaism. These people's devotion to their religions usually prevents them from getting involved with arcane matters. These religions ban the usage of magic and thus allow common folk to accept magical secrets in their hearts and give them a reason to stay away. This works as a self control mechanism for the common folk.

The common folk are actually aware of basic arcane matters. Their knowledge surpasses real-life's common folk's awareness and information about magic. Their fear of the dark, walking alone in the shadows, checking under their beds, and their caution in silent nights is not without reason.

How about the monsters?

Monsters are hidden.	They live in stories and under the beds. They lurk in the dark corners of the city. They haunt the shadows of the regular folk, seldom seen.
Monsters dwell among the common folk.	Some monsters are experts in hiding, thus they seem like normal people. This way they live, plot and hunt.

How do the non-human races live?

There's an easy answer: they live in the Undercity. As the Undercity offers them a place they can freely live, some may desire to see the ground. They may have business, errands, and other concerns. How will they get to the surface?

Dwarves	Dwarves easily blend into the city. Common folk think of them as "shorter humans" rather than a whole other race. Some may wear special stilts that make them appear taller.
Elves / Half-elves	Elves also find little difficulty sneaking around the city. By hiding their ears, they can easily pass as humans. Especially half-elves may choose to live in the city all the time. Still, some elves use masks and similar magical items to pass as humans for greater safety.
Halflings	Halflings have a way of hiding their own. They are easily ignored: most of the time they are thought to be children. All they need to do is to act the part.
Orcs / Half-orcs	Orc races mostly need hooded cloaks and magical items to hide. As veils are common in the city, it is not weird to hide one's face.
Gnomes	Like halflings, gnomes easily sneak around. As their facial structures register as more "non-human" than halflings, they count on their talents and arts as ways of distracting. Their access to innate spells like illusions make it easier for them.
Dragonborns	Dragonborn will need masks and similar magical items more than any race. They mostly pass themselves off as "sickly" people to steer away from social encounters safely.
Tieflings	Their main problem is their tails and horns. They will need masks and disguises to pass as humans, as their resemblance to fiends would trigger regular folk.

Divine Matters

There are druids, clerics, rangers, and paladins around harnessing divine power. These people may raise questions about the reality of religions.

The answer is unknown. All is about the faith and devotion of your heart. Every person is free to choose what they believe. Harnessing divine power doesn't prove anything - except the fact that the prayers do not go unanswered. Answered by whom, however, is the real question.

Notes on Languages, Belief, Culture and Names

In most fantasy settings, humans only speak Common, which is impossible to reflect in history and Historica Arcanum perfectly, as humans speak a great variety of languages. This can create a communication problem in the game, as our players may come from any corner of the world to be enlightened by the mysteries of The City of Crescent.

When your players are preparing their characters and choosing languages, consider this choice:

Common	By knowing Common, the players know 3 of the most spoken languages in Istanbul: Turkish, French and Arabic.
Normal Languages	There are no "fantasy race specific" languages such as Elvish, Dwarven, etc. If players' chosen characters allow them to speak additional languages, they can choose other living languages around the world.
Exotic Languages	If you allow your players to choose exotic languages, they can choose a dead language.

The Titles in Our Game

There are many titles from Turkish, Arabic, Persian, and other languages in the City of Crescent. Many Turkic and Islamic titles mixed together as the Ottoman culture represents both of them.

Title	Meaning
Padishah	The ruler of the Ottoman Empire uses this title of Persian origin. It means "King of Kings"
Bey	It is an old Turkic title. Equivalent to Lord in ancient times, the leader of the tribe would be named "bey". In time it changed to "sir", or "mister". It is used to specify important people. E.g. Osman Hamdi Bey.
Pasha	It's the highest rank in Ottoman government and military. Governors, generals, dignitaries, and more hold this title. For example, grand viziers, admirals, and high governors...all are pashas.
Agha	It means "master, chief, lord" but used to signify a lesser importance than pasha. For example, the leader of the Janissary Corps was titled Agha. Many officials in court hold this title. There are also many "aghas" in society, to signify their importance. It is not necessarily an official title.
Hatun	In ancient times Hatun was the wife of a Khan/Khagan. It now means "woman of higher importance." Concubines, sisters, and relatives of the Padishah hold this title.
Haseki	The chief consort of the Padishah, this title was used by Hurrem Sultan, consort to Suleiman the Magnificent, for the first time. It was abandoned in the 17th century but is still used in this setting.
Sultan	Sultan is originally the title of the ruler who gained the approval of the Caliph, but now it is also used by women. The main difference is that women get this title after their name, like "Hurrem Sultan", and there can be more than one. For example, Suleiman's mother and sister also used the title of Sultan: Hafsa Sultan, and Hatice Sultan. However, there can be only one male holding this title and it is the ruler of the Empire. It came before the name like "Sultan Mahmud", "Sultan Mehmed"
Shahzadah	Originally meaning "son of the shah," it is used in the Ottoman Empire to identify the sons of the padishah, princes. Pashazadah, similarly, means "son of pasha"
Hoja	Hoja actually means "teacher" but has religious understanding during the time period of this game. Usually imams and other religious figures are called hoca.
Dervish	Those who have accepted material poverty in order to find peace themselves, deserting ego to find Allah. Usually the members of Muslim Sufi orders.

The Way the Locals Speak

It is an important note that Turkish and Arabic are two very distinct languages. During the Ottoman era, Turks used Arabic letters with a few Persian letters added to it but still many letters served different purposes from Arabic ones. Also, there are many expressions, names, and exclamations from Arabic, Persian, Greek, and Armenian that you can use to flavor your game.

“Lan!”	An expression of anger during arguments and can be used to taunt someone in the streets.
“Oha!”	It is used as “Whoa!” in Turkish.
“Siktir!”	It is the f-word.
“Bok ...”	It is a word for defecation and can be used for expressing your anger or sarcasm.
“Birader!”/“Kardeşim!”	Both mean “Brother!” in Turkish.
“Selamın aleyküm!” “Ve aleyküm selam!”	First sentence is used when entering a place and people greet you back with the second sentence. “Peace be upon you!”
“Kolay gelsin!”	It is a good wish to tell people that are working: “May it be easy for you.”
“Oğlum...”	It means “My son...” but is used like “Bro, dude, pal” when addressing men close to your age.
“Inşallah!” (Inshallah)	It means “I hope God wills it.” Muslims in Istanbul use it instead of “I hope.”
“Bismillah”	It means “With the name of God.” It is used when before you start doing a chore (Eating, entering a place, starting a work, almost all deeds)
“Estağfurullah” - (Astaghfirullah)	It is used as a way of apology or humility. It means “I seek the forgiveness of God.”
“Eyvallah”	“It is good with the name of God” It is said instead of “thanks” and sometimes instead of “Bye” and “Fine.”
“Ya”	It is an exclamation word usually voiced when starting a sentence. You hear many Turks use it in the beginning and middle of sentences. When used alone it has many different meanings depending on the tone.
“Âlâ!”	It means “Good!” or “Well!” People use these phrases to show their approval in a situtation.

In this table, many words have Arabic origins but as the game takes place in Istanbul, we are especially giving the Turkish way of saying. It may not be the same with Arabic origins.

As many cultures were alive in Istanbul you may also hear these “rude” lines from other cultures in the city:



Greek	"Malakas!" means "Jerk!"
	"Archeedee!" means "Balls!"
Armenian	"Apushi mek!" or "Apush!" means "Idiot!"
	"kune" is the f-word
Arabic	"Ghabuin!" means "Idiot!
	"Gayri maqboul!" means "It is unacceptable!"
Hebrew	"Stam" means "No reason /
	"Mefagger" means "really idiot"
French	"Putain!" The f-word
	"Merdre!" is the s-word.

Naming NPCs

These are the example names for the people across the city:

Muslim male names	Mehmet, Ahmet, Hasan, Rıza, Halil, İbrahim, Selim, Mahmut, Aziz, Mustafa, Şevket, Emin, İsmail, Yusuf, Musa Ali, Hüseyin, Ziya
Muslim female names	Ayşe, Hatice, Behiye, Cemile, Dilşad, Hacer, Mihrimah, Mediha, Naciye, Şerife, Fatma, Berhayat, Nesrin, Nergiz, Emine, Esma, Fehime, Gülüstü, Elif, Ayla, Nur

As Turks didn't have surnames until 1934, they were identified by their father. For example, "Musa oğlu Ahmed" means "Ahmed, son of Musa" or "Mehmed kızı Hatice" means "Hatice, daughter of Mehmed".

There were other ways to identify people such as:

Clan names of old	Yoruk, Saltuk, Ozbek, Turkmen, Tatar, etc. *Yörük means "nomad", Saltuk, Özbek, Tatar and Türkmen are other Turkic tribes throughout the world.*
Occupation	Nargileci (Shishaman) Mehmed , Marangoz (Woodcarver) Mustafa, Tellak (Hamam worker) Ahmed, Tulumbaci (Firefighter) Kerim etc.
Distinctive Quality	Topal (the Cripple), Kızıl (Redhead), Tekgöz (One-eye), etc.
Religious Title	Hoca (Teacher), Kadı (The Judge) etc.

Most of these names are of Arabic or Persian origin. Mostly they come from the Quran. It is a tradition to choose a name from the Quran.

Greek male names	Alexandros, Hector, Jason, Menelaus, Nikolaos, Theodoros, Niko, Alexios, Angelos, David, Manuel, Elias, Gabriel, Georgios, Ioannis, Joseph, Jocahim, Konstantinos, Loukas, Matthaios, Markos, Raphael, Stefanos, Stavros,
Greek female names	Andromeda, Artemis, Aspasia, Athena, Cassandra, Danae, Daphne, Despina, Europa, Eurydice, Euthymia, Helen, Anna, Christina, Despina, Eleni, Eva
Armenian male names	Davit, Narek, Hayk, Alek, Erik, Arman, Samvel, Tigran, Aram, Abraham, Hakob, Hovhannes, Petros, Poghos, Tamar, Gor, Hrant
Armenian female names	Nare, Milena, Mane, Ani, Anna, Anahit, Mariam, Mary, Sofi, Sona, Tatev Antaram, Araxya, Arpine, Bella, Diana, Donara
Jewish male names	David, Daniel, Uri, Omer, Ariel, Adam, Eitan, Lavie
Jewish female names	Tamar, Miriam, Sara, Avigayil, Shira, Talia, Tael, Lia, Leah, Esther

Beliefs & Some Practices

Islam (Sunni)	Ezan is heard five times a day and Muslims pray (namaz) after. In Ramadan they feast from dusk till dawn.	Turks, Arabs, Kurds
Eastern Orthodox	On Sundays a bell rings from churches and people pray.	Greeks, Armenians
Roman Catholic	Confession: In churches, people tell their sins to a priest in order to be forgiven by God.	Italians, French, Germans
Judaism	Shabbat: Saturdays. The holy day.	Jews (Mostly emigrated from Spain, they are known as Sefarads)

It should be noted that Istanbul is both the seat of Caliph and the center of Orthodox belief. The Patriarch is here and the Caliph is the Sultan of the Empire himself. After the declaration of Tanzimat, all religious and ethnic groups were viewed as equals.

The Politics of the Ottoman Empire

It is important to know the city and how it works. The statesmen, palace officials, and more hold important places in society.

The Ottoman Empire is in a difficult state: it is both considered in a decline and in a modernization period. Since the defeat in Vienna (1683), Ottomans have been in a state of defense, always losing lands and corrupting from the inside. The 19th century is no better. It is important to check out the major events of the timeline and what people discuss in the streets.

Ottoman-Egypt War	Mehmed Ali Pasha (called Kavalan Pasha in the City of Crescent) was the assigned viceroy of Egypt who rebelled against the Ottoman Empire and declared independence. His forces occupy an important portion of Anatolia and he is close to Istanbul. A very threatening force.
Happenstance of the Greatest Good	A decade ago, the Janissary Hearth was destroyed by Mahmud II. Janissaries were no longer in the imperial military but not all were killed in the incident.
Greek War of Independence	Years ago the Greeks gained their independence and parted ways with the Ottoman Empire. However, a good number of Greeks still preferred to live in the city of Istanbul.
Crimean Distress and the Threat of Russia	Peter the Great's will was to be read to all ascending Russian Tsars, and in that will was one clear instruction: Conquer Istanbul. The Russian Empire is interested in Crimean territories of the Ottoman Empire and to further push southwards. This will eventually result in the Crimean War.
Westernization	The Ottoman Emperors, officials, and intellectuals saw the problem of decline as having fallen behind from the west. In the past centuries, the western countries have defeated the Ottomans many times and ripped their lands from them one by one. Therefore, the ruling elite thinks of modernization through Westernization. However, there is a great pushback to this idea from the traditionalists.

Who sits in the palace? How does the Ottoman bureaucracy work?

Padishah	Leader of the Ottoman dynasty and the empire. Titled the Khan of Khans, Caesar of Rum, the Caliph, and Amir al-Mu'minin.
Haseki Sultan	The head of the Harem and wife of the sultan.
Grand Vizier	Highest ranking officer in the Diwan (council). Usually the commander-in-chief in campaigns.
Kaptan-ı Derya	The grand admiral of the fleet.
Vizier	Advisors and governors. Responsible for political and military affairs. Sometimes can be sent to campaigns as commanders.
Serasker	After the destruction of the Janissaries, the duties of the Janissary Agha were given to Serasker, the minister of war. It is a new position in the council.
Kazasker	The military judges that governed legal matters. There were usually two.
Defterdar	They were responsible for treasury and economic matters. There were usually two.
Nişancı	They were chancellors of the sultan and drew his seal on documents to make them official.

Law Enforcement

Until 1826, the Janissary Corps (p.141) governed the order and enforced law in the cities of Istanbul. Everything changed when Mahmud II attacked the janissaries and dissolved their organization. Now there are two organizations governing the streets:

The Imperial Military (Titled Victorious Soldiers of the Prophet by Mahmud II after both the Janissary and Sekbans were taken out. In the game, Bostanji Guard are elite soldiers of this Army.)	The main law enforcement branch. They are officially the army of the state and the only military organization in the Empire. They inherited the tasks and authority of the janissaries; thus, they also act as the police force and keep the peace in Istanbul.
Teşkilat-ı Mahsusa (Titled "A Certain Organization" in the game.)	The shadow organization that acts as the secret service of the Ottoman Empire. They also gather intelligence and interfere on arcane matters if they think it is necessary for the sake of the Empire.

Any form of thievery, assault, murder, or such crimes will be investigated by these officials. There are courts for the accused and arrested; if found guilty, the criminals are punished according to the laws of the time, e.g. there may be a death penalty for a murder.

The Certain Community investigates discreet and underground crimes as well as arcane matters. It is not welcomed that spells are cast openly in public. They would not just arrest the spellcasters: they would also alter the memories of those who have witnessed the event.

If the players are arrested with evidence tying them to magic, they will be sent to the Yedikule Dungeons.

The Events during the Rule of the Padishah Abd-ul Mejid

In this section, the actual events that took place during the rule of Abd-ul Mejid are listed for a better understanding of the political and social deeds of the time. Throughout the game, DMs should utilize this section to add flavor to the acts of the Palace.

Imperial Edict of Reorganization (Tanzimat Fermanı)	The differences between peoples of the Empire in the eyes of the government have ended. All of the people of the Ottoman Empire would have full religious liberty and equal civil rights. Beginning of the secularization of the state and many reforms intended to westernize the country and end the corruption and decline of the state.
Crimean War	Abd-ul Mejid and his diplomacy led the European forces to gather against the Russian Empire, and with the Treaty of Paris, Ottomans secured a winning peace with the Russians.
Ban of Slavery	Abd-ul Mejid banned slavery in his reign. Slaves in the Ottoman Palace were eunuchs and slaves from Africa, and in his period, slave traffic and castrating ended.
Ottoman-Egypt War	While Kavalan Pasha crushed Ottoman armies several times, Abd-ul Mejid succeeded in the diplomatic arena and put an end to the conflict. As players may experience some of this war's aspect in their quests, it is actually resolved behind the scenes. Abd-ul Mejid convinced great powers like the United Kingdom to help them secure an advantage against the rebellious Egypt.

During the story, Sultan Abd-ul Mejid will cast potent spells with Haseki Sultan Bergüzar Hatun (p.156) to gain an edge in his diplomatic plays. These moves involve high spell rebounds, hence the city will be badly impacted.

Earthquake	Roll 1d10 x 100 to determine how many commoners are dead and how many buildings are demolished. If your players are stuck in a fragile building, have them roll Dexterity saving throws to see if they can get out of the building in time. For example, the 1841 Earthquake of Istanbul is considered a major catastrophe.
Flood	Roll 1d4 x 10 to determine how many ships have sunk. Roll 1d6 x 5 to determine how many neighborhoods were affected. In history it is known that in the 19th century floods have caused a lot of damage to the city, especially the flood in 1866.
Fire	Roll Strength and Dexterity checks for the Tulumbaci Corps, to see if they are able to put out the fire. If not enough, the fire may badly damage the city. Fires have been the bane of many megacities of old throughout history. Strangely, fires caused by cooking eggplant-based dishes were prominent during the 19th century.
Pandemic	Have your players roll a Constitution saving throw in order to determine if they are sick. On a failed save, they will be diseased. Every day they are diseased, have them roll a Constitution saving throw. On a failed save, they will gain one level of exhaustion. Two days of success will remove disease. Cholera outbreaks played an important part in the Crimean War and brought Florence Nightingale and the question of medical hygiene to the forefront of public debate.

The People of Istanbul

The City of Crescent is one of the most populated cities in the world, due to its geographical and political importance. Thus, it has a complex societal structure. Religious and cultural diversity adds myriad flavors and tones to the city.

In addition to being a vast city on its own, Istanbul can be considered a giant chess board with many more than just two players at present. High society and rich people are almost constantly in danger of losing their titles, positions, and even their thrones. The people of Istanbul harness a great power within their grasp: when they riot, they can decide who is the Padishah on the throne, by the blade if necessary. This was mostly exploited by the Janissary, which led to their dissolution at the hands of Mahmud II.

Although the Padishah wields supreme power over the law and military, when the right pieces fall to the right squares, even the Emperor of the Sublime Porte himself may be killed by the rebels. There are many examples of overthrown sultans, like Ahmed I and Osman II. This puts a "soft" counterbalance on the power of the palace, and creates a "lively" meritocracy where the most politically savvy can change the fate of the empire and the emperors.

Also, being in the poor class contains immense danger. Rebellions, poverty, plagues, wars, murders, crimes, massacres...to put it simply, Istanbul has a vivid and colorful history, painted mostly using red ink.

If you belong to the middle-class, whether part of a particular community, an order, or other organized group, you are relatively safe. Religious orders, artisan guilds, old janissaries, fishermen, levents...all groups like these provide a modicum of security in uncertain times. Merchants and salesmen in the Grand Bazaar, for instance, will probably watch each other's backs against strangers and common threats. Common folk mostly try to stick together.

Economy

To avoid confusion, the game uses the classic gold piece-based economy of the core rules. You can flavor the economy by calling 1 sp = 1 akçe (akcha), 1 gp = 1 para and 1 pp = 1 Ottoman Lira.

If you want to use the literal Ottoman currency. 1 Ottoman Lira is equal to 100 kurush and 1 kurush is 40 para. You can make 1 sp = 1 kurush and use the prices accordingly. Throughout the game we used the economy represented in core rules.

Neighborhood Culture & Collective Punishment

"Mahalle" in Turkish is an important word. It roughly means the particular neighborhood one lives in. If you live in a neighborhood, you know all of your neighbors. You meet on many occasions. Usually you celebrate festivals and special days together. Neighbors tend to stick together, and there is a good reason for it. There is a sense of collective punishment for crimes in Istanbul. If an unsolved murder occured in a neighborhood, all of its people could be punished for it. That is why neighbors look out for each other and protect each other.

However, being in a mahalle also brings a kind of social oppression. Because of their responsibility to each other, the individuals are aware of each other's actions. When you behave even slightly out of what is considered standard behavior, you are frowned upon, and if things go that way, you may suffer some serious social distance and even physical punishment. Acting out of social expectations may cause a disarray, starting from your family, relatives, and neighbors.

Arzuhal: Reaching out to Palace

In Istanbul, where the empire is governed, local peoples occasionally want to reach out to Topkapi Palace and the sultan to make their complaints. There are some ways to accomplish that but the most common method is Arzuhal (Petition).

Fridays are considered important in Islamic culture. It has been a tradition since the earliest times of the Empire that Fridays are for the common folk to communicate their problems, reaching out to people of power all the way upwards to Padishah. People could do that as individuals or as a group.

Before Abd-ul Mejid (p161), many of the Padishahs of the declining centuries of the empire didn't attend Arzuhal gatherings personally. Abd-ul Mejid changed that and made sure to listen to common folk's troubles and ease their worries about the wellbeing of the sultan and the state.



Seng-i Ibret (İbret Stone)

Ibret is an important aspect of Istanbul's society. It means "punishment for making an example." Beheaded officials' heads would be presented on Seng-i Ibret (Stone of Example). It was Abd-ul Mejid who banned this tradition after the signing of the Tanzimat Treaty.

Gorgeous Festivals

The entertainment for local people will be explored further in later sections, but festivals were held in Istanbul on almost all possible occasions.

Here are some examples:

- On religious holidays.
- On the birth of a Shahzadah in the palace.
- On military victories and conquests.
- On a wedding in the palace and so forth.

These festivals could be very distinctive from each other, but most of them held a common tradition:

Fired were the cannons!

The cannons were fired at the onset of the festivals to announce that the celebrations had begun. Also, during the month of Ramadan, at the end of fasting cannons were fired to alert the people that it is time for iftar (dinner after the fasting).

Bathhouse Culture

Bathhouses called "hamam" by Turks hold a very important place in the lives of the locals of the city, ever since Roman times.

- They are used for cleaning the whole body.
- They are used for socializing. People would go there after work and chat with fellow locals.
- Some parents would look for suitable partners for their children there.
- They are hothouses for spreading gossip.
- They are used for entertainment and social activities. For example, before a wedding, people would gather and dance in the hamams.

Cleaning holds an important place in the daily lives of the locals. Therefore, it is advised that you should check out this option, for an interesting down-time activity:

If not cleaned properly in the last five days	Local people and artisans would not like the smell; therefore, you have disadvantage on Charisma checks except for Intimidation.
On the cleaning day	Local people and artisans appreciate the use of hamams and clean people. Therefore, on the day you use a hamam you have advantage on one Charisma check except for Intimidation.

The Poor Locals of the City

In the streets of Istanbul you may hear the local tradesmen yell for people to buy their products or have people visit their shops. Usually, the locals are very loud during the day and you always hear a distant calling. Istanbul is a city that is very much alive and breathing. You may encounter all kinds of people.

The poor locals of the city included barbers, laborers, guards, tulumbacis (firemen), levents (mariners), coffee waiters, hammals (carriers), herbalists, shoemakers, lokum-makers, fortune-tellers, kebab shop owners, bezzaz (cloth merchant), bileyici (tinkerer), cezzar (mobile butchers), tuhafiyeci (milliners), and many more. So if you walked down the streets, what would the Poor Locals of the City be talking about?

- How did the bread prices get so high? (referring to a crippling inflation coming with missed economic reforms)
- How good the old days were according to old people.
- Mahmud II's war against the Janissary Hearth
- Newly announced Tanzimat Declaration.
- How did the powers of the west corner the Ottomans on many fronts?
- Religious topics such as sin, heaven, namaz (prayer), oruç (fasting), iftar time, etc.



And let's discuss what people know? What do they think of the world, history, politics if asked?

- They believe in magic, but many of them didn't really see it. Therefore, they actually don't know anything about the real magic of the game.
- Some of them are superstitious. They believe things like a black cat would bring bad luck. Some Turks, for example, believe that all deeds must be held with the right hand. You must enter a place with your right foot. They may be suspicious of left-handed people.
- As it is a custom that boys attend Mekteps - schools - at a younger age, they have a general religious knowledge. And for minorities, it is even more important to have their children practice their religion as this is an important aspect of their identity.
- As it is a crowded city with many diplomats, traders, and visitors, they hear a great deal about what is going on in the world.
- Most of the minorities know their own languages as well as Turkish, as it is the official language of the Empire and the City. If Turks live close to minorities or have involvement with them, they also can speak that language. Many tradesmen in the Grand Bazaar learn an extra language to outshine their competition.

The locals and poor strata have similar clothing. Some traditional and signifying clothes of the people included:

Fez	A symbol hat for "westernization." It is preferred by the common gentlemen.
Hijab	The old, usually religious headwear. Peasant women living in the outskirts of Istanbul usually wear a non-religious and more colorful head attire to protect their hair from sun and dirt.
Shalvar	The long-legged traditional clothing preferred by both men and women. It is baggy and long.
Turban	Traditional headwear of the middle and upper classes of the old times. There are many colors and types, often used for a sense of fashion.
Veil (Peche)	Many women preferred transparent veils when going out. This traditional wear holds an important place in Turkish culture. Many different colors and types were preferred by the women.

You also may encounter people from different cultures. Italians may be wearing their traditional hats and robes. You may encounter priests and other clerics wearing their own religious clothing.

Where do the Poor Locals of the City Do For Entertainment?

Hamam: The Bathhouse	These places are for cleaning and socializing. Hot spring water cleans your skin, and many people from the city would gather around and chat. There is music and entertainment in most hamams. To participate, have your players roll for DC 10 Charisma (Performance) checks to gain the attention of crowds.
Berber: The Barber Shop	Barber Shops are where you get your hair done and hear all the gossip around the streets. Barbers are the main "gossip men" around the city. Have your players roll for Charisma (Persuasion) to talk and learn gossips or have them roll Wisdom (Perception) (Both DC 10) for hearing them.

Kahvehane: The Coffee House	This is where people gather to have a coffee, smoke a shisha or socialize. If your players want to blend in, there are some opportunities. They may play a card game, a game of backgammon or smoke shisha (hookah) with the locals. For the games, use appropriate tool checks (Intelligence for backgammon, for example). For the first time users of shisha, have them roll a DC 5 Constitution saving throw to see if they make a fool of themselves.
Turkish coffee: Fortune-Tellers	With Turkish coffee comes great responsibility. Fortune-telling from consumed Turkish coffee mugs is highly popular in the city. Have your players roll a DC 8 Charisma saving throw to see if they let their body language reveal information about them (For fraudulent tellers). Some tellers may have real power. Even your players may attempt to tell a fortune, in which case have them roll a Wisdom (Insight) check when telling someone's fortune. You may also apply these numbers to your NPC fortune-teller when a player has their fortune read. • 1-5: Nothing. • 6-10: One omen. • 11-15: Two omens. • 16-20: Three omens. • 21+: A good prophecy about the person.
Kandil: The Feast of the Candles	A Day of the Candle represents an important day in Islamic/Turkic culture. The city is decorated with candles everywhere and people would celebrate this day. Shadowplays featuring folkloric characters can be found during these holidays.
Newroz: The New Year in Persian Calendar	The arrival of Spring is celebrated with fires and dances throughout the city - a ritual brought from the shamanic/paganic pasts of many cultures in the city.

The Middle-class of the City

The Middle-class of the City involved merchants of any kind, artists, painters, poets, psychisans, scientists, lawyers, journalists, retired soldiers, clerics, and dervishes.

What do they know? How do they live?

- Literate, and they are mostly better educated.
- Most of the Turks belonging to this class also can speak and write French. French culture has a huge impact on the High Society of the city nowadays.
- Some of them may be involved with the reality of the actual magic of our game. Still, many of them wouldn't believe in the existence of magic.
- Minorities most likely have connections abroad. The new-wave of Nationalism fractured the Ottoman Empire in the last century, and Greeks have recently won their independence. The Russian Empire and European powers are also very meddlesome when it comes to Ottoman domestic affairs.
- Most of them are interested in art and/or artists themselves.
- Most of them are somewhat intellectual, thus have good knowledge about history, politics etc.
- They probably follow the news about the world very closely, as they follow newspapers.

What did they wear?

Fez	Fez is an icon for westernization. As socio-economic status increases, most likely a gentleman would wear a fez.
Mintan Shirt	The collarless and neckless shirt for regular gentlemen
Kaftan	It's a kind of robe for gentlemen. It reaches all the way to the ankle.
Jacket	19th century European style jackets reached Ottoman lands as well.
Entari	It is a robe for the ladies, designed like a dress for the middle-class.

Middle-Class Entertainment

Tuluat Tiyatrosu: Basically Improv Theatre	There are some theaters in the city based on "improvising." The middle-class usually attends these events. Sometimes the players call someone from the audience to the stage (These plays are usually held in public but in middle-class regions).
Mesire: Picnic	This is common among the middle-class. It usually takes them to parks and green spaces. Players may accompany some families or individuals for these mesire events.
Fortune-Telling	Fortune-telling is also important for the middle-class, but the fortune-tellers are more sophisticated and mysterious people. They may have real (probably little) magical powers that give them a little insight. Use the rules stated above.
Shadowplay	Shadowplay is generally for common people, but the middle-class also values these plays. It is different from Candle Feast days. Have your players roll Intelligence (Arcana) or Intelligence (Investigation) checks in order to determine the magic involved in the area and for determining illusions.

The Wealthy Locals of the City

The upper class included palace officials, Pashazades (people who are descended from pashas of old), aghas, owners of trading companies, and diplomats.

What do they know? How do they live?

- Very good knowledge of politics, history, art, and other subjects. Many are aware of what is going on in the world.
- They are aware that the Ottoman Empire is in a stage of collapse. Mahmud II and his heir Abd-ul Mejid, however, are doing their best to reverse this situation.
- Many know some secrets of the city and probably the involvement of magic in historical events (albeit little information). It means that they are aware of the existence of magic for real. Still, they have probably never seen real magic or magicians before. Some may have low-level spellcasters at their disposal. Some may be trained in the art of magic.
- They are probably better at judging people and their body language.
- These are the people who make the politics, not the ones who are reading them. They probably meddle with political affairs or have strong connections in the palace or abroad.
- Minorities probably hold a strong trade business. Most handcrafts were handled by the minorities in the Ottoman Empire.
- They probably have many people serving them, mostly from poor locals of the city. They have eyes and ears throughout the city.

- It is most likely that they have a "secret." The existence of a secret's possibility is more than the poor and middle-class. The essence of this secret may be varied, from forbidden love-affairs to political secrets.
- They have the power in their hands. It is most likely they will act accordingly.

What did they wear?

Fez	Even the Sultan himself wears fez.
Redingot: a Frock Coat	The western wind is strong among the Ottoman's wealthy locals.
Waistcoat	It was common for gentlemen to wear waistcoats over their shirts.
Neckwear	It's a tie for the gentlemen. It is usually worn by intellectuals, artists and rich people.
Silk Velvets	Ladies of the high places preferred silk velvets with many colors and designs.
Western style dresses	As the western wind was stronger on the rich, ladies of the minorities and Muslims both preferred western style dresses designed in tailor shops and exhibits.

Entertainments for the Wealthy Locals

High Society Balls	Some high society events would frequently take place in the city. If your players would like to infiltrate one, you can use these checks: Dexterity (Disguise Kit): If they have known faces or they are from non-human races they may want to use the Disguise kit, their checks' total will determine the DC for any suspicious NPCs rolls of Intelligence (Investigation) Intelligence (Forgery Kit): They can produce fake documents if needed. Charisma (Deception) or Charisma (Performance) (DC 8): A general check to determine if the players got their roles right. It probably shouldn't have effects unless they fail by 1 or 2 or succeed by 20 or more.
Auctions	Some valuable art pieces or jewelry may be sold at auctions from time to time. Usually very rich parties organize these events. If your party wishes to join one, you may use the rules for fitting in above. • d20: Roll this to determine the value of next item (if magical) (1-15: Common; 16-19: Uncommon; 20: Rare) • d4: Roll this for the art pieces (1: Painting; 2: Statue; 3: Clothing; 4: Craft (Ceramic, carving, etc.) • d6: Roll this if you want some historical but non-magical items to be brought to auction (1: Last century; 2: 1000-1600 C.E.; 3: 500-1000 C.E.; 4: Classical Era and before; 5: Prehistoric; 6: Specific Belongings of Important Leaders)

Exhibits	Exhibits are for painters and other artists' to reveal their art to the people. Have your players roll these checks if needed: Intelligence (Investigation) (Forgery Kit may be applied): To determine if there's a fake art piece. (Dwarves may have advantage on the roll if it is a stone statue). This check could also be used for determining an art piece's value. Wisdom (Perception): If your players want to collect rumors around high society. The DC may vary.
Palace Organisations	Some high-class people may have chores in the palace from time to time. As Topkapi Palace is vast and probably one of the most important (if not the most important) places in our game, players would like to be there eventually.

Eastern Visitors

Who are they?

From Central Asia	There are other Turkic people in Central Asia. In earlier centuries they even wanted help against the Russian Empire. Following a trade route, a person from Turkic origins such as Uighur, Ozbek, and others may come to the city. They probably will bring Turquoise stone, silk and quality horses with them.
From China	China was ruled by the Qing Dynasty during this century (from 1644). As Chinese merchants even traveled long distances in earlier centuries, it is possible that there are few in Istanbul now. They will probably bring silk, paper, tea, and interesting armor and weapons of Chinese origin. There may even be some of them carrying interesting magical items, such as scrolls, toys, miniatures or runes with them, as Chinese civilization is one of the oldest in the world.
From Japan	With the Meiji Restoration starting in this century, there were travelers from Japan venturing to distant realms as traders, diplomats, and students. If you encounter a traveling merchant from Japan, they probably have katanas and other Japanese style weapons, sake, kimonos, jewelry and more.
From Tibet	There may be monks and other kinds of hermit people traveling to Istanbul. They may have some ancient scrolls, wisdom from the east, magical tattoo arts or more with them.

From India	As the Indian lands have fallen to British rule in this century, there may be a lot of people from different cultures living in India that have come here. They may have spices, tea, food and other goods from the Indian Subcontinent to trade. They may be here on behalf of East Indian Company or some personal business.
From Egypt and all over Africa	Egypt and some regions in North Africa were a part of the Ottoman Empire in the 19th century. Many people from the parts of the Empire may have business in the capital of the city. They would bring coffee, tobacco, gold, luxury goods, ivory, and more.
From Iran	As a lasting peace between the Ottoman Empire and Iran since the 17th century was secured, you may expect many visitors from Iran in Istanbul. They would bring luxury goods, ceramics, art pieces, religious texts, tobacco, and more.

Why are they here? What do they know?

- If they are frequent traveling merchants who have often made business in the Ottoman Empire, they would speak Turkish. Others would hire translators with them.
- They may want to explore the magic in Istanbul. As the city hosts many legends, they may be arcane researchers.
- As they might have unique items with them, they may also be interested in what they do not have in their homeland.
- They may seek political missions in this area. For example, an embassy from India would like to speak with the Padishah.
- They may be running away or migrating from their homes.
- They may come to explore riches in the City of Crescent.
- If Muslims, they may be here to explore where the Caliph of the Muslims lives and rules, since the Ottoman Empire has been the leading power of Islam since 15th century.



Western Visitors

Who are they?

European	They may have come from all over Europe. Prussia, Austria, France, Great Britain, Spain, and more. They would probably bring with them: Quality cloth, books, plays, poetry, wine, whiskey, gems, goods from the Americas (like chocolate) and more.
American	As the United States of America faced a terrible civil war in this century, there may be diplomats from either side trying to convince the Palace and the high society, as well as some who ran from the conflict. If they are traders, they would have chocolate, pepper, porcelain, fur, gunpowder, tomates and such with them.
The Russian Empire	As the Russian Empire and Ottoman Empire were in a brutal conflict with each other, you may not expect many visitors from the Russian Empire. Those who are present from the Russian lands are most likely either there on espionage missions, or for religious reasons.

Why are they here? What would they know?

- They may be here to explore the mysteries and riches of "the East." They may have wanted to see the east with their own eyes. Istanbul and eastern fashion of the Ottomans has always been famous in Europe.
- They may be here for cultural and academic activities. As French and western winds were strong in the Empire, they may be here for theaters, exhibits or more. Also prominent were the dig sites of Ancient cities in the lands of the Ottoman Empire. Troy, where the story included in this book starts, is only one such example.
- They may be spies. They may be working for other Great Powers' intelligence services.
- They may be aware of magic in the West, and may have come here to see how magic works here.

Accommodations

This is not your usual medieval town. There are no standard taverns where you can stay with payment. There are, however, hotels, inns and other places specifically for you to stay.

Guesthouse	You can pay your worth for a room. Some wealthy people have turned their houses' empty rooms for renting. This is usually much more expensive in richer neighborhoods.
Hotel	Probably expensive, but there may be cheap alternatives. Most of the time breakfast and dinner are included in the price. Essentially the modern system for touristic accommodation.
Tanrı Misafiri "God's Guest"	Tanrı Misafiri in Turkish culture is an interesting thing. You can knock on a door and claim you are a guest from God. It is customary for common folk to open their houses for you, offer what they have on the table and you can get a good night's sleep. Still, it involves a great risk for sure. And lightning may not strike one place twice.

Alcohol

Although alcohol is banned in Islamic tradition, it is still "not banned that much" around the city. Many shops sell it discreetly. Coffee shops, lokum shops, and spice shops are extremely frequent.

Escape and Chase in the City

Rooftop Chases	There's a legend in Istanbul that the famous poet Nedim would run from rooftop to rooftop in order to see a different lover every night. You may roll some skill checks for your NPCs or have your players roll them in order to determine what happens during the chase Strength (Athletics) (DC 13): To see if they can make longer distance jumps. Dexterity (Acrobatics) (DC 13): To see if they are able to cross obstacles easily. Three failures may lead them to their fall. Wisdom (Perception) (DC 13): To determine the threats around them. There may be natural hazards (uneven bricks) or some officials around.
Underground	Istanbul is a city built on a city built on a city. Especially with the existence of the Undercity of non-humans, catacombs, tunnels and hidden dungeons are prominent methods of moving around the city. Wisdom (Perception) (DC 14): To determine the entrances and exits. Intelligence (Nature) (DC 12): To determine the nature of the underground way. For instance, does it contain poisonous air? Intelligence (Arcana) (DC 15): To determine if there are any runes, magical hints that may reveal some information about the way.
Phaeton (Horse Carriage) Chase	Phaetons are frequently used in the city as a means of travel. Sometimes your players may want to chase someone who's running or they may be the ones who's getting away from a threat! Have your players roll these skill checks if needed, or you roll for any NPCs that may require these checks (Tool proficiencies may be applied if you see fit!) Wisdom (Animal Handling) (DC 14): To determine if the rider is able to control the horses, or perhaps even to take the reins yourself!

Armors and Weapons in the City

The use of armor evolved since the invention of cannons and muskets. Regular heavy armors became useless against the muskets. Still, soldiers carried on using breast plates, but metalwork in body protection highly decreased. Foot soldiers and such rarely wear armors; mostly cavalry did.

There are some weapons in Istanbul's society which corresponds with the weapon in the game as stated below:

Yatagan	Yatagan is a long blade that curves outwards - compared to an inward curving saber. Its stats are that of a longsword.
Shimshir	Shimshir is essentially a thin, yet still curvy, saber, with excellent balance. Its stats are that of a scimitar.
Pala	Pala is a military version of a cleaver. It is stout, has curves for better handling, and it is to be used one handed. Its stats are that of a short sword.
Hanchar	Hanchar is a curvy dagger, which can be used both for piercing and slashing the target. Its stats are that of a dagger, with the exception that it can also deal slashing damage.
Tabar	It is a Turkish halberd, used by some dervishes, hermits or wood-cutters. Its stats are that of a halberd
Mamluk Kilij	Kilij is "sword" in Turkish, and these blades have curvy ends. Its stats are that of a greatsword.
Kargi	Used by Turkish horse-cavalries centuries ago, kargi is kind of a spear. Its stats are that of a spear.
Great Kargi	A larger and more dangerous version of kargi, great kargi uses the stats of a lance.
Jereed	Made from wood and with metallic sharp points, these weapons use the stats of javelin. Jereed is also used with blunt ends for sports in Okmeydani, Istanbul.
Safavid Axe	These magnificent blades resemble a halberd but their axe property is sharpened and its usage as a spear is no longer needed. The Safavids used them in battles in the earlier centuries. Its stats are that of a Greataxe.

Other than regular armor, these types of armor may also be available to your players:

Armor	Cost	Armor Class	Special Effect	STR	Stealth	Weight
Steel Vest (Medium armor)	250 gp	15 + Dex (maximum of 2)	-2 damage from firearm weapons.	13	Normal	40 lb.
Buff Coat (Light Armor)	40 gp	13 + Dex (maximum of 2)	-1 damage from firearm weapons.	-	Normal	20 lb.

The armor already presented in the game may have different flavors in this game, as it is not often you meet on the streets with full armor.

- Hide Armor: This armor can be seen as a fur warcoat.
- Leather Armors: This type of armor is a light leather jacket worn over clothes.
- Mails, Scale and Plate armors: In the 19th century, the metals were cast thinner. As such, these armors can be worn in combination with other military gear. Chainmail and scales are worn within clothes for extra protection. Plate armors are typically worn over uniforms for both protection and social status.

For firearms, these weapons may be available for your players.

Reload: This ability determines how much ammunition can be spent without using an attack or an action to reload the weapon. It is shown like this: Reload (6)

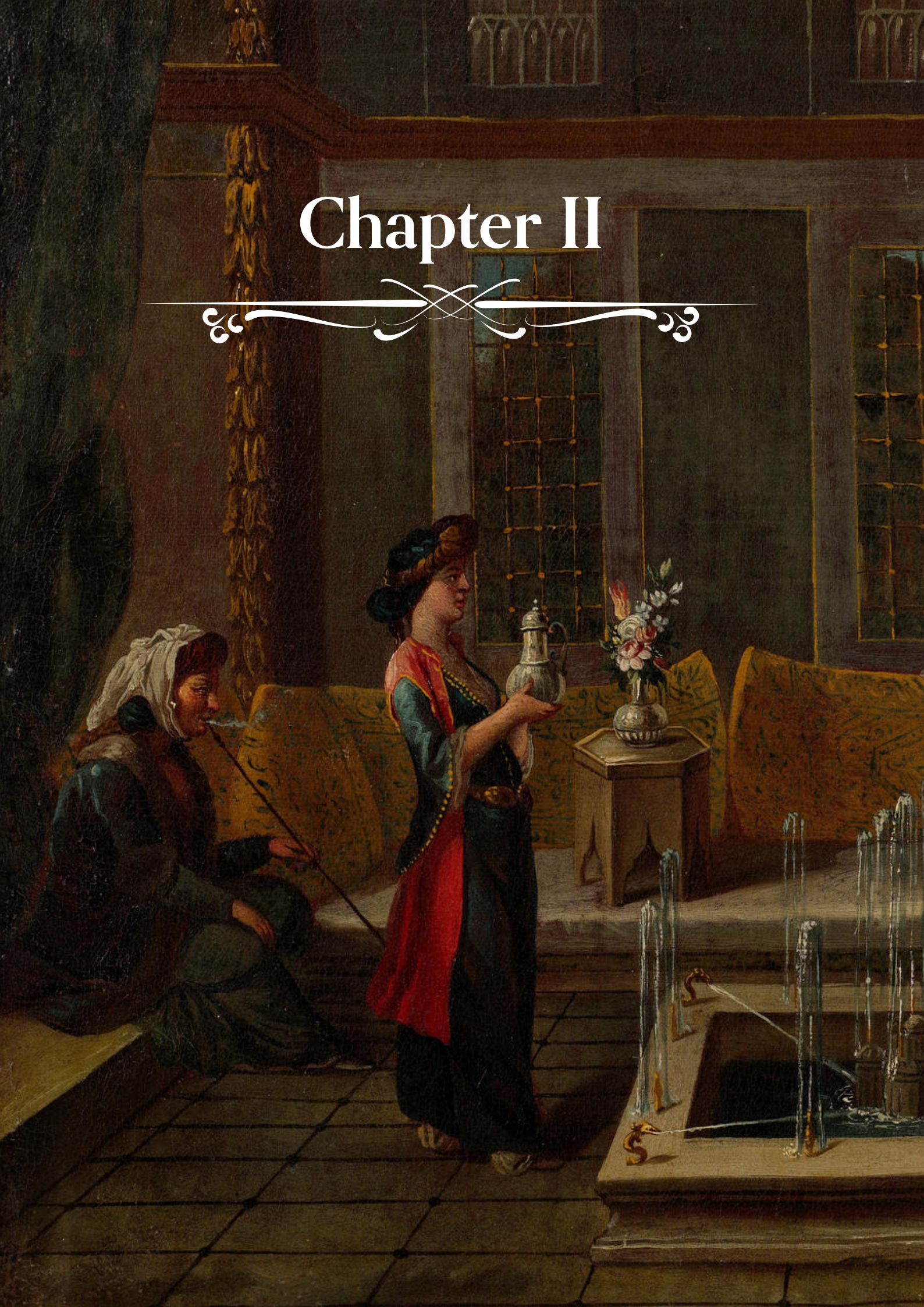
Gunpowder: All martial firearm weapons have the gunpowder property; when you roll the maximum amount of damage in damage die, you reroll the die and add it to the resulting damage.



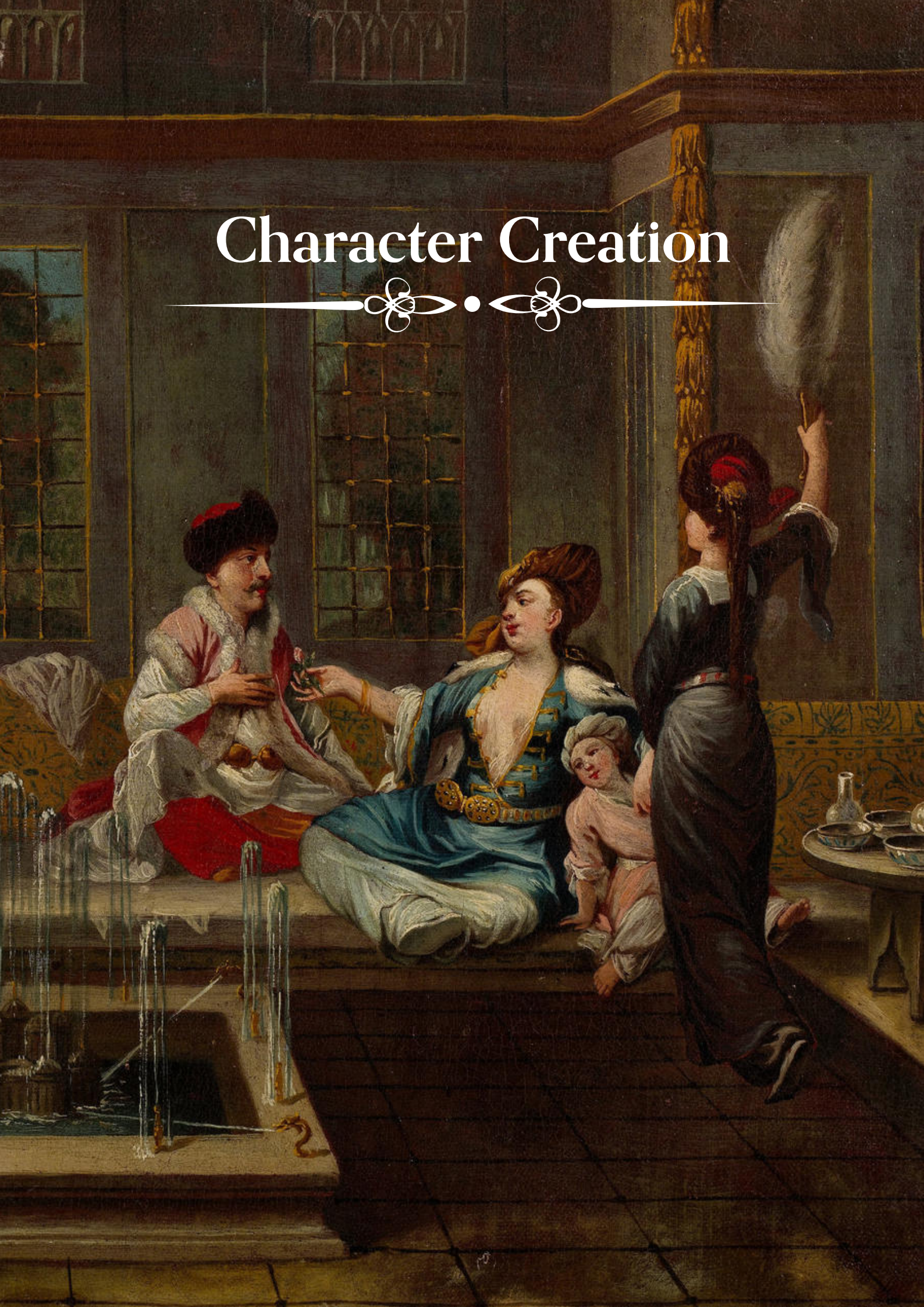
Weapon	Cost	Damage	Range	Type	Properties
Hanchar	2 gp	1d4	20/60	Piercing	Finesse, Light, Range, Thrown
Shimshir	25 gp	1d6	Melee	Slashing	Finesse, Light
Pala	10 gp	1d6	Melee	Piercing	Finesse, Light
Yatagan	15 gp	1d8	Melee	Slashing	Versatile
Tabar	20gp	1d10	Melee	Slashing	Heavy, Reach, Two Handed
Safavid Axe	10 gp	1d12	Melee	Piercing	Reach, Special
Mamluk Kilij	50 gp	2d6	Melee	Slashing	Heavy, Two Handed
Kargi	1 gp	1d6	20/60	Piercing	Thrown, Versatile (1d8)
Great Kargi	30 gp	1d12	Melee	Slashing	Heavy, Two Handed
Jereed	5 gp	1d6	20/60	Piercing	Thrown
Handgun	150 gp	1d6*	200/500	Piercing	Ammunition, Finesse, Gunpowder, Reload
Rep. Handgun	300 gp	1d6*	200/500	Piercing	Ammunition, Gunpowder, Reload (6)
Tüfeq	450 gp	1d8	350/700	Piercing	Ammunition, Gunpowder, Reload, Heavy, Two Handed
Early Shotgun	500 gp	1d10	25	Piercing	Ammunition, Gunpowder, Reload (2) Two Handed, Heavy

*If you roll the maximum amount of damage in the damage die, reroll the dice again and add the results together.

Chapter II



Character Creation



Character Creation

Istanbul is a metropolis, home to many cultures and is one of the very centers of the world. In this game, players can be from any culture or any part of the world as they desire. To adapt to the game and its starting point, you must consider some options, and answer some questions.

Choose your race

It is a priority, as it is in the core rulebooks. You decide your race first. It determines many options ahead.

a. Human

If you choose to play as a human, you don't need extra effort to adapt your appearance in order to keep arcane matters a secret.

b. Non-Human

If you choose to play as a non-human race, check out the sections on how to keep your arcane features a secret from the ordinary eyes. "Running a Story in Istanbul" and "Mythology Arcanum" sections cover these options for your races.

Where did you come from?

This is probably the most important question to begin with.

a. I'm from Istanbul

If you want to play a local character, it is important to know basic information about Istanbul and the 19th century Ottoman Empire. As a local, it is expected of you to be familiar with the basic politics, locations, law-enforcers, laws and customs of the city. Check out Running a Story in Istanbul for important information or your GM might provide the needed tips for you. For additional information, you may see the Appendix section (Historical Reading) about the sources we consulted and books we recommend.

b. I'm from the Ottoman Empire

If you're from another corner of the Ottoman Empire, such as the Balkan territories, Mesopotamia, Arabia or other parts, you may need information about the general political events of the Ottoman Empire. If your character never visited Istanbul before, then your DM may provide you with the rumors and legends that are known in your hometown - for instance, characters from an Islamic geography would know of the Djinnkind. It is possible that your character has more insight about the City of Crescent than characters from other countries.

c. I come from another country

If you are not from the Ottoman Empire, then your DM may provide you with the needed information such as general lines, rules, political events and rumors, and legends, about the Ottoman Empire and Istanbul.

The Story Hooks for Characters

Work with your DM to determine the backstory or occupation for your character. Were you an archeologist? Did you study history? Were you a bodyguard? What made you pursue the life of an adventurer?

There are many ways for your character to be involved with the expedition or the adventure to the Trojan excavation site, which is located near the present day city of Çanakkale, Turkey. Or you could end up in the steamboat, Ejder-i Derya, in an abnormal way. Your character needs reasons and ambitions in order to be here. Find them out with your DM.

You can choose or roll from the tables below. Of course these tables are only for general ideas; you can come up with any other reason or occupation to be a part of this adventure if the DM allows. E.g. A character may be saved from the sea during Ejder-i Derya's trip to Istanbul. Your local fortune-teller may have foreseen that the love of your life will be in Istanbul.

Options & Ideas

Class	Background Ideas
Barbarian	Left home to see the world, signed on because they were capable of doing the hard work that requires bodily strength.
Bard	Hired because of their knowledge of the local lore, and the fact that they lift the spirits of the expedition.
Cleric	To take care of the sick and the injured. To provide religious aid and guidance if needed, such as guiding Muslims in a namaz or directing the sunday prayers for Christians.
Druid	To protect the expedition from wild animals, to find proper resting spots, and to offer insight about the geography of the ancient city being dug out.
Fighter	Hired as bodyguards or to accompany visiting ranking members of various militaries.
Monk	Joined for spiritual guidance, wisdom, and advising.
Paladin	Hired by Osman Hamdi Bey himself, in case of arcane dangers.
Ranger	To track down clues and hints of the excavation site, hunting for food, and finding water sources.
Rogue	Hired as a dungeoneer and a trap's master. To detect dangers, disable traps, and pick locks if needed.
Sorcerer	Hired for arcane matters, such as detecting magic and identifying objects.
Warlock	Either disguised as a wizard/sorcerer for arcane matters or offering consultations about the excavation through magical means or your patron (such as being an Ancient Sage may offer help on this subject)
Wizard	History consultants and hired for arcane matters, such as detecting magic and identifying objects.

Other ideas

Your reason for being a part of the adventure doesn't have to be about your class. Here are some ideas to help figure out the reason you were in Troy with the members of the excavation team.

d8	Ideas
1	I am a part of a scientific research team about archeology/history. I, myself, am an archeologist or a historian.
2	I am a senior sailor on the naval crew.
3	I am a wonderful cook and was hired for it.
4	I am accompanying a parent of mine who works in the expedition, because they wanted me to see the world.
5	I came here looking for somebody related to my past life.
6	I am a journalist and interested in this excavation.
7	I am looking for artifacts that can be sold for high prices, but everyone thinks I am a historian.
8	I am rich and/or came here for excitement and adventure.

Languages

As the game is set in the real world, the languages reflect those of the real world. As such, we came up with our own flavor of knowing languages.

Common	By knowing Common, the players know 3 of the most spoken languages in Istanbul: Turkish, French and Arabic.
Normal Languages	Left home to see the world, signed on because they were capable of doing the hard work that requires bodily strength. If players' chosen characters allow them to speak additional languages they can choose other living languages around the world.
Exotic Languages	If you allow your players to choose exotic languages, they can choose a dead language or ancient dialect.

Starting Equipment - Guns

As having firearms were almost as prevalent as melee weapons at the time of the game, characters who would've received martial weapons can acquire any standard firearm.



Spells & Items

Spells

These spells are added to spell lists for characters.

Karya's Dream Flow

5th level divination
Casting Time: 1 hour
Range: Self
Components: V, S, M (a silver mirror)
Duration: 10 minutes

When you cast this spell, you fall asleep and can dream up to six humanoids you have seen before. You can share your memories with those humanoids through dreams. The creatures dream about your selected memories in their sleep and remember it when they wake up. They experience the memories as if watching from the side, rather than directly in your perspective. You can share your emotions.

Consecrate Brethren

4th level abjuration
Casting Time: 10 minutes
Range: 30 ft.
Components: V, S, M (wine, essence, or purified water)
Duration: 8 hours

When you cast this spell, you choose up to five creatures within range. You bolster the creatures you choose with holy resolve. Each creature you choose gains advantage against all saving throws against poison and disease; they also gain 10 temporary hit points for the duration of this spell.

Spell Lists: Cleric, Paladin

Detect Djinn

2nd level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of any Djinn or Djinn-possessed vessels within 30 feet of you. If you sense any Djinni in this way, you can use your action to see a faint aura around any visible creature in the area to determine its type. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, of thin sheet of lead, or 3 feet of wood or dirt.

Spell Lists: Bard, Cleric, Sorcerer, Warlock, Wizard

Djinnstrike

3rd-level enchantment
Casting Time: 1 action
Range: 30 ft.
Components: V
Duration: Instantaneous

You tap into the dark power of Al-Ghaib to utter twisted words that spread madness. You choose a creature within range. They must succeed on a Charisma saving throw against your spell save DC. On a failed save they will get one of the following effects, and they will take 3d6 psychic damage. You choose one of the effects below:

- The target will lose the ability to speak for 1 minute. When it tries to talk, it will utter the names of the great djinn lords.
- The target's speed is reduced to 0 until the end of your next turn.
- The target cannot use reactions.
- The target will have disadvantage on all its ability checks for 1 hour.

On a success, they only take half damage and suffer no other ill effects.

Spell Lists: Cleric, Sorcerer, Warlock, Wizard

Exorcise Djinni

3rd level abjuration
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (A vial of consecrated water)
Duration: Concentration, up to 10 minutes or until the Djinn is Exorcized

You focus on a Djinni-possessed vessel and force

the Djinni to lose its Al-Ghaib form and its grip on the vessel. The Djinn rolls a Constitution save with disadvantage each turn. On a failure, the Djinn returns to its ethereal form. If it makes the saving throw, then you may choose to force the Djinni to repeat the saving throw on your next turn. To fully exorcize the Djinn, it must either be convinced to leave the possessed body, or must be defeated in combat outside of its possessed vessel.

Higher Levels: When you cast this spell using a spell slot of 4th level the exorcism will affect a Za-wbaw'ah. When you cast this spell using a spell slot of 6th level the exorcism will affect a Nar-as Samum or a Shamhuresh.

Spell Lists: Cleric, Paladin, Warlock

Faithful Guidance

1st level enchantment
Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous.

Your hands glow and you utter words from your holy scripture, summoning a faint aura of blessing that covers an ally of your choosing. Your ally will make the next attack roll, saving throw or skill check with advantage.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the recipients of this spell will increase for each slot level above 1st.

Spell Lists: Cleric, Paladin

Gaze of the Unholy

4th level necromancy
Cating Time: 1 action
Range: 30 ft.
Components: V
Duration: Instantaneous

When you cast this spell, choose up to three creatures with whom you have a direct, unobscured line of sight within 30 ft. They make a Constitution saving throw. They take 5d10 necrotic damage on a failed save and half as much on a successful one. Upon failing the saving throw, any creature which is not undead or a construct becomes frightened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. On a failed save and if the creature dies, the creature will raise as an undead under your control for the duration of 1 minute.

Higher Levels. When you cast this spell using a spell slot of 5th level or higher, each slot above 4th will increase the targets of the spell by 1 and damage taken by 1d10 necrotic damage.

Spell Lists: Sorcerer, Warlock, Wizard

Infernal Whispers

4th level divination
Cating Time: 1 minute
Range: Self
Components: V, S, M (an eye of a cat)
Duration: Instantaneous

You cut the cat eye in half and utter the accursed words of the spell, and a powerful being of demonic nature will answer. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM must offer a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

Higher Levels: When you cast this spell using a spell slot of 5th level or higher, each slot above 4th will increase the time of the occurrence by 7 days and the number of questions by 1, but for each slot over 4th the caster will gain 1 level of exhaustion.

Spell Lists: Cleric, Warlock, Wizard

Karya's Mind Wipe

7th-level enchantment
Casting Time: 1 action
Range: 10 ft.
Components: V
Duration: Instantaneous

You attempt to twist the mind of a humanoid you can see within 10 ft. of you. The target makes a Wisdom saving throw against your spell save DC or suffers one effect you choose from below:

- You choose some specific information from the target's mind and erase it completely. This information can be the target's name, a language, a book it read, an event it saw, etc.
- You plant new memories instead of the old ones. You can change 1 minute of the target's memory with any memory you would like.

The victim suffers from violent fits when trying to recall their altered memories, such as repeatedly hitting their head.

Knot the Luck

Enchantment cantrip
Casting Time: 1 action
Range: 30 ft.
Components: S, M (a string of black cat fur)
Duration: One day, or until the knot is broken

You knot the fur string to make a sign of supernatural hex. You create one of the following magical effects within range:

- The target's fertility drops to 0.
- The target suffers from bad luck in all ordinary aspects of life.
- The target suffers from random mundane mishaps.

Spell Lists: Cleric, Sorcerer, Warlock, Wizard

Mandate of the Sophists: Avicenna

1st level divination (Ritual)
Cating Time: 1 minute
Range: Self
Components: V, S, M (a piece of old parchment with Arabic runes written on it by black ink)
Duration: Concentration, up to 10 minutes

You burn the paper, utter the words of the spell, and inhale the smoke to tap into the wisdom of Avicenna. You gain information on how the human body works. For ten minutes, you gain advantage on Medicine checks and detect any natural disease and poison harming the body. Although the existence of poison and disease can be detected, the natures of both will require a medicine check with proper difficulties.

Spell Lists: Wizard, Druid, Cleric

Mandate of the Sophists: Rumi

5th level abjuration
Casting Time: 1 action
Range: 60 ft.
Components: V, M (a silver mirror worth 25 gp which the spell consumes)
Duration: Instantaneous

You shatter the silvery mirror with your hand and crumble the shards. Amidst the crackling sound, you utter the truthful words of the sophist Rumi.

You affect any creature that can hear your voice. All the creatures need to make a Charisma saving throw, and on a failed save, every creature that shape changed by magic or skill will forcefully revert back to its original form. Every illusion spell that shows the target as someone or something else and every transmutation spell that changes the target's shape will be broken. This spell only works on sentient creatures; it does not work on objects.

Spell Lists: Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

Nazar, the Bead

Enchantment cantrip
Casting Time: 1 action
Range: 30 ft.
Components: S, M (A small Nazar bead worth 1 cp which the spell consumes)
Duration: Varies

You crush the Nazar bead in your hand and blow the dust at your target, a creature of your choice within 30 ft. That creature makes a Wisdom saving throw or makes the next ability check or attack roll with disadvantage.

Spell Lists: Bard, Cleric, Sorcerer, Warlock, Wizard

Nazar, the Evil Eye

2nd level enchantment
Casting Time: 1 action
Range: 30 ft.
Components: S
Duration: Varies

Your eyes morph to the colors of the Evil Eye, momentarily, and you curse your target, a creature of your choice within 30 ft. That creature will be affected from one effect of your choice:

- The target must make a Strength saving throw or gain one level of exhaustion (If the target already has one, this will not have an effect)
- The target must make a Dexterity saving throw or gain disadvantage on any one task that needs fine manipulation.
- The target must make a Constitution saving throw or lose the use of hit dice during the next short rest.
- The target must make an Intelligence saving throw or lose the ability to read for one hour.
- The target must make a Wisdom saving throw or gain disadvantage on the next spell save it makes.

- The target must make a Charisma saving throw or gain disadvantage on the next Persuasion, Intimidation, Deception or Performance check.

Spell Lists: Bard, Cleric, Sorcerer, Warlock, Wizard

Purifying Breath

Evocation cantrip
Casting Time: 1 action
Range: 30 ft.
Components: S
Duration: Varies

You blow out a minor boon, a sign of supernatural blessing. You create one of the following magical effects within range:

- The target's fertility chance increases.
- The target has good luck in all ordinary aspects of life.
- If the target has a hex or a curse placed on itself, the spell offers ways to undo this curse or hex.

Spell Lists: Cleric, Sorcerer, Warlock, Wizard

Serenity of Dervish

6th level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (A piece of silk worth 250 gp which the spell consumes)
Duration: Concentration, up to 1 hour

By magically letting go of the chains that bind you to this world, your body transcends its limitations. You gain resistance against all damage types except for psychic, which you gain immunity against.

Spell Lists: Bard, Cleric, Sorcerer, Warlock, Wizard

Sense the Sinner

5th level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Choose a creature within 30 ft. That creature must make a Wisdom saving throw. On a failed save you learn its past sinful actions. The DM will decide what entails a sin depending on your character's own beliefs. You learn the sins as a vision where you see through the eyes of the sinner. The most recent sin is the most vivid one; however, as you delve deeper, the visions will get hazy - which require a further casting of the spell. The creature is not aware of the spell the first time.

If you cast this spell on the same creature again, you can probe deep into the older sins. The creature will realize someone has reached into their minds with magic in the second casting of the spell. On the third time, they will know who is probing into their minds, but you will be able to choose a direct sin from the creature's mind (You can ask questions, like "What is your biggest sin?" "What is the sin you regret the most?" etc.).

Spell Lists: Bard, Cleric, Warlock, Wizard

Shroud of Taqiyya

2nd level abjuration
Casting Time: 1 Reaction
Range: Self
Component: S, M (a stale bread)
Duration: 1 hour

Whenever you need to deceive, you may use the Shroud of Taqiyya to help out in your lies, by crumbling the stale bread between your fingers with arcane hand gestures. You will have advantage on Deception skill checks, and you also gain advantage on saving throws against any spells such as *zone of truth*.

Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, each slot above 2nd will increase the duration by 1 hour.

Spell Lists: Bard, Sorcerer, Warlock, Wizard

Solomon's Everlasting Wrath

5th level evocation
Casting Time: 1 action
Range: 90 ft.
Components: V, S
Duration: 1 minute

You call down smokeless white flames of Solomon, the Sultan of the Djinn, from Al-Ghaib, spreading in a 60 ft. area. You have to choose a resistance that an enemy creature possesses. Any creature within the area will have to roll a Constitution saving throw or lose that resistance and also take 2d8 of that kind of damage each of their turn for the duration of the spell.

Higher Levels: When you cast this spell using a

spell slot of 6th level or higher, each slot above 5th will increase the targets of the spell by 1.

Spell Lists: Sorcerer, Warlock, Wizard

Summon High Djinn

6th level conjuration
Casting Time: 1 minute
Range: 90 ft.
Components: V, S, M (a reverse text from any holy book, written in spirals on a piece of blood soaked papyrus)
Duration: Concentration, up to 1 hour.
As you chant a holy text in reverse, the papyrus in your hand starts glowing an ominous hue. Reality twists and turns as the papyrus consumes itself, summoning beings from Al-Ghaib.

You summon 1 Nar-as Samum or Shamhuresh that appears in an unoccupied space you can see within range. Any djinni immediately returns to Al-Ghaib when it drops to 0 hit points or when the spell ends. The summoned djinn are hostile against all except for any natives of the Al-Ghaib. Roll initiative for the summoned djinni. Djinni will attack the creatures they are hostile towards to the best of their ability, prioritizing targets closer to them.

As a part of casting the spell, you can offer a live sacrifice, and form a circle with blood. This will let you form a circle that the summoned djinni can't pass, or inflict any kind of harm to the creatures on the other side of the circle. Djinni summoned this way can't use their Form of the Ghaib and Possession abilities.

Higher Levels: When you cast this spell using a spell slot of 7th level or higher, each slot above 6th will summon another Nar-as Samum, or Shamhuresh.

Spell Lists: Sorcerer, Warlock, Wizard

Summon Lesser Djinn

3rd level conjuration
Casting Time: 1 action
Range: 90 ft.
Components: V, S, M (a reverse text from any holy book, written on a piece of papyrus)
Duration: Concentration, up to 1 hour.

As you chant a holy text in reverse, the papyrus in your hand starts glowing an ominous hue. Reality twists and turns as the papyrus consumes itself, summoning beings from Al-Ghaib.

You summon 2 djinns that are CR 1 or one djinn that is CR 2 of your choice that appear in unoccupied spaces you can see within range. Any djinni immediately returns to Al-Ghaib when it drops to 0 hit points or when the spell ends. The summoned djinn are hostile against all except for any natives of the Al-Ghaib. Roll initiative for the summoned djinni as a group. Djinni will attack the creatures they are hostile towards to the best of their ability, prioritizing targets closer to them.

As a part of casting the spell, you can offer a live sacrifice, and form a circle with blood. This will let you form a circle that the summoned djinni can't pass, or inflict any kind of harm to the creatures on the other side of the circle. Djinni summoned this way can't use their Form of the Ghaib and Possession abilities.

Spell Lists: Sorcerer, Warlock, Wizard

Summon Noble Djinns

9th level conjuration
Casting Time: 1 minute
Range: 90 ft.
Components: V, S, M (a reverse text from any holy book, carved in spirals on a bloodsoaked obsidian)
Duration: Concentration, up to 1 hour.

As you chant a holy text in reverse, the papyrus in your hand starts glowing an ominous hue. Reality twists and turns as the papyrus consumes itself, summoning beings from Al-Ghaib.

You summon 1 noble djinni of your choice (Abu Al Aswad, Abu Al Harid, Abu Mihriz, Abu Said) that appears in an unoccupied space you can see within range. Any djinni immediately returns to Al-Ghaib when it drops to 0 hit points or when the spell ends. The summoned djinn are hostile against all except for any natives of the Al-Ghaib. Roll initiative for the summoned djinni. Djinni will attack the creatures they are hostile towards to the best of their ability, prioritizing targets closer to them.

As a part of casting the spell, you can offer a live sacrifice, and form a circle with blood. This will let you form a circle that the summoned djinni can't pass, or inflict any kind of harm to the creatures on the other side of the circle. Djinni summoned this way can't use their Form of the Ghaib and Possession abilities.

Summon Zawbaw'ah

4th level conjuration
Casting Time: 1 minute
Range: 90 ft.
Components: V, S, M (a reverse text from any holy book, written in spirals on a papyrus)
Duration: Concentration, up to 1 hour.

As you chant a holy text in reverse, the papyrus in your hand starts glowing an ominous hue. Reality twists and turns as the papyrus consumes itself, summoning beings from Al-Ghaib.

You summon 1 Zawbaw'ah that appears in an unoccupied space you can see within range. Any djinni immediately returns to Al-Ghaib when it drops to 0 hit points or when the spell ends. The summoned djinn are hostile against all except for any natives of the Al-Ghaib. Roll initiative for the summoned djinni. Djinni will attack the creatures they are hostile towards to the best of their ability, prioritizing targets closer to them.

As a part of casting the spell, you can offer a live sacrifice, and form a circle with blood. This will let you form a circle that the summoned djinni can't pass, or inflict any kind of harm to the creatures on the other side of the circle. Djinni summoned this way can't use their Form of the Ghaib and Possession abilities.

Higher Levels: When you cast this spell using a spell slot of 5th level or higher, each slot above 4th will summon another Zawbaw'ah.

Spell Lists: Sorcerer, Warlock, Wizard

Voice of the Inner Faith

8th level evocation
Casting Time: 1 action
Range: 120 ft.
Component: V
Duration: Instantaneous

You let loose a chant of your faith, altering the reality around you with the power of your belief. Any friend and foe who is in hearing distance will be affected. Each foe in the area must make a Wisdom saving throw. It takes 10d8 psychic damage and becomes paralyzed on a failed save, or half as much damage on a successful one. Any of the targets can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any allies in the area of effect will gain the same exact amount (of the original damage) as temporary hit points for 1 minute.

Spell Lists: Cleric, Paladin

Warlord's Bond

2nd level enchantment
Casting Time: 1 bonus action
Range: 15 ft.
Components: V, S, M (a piece of armor or armament that has been blessed by a priest)
Duration: Varies, up to 1 minute.

You choose one creature and yourself. Both of you add your proficiency bonuses to the damage of your next successful melee, ranged or spell attack.

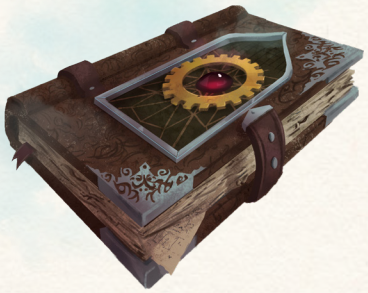
Higher Levels: When you cast this spell using a spell slot of 3th level or higher, each slot above 2nd will increase the targets of the spell by 1.

Spell Lists: Cleric, Paladin

Items

Al-Jazari's Book of Engineering (Very Rare)

Requires Attunement by a wizard, warlock or sorcerer



Al-Jazari was a scientist from the court of Saladin. He was known as a man of great education and knowledge. This book was one of the very few books written by Al-Jazari and can be used as a wizard's spellbook and arcane focus at the same time. The book contains these spells:

- *grease*
- *fog cloud*
- *unseen servant*
- *web*
- *sleet storm*
- *stinking cloud*

The attuned wizard gains these spells as if the-

yare scribed into the spellbook and can memorize them. The wizard also gets +1 to all saving throws versus Conjuration magic.

Amulet of Justinian (Uncommon)

Requires Attunement

Justinian the Great is considered by many to be the most capable Basileos of the Byzantine Empire. It is rumored that he never slept throughout his reign. It is this amulet that gave him the ability to do so. The wearer requires no sleep and is immune to any kind of magic or spell-like abilities that would put it to sleep. However, the wearer still needs to mentally or physically rest for 8 hours in order to benefit from long rest.

Ceramic Cup (Common)

These Turkish coffee cups are used for fortune telling. The arcane residue from the divining spells sometimes remain on the cups themselves. These cups are quite common in the arcane circles and grant the user the ability to cast guidance once, and after that they are regular coffee cups. It also can be used for fortune-telling feats and features.

Crown of Thorns (Very Rare)

Requires Attunement

This crown is made from gold and small pieces of diamond are inlaid as thorns. It grants the wearer resistance against piercing damage. The wearer also has advantage on all Wisdom saving throws. The crown also gives the ability to cast telepathic bond once a day. This ability recharges at dawn.

Crown of Sargon (Legendary)

requires attunement by a creature with at least 19 Charisma

This is the crown of the very first sovereign of an empire: Sargon of Akkad. It has eight charges and the wearer may cast the spells below by expending the necessary charges. The spell save DC is 17. The crown regains 1d6 expended charges daily at dawn.

- *command (1 charge)*
- *detect thoughts (2 charges)*
- *silence (2 charges)*
- *dominate person (5 charges)*

Girdle of Courage (Uncommon)

Requires Attunement

This belt is studded with gems and inlaid with golden writings of holy scriptures, and lion carvings. It inspires courage in the wearer. The wearer is immune to the frightened condition as long as it is attuned to this girdle.

Greek Flamethrower (Rare)



This two-handed weapon can expel flames in a 20 ft. line. The creatures inside the area must make a Dexterity saving throw (DC 14). On a failed save, they take 4d8 fire damage. The weapon has 5 charges and every attack expends 1 charge. The flamethrower regains all expended charges daily at dawn.

Hacivat's Cane (Legendary)

legendary item, requires attunement by a bard

This cane once belonged to Hacivat, the famous Shadowactor who is rumored to have magically managed to survive as a shadow to this very day. Hacivat, as a jester and actor, lived in the 13th century, during the invasion of Anatolia and the rapid Islamization of Turks. This cane still contains some piece of his power. All Charisma checks while wielding this cane are made with advantage. Any use of Bardic Inspiration will also have advantage. The cane has 12 charges and can be used to cast the spells below:

- *vicious mockery (at will)*
- *charm person (1 charge)*
- *disguise self (1 charge)*
- *detect thoughts (2 charges)*
- *suggestion (2 charges)*
- *hypnotic pattern (3 charges)*

- *fear (3 charges)*
- *hallucinatory terrain (4 charges)*

Also, the wielder of the cane is immune to any mind-altering illusion, phantasm, enchantment or charm magic. The cane gives +2 AC and advantage on all spell saving throws while the wielder is holding the cane.

The charges of the cane only recover after another wielder attunes to the cane. It will not attune to any previous users who expended all the uses of the cane.

Holy Staff of St. Benoit

Weapon (quarterstaff), requires attunement by a cleric or a druid

This was once a very strong and potent magical item; now it only holds a small amount of power left. There are 3 charges in the staff, each charge can be either used as a cure wounds or a lesser restoration spell. Cure wounds can be cast up to 3rd level by expending more charges. After all the charges are expended, the staff can still be used as a magical weapon. The staff regains all expended charges daily at dawn.

Janissary Musket (Rare)

Requires Attunement

Sometimes janissaries of legendary marksmanship were given well decorated muskets with magically enhanced firepower. They are quite rare and require the extensive training of a janissary to be used. When attuned, this musket gives the ability to overcome piercing resistance to the one using it. Only creatures with proficiency in martial weapons can use this musket.

Janissary Shield (Uncommon)

Requires attunement by one creature who is proficient in martial weapons.

These circular shields were awarded to prominent janissaries for their valor and courage in combat. There are many different designs but all of them have the same ability. The shield grants the janissary resistance against any one type of damage once a day as a reaction. This ability recharges at dawn.

Kopis of the Great (Legendary)

This kopis is far from the weapon it is meant to be, with its frail steel and cracked hilt. However, it wields immense authority and magical powers. It is rumored to be the Kopis of Alexander, found in a ditch near the easternmost border of the Ottoman empire, in the foot of the Zagros Mountains. Once attuned, it grants the owner proficiency on Persuasion and Intimidation checks. If the owner already has proficiency in either of these, it grants expertise instead. It also gives advantage on any Charisma check performed by the wielder.

Lydian Coins (Common)

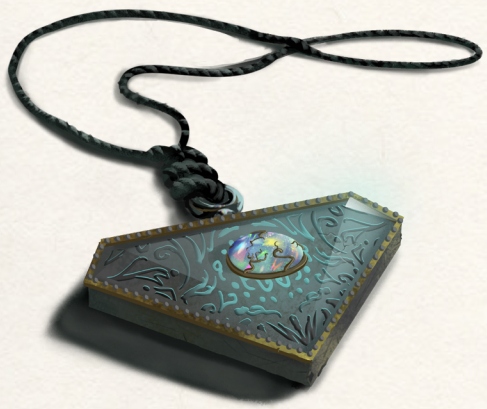
These coins were passed from generation to generation and were first minted and used by the Lydians, who were the founders of minted currency. These coins, originating in Anatolia and used throughout all the civilizations in this geographical area, are a powerful symbol of trading fairly. Although they do not have any magical powers, it is through their cultural significance that they give the owner a fully fair trade in one trade agreement. The seller won't have ill intentions to rip off the buyer in this said trade.

Mirror of Roxelana (Very Rare)

This magic mirror once belonged to Hurrem Sultan, as the mirror carries her old name. It can be activated with the command word: доверять ('Doveryat'), which means trust. The first person looking into the mirror must make a Wisdom saving throw (DC 14). On a failed save the person who has spoken the command word can manipulate the mind of a creature that has looked into the mirror, as if it were under the effects of the suggestion spell. The affected creature will believe and regard as the truth the next sentence it will hear from the speaker of the command word.

Talisman of Warding (Uncommon)

Requires Attunement



Also known as "Musqa" by commoners, these talismans are crafted by clerics or, most often than not, by charlatans. Most do not do anything, but some actually have arcane properties.

If the players come across a working Musqa, any saving throws against curses or possession effects targeting the player are rolled with advantage. The wearer is always under the effect of a protection from evil and good spell and also can cast bless spell once a day. This ability recharges at dawn.

Reyhan Sherbet (Uncommon)

This rose colored potion smells like cinnamon and has a sweet taste. When drunk, it gives advantage on all Charisma checks for 8 hours.

Rider's Bow (Uncommon)

requires attunement

This longbow is designed to use while on horseback. While you are mounted, it gives +2 to damage rolls.

Ring of the Conqueror (Very Rare)

Requires Attunement

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6-1 levels of stored spells chosen by the DM. Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space. The wielder also has advantage on all Charisma saving throws.

Shaman Drum (Uncommon)

Requires attunement by a bard, cleric, or a druid

This drum is the instrument of a shaman. It is used by shamans to worship Tengri, the Sky God of the Steppes. It can be used as a spellcasting focus. When attuned, the drum maximizes the benefit of spending a hit dice once per person during a short rest. This also includes the song of rest ability of the bard.



Bronze Mirror (Uncommon) (requires attunement)

Bronze mirrors are said to contain mystic powers in ancient civilizations. According to legends, one certain mirror was enchanted during the Warring States period in China by the lady Chang'e, goddess of the moon. It was lost during the Mongolian invasion.

The holder of this mirror has the following benefits while attuned to it:

- The holder has advantage on saving throws against body altering spells and magical effects, such as petrifying gaze or polymorph spells. This property can't be used again until next dawn.
- The holder can cast protection from evil and good spell without expending a spell slot but can't do so again until the next dawn.

Spear of the Satrap (Uncommon)

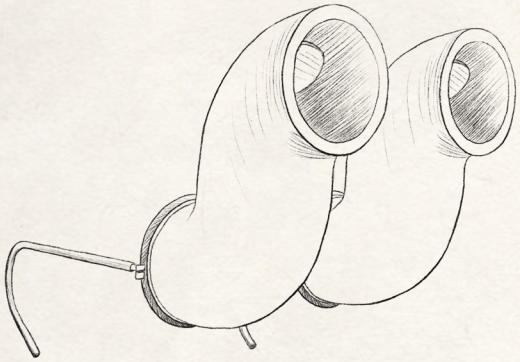
This spear is a Magic Weapon. When you hurl it and speak its Command word, it transforms into a piercing and burning light, forming a line 5 ft. wide that extends out from you to a target within 60 ft. Each creature in the line excluding you and the target must make a Dexterity saving throw (DC 13), taking 4d6 fire damage on a failed save, and half as much damage on a successful one. The piercing light turns back into a spear when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the spear plus 4d6 fire damage. The spear's property can't be used again until the next

dawn. In the meantime, the spear can be used as a Magic Weapon.

The command word is "Jatiy", the Achaemenid word meaning "to strike." It was found near the Taurus Mountains, hinting that this spear was used against Alexander the Great during the Battle of Issus.

Spectacles of Reflection (Uncommon)

By using these spectacles, you can avoid directly making eye-contact with the creatures thanks to the cleverly installed and magically enhanced mirrors. While wearing the glasses, the creatures are unaffected by petrification effects, such as those from a medusa's gaze.



Sword of Yakup Agha of the Janissary Hearth (Very Rare)

scimitar +2, requires attunement

This magical longsword has +2 bonus to hit and damage rolls. While attuned to it, the user is proficient with Wisdom saving throws.

Talisman of Nazar (Uncommon)

Common folk call this the "Nazar Charm" in Turkish, and it protects the wearer against ill effects. When the wearer fails a saving throw against a curse or an enchantment spell, the talisman is broken, and the saving throw is considered a success. A person can benefit only once from this item in one given day.

The Blade of Solomon (Legendary)

Requires Attunement

This blade is said to be used by Solomon, the Sultan of Djinns. It was taken by Selim the Grim from Solomon's tomb in the Holy Lands and was brought to Anatolia. Suleiman the Magnificent is rumored to have also wielded this blade, too. The blade is a +2 Yatagan, dealing an extra 2d6 psychic damage against any non-Djinns. The wielder of the blade can see any Djinns whether they are in their Form of Al Ghaib or not, and is immune to any possession attempt.

Turban of the Sophists: Averroes (Uncommon)

Requires Attunement

This turban is made from the finest white silk and adorned with an exquisite line of peridots. It grants the wielder proficiency in History skill; if the wielder already has proficiency in History skill, it gives expertise instead. The turban also gives the ability to cast comprehend languages once a day. This ability recharges at dawn.

Wings of Galata (Very Rare)

Requires Attunement

This mechanical contraption can be worn over any armor and grants the attuned person a 60 ft. flight speed for 10 minutes. The wings have only one charge, which recharges each dawn.

Yasevi's Arcane Tome (Rare)

Requires attunement by a Wizard, Sorcerer or a Warlock

The first of these arcane tomes were written by the famous poet Ahmad Yasevi and throughout the ages, many copies were made by strong spellcasters. This tome can be used by spellcasters to exchange their vitality to perform more magic. The owner of this tome can use an action to sacrifice 5 hit points per spell level to regain expended spell slots three times a day. The tome can be used to regain up to 3rd level spells. The hit points of the caster can never go below 0 hit points to gain spell slots and temporary hit points can't be used to regain spell slots.

Spell Rebound Table

	Minor (Threshold 3)	Moderate (Threshold 8)	Major (Threshold 12)	Extreme (Threshold 18)	Severe (Threshold 19+)
Abjuration	Apathy	Laziness	Passivity	Drowsiness	Torpidity
Conjuration	Inaction	Stagnancy	Immobility	Inertitude	Motionlessness
Divination	Aridness	Numbness	Alexithymia	Visions	Chronostasis
Enchantment	Drowsiness	Inertitude	Visions	Chronostasis	Vulnerability
Evocation	Stammer	Hasitation	Obligation	Passion	Obsession
Illusion	Susceptibility	Sensitivity	Hypersensitive	Vulnerability	Immunity
Necromancy	Moans	Nausea	Haunted	Damned	Undeadification
Transmutation	Transformation-Partial	Transformation-Vulgar	Transformation-Linage	Transformation-Monster	Transformation-Ooze

Spell Rebound Table: In Historica Arcanum, reality fights against you when you exercise your arcane powers. This situation affects all the spellcasters of any kind, and only those possessing very rare capabilities are exempt from it. The more you cast potent spells one after another, reality keeps punishing you harder and harder. Here are the rules associated with the spell rebound:

Defiance Rating: Each caster has a Defiance Rating equal to their spellcasting ability modifier. This is the amount of resistance a character has against the pushback of reality through delaying Bloodrot. Each first level or above spell cast by a caster will drop the Defiance Rating by an amount of the spell's level. When Defiance reaches 0, you will feel the resistance of reality to your magic.

Threshold Level: Threshold is a factor that we use after spending all our Defiance Rating points. Each spell level used will increase the Threshold Level by one.

Players will regain Threshold measured by half their spellcasting modifier (rounds down) after a short rest, and all Defiance Rating and Threshold Level will be reset to normal after a long rest.

Note: Class features that expeand spell slots such as Paladin's Divine Smite do not affect the Threshold level. In order for Threshold level to be affected, a spell must be cast and it must belong to a school. Also, the cantrips do not trigger the effects on the table.

Additionally, the spells that are cast from spell scrolls do not affect the Threshold level and don't trigger the effects on the table.

At Threshold Level 1 - 3, there will be a Minor Rebound Effect, at Threshold Level 4 - 8 there will be a Moderate Rebound Effect, at Threshold Level 9 - 12 there will be a Major Rebound Effect, at Threshold Level 13 - 18 there will be an Extreme Rebound Effect and at Threshold Level 19+ There will always be a Severe Rebound Effect.

The Threshold Level will increase with each spell cast and with it, the effect of the punishment the reality inflicts will increase. The caster will always get a savings throw for these effects.

Terrestrial Repercussion: For Extreme and Severe level effects there will always be an effect that will affect the world around the caster.

LIST OF REBOUND EFFECTS

ABJURATION

Apathy: (Minor) The caster needs to make a Charisma save (DC 10) or become apathetic to the world, losing all interest in anything, staring aimlessly for 1d4 rounds. The caster loses all Dexterity modifiers and shield bonus to Armor Class. Each round the save is rolled again, if the caster

makes it, the effect ends.

Laziness: (Moderate) The caster needs to make a Constitution save (DC 12) or becomes sluggish and loses all Dexterity modifiers for the remainder of the battle.

Passivity: (Major) The caster needs to make an Intelligence save (DC 14) or become pacified, gaining a disadvantage on all initiative rolls for the next 1d4 hours. If this happens during a battle, a new initiative roll must be made at a disadvantage and accepted as the new result for the remainder of the combat.

Drowsiness: (Extreme) The caster needs to make a Wisdom save (DC 16) or up to six (if possible six) allies have to make Wisdom saves or be affected by the slow spell for 24 hours.

Terrestrial Repercussion: Many colorful dancing lights appear dancing around the battlefield for two rounds, getting close to each combatant; then they explode and deal 5d10 radiant damage.

Torpidity: (Severe) The caster needs to make a Wisdom save (DC 20) or the caster is enfeebled, dropping Intelligence, Wisdom, and Charisma attributes to 3. Each day of rest (At least 16 hours of bed rest and inaction) will increase the lost attributes by 1, and the caster will be able to communicate when the attributes return back to 10 and will be able to perform magic when all attribute points return.

Terrestrial Repercussion: A bright light explodes all around the affected area. A permanent magic instability area appears in a 100-foot diameter, wherein casting any kind or level of magic (including cantrips) will result in an explosion and 5d10 radiant damage.

CONJURATION

Inaction: (Minor) The caster needs to make a Wisdom save (DC 10) or will only be able to do one kind of action for 1d4 rounds. The caster can do only one of the following per turn: action, bonus action, or reaction, not all of them.

Stagnancy: (Moderate) The caster needs to make an Intelligence save (DC 12) or lose all sense of direction and frequently lose balance. The caster will get disadvantage on Survival rolls and get a -2 to AC during the remainder of combat or scene.

Immobility: (Major) The caster needs to make a Constitution save (DC 14), or the caster will lose all the will to move around. Movement speed is halved for the next 1d4 hours.

Incertitude: (Extreme) The Caster needs to make a Constitution save (DC 16), or the caster will lose the ability to walk; with legs paralyzed, movement speed drops to 0. Each day of rest (At least 16 hours of bed rest and inaction) will bring back 5 movement points.

Terrestrial Repercussion: A wild storm gathers instantly. A torrent of elements appear and rain down from the sky centered on the caster. Everybody in a 20-foot radius will take 2d6 fire, 2d6 acid, 2d6 poison, and 2d6 lightning damage.

Motionlessness: (Severe) The caster needs to make a Constitution save (DC 20) or lose the ability to move. Dexterity, Constitution, and Strength drop to 3. Each day of rest (At least 16 hours of bed rest and inaction) will increase these lost attributes by 1.

Terrestrial Repercussion: A gloom portal opens; a total of 10 CR of a variety of fiends pour out of the gate. The fiends fight until they die.

DIVINATION

Aridness: (Minor) The caster needs to make a Constitution save (DC 10) or lose two random senses (D10: 1-2 = Touch, 3-4 = Smell, 5-6 = Taste, 7-8 = Sight, 9-10 = Hearing) for 2d6 minutes.

Numbness: (Moderate) The caster needs to make a Constitution save (DC 12) or lose a random sense until a long rest. (D10: 1-2 - Touch, 3-4 = Smell, 5-6 = Taste, 7-8 = Sight, 9-10 = Hearing)

Alexithymia: (Major) The caster needs to make a Wisdom save (DC 14) or lose the ability to recognize feelings for 1d4 days. All Animal Handling, Medicine, and Insight checks are made with disadvantage.

Visions: (Extreme) The caster needs to make a Wisdom save (DC 16) or start to see visions. This doesn't need to have an immediate effect; the DM can decide to let the caster see visions of reality or falsehoods (falsehoods advised) and the severity of the visions. However, during the visions, the caster is in a trance and is defenseless. This effect lingers until a greater restoration spell is cast.

Terrestrial Repercussion: An eerie screaming sound is heard by everybody in a 100-foot diameter, and everybody with the ability to hear starts to speak in a different language from each other, making oral communication impossible for the next 24 hours.

Chronostasis: (Severe) The caster needs to make a Wisdom save (DC 20) or lose all sense of time and be lost in a trance, only able to mumble in-

coherent words of an alien language. The trance will last for ten days, and each day under the effect of the trance will age the caster one year.
Terrestrial Repercussion: The mind of every sentient being unravels and tangles with each other. Every creature in 100 feet diameter is affected by a detect thoughts spell for 24 hours.

ENCHANTMENT

Stammer: (Minor) The caster needs to make a Charisma save (DC 10) or start to stutter; all skill checks made with Charisma will be at a disadvantage for 1d4 hours.

Hesitation: (Moderate) The caster needs to make a Charisma save (DC 12) or start to hesitate before every decision, losing the ability to use reactions (Reaction spells and actions become bonus actions). This effect will linger around the caster for seven days, but the caster will be able to reroll a save at the end of each day.

Obligation: (Major) The caster needs to make a Wisdom save (DC 14) or the caster feels a strong obligation towards the object or person that was the target of the spell that was being cast. This will act as a suggestion spell with a duration of 24 hours. Unlike the suggestion spell, this effect won't end until this 24 hour period ends.

Passion: (Extreme) The caster needs to make a Wisdom save (DC 16) or the caster falls in love with the object or person that was the target of the spell that was being cast. If the caster is the target of the spell, the caster gains a new flaw "Narcissism" on top of any other flaws. Whenever the Narcissist sees oneself on a reflective surface, they have to roll a Wisdom save (DC 13) or become distracted by it for one turn. The Narcissism factor of this effect is permanent, but the love effect will cease to exist in one week.

Terrestrial Repercussion: Every sentient being in a one-mile radius area is inflicted with severe migraines for 24 hours. Every sentient being in a 100 foot radius to the caster is dealt 5d10 psychic damage.

Obsession: (Severe) The caster needs to make an Intelligence save (DC 20) or get "Obsession" as a flaw: getting obsessed with the person or object affected by the spell. This is permanent.
Terrestrial Repercussion: Every sentient being who is able to hear starts to hear whispers. Every sentient being in a 100 foot radius to the caster is under the effect of a dominate person spell, attacking the nearest person. It doesn't matter if it is a friend or a foe.

EVOCATION

Susceptibility: (Minor) The caster needs to make a Constitution save (DC 10) or gain a magical allergy, active while the person or object is still in the caster's direct line of sight. The caster starts to sneeze and sniff, getting a disadvantage on all Stealth checks. This will go on for 1d4 hours.
Sensitivity: (Moderate) The caster needs to make a Constitution save (DC 12), or the caster will be sensitive to light for one day. The caster will get the sunlight-sensitivity feature.

Hypersensitive: (Major) The caster needs to make a Dexterity (DC 14) or the caster's skin starts to burn while under direct sunlight. This even damages the caster after prolonged exposure. Each round under direct sunlight will inflict 2 x the spell level radiant damage for the duration of spell level rounds. Only hiding under darkness or shade will stop this damage.

Vulnerability: (Extreme) The caster needs to make an Intelligence save (DC 16) or unknowingly become vulnerable to the attack that the caster faces next. This can be any type of damage.
Terrestrial Repercussion: A globe of pure magical energy appears next to every person in a 100 foot radius. The globe will shoot a bolt of random energy towards each person for 10 rounds. (1 =Acid, 2 = Cold, 3 = Fire, 4 = Force, 5 = Lightning, 6 = Necrotic, 7 = Poison, 8 = Psychic, 9 = Radiant, 10 = Thunder). Each bolt will deal 1d10 damage to each person.

Immunity: (Severe) The caster needs to make a Constitution save (DC 20), or the target of the caster's last spell is granted immunity against the caster's magic. The caster will never be able to affect the target with any beneficial or harmful spell. This is permanent.

Terrestrial Repercussion: The ground starts to shake violently in a 500 foot radius around the caster; an earthquake spell affects every person and building in the range.

ILLUSION

Delusion: (Minor) The caster needs to make an Intelligence save (DC 10) or see the illusion of a loved one in distress for 1d4 rounds, causing them to get distracted and unable to interact with the real world. Each round the caster can reroll the saving throw to end this effect.

Dread: (Moderate) The caster needs to make a Wisdom save (DC 12) or the caster gains a "phobia" flaw on top of any other flaw. This phobia is against the target of the spell. If the target of the spell is the caster, this flaw changes into "Self-ha-

tred." This condition will remain for 2d10 days.

Apparition: (Major) The caster needs to make a Wisdom save (DC 14) or summon an illusion of a nemesis hostile towards the caster. The illusion attacks with a +5 attack bonus dealing 1d6 + spell level of psychic damage once per round for three rounds and is immune to any kind of damage. For the duration, this nemesis is real for the caster and logically protected against any kind of harm that it is against. After three rounds, the nemesis. disappears.

Hallucination: (Extreme) The caster needs to make an Intelligence save (DC 16) or think that their surroundings have turned into a hellish version of the world, wherein everyone is trying to destroy the caster. This state of hallucination will go on for 1d6 days and the caster will lose 1d4 points of Intelligence each day (unless they succeed on a DC 16 Intelligence saving throw). If at the end of that period, the Intelligence attribute of the caster drops to 0 the caster will die.

Terrestrial Repercussion: A lullaby is heard in a 100 foot diameter. Every sentient being is put to sleep for one hour magically. Each creature under 50 HP without any kind of resistance to sleep will immediately fall under the effect of this rebound. Any creature above 50 HP makes an Intelligence save (DC 18) to avoid the effects.

Paranoia: (Severe) The caster needs to make an Intelligence save (DC 20) or be affected by a permanent "Paranoia" flaw. The caster adds this flaw to the list of flaws and is always paranoid about the target of a harmful spell.

Terrestrial Repercussion: A weird sound is heard in a 100 foot diameter. Every sentient being is targeted by a phantasmal killer spell in the area.

NECROMANCY

Moans: (Minor) The caster needs to make a Wisdom save (DC 10) or starts to hear the cries and moans of the dead. The caster's attention will be directed to the whine of the dead, and all Perception rolls will be made with disadvantage. This effect will last 1d4 minutes.

Nausea: (Moderate) The caster needs to make a Constitution save (DC 12) or be engulfed by the horrid smell of the dead. All Charisma-based skill checks are made with disadvantage. This effect will last 1d6 hours.

Haunted: (Major) The caster needs to make a Wisdom save (DC 14) or be haunted by a ghost; the ghost will affect the caster three times each day for seven days. The days don't need to be consecutive. The ghost will force the caster to reroll three successful d20 rolls each day. The DM needs to make sure these rolls are important rolls.

Damned: (Extreme) The caster needs to make a Wisdom save (DC 16) or be targeted by a bestow curse spell cast as a 9th level spell. The DM will choose the exact effect of the bestow curse spell and apply it according to the needs of the game being run.

Terrestrial Repercussion: A grand curse is laid on the land in a 10-mile diameter. Trees and all the other greenery rots and dies away. All animals either leave the area or die. All the pregnant women at that time will bear either tieflings or their offspring will be stillborn.

Undeadification: (Severe) The caster needs to make a Wisdom save (DC 20) or gain the vulnerabilities of an undead. This may be a vulnerability against a condition or a damage type. The DM will decide which vulnerability the caster will gain. This is permanent.

Terrestrial Repercussion: A grand curse of animating the dead in a 10-mile diameter is cast upon the fallen. All the dead creatures, whether they are humanoids or some other creatures, are animated as h ollow undead. The DM can choose any number of skeletons, zombies, and/or ghouls according to the needs of the game being run.

TRANSMUTATION

Partial Transformation: (Minor) The caster needs to make a Constitution save (DC 10) or a limb will partially transform into a horrid limb of a beast. If a hand is transformed the caster will have a disadvantage on any melee or ranged spell attack; if a leg is transformed the caster will have disadvantage on any dice rolls to move past an obstacle. This effect will linger for 1d10 rounds.

Vulgar Transformation: (Moderate) The caster needs to make a Constitution save (DC 12) or be changed into a horrid beast-looking humanoid; all Charisma rolls will be at a disadvantage because the beast speech is hard to understand for humans. This effect will linger for 24 hours.

Lineage Transformation: (Major) The caster needs to make a Constitution save (DC 14) or start morphing into another race, and will be considered a mixed-blood for 1d20 days.

d100	Race:
01-04	Dragonborn
-5-13	Dwarf, hill
14-21	Dwarf, mountain
22-25	Elf, dark
26-34	Elf, high
35-42	Elf, wood
43-46	Gnome, forest
47-52	Gnome, rock
53-56	Half-Elf
57-60	Half-Orc
61-68	Halfling,lightfoot
69-76	Halfling, stout
77-96	Human
97-00	Tiefling

This effect will linger for 1d20 days, but the caster can reroll the save each day. The caster will change back if they succeed on the saving throw. The caster will not gain any special abilities of the race they turned into. This is only a physical change.

Monster Transformation: (Extreme) The caster needs to make a Constitution save (DC 16) or be cursed by lycanthropy. The DM will choose one of the following according to the needs of the game being run: werebear, wereboar, werewolf, wererat, weretiger. This is a permanent change as long as the normal rules for curing lycanthropy are used.

Terrestrial Repercussion: All of a sudden, heavy rainfalls in a 100 foot diameter area. Rock and stone are transmuted into mud, trees transform into huge snakes, every object in the environment changes into hostile, untamable beasts, and the environment itself becomes difficult terrain. All the nonmagical items worn or carried by people will change accordingly; only humanoids will stay as they are (most probably naked and unarmed) in this hostile environment, against the beasts.

Ooze Transformation: (Severe) The caster needs to make a Constitution save (DC 20) or be transformed into an ooze. This effect is permanent and can only be reversed with a wish or a miracle spell.

Terrestrial Repercussion: Waves of magical energy are sent to a 100 foot diameter area. Every sentient creature in the area will be changed into a normal beast until a remove curse or a dispel magic spell is cast on them.



Subclass Options For The City of Crescent

Barbarian - Urban Vagabond

There are bruisers who dwell in cities who command respect among the common folk and other warriors alike. Their words respected, their deeds valued, their stern demeanor feared. They roam the streets and right wrongs, their own way. They know the code and creed of their city, just as they wrote it themselves. An urban vagabond is a charismatic drifter, who has his own understanding of justice and injustice, law and fear in society. They are upheld by the people and they shine where the local guards fail to do so. Their shouts in combat inspire their allies, and dissolve the fighting spirit of their adversaries. They use their natural charisma in order to taunt and psychologically disarm enemies.

Level 3: Wrath of the Vagabond: Your wrath invokes fear in your enemies. Starting at 3rd level when you rage, you invoke fear in the hearts of your enemies. This fear can affect a number of people equal to your constitution modifier in that you can see in 60 ft. and only during your rage; the targets of this effect will roll a Wisdom save (Difficulty 8 + proficiency bonus + your Constitution modifier) or be frightened for 1 minute. Affected creatures can repeat the saving throw at the end of their turns for 1 minute. You can use this feature once per rage.

Level 6: Anger of Mad Blood: When you are raging, your yell and mocking words crush the spirit of your enemies. Starting at 6th level when you rage you use your shouts alongside your weaponry with great effect. When you are raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your Barbarian level. The extra damage is psychic and the creature will have disadvantage on its next attack against any other creatures than you. against you.

Level 10: Inspiring Fury: Inspired by your shining example and prowess in battle, your allies are boosted by your fury. When you rage, all your allies within 20 feet of you gain advantage on attacks and saving throws until the start of your next turn. Additionally, they gain 1d6 + half your barbarian level of psychic damage on the first successful attack they hit. You can use this feature once per rage.



Level 14: Shielding Fury: When you rage, you and your allies who are within 10 feet of you gain partial resistance to damage. You can use your reaction to prevent your barbarian level amount of damage against any kind of damage to your allies. This damage is subtracted separately from any damage each ally takes after any kind of resistance is applied. You can use this feature once per rage.

Bard - Shadowactor:

A majestic festival scene in the gold-blue nights of Istanbul, and at the heart of the field, crowds gather to see their favorite show: the art of shadowacting. A candle lights up a beige canvas scene, elaborate puppets and gestures cast shadows, of human and beast, of city and the wild. The master of these shadowy figures, the bard, plays with them, twists and turns their blackened image, telling fascinating tales of joy and deceit, captivating hundreds gathered around. One time, my curiosity



got the better of me. I snuck up to the backstage to see what was happening there. No one believed me when I told this story but I swear, I saw no one moving the puppets...Well, no puppets at all. Only a candle shining bright - with shadows cast, from the shimmering flames themselves. My eyes locked with the flame and smoke dancing on top of the candle - shimmering sparks and embers, and I lost touch with reality. Just before I was about to fall headfirst from the platform, I saw the shadow actress, emerging from the shadows in the canvas itself to catch me. She was such a lovely lady...

Level 3: Shaper of Shadows: Starting at Level 3, you gain the ability to control and manipulate shadows. You can use a lantern, a candle or a torch as your spellcasting focus. While using one of these focuses you can create a Shadowfield called Azlaz-saha (means Area of Shadows) centered on yourself with your bonus action. This area is considered dim-light of 30 ft. for 1 minute (you can end it early on your turn with a bonus action) and gives the following benefits:

- You can see in this area as if it were bright light. This area is not affected by darkness or *daylight* spells.
- You can shape the shadows according to your wishes with simple hand movements (no actions required)
- You gain the ability to make shadows become material. You can grapple creatures with your shadows as an action. Make a melee spell attack against the creature. If you hit, the creature must succeed on a Strength saving throw against your spell save DC; on a failed save, it is grappled by your shadow (the victim can try to escape against your spell save DC by). While grappled, the creature is restrained and attacks have advantage against that creature. You have to use one of your Bardic Inspiration attempts for this.
- You can use this feature a number of times equal to your Charisma modifier (minimum of 1).

Level 6: Collector of Shadows: Starting at Level 6, When a creature dies in your Azlaz-saha, you can collect their shadows in your spellcasting focus. You can do that as a reaction and can't do so again until you finish a long rest. You can store up to 3 creatures. You can't restore the shadow of a creature whose CR is more than half your level (rounded down). You can unleash the creature's shadow as an action and it stays for 3 turns. It can't cast spells with verbal and material components, but otherwise they use their stat blocks, and obey your mental commands (no action required for commands). After that the creature returns to the lantern and you can't unleash anymore creatures until you finish a long rest.

If the creature stored is below CR 1 and a beast, you can use that creature as if you cast a *find familiar* spell.

Level 14: Master of Shadows: Starting at 14th level the shadows you catch with the Collector of Souls ability can remain outside for 1 minute as if you are concentrating on a spell. When you take damage, half of the damage is transferred to the shadow. You can use this ability as a reaction when you take damage and can use it equal to your proficiency bonus.

Cleric - Realitymender

Magic is unstable. Cast a potent spell, and you risk cracking open the reality and letting loose horrors to our mortal realm. There are those devoted to serving reality itself and soothe the pain of the universe plagued by chaos. They wander the realms, aiming to prevent the cracks from appearing, mending those already broken and keeping reality stable for all sentient life. Their motivations may come from a higher calling such as religion, or from their own will to serve the reality itself. They are adept at hunting down mages, discovering origins of arcane, and curing spellborne wounds.

Reality Mend Domain Spells

Cleric Level	Spells
1st	*detect magic, unseen servant*
3rd	*arcanist's magical aura, silence*
5th	*counterspell, dispel magic*
7th	*banishment, freedom of movement*
9th	*dispel evil and good, greater restoration*

Level 1: Knowledge of Reality: At 1st level you become proficient in your choice of one of the following skills: Arcana, History or Religion. Also you gain the use of resistance cantrip if you already don't know it.

*For the Historica Arcanum universe, your Defiance Rating is calculated as your wisdom modifier +1.

Level 1: Sight of the Arcane: At 1st level, you gain the ability to sense the presence of all the unnatural beings around you. As an action, you can open your awareness to magically detect Undead, Fey, Fiends and Celestials. Until the end of your next turn, you know the location of any Undead, Fey, Fiend and Celestial within 60 feet of you that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.



Level 2: Channel Divinity: Execute Heathen: Starting at 2nd level, you can use your Channel Divinity to mark an Aberration, Elemental, Djinn, Fey, Fiend, or Undead you can see within 20 feet of you, cursing it for 1 minute. The creature must succeed on a Charisma saving throw against your spell save DC or suffer disadvantage on spells you cast against them for the duration of the curse.

For the Historica Arcanum universe, your Defiance Rating is calculated as your wisdom modifier +2.

Level 6: Potent Canceling: Starting at 6th level, your dispel magic and counterspell effects are more potent. You can counter spells with a +1 level effect. For example, to counter a 5th level spell you only need to use a 4th level slot. For dispel magic you calculate spell level with -1 effect. For example, to counter a 5th level spell the difficulty is 10 + 4 (5 - 1) = 14.

For the Historica Arcanum universe, your Defiance Rating is calculated as your wisdom modifier +3.

Level 8: Divine Strike: At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

For the Historica Arcanum universe, your Defi-

ance Rating is calculated as your wisdom modifier +4.

Level 17: Preserving Aegis: At 17th level you gain the ability to protect your allies with a shield against harmful elements of magic. As a reaction, you grant your allies that you can see within 60 ft. a bonus equal to your Wisdom modifier on saving throws against spells and magical effects. You will also benefit from this (which doubles your Wisdom modifier). You can use this feature a number of times equal to your proficiency bonus. All expended uses return when you finish a long rest. Your Defiance Rating is now your Wisdom modifier +5.

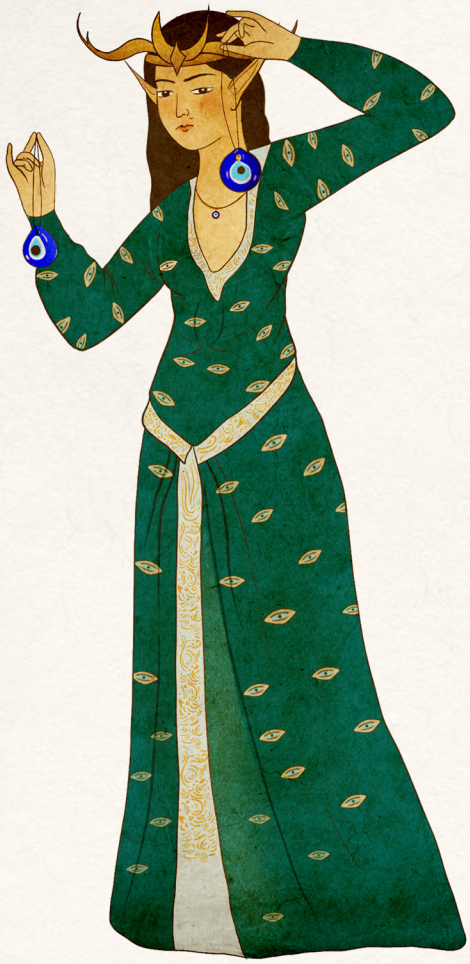
Druid - Circle of Nazar

Nazar, ward of the evil eye. It is the common people's belief that the blue beads with eyes drawn on them protect from those with bad intentions. They do not know that it is not the beads that protect, but those who create and control them. Circle of Nazar Druids seek to protect ordinary people from unintended magical effects or intended evil from charms and enchantments. They roam the wilderness, ruins and the cities to seek out curses, ill-intents, evil arcane, with the help of beads with the sign of the Nazar.

Your archaic link with fate and your ability to manipulate fate grants you access to certain spells. At 2nd, 3rd, 5th, 7th and 9th level you gain access to the spells listed for that level in the Circle of Nazar Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Nazar Spells

Druid Levels	Spells
2nd	*mandate of the sophists: avicenna, protection from evil and good*
3rd	*lesser restoration, detect djinni*
5th	*exorcise djinni, remove curse*
7th	*divination, polymorph*
9th	*greater restoration, sense the sinner*



Level 2: The Good Eye: When you choose this circle at 2nd level, you gain the following benefits:

- By touching a creature you can detect any nazars (such as Nazar or evil eye spells), curses (such as bestow curse spell or other curses), and spells that are affecting it. You know exactly which effects are present (e.g. the curse of demon armor). You can use this feature a number of times equal to your proficiency bonus and regain expended uses after you finish a long rest.
- You learn either the *spare* the dying or purifying breath cantrip. You can cast that cantrip as a bonus action.
- By spending one of your Wild Shape features, your touch removes Djinnspeak effects and the evil eye cantrip's effects immediately from a creature.

Level 6: The Pure Touch: Starting at 6th level, you gain following benefits:



- When you cast either remove curse or exorcize djinni spell, you regain a portion of your expended spell slots–either one 2nd level spell slot or two 1st level spell slots. Additionally you can regain one of your Wild Shape uses. You can use this feature twice and can't use it again until you finish a long rest.

- The casting time for the exorcize djinni spell is 1 minute rather than 10 minutes. Alternatively, you can cast protection from evil and good as a ritual, and it only takes 1 minute to cast.

- While fighting a Djinn, fiend or an undead, your damaging spells deal an extra 2d6 radiant damage. This damage can't be prevented or reduced in any way.

Level 10: Serenity of the Breath: Starting at 10th level you gain following benefits:

- You can't be possessed.
- You can cast *greater restoration* without material components.

Level 14: Banishing Eye: Starting at 14th level you unleash your powers upon those unholy. As an action you can cast the banishment spell without expending a spell slot and can target 3 creatures. The creatures roll the saving throw with disadvantage if they are fiends, fey, undead, celestials or djinns. You can't use this feature again until you finish a long rest.

Fighter - Janissary

Many Ottoman conquests owed their success to the discipline and mastery of the Janissaries. Taken as children from Ottoman-ruled Christian lands, and trained since childhood as elite imperial soldiers, the Janissary are masters of commanding a diverse range of weaponry in a single combat. Armed to the teeth with a large selection of weapons, their prowess shines in the battlefield as they utilize all in a bewildering flurry of gunpowder, arrow, bolt and blade.

Level 3: Janissary Training: Starting at 3rd level you adopt another fighting style as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Firearms: You gain +2 bonus to damage with any kind of firearm.

Archery: You gain +2 bonus to attack rolls you make with ranged weapon

Thrown Weapon Fighting: You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage rolls.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Level 3: Hidden Vigor: Starting at 3rd level, your diligent training and experience can turn the tides of the battle for you. As a bonus action, you can reroll any missed attack roll and accept the new outcome as a result. You can use this feature two times. You regain all expended uses of it when you finish a long rest.

Level 7: Ottoman Slap: You use your marble hardened slap as a blunt weapon to critically strike an opponent. Starting at 7th level, you can use your bonus action to make an unarmed attack. When you do so, you can deal 1d6 bludgeoning damage and the creature makes a saving throw (DC = 8 + your Proficiency bonus + your Strength modifier), on a failed save this hit stuns the target until the end of your next turn. You can do this a number of times equal to half your Proficiency bonus. This damage increases to 2d6 in 10th, and 3d6 in 18th level.

Level 10: Refound Vigor: Starting at 10th level, when you roll initiative and have no uses for Hidden Vigor, you regain one use.

Level 15: Advanced Janissary Training: Starting at 15th level your adopted fighting style is improved. In other words, you get better in the fighting style you choose for this archetype.



Firearms. You gain an additional +1 bonus to damage with any kind of firearm.

Archery. You gain an additional +1 to attack rolls you make with ranged weapons.

Thrown Weapon Fighting. You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain an additional +1 bonus to the damage rolls.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack and have an additional +1 bonus.

Level 18: Superior Vigor: Starting at 18th level, when you roll initiative and have no uses for Hidden Vigor, you regain both uses. You regain all expended uses of Hidden Vigor when you finish a short rest.

Monk - Whirling Dervish

One hand looks upwards: "Take wisdom from heaven"; one hand faces the ground "...and share it with the Earth." Start the whirllike dance, spin as the Earth does; to lose thyself, and to find thyself. Some monks seek enlightenment through combining a trancelike state of chanting and whirling to sever their link to reality. Yet these actions are not just a way of escaping the mundane world. Their martial skill is immense, thanks to their impeccable balance, and unorthodox fighting stance. They call forth divine boons for their companions, and crack their foes' stance and posture with their grappling attacks.

Level 3: Whirling Dance: Starting when you choose this tradition at 3rd level, you can manipulate your enemy's movements as you dance around them. You have a chance to do one of the three below:

- Move an extra 10 feet around your enemy

that you attacked on top of your movement without provoking attacks of opportunity from other enemies.

- Swap places with a willing ally who is 10 feet from you; both of you don't provoke attacks of opportunity.
- Move 10 feet away from your enemy without causing attacks of opportunity. This will end your movement.

Level 3: Bonus Proficiency: Your martial prowess mixes with the eloquent dance you perform. When you choose this tradition at 3rd level, you gain the Performance skill if you don't already have it. Additionally, you can choose a musical instrument and gain proficiency with it.

Level 6: Unyielding Balance: Starting from 6th level, you can go into a flurry of parrying blows. By spending your reaction you start parrying every blow that comes your way. By spending 2 ki points, you gain +5 armor class until the start of your next turn.

Level 11: Meditative Trance: Starting at 11th level, you can enter a special trance for 1 minute as a bonus action. For the duration, attack rolls against you can't benefit from advantage and you will not have a disadvantage for your melee attacks. During this trance, all Acrobatics and Athletics checks are made with advantage. Once you use this bonus action, you can't use it again until you finish a long rest.

Level 17: Existential Oneness: Starting at 17th level, your connection with the cosmos is complete. You use your bonus action to activate this power for 1 minute; you gain resistance against every type of damage apart from slashing, piercing and bludgeoning. You gain advantage on saving throws against spells and similar effects. Once you use this bonus action, you can't use it again until you finish a long rest.

Paladin - Oath of Silence

Starting at 1st-level, some of paladin's features have additional effects:
Lay on Hands: By spending 5 points you can choose to end the effects of the djinnstruck.
Divine Smite: Additionally, your smite's damage against djinns increases by 1d8, the same rules that apply extra damage for fiends and undead.
Divine Sense: Additionally, your divine sense can sense djinns.

Some words need not be said. There are times where an oath of silence must be taken to protect a secret, or your sanity, or to channel a spectacular judgment. In either way, these warriors use the unsaid words to fuel their warfighting and instead use telepathy and thaumaturgy for communication. Their oaths are taken, usually, to fight against those who mislead and lie to their people; in some cases, those who take this oath usually face unimaginable horror and decide to speak no more, and in others, these are philosophers who believe that oft times words are misunderstood, but actions are not.

Tenets of Silence

Silence: Do not speak. Let your unspoken words be your fuel.
Patience: Do not act rashly. Do not jump to conclusions. Think twice, walk once.
Acceptance: See the world as it is. The tree is a tree, a sword is a sword. Do not deny the facts. Swallow the truth and accept it.

Oath Spells

Paladin Level	Spells
3rd	*shield of faith, thunderwave*
5th	*detect thought, silence*
9th	*spirit guardians, tongues*
13th	*freedom of movement, locate creature*
17th	*legend lore, telepathic bond*

Level 3: Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Unrivaled Silence: You can use your Channel Divinity to create an aura of silence around you, granting the ability to use Stealth without disadvantage while wearing heavy armor for 10 minutes.

The Words, Unspoken: You can use your action to present your holy symbol. You choose three creatures of your choice that you can see within 60 ft. Those creatures must succeed on a Charisma saving throw against your spell save DC or be silenced for 1 minute.



Level 3: Silent Spell: You gain silent spell feature for all your paladin spells, meaning you do not need verbal components for any of your spells. In the cases when a spell contains only a verbal component, you use a somatic component instead.

Level 3: Silence as a Whole: Starting at 3rd-level, your oath forbids you from speaking. You gain the ability to telepathically communicate with creatures within 30 ft. of you. You may choose to project words, or images, telepathically. These words and images are on a very primitive level and they can't be used in a form of manipulation; this is only a way for communication, not attack. The creatures can't answer back telepathically unless they have other abilities for telepathy. Five creatures can hear you at the same time. The creatures are aware that these telepathic messages are coming from you. Additionally, you have resistance to thunder damage.

Level 7: Aura of Serenity: Starting at 7th level, you invoke the power of the words that were never spoken. You and the creatures within 10 ft. of you can choose to deal thunder damage with their weapon attacks. Additionally, you can cast silence centered on you without expending a spell slot. You can't use this feature until you finish a short or long rest.

Level 15: Thunderous Retribution: Starting at 15th level, those unlucky souls who dare to strike you are punished by the thunderous presence you em it. Whenever a creature hits you with an attack, the creature takes thunder damage equal to your Charisma modifier (minimum of 1) if you are not incapacitated.

Level 20: Angel of Serenity: At 20th level, you gain the ability to harness extraordinary martial prowess. As a bonus action, you can magically become the avatar of stillness, gaining the following benefits for 1 minute.

- You have resistance to elemental damage, (fire, cold, acid, poison and lightning) and immunity to thunder damage.
- Once on each of your turns when you make a weapon attack and hit your opponent you add 3d6 thunder damage on top of the damage you deal.
- Once on each of your turns you can use your reaction to give resistance to an elemental attack (you have to choose from: fire, cold, acid, poison and lightning) to an ally for one round.

Once you use this bonus action you can't use it again until you finish a long rest.



Rogue - The Secret Service

Every government worth their salt has uses for people who do the dirty damning deeds that should never come to light. These individuals– whether trained for their job professionally or just happened to be the one person for the job– can charm, stab, or sneak their way into and out of different situations as a true jack of all trades - or by seeming like jacks of all trades.

Level 3: No Background: By the time you are 3rd level, you build your own false background. You gain one skill of your choice and the options below as your feature:

Underground Contact: You gain an underground contact from the city. This contact helps you find safe houses, access to some supplies (basic poison, basic weapons, etc.) for half the price, and necessary documents in order to hide and infiltrate.

Secret Collector: You gain contacts across the city, your little mice delivering important messages to you. Once in a while, they can (if any) find secrets about someone you instructed them to gain

intelligence on. The DM chooses the power and effectiveness of the secret.
Arcane Tracker: You gain contacts in order to dwell and hear about the arcane matters. These spellcasters will try to help out with your basic magic problems, such as identifying magic items, curses and common magic items. If they directly use their powers to solve your problem they charge you half price. Otherwise, normal prices will be applied.

Level 3: Special Training: You gain these features:

- When an attack from melee range (5 ft.) misses you, you can use your reaction to make a regular unarmed strike. The base damage of this attack is d4, and the type of and bonuses (STR or DEX) to the damage depends on your character race (e.g. if you are human, it can be STR and a bludgeoning damage, but if your race gives you talons or sharp nails, it can be slashing damage).

- You can use your Intelligence modifier on Perception checks instead of Wisdom.

Level 9: Two Backgrounds: Starting at level 9, you can choose one of the features shown in No Background. You don't get another skill, only one of the other features that are mentioned.

Level 13: Advanced Insight: Starting at 13th level, you master the ability to catch lies. When you roll for Insight to determine if a person is lying, you can treat your d20 as a 15. You can't do so again until you finish a long rest.
Level 17: Master of Detection: Starting at 17th level, you excel at stealth and noticing hidden things. You gain true sight out to a range of 10 ft. Also, you can cast disguise self and invisibility once a day, without expending a spell slot. You can't cast these spells again until you finish a long rest.

Sorcerer - Djinnpossessed

Even a whisper of their name may put your soul in danger. And if you try to bend them to your will, you should not expect to walk away. Djinns, hungry and curious of this world-plane, try every trick in the book to break from the chains of their usually overconfident masters. Once tricked, or with their will broken, masters' bodies become the playground of the Djinn. In moments of clarity, Djinnpossessed can act as their own masters, using their memory and knowledge of the world. However, most often, they act as their own in a foreign body and a foreign realm, trying to absorb as much information as possible, and trying to blend in. Yet their inexperience on Earth is quite easy to catch. In combat, they let loose all their abilities, using the body they host not as an object of tremendous value to be protected, but as an expendable weapon. Their arcane powers usually focus on this stratagem.

Origins

d6	Origin
1	You once were a powerful spell caster who summoned an even more powerful being than you. Now, you have been possessed by your own summon.
2	Someone summoned a Djinn and used you as a sacrifice to bind it to this world. But the outcome was far different than they expected.
3	You sacrificed yourself to protect someone or something dear to you. Now you don't remember who or what it was, and share your body with an extraplanar horror.
4	You were tricked by a Djinn, believing that he would grant you wishes but instead you just granted his.
5	One of your direct descendants purchased power at the cost of your soul, but you resisted, grasping at the straws to stay in your body.
6	You were randomly possessed by a Djinn, and still don't know much about the power inside.

Djinnpossessed Magic

You learn additional spells when you reach certain levels in this class, as shown on the Djinpossessed Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Djinpossessed Spells

Sorcerer Level	Spells
1st	*hellish rebuke, unseen servant*
3rd	*hold person, ray of enfeeblement*
5th	*bestow curse, vampiric touch*
7th	*black tentacles, conjure minor elementals*
9th	*conjure elemental, insect plague*

Level 1: Djinntouched: Starting at 1st level, you learn the Djinnspeak, the tongue of the Al-Ghaib and your inner djinn's influence will start to have effects on the world around you. When you expend one of your 1st level spell slots by touching a creature, you can force that creature to make a saving throw against your spell save DC. On a failed save you choose one of the effects below:

- The creature loses the ability to speak for 1 hour.
- The creature gains one level of exhaustion. (You can't make it exceed two levels of exhaustion.)
- The creature has a fear of the dark. It has disadvantage on saving throws in dim light and darkness. It lasts for 1 hour.

You can only use 1st level spell slots for this ability.

OPTIONAL FEATURE

Level 1: The Djinn Inside: Starting at 1st level, your body is possessed by a djinn. If other individuals somehow manage to exorcize the djinni through the means of Exorcism Sacrament (see The Wonder of Creatures section for the details), you will have the chance to become a Warlock through a pact with your djinn. If so, you become



the Djinnmaster Warlock with a djinn patron. With every level you gained with this class the Difficulty for the Exorcism Sacrament is increased by 1.

Level 6: A Mortal Shell: Starting at 6th level, your body will start to decay with the effect of the djinn. Starting from the time you reach 6th level you will have one month before your body will become completely useless. Once a month has ended only magical healing and greater restoration will help to preserve your body. If you do not use magical ways of stopping the decay of your body, you will suffer consequences:

After First week	Your foul stench will give you disadvantage on your Charisma checks
After 15 days	Your body's decay will give you disadvantage on saving throws.
After one month	Your DM may choose to kill your body permanently, any given day.

If you die, you can't be resurrected.

However, you can change your body when you touch another humanoid whose CR is half (rounded down) your level and is unconscious.

The humanoid must make a Charisma saving throw against your spell save DC, on a failed save your djinn can possess the body (On a success, the creature is immune to this feature for 24 hours). It takes an hour of rituals for you to transfer your consciousness over to the new body, and destroy the inhabitant's. You can use this feature a number of times equal to your proficiency bonus. Your expended uses refresh in one month. After taking on a new body you will suffer level 2 exhaustion. Your ability scores, skills, spells and HP will be the same. You also do not have access to the target's memories.

Level 6: Unveil the Dark Half: Starting at 6th level, your djinn will be able to leave your body and fight for you. He can appear within 10 ft. of you and has its own Initiative roll. It can't go away more than 30 ft. from you and have half your hit points. When the distance between you exceeds 30 ft. or it drops to 0 hit points, the djinn is forced back to your body. You can't use this feature again until you finish a long rest.

The djinns stats are the same as yours and regardless of your abilities, it can take one attack action with Decay Touch. The other actions it can take are: Dash, Disengage, Dodge and Hide.

Decay Touch: Melee Weapon Attack: reach 5 ft., one creature. Hit: 2d6 psychic damage.

Level 14: Baneful Adversary: Starting at 14th level, the Djinnpossessed starts to lay curses on people. You can use your bonus action to curse a foe, and it will have disadvantage on its next saving throw. You can use this ability a number of times equal to your proficiency bonus and will regain expended uses after a long rest.

Level 18: True Form: Starting at 18th level, you use a bonus action to unleash the Djinn inside, gaining a new Djinnlike form. This new and powerful form will last for 1 minute. While you are in your True Form, you will gain the following benefits

- The ability to fly at will with a speed of 50 feet.
- You now have the magic resistance feature: any kind of spell magical effects used against you, you will have advantage in the saving throws. Also if you successfully resist a spell, you will be healed as much HP as the spell has levels.
- Any damaging magic spell you cast will always have a chance to deal maximum damage. Roll an additional d6 when you cast a damaging spell. If you roll higher than 3, the spell deals full damage. This feature can't be used for spells higher than 7th level.



When your True Form ends, you won't be able to move and take actions until after your next turn, and you will have one level of exhaustion. Once you use this feature, you must finish a long rest before you can use it again.

Warlock - Ancient Sage

Sages of old devoted their waking lives to the pursuit of wisdom and knowledge, and even in death, they continue to guide their predecessors. Speaking through the artifacts they leave, their lessons and powers are echoed within those who seek and excel through knowledge of ancient arts. Their students gain abilities in acquiring information, detecting the supernatural, and at their epitome; they can summon the spirits of the dead from their belongings at will to converse with those who are long-gone.

Ancient Sage Expanded Spell List

Spell Level	Spells
1st	*detect evil and good, wisdom of avicenna*
2nd	*animal messenger, augury*
3rd	*clairvoyance, sending*
4th	*arcane eye, divination*
5th	*contact other plane, legend lore*

Level 1: The Wise Question: Starting at 1st level your patron gives you a talisman (or you acquire such an artifact that starts your journey as an Ancient Sage Warlock) that helps you invoke your powers. You gain the ability to magically enhance your inquiry when asking any sentient creature that can understand the language you speak, a logical, full sentence question. The creature needs to make a Wisdom saving throw against your spell save difficulty. On a failed save it is obliged to tell you the unaltered truth. You can use this ability a number of times equal to your proficiency modifier and will regain expended uses at a short or long rest. The Wise Question is undetectable using mundane skills, and will only be discerned by spells, feats and abilities detecting arcane powers.

Level 1: Bonus Proficiency: You gain proficiency in two skills from History, Medicine, Nature, Arcana or Religion.

Level 6: Supernatural Senses: Starting at 6th level you learn to open your awareness as a bonus action to detect supernatural creatures. Until the end of your next turn you sense any non-humanoid, within 60 feet of you. You also learn the type (i.e. shapechanger, undead, celestial, etc.) of any creature you sense, but not its identity or power. You can use this ability a number of times equal to your proficiency bonus and regain all expended uses at a long rest.

Level 10: Wisdom of the Sage: Starting at 10th level you gain advantage on wisdom saving throws against any spells or magical effects, such as a sleep-breath of a gold dragon or hold person spell.

Level 14: Embodiment: Starting at 14th level, you will be able to call forth the cumulative



knowledge and experience of the deceased sages before you and gain the following benefits:

- You gain resistance to psychic damage.
- You can speak to any lingering spectral undead and will have advantage on any Charisma checks you make to gain information from such spectral and normally aggressive undead.
- You understand what every creature is saying (it must be a spoken language) and creatures that have at least an Intelligence score of 3 can understand you as well.
- As an action you can summon the spirit of a long deceased sage to empower your abilities, as an avatar shrouding your body. You gain advantage on your spell attack rolls and creatures that you force to make a saving throw have disadvantage on that roll. This feature is active for 1 minute and can't be used again until you finish a long rest.

Warlock - Djinnmaster

It is told that they are made of smokeless fire, a primordial substance. Calling them elementals would be wrong, what we call smokeless fire have nothing to do with our version of flames. Their need for a vessel is also a myth, neither do they grant any wishes. But, it is true that they scour a parallel world, and they constantly interfere with ours. Never call them by their name, names have the power to summon - refer to them as "three lettered ones" instead. Contacting them is fruitless, and not because they won't answer. They will. But you risk them having a laugh at the expense of your bodily integrity. Worse is if one takes a liking to you. They are envious creatures, and god almighty help those that they think are a competition for your attention. There are ways to keep them in line, yes. And of course those dark techniques can be taught. But have you considered what you will unleash if you happen to lose control? How will you keep the balance with your partners from the other realm, once you invite them to your body?

Djinnmaster Expanded Spell List:

Spell's Level	Spells
1st	*command, bane*
2nd	*enhance ability, augury*
3rd	*speak with the dead, bestow curse*
4th	*banishment, polymorph*
5th	*dominate person, hold monster*

Level 1: Voices of Al-Ghaib: Starting at 1st-level, you gain proficiency with Arcana. If you are already proficient in it, you gain another skill from Intelligence. When rolling to gain knowledge on the realm of Al-Ghaib, you can ask your djinni to give you a +10 bonus to that check, as long as you use this feature before the roll. You can't use this feature again until you finish a short or a long rest.

Level 1: Controlled Possession: You learned how to command the Djinn's power for a brief amount of time, but this comes at a great cost. Starting at first level, as a bonus action, you can pull your consciousness back for your Djinn to take over your body for a brief time, enhancing your combat abilities. You add 1d6 force damage to all your melee and ranged damage rolls (including ranged spell attack rolls) as long as the Djinn is in control. This damage is increased to 2d6 force damage at level 5, 2d8 force damage at level 11 and 3d8 force damage at level 14. For each time you use this ability in one combat (doesn't matter if you hit or miss) pick a d6 and roll them all at the end of combat; apply the amount as psychic damage to yourself. This feature lasts for 1 minute. You can use this ability once per long rest.

Level 1: Losing Control (Optional Feature): Starting at 1st level, your patron may try to possess your body. With every level you gain in this class, you make a Charisma saving throw. The difficulty is set by the DM (more powerful djinn means higher difficulty). On the third successive fail, the djinn possesses your body, and you become a Sorcerer of Djinnpossessed origin. You retain your level, experience, and abilities but everything about your class changes.

Level 6: Unfathomable Being: The Djinn possessing your body doesn't like to be spied upon or tracked by magic. Starting at 6th level, whenever you are being targeted by an enchantment or a divination spell, the spellcaster (if within 120 ft.) has to roll a Wisdom saving throw (Difficulty is your spell save DC) On a failed save, the effects of the spell are negated and the user takes 1d6 psychic damage for each spell level. You may use this ability a number of times equal to your proficiency modifier, and the expended uses come back at a long rest.

Also, as an action you can unleash a fraction of the djinn's true form. Every creature that can see the djinn makes a Wisdom saving throw against your spell save DC. On a failed save, they are frightened of you for 1 minute and can repeat the saving throw at the end of their turns. You can't use this feature again until you finish a short or long rest.

Level 10: Nether Armor: The Djinn inside you starts to care about its vessel more or shows a hint of care to you personally, and tries to protect you by manifesting itself as an amorphous shield that protects you when you are threatened. Starting at 10th level, you can use one of your spell slots or Mystical Arcanum (of any level once it is available to you) to use your reaction to reduce some incoming damage by 2d8 or d8 equal to the Mystical Arcanum slot you used.

Level 14: Loosen the Chain: Starting at 14th level, you will be able to unleash your Djinn outside your body for a short time. You use your action to target a humanoid you can see within 60 feet of yourself and send your Djinn to possess it. Even though you can sense the creature with magic,

you will need a direct line to this humanoid. The humanoid must make a Wisdom saving throw against your spell save DC. On a failed save, the target humanoid's body is in your control for up to 1 hour as per dominate person spell. While still in the possession of your target, you can still act freely granted the visual link between you and the target humanoid is not broken; however, you can't use your other archetype abilities. You can't use this feature again until you finish a long rest.

Pact Boon

Pact of the Eye

Your eyes will be imbued with otherworldly magic. If you wish your eye color may change according to your patron (your or DM's choice). You can borrow an otherworldly sight when you need it. You gain increased eyesight and the ability Blindsight (10 ft.) and have +2 bonus to your Passive Perception.

Once you activate the magic in your eye (as a bonus action) you can choose one of the benefits:

- You have Darkvision out to a range of 120 ft. for 10 minutes. If you already have Darkvision from other sources, this feature adds Darkvision on top of the other.
- Your eyes can detect curses, nazars, diseases and desecrated, or sacred places within 60 ft. for 10 minutes.
- You can see Shapechangers and Invisible creatures for 1 minute.
- For the Historica Arcanum Universe: You can detect any influence from Al-Ghaib or creatures from Al-Ghaib for 1 minute. (For other settings you can change Al-Ghaib to Ethereal or Astral Plane)

You can use this feature equal to your proficiency bonus. Your uses will replenish after you finish a short or long rest.

Invocations

Dead Spirits Around: You can sense any undead within 300 ft. You don't know the type and location, but you are aware of the numbers.
Touch of the Eye: You can cast nazar once a day, without expending a spell slot.
Way of the Sage: You gain proficiency in Arcana and History.
Voices of Al-Ghaib: You can use your bonus action to sense fiends, feys and djinns around 30 ft. of you that are not behind the total cover. You know which type (e.g. a fiend) but not specifics (e.g. a succubus) about the target. You know how many of them there are. You can use this ability equal to your proficiency bonus and your replenished uses will recover after you finish a short or long rest.
Sense the Vile: (Prerequisite: 9th-level) You can cast sense the sinner once a day, without expending a spell slot.
Maddening Blast: (Prerequisite: Eldritch Blast - 5th level) Once a turn, you enhance your Eldritch Blast with the influence of Al-Ghaib. When you hit a creature with Eldritch Blast, you can make them hear maddening voices from Al-Ghaib (no actions required). That creature will have disadvantage on the next attack roll. You can use this feature a number of times equal to your proficiency bonus.

Wizard - Stargazer

Gazing at the stars is an ancient art form, almost as old as history itself. Those with the arcane skills and knowledge have used the essence of the stars and their movements to enhance the potency of their foresight. The stargazers, with their understanding of time and fate, excel in manipulating the destinies of people around them.

Level 2: Summon Zodiac Spirit: Starting from 2nd level when you take this arcane tradition, you harness the power of Zodiac as a reaction to help yourself or your allies. With your reaction, you use your free hand to draw a constellation with your fingers on a creature you can see within 60 ft. Each horoscopic constellation will aid you differently (these effects last for 1 hour unless stated in the description. If one creature has an active constellation on them, you can't give them another constellation):
Aries: Aries surrounds the target with energy, making the next Charisma skill check the target makes rolled with advantage.
Taurus: Taurus surrounds the target with determination, making the next Wisdom saving throw the target makes rolled with advantage.
Gemini: Gemini surrounds the target with tenacity, summoning a perfect replica of the target as an illusion, making the next ranged attack roll with disadvantage.
Cancer: Cancer surrounds the target with restraint, making the next Insight skill check the target makes rolled with advantage.
Leo: Leo surrounds the target with confidence, making the next saving throw against fear succeed automatically.
Virgo: Virgo surrounds the target with recognition, making the next Perception skill check the target makes rolled with advantage.
Libra: Libra surrounds the target with joy, summoning a spiritual armor which will give resistance to one damage type from any source or any type for 1 minute.



Scorpio: Scorpio surrounds the target with vigor, making the next Constitution saving throw the target makes against poison with advantage.
Sagittarius: Sagittarius surrounds the target with guidance, making the next ranged attack roll the target makes with advantage.
Capricorn: Capricorn surrounds the target with purpose, making the next Wisdom saving throw against any charm effect rolled with advantage.
Aquarius: Aquarius surrounds the target with mettle, making the next melee attack rolled against them be rolled with disadvantage.
Pisces: Pisces surrounds the target with brilliance, making the target make the next Intelligence check with advantage.

You can keep only one Zodiac sign active at one given moment. You can use this ability a number of times equal to your proficiency modifier and will regain expended uses at a long rest.

Level 2: Bonus Spells: You gain the use of guidance or resistance cantrips, bless, or bane at 1st, augury at 3rd, divination at 7th and legend lore at 9th level. Once you gain access to these spells, they don't count against the number of cantrips and spells you have. They are all counted as wizard spells, are always prepared, and don't count against the number of spells you can prepare.

Level 6: Reading the Stars: Starting at 6th level, you gain the ability to perform the ancient art of reading the stars. During a long rest, you can spend 2 hours searching the stars and make use of them in three ways:

- **Fortune-telling:** You can catch a glimpse of the future. The next day, either you or one of your allies within 30 ft. of you can have advantage on attack rolls, ability checks or saving throws. You must grant this ability before the roll. You can use this feature a number of times up to half your Intelligence modifier (rounded up).
- **Finding the Path:** You can use the stars to honor an archaic method of navigation. The next day you can cast one of these spells once, without expending a spell slot: find traps, locate object, pass without trace, sending, clairvoyance. After you choose to cast one of the spells, you can't use this feature until you finish a long rest.
- **Celestial Omens:** You can check the stars' alignment to see what fate holds in her hands. The next day, you can recall what you have seen in the stars. As an action you can use your ability to gain insight about any creature's intentions for you that you can see within 60 ft. The creature makes a Wisdom saving throw against your spell save DC. On a failed save, you will learn their intentions: good, bad, neutral or none (i.e. if the creature doesn't know you or is not sentient).

Level 10: Potent Zodiac Summons: Starting at 10th level you start to keep three Zodiac signs active at one given moment. If you roll initiative and have no attempts for Summon Zodiac Spirits, you instantly gain one use of the ability.

Level 14: When Stars Align: Starting at 14th level, you gain the ability to call forth the power of the stars. When you do so, you gain these abilities for the next minute and you can't use this feature again until you finish a long rest:

- You have True Sight out to 30 ft.
- You have resistance to radiant and psychic damage.
- Five radiant orbs originate around you. You can use them as a ranged spell attack within creatures 100 ft. of you. On a hit, the creatures take 6d10 radiant damage. Whether a hit or not, the orb is lost upon the attack. The orbs shed 30 ft. bright and 30 ft. of dim light. The creatures hit by the attack will shed 5 ft. bright and 5 ft. of dim light. The next attack roll against them will have advantage, and they can't become invisible again in the next minute. If they are already invisible, they can't benefit from that spell or effect in the next minute.

Feats

In this section you can find feats, if your game allows choosing of feats instead of Ability Score Improvements.

Firearm Expert: Thanks to extensive practice with firearms, you gain the following benefits:

- You ignore the loading quality of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one-handed repeating gun you are holding.

The Fortune-teller: When you gain this feat, your inner-eye will awaken, and you will get the ability to see glimpses into possible futures. Your Wisdom score increases by 1.

You can cast augury once a day, without expending a slot but only as a ritual. You can use marble-mugs, someone else's hands, tarot cards, arrow heads, or any other cultural fortune-telling items as your material component. By casting it this way augury chooses a target, instead of an event, that will take place 30-minutes in the future. The DM may provide some omens and crypted messages about the future of the target of this spell, e.g. love life, death, birth, opportunities, wealth, family, friends, politics, failures, treachery, and more. Usually these omens are highly obscure and rarely a direct prophecy.

The Urban Hunter: You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1.
- You gain the Survival or Investigation skill. If you are already proficient in the skill, you double your proficiency bonus for that skill.
- When you take the search action or make a Survival check to analyze clues and tracks in an urban area, you can learn the creature's type.

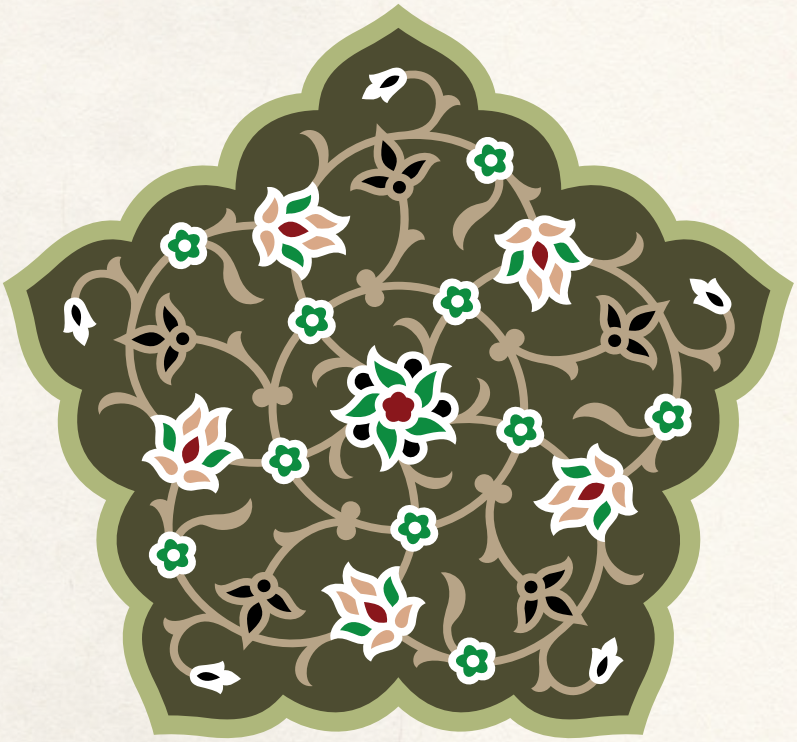
Strong Breath: Your breath is considered one of the strong breaths that have healing properties among society. You gain the following benefits:

- You can cast exorcize djinni or *remove curse* once a day, without using a spell slot. You can't do so again until you finish a long rest.
- You learn the purifying breath or guidance cantrips.

Djinn's Foul Touch: You were once in contact with a djinn. This event affected you in the following ways:

- *You learn evil eye, knot the luck, or viscious mockery* cantrips.
- You can cast *nazar or bestow curse* once a day, without using a spell slot. You can't do so again until you finish a long rest.





The Profession System

How to Gain Ranks in Professions?

The character who follows a profession gains Profession Experience (PEX) with achievements specified in their profession page. The PEX gained with the approval of the DM can be spent to purchase perks and Profession ranks.

Taking a Profession as a Character

Any character with any Background can start one profession when they advance to level 3, and gain access to Apprentice level perks. It is strongly advised that a player character be allowed only one Profession, for these paths are not designed to be combined with each other.

If a character wants to gain access to any Profession at Level 1, the character needs to pick one of the "Aspiring" Backgrounds within each profession.

Challenge Rating	PEX
1/8	1
1/4	2
1/2	3
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	60
11	70
12	80
13	100
14	120
15-16	250
17+	600

The Bounty Hunter

Being a Bounty Hunter

A life of chase, of high octane fights, and the thrill of bringing back your prey alive or dead; getting paid handsomely, and doing this for a living–You are a bounty hunter. You stalk your prey, prepare the best trap for the occasion, and strike your mark, with blades, chains, and all that is in your arsenal.

How to Play?

Accept a bounty and you will be expected to turn in your target; either subdued somehow or as a corpse. A bounty hunt has four exciting steps: tracking, preparing, confronting, and bringing back the bounty. Each step is ladened with high danger, so make sure you are ready for this way of life!

Climbing the Ranks

For each bounty you turn in, you gain PEX (Profession Experience), and when you gather enough PEX, you will advance in the ranks of the bounty hunters. When you reach Rank 2 as a bounty hunter, you will have to be specialized in one way of hunting.

Apprentice Bounty Hunter (Rank 1)

As an apprentice bounty hunter, you understand the basics of the hunt and can use simple but effective tactics; you choose one of the below:

1) Advanced Tracking (50 PEX):
You have the skills of a tracker when you are after your prey. Choose one of the following: Nature, Perception, or Investigation. Gain proficiency in it while you are tracking a foe.

2) Smell the Ambush (50 PEX):
Your senses give you an edge when your prey de-

cides to become your predator. In the first round of combat, if you are surprised, you gain +1 AC and advantage on saving throws against the cre ture which surprised you.

3) Tools of the Trade - Restock (50 PEX):
You can show your apprentice bounty hunter badge to get free equipment from any city or town which harbors a bounty hunter guild. If you need to restock your equipment, you can get one adventurer's pack, explorer's pack, or dungeoneer's pack; a quiver of bolts or arrows; a pair of light or finesse melee weapons; a bow or a crossbow; a single melee weapon; or a single suit of light armor. Abusing the use of this will get the bounty hunter banned for life from all the bounty hunter guilds.

4) Concoction - Long March (50 PEX):
You gain the skills to prepare a special bounty hunter remedy that focuses the senses and delays tiredness. Long March will grant the bounty hunter or anyone who imbibes it +10 movement for 1 hour when out of combat. However, only a person with bounty hunter training will benefit fully from this concoction: anyone else imbibing it will have a disadvantage on any skill checks for the duration of the effect. It takes two hours or one long rest to prepare one vial of Long March, and it costs 25 gold worth of herbs and spices.

You can advance into the Journeyman level after taking at least two apprentice-level tactics. Each tactic will cost you 50 PEX. You must have hunted at least one CR 5 bounty successfully in your career.

Journeyman Bounty Hunter (Rank 2) (300PEX)

You are now a journeyman with some experience under your belt. You have worked rigorously and turned in bounty after bounty. Now you have a specialty: many encounters with monsters give you an edge against them.

Specialization Choice: (Free)

Trapper: The trapper knows how to use traps more efficiently. Any trap set by the trapper will deal an extra 1 die of its original damage on its original damage type.

Stalker: The stalker can hunt any beast or humanoid creature with more ease. You will have advantage on any Survival, Investigation, or Perception checks to track and find out information about their weaknesses and strengths.

Know thy enemy (100 PEX):
After countless encounters with many bounties, you start to gather common knowledge about them. Any Intelligence check you make to remember the vulnerabilities of a bounty will be made with advantage.

Tools of the Trade - Armament (100 PEX):
You can show your journeyman bounty hunter badge and get more specialized equipment made for you at half the market price. Cold iron weapons against the fey or silvered weapons against lycanthropes are examples of this aspect.

Accomplished Bloodhound (100 PEX):
The bounty hunter starts to get the grasp of the land, moving with greater ease and agility. During a hunt, the bounty hunter will not be hindered by any difficult terrain.

Concoction - Exploit Weakness (100 PEX):
You gain skills to prepare a special bounty hunter remedy. Keen Eyesight will grant the bounty hunter and only the bounty hunter a d6 bonus on weapon attack damage for 1 minute. However, only a person with bounty hunter training will benefit fully from this concoction: anyone else imbibing it will have a disadvantage on any skill checks for the duration of the effect. It takes two hours or one long rest to prepare one



vial of Exploit Weakness Concoction, and it costs 25 gold worth of uncommon herbs and spices, found in stores that sell uncommon crafting materials.

You can advance to Expert level after taking at least two Journeyman level tactics. Each tactic will cost you 100 PEX. You must have hunted at least one CR 9 bounty successfully in your career.

Expert Bounty Hunter (Rank 3) (1000 PEX)
You are now an expert with many years of experience amassed after many hard-earned bounties.

Resistance - Enchantment (200 PEX):
After years of encounter after encounter, you start to get more durable against your quarry's magical powers. You gain advantage on saving throws against any enthralling power performed by your mark. Any magic or spell-like ability to affect your mind is considered enthrallment.

Resistance - Dread (200 PEX):
After years of encounter after encounter, you start to get more durable against your quarry's magical powers. You gain advantage on saving throws against any fear-related power performed against you by your mark.

Resistance - Affliction (200 PEX):
After years of encounter after encounter, you start to get more durable against some of the afflictions your quarry might use against you. You gain advantage on any saving throws against blinded, deafened, grappled, prone and restrained conditions if they are afflicted by your mark.

Resistance - Damage (200 PEX):
After years of encounter after encounter, you start to get more durable against your quarry's special damage. When you accept a mark, you choose a damage type that your mark can deal and gain resistance against that type of damage for the duration of the hunt. You may have more than one bounty but you will only have one resistance at one given time.

Concoction - Night Sight (200 PEX):
You gain skills to prepare a special bounty hunter remedy. Night sight will grant the bounty hunter the ability to see during the night and in dark spaces. The bounty hunter will gain 60 feet of darkvision. If the hunter already has darkvision, this amplifies the effect by 60 more feet. Only a person with bounty hunter training will benefit fully from this concoction: anyone else imbibing it will have a disadvantage on any skill checks for the duration of the effect. It takes two hours or a long rest to prepare one vial of Night Sight, and it costs 50 gold worth of herbs and spices.

Tools of the Trade - Ultimate (200 PEX):
The bounty hunter guild allows you to purchase items from their specialist store. You gain the ability to purchase Antimagic Bolas, The Igniter Bomb, and the Bounty Hunter Armor. Each costs 1000 gold pieces.

Antimagic Bolas
Weapon proficiency: Bounty Hunter.
Properties: Range, Special
Description: These bolas can be used against a large or a smaller creature. The creature is restrained until it is freed. It has no effect on formless creatures or creatures of huge or larger. A creature can use its action to make a DC 12 Strength (Athletics) check, freeing itself or another creature within its reach. Dealing 10 slashing damage to the bolas (AC 14) also frees the creature without harming it.
Special Properties: While under the effect of the bolas, the target cannot perform any kind of magic.

The Igniter Bomb:
Weapon Proficiency: Bounty Hunter.
Properties: Explosive, Special.
Description: This is a timed explosive that can be set for up to 10 minutes. Each creature in a 30-foot radius sphere centered on the bomb must make a dexterity saving throw (DC 14) A target takes 8d6 force damage on a failed save, or have as much damage on a successful one.
Special Properties: This special weapon will also damage structures made of stone, wood and metal.

Bounty Hunter Armor:
Armor Proficiency: Bounty Hunter.
Armor Class: 18+ Dex (Max 1)
Type: Heavy Armor
Stealth: Disadvantage.
Shield: Installed shield on one arm, both hands-free. With Shield AC is set to 20 (+1 Dex if applicable)
Description: A very heavy armor, used very rarely because not many of these suits are left.
Special Properties: While wearing this armor, the bludgeoning, slashing, and piercing damage from nonmagical weapons is reduced by 3.

You can advance to Master level after taking at least two Expert level tactics. Each tactic will cost you 200 PEX. You must have hunted at least one CR 13 bounty successfully in your career.

Master Bounty Hunter (Rank 4) (5000 PEX)
You are at the pinnacle of your profession. There is nothing much you can learn about the trade but you have much to share with your students.

Stories of the Past: (Free)
You have a lot of experiences, stories and have probably taken part in many of the legends and myths. You have the ability to inspire greatness in others. For a number of times daily equal to your proficiency bonus, you can grant inspiration to anyone who listens to your stories. 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.

Leader of the Pack: (Free)
In any bounty hunt you join, all the other characters will have the following benefits:

- Difficult terrain won't hinder them.
- The group won't be lost unless by magical means.
- The group will be alerted to danger, meaning they won't be subject to the surprised condition.
- When tracking your mark, you will gain information on the exact number of creatures around them.

Bounty Hunter Downtime Activities

Insignificant Hunt
You go on a small hunt for one week, hunting very small and insignificant foes, and at the end choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Hunt
You go on a slightly bigger hunt for ten days, going after more important but still easy to find foes, and afterwards choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Hunt
You go on a larger scale hunt for three weeks, probably joining a large hunting party of 10+ bounty hunters gaining valuable lessons on your trade, and afterwards choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Hunt
You go on a very large hunt for one month, working with the best of the best, going after either a very powerful foe or a series of foes which are connected to each other, earning grandiose amounts of experience. At the end, choose one:

Earn 50 gold, or spend 100 gold and earn 120 PEX.

BOUNTY HUNTER MAGNUM OPUS QUEST

The Magnum Opus Quest should be embarked only by the most experienced bounty hunters. While preparing a Magnum Opus Quest for the bounty Hunter, the DM needs to prepare a reason for the bounty hunter to embark on this lifelong quest. The most justifiable choice in this is to give the character a personal reason to hunt this lifelong foe. The table below can give some ideas to answer this question:

Roll d8	Personal Event:
1	The family of the character was slain by the adversary when the character was young.
2	A loved one was kidnapped by the adversary and the character wants to take revenge.
3	The character has a deep hatred for the adversary because of past deeds.
4	The character and the adversary act like the two sides of a coin, opposing each other.
5	The character was mistreated greatly by the adversary; thus, the bounty hunter bears a grudge.
6	Something crucial and important for the character was taken by the adversary.
7	The character doesn't care much about the adversary but was paid to slay/capture it.
8	The character just wants the fame and glory it will get out of clearing this incredibly rare mark.

There are four steps to prepare the Magnum Opus Quest for a bounty hunter character:

Step One, Specifying the Adversary: This adversary is most likely a person who wronged the bounty hunter in some way. We will need to discern the adversary in detail. The table below will help the DM decide on the information about the adversary:

Roll d10 &d12	Race	Class
1	Human	Barbarian
2	Half-Elf	Bard
3	Dwarf	Cleric
4	Dragonborn	Fighter
5	Halfling	Wizard
6	Gnome	Warlock
7	Half-Orc	Sorcerer
8	Elf	Ranger
9	Tiefling	Paladin
10	Monstrous Race	Rogue
11	-	Monk
12	-	Druid

The DM can extend this table as seen fit.

Step Two, Tracking down the Adversary: This adversary is the lifelong enemy of the character, and tracking it should be extremely tough. The table below can give some ideas to the DM to create a hard to track adversary:

Roll d6	Event:
1	It is a spell caster and travels around only by teleportation. The bounty hunter will need to track the magical residue of the teleportation.
2	It is in a high position and always protected by a cortege. The bounty hunter will need to bypass the guards somehow and capture/kill its patron
3	It is a person of religion and thus their identity is protected by a veil created by the believers. The bounty hunter will need to infiltrate this religious organization and find the identity of the adversary.
4	It is the head of an organization or holds great standing in one. The bounty hunter will need to interrogate some lower-standing members of the organization to gain insight into the whereabouts of the adversary.
5	It is a thrall to an otherworldly entity; thus, finding it alone will be hard. The bounty hunter will need to find some kind of magical detection method to determine the other thralls of the said entity and work its way up to the adversary.
6	It dwells in a different place or plane and rarely walks down in the path of mortals. The bounty hunter will need to find a way to track down the adversary or find out when exactly it will be on the path of mortals.

The DM should give hints and slight pieces of information about these complications never leaving the character zero chance of success. Tracking the adversary should be an arduous adventure by itself. The bounty hunter should slowly gain information about its adversary and in the end, a way to truly track it.

Step Three, Confronting the Adversary: The adversary should be powerful and hard to reach but after many tries and perhaps many failures the bounty hunter should have the perfect chance to confront its enemy. The table below can give some ideas to the DM to create a wonderful confrontation against the adversary:

Roll d6	Event:
1	The adversary is hidden in a well-protected stronghold, protected by many different layers of security. This castle, fortress, or military compound needs to be infiltrated, officials must be eliminated, and thus the adversary can be reached.
2	The adversary is always among the crowds, using crowds as a shield. The bounty hunter needs to find a way to drive the adversary out of the crowds and hunt him when it is vulnerable.
3	The adversary has a discreet base of operations that the bounty hunter needs to infiltrate. This guild, organization, or cult needs to be infiltrated, or perhaps the trust of the adversary must be earned before taking any action.
4	The bounty hunter needs to travel out of its usual plane of existence to find the adversary. The bounty hunter needs to acquire a magical means of transportation before even starting the journey.
5	The adversary lives in the wilderness, and for that, it needs to be faced in the wilderness. Extreme tracking measures must be taken to find the adversary.
6	The adversary is paranoid and thus always on the road. The bounty hunter needs to find its exact position to confront it at a desirable position.

The bounty hunter may be successful on the first try or may get successful after a series of tries. Each time the bounty hunter fails, the rivalry between the adversary and the bounty hunter will blossom into a more complex and intriguing story for the DM to spin.

Step Four, Turning in the Bounty: The battle against the adversary has ended with success. The bounty hunter now wants to turn in the bounty and get a well-deserved prize, but there may be slight complications through the process. The table below can give some ideas to the DM to spin the last part of this story:

Roll d6	Event:
1	The bounty hunter delivers the bounty without a problem and gets paid in full.
2	The bounty hunter is ambushed by other bounty hunters who want to collect the bounty instead.
3	The bounty hunter gets attacked by the allies of the adversary in order to liberate it.
4	The bounty hunter delivers the bounty, but a problem occurs about the payment.
5	The person who set up the bounty is long gone, so there is no legal payment.
6	The bounty hunter is introduced with a moral dilemma and may consider not turning in the bounty.

These are only ideas for the DM to shape up a Magnum Opus quest for the bounty hunters, and any other choices made will be acceptable as long as they are justified with a sound story to back them.

Lastly, The Reward: This arduous quest needs to have a great reward. We would like to give one special item as a reward, but the DM can give any other reward other than this.

Jewel of the Huntsman: Jewel of the Huntsman is a shiny emerald that the bounty hunter can install into any melee weapon in a short rest. The weapon will deal 2d6 radiant damage on top of any other damage it deals. Twice a day the bounty hunter can utter a secret word, and the weapon will shimmer in a green glow; any immunity the creature hit by the weapon will be treated as resistance for 1 minute.

Background: Aspiring Bounty Hunter

You decide to spend your life as a bounty hunter, and by taking this background, you can start this profession at level 1 with 0 PEX as an Apprentice Bounty Hunter.

Proficiencies + Equipment

Skill Proficiencies: Investigation, Survival

Languages: Any one of your choice.

Tool Proficiencies: Any one of your choice.

Equipment: A small gutting knife, a trophy from an old hunt (worth 5 gp), sturdy traveling clothes, cloak and boots, a belt pouch containing 10 gp.

d8	Personality Trait
1	I prefer to wander from one city to another, searching for marks to take out.
2	I have an insatiable hatred towards something or someone, trying to avenge myself.
3	I am well versed in the ways of city life and have experience in many different areas.
4	I don't care much for the rich folk and prefer to mingle with the less fortunate ones.
5	I prefer the company of wanderers and minstrels to the city folk.
6	I spend every coin I get to satisfy my carnal urges.
7	I don't care if I am kind or polite. Decency won't save your skin while you are being shot at.
8	I think beasts and animals are more loyal than people. They only act to satisfy their urgent needs.

d6	Ideal
1	**Tradition.** The ancient traditions of the hunt must be preserved and upheld. (Lawful)
2	**Ambition.** I seek to prove myself worthy of the people I work with by matching my actions against their will. (Any)
3	**Knowledge.** I seek to amass all the information I gained from my hunts into a book for posterity to benefit. (Neutral)
4	**Self-Reliance.** I am a wild spirit at heart. I respect no authority. (Chaotic)
5	**Greed.** I take my marks depending on how much they pay. Money is the most important factor in life. (Evil)
6	**Prosperity.** The marks I pursue have caused great harm to society, and they need to be punished. (Good)

d6	Bond
1	I once had a family, a tribe, a clan, but they are long gone now.
2	I only take what I need from nature.
3	I eat mushrooms, drink alcohol, and chew roots to forget my past.
4	I will never trust a member of another race.
5	Weak people don't survive in nature. I hate weakness of any kind.
6	I have a strong case of wanderlust; I can't stay in one place for more than a month.

d6	Flaw
1	The pleasures of the city take too much of my attention.
2	I am ruthless, rude, and swear a lot.
3	I don't tolerate weakness. Big fish eat the small fish to survive.
4	I have a strong hatred towards one group of people.
5	My trust is easy to lose and hard to regain.
6	I have an unhealthy obsession with a mark that became my nemesis.

The Burglar

Being a Burglar

A life of crime under the cover of darkness, and honing your skills in the art of thievery, extortion, breaking & entering, and swindling–Thieves, bandits, swindlers, prowlers, and robbers of all kinds fall under this profession. You are a burglar and earning your pay from the works of others is a day-to-day act for you.

How to Play?

Decide on a mark, study how the mark acts during your free time. Find a weak or a sore spot and exploit it. Turn in the loot at a fence. Yet there will always be the forces of law trying to prevent you from getting your hard-earned gold. Be ready, be vigilant: it is not an easy life!

Climbing the Ranks

For each act of thievery you perform, you gain PEX (Profession Experience) and when you gather enough PEX, you will advance in the ranks of the burglars. When you reach Rank 2 as a burglar you will have to be specialized in one way of theft. You earn PEX according to the gold pieces you earn from any type of heist. Each 10 gold pieces worth of stolen and fenced items will earn you 1 PEX.

Apprentice Burglar (Rank 1)

As an apprentice burglar, you are versed with the basics of the "trade" and you know the simplest of the techniques; you will have to choose one from the below:

Armament Coating (50 PEX):
You learn how to produce a black gooey substance to coat your weapons, armor, and other metal equipment with. It takes 10 minutes to apply it to all of your equipment. You will gain Stealth proficiency as long as your equipment is coated with this substance. The effect lasts two hours; after that, the goo will dry up and wither away. The goo is water-resistant. It takes 50 gp worth of herbs and materials to produce this dark goo.

Patient Stalking (50 PEX):
You carefully watch your heist target for 24 hours and gain exact information about their guard schedules, when they exchange guards, which guards are corrupt or loyal, which guards sleep on their duty, and which guards will accept bribes.



Hasty Exit (50 PEX):
Sometimes things don't go as planned and you will have to get ready to run for dear life. You have what it takes to jump off the second story of a building, pick yourself up and keep running if the job goes sour. If you are being chased during or after a heist, you will be able to flee with +5 to your movement. In addition, when you jump off a high location, the falling distance is calculated -10 feet for damage purposes.

Safecracker's Dream (50 PEX):
You become extremely proficient with cracking safes and opening locks. The difficulty of a lock you are fiddling with drops by one magnitude, essentially meaning that the DC is lowered by 5 (or based on DM discretion).

Tools of the Trade - Restock (50 PEX):
You can get swindled stuff from the fences you know all around the city or a town that harbors a thieves' guild. You pay half the price for these used, but still functional, items. If you need to restock your equipment, you can get one adventurer's pack, explorer's pack, or dungeoneer's pack; a quiver of bolts or arrows; a pair of light or finesse melee weapons; a bow or a crossbow; single melee weapon; oe a single suit of light armor. Abusing the use of this will mean that you will no longer be welcome in the black market as a burglar.

You can advance into the Journeyman level after taking at least two Apprentice level techniques. Each technique will cost you 50 PEX.

Journeyman Burglar (Rank 2) (300 PEX)
You are now a journeyman burglar and have some experience after making marks and stealing a small dragons' hoard-worth of money. Now you have a specialty and in that specialty, you will have an edge.

Specialization Choice: (Free)
You have to choose one of the three: A Duskshadow who uses darkness as an ally, a Darkblade who knows that the dead can't resist theft, and a Venomtongue who runs a more profitable criminal enterprise.

Ingenious Technique (100 PEX):
Each specialty gets different use of this method:

Duskshadow: When using the Stealth skill, a Duskshadow will use half the movement speed (as is usually the case with stealth) and will gain +5 feet on top of that.

Darkblade: A Shadowblade will gain the ability to use sneak attacks, regardless of class, for d6 extra damage. If the character already has the skills to sneak attack, this d6 is added on top of the damage.

Venomtongue: A Venomtongue is a master con man who is great at selling stolen and second-hand items. Usually, 1/2 of the market price is used for used items for stolen and used items, but for the Venomtongue 3/4 is used.

Tools of the Trade - Bags (100 PEX):
All burglars can get this method and learn to use the Specialized Bags. The burglars need to be prepared to carry more stuff when they get into a heist. A character can carry an amount of weight equal to their Strength multiplied by 15 pounds at maximum, but in this special case, because of the specialized bags, this calculation is done as Strength multiplied by 20.

Efficient Bribing (100 PEX):
All burglars can get this method. The burglar knows how to deal with the guards and other people who protect the heist. When you try to coerce anyone during a heist into doing what you want by paying a bribe, you will have advantage on your Perception checks. The burglar needs to offer a bribe acceptable by the DM to the person in question.

Eye of the Appraiser (100 PEX):
The burglar needs to have a trained eye to see what is expensive and what is not. The burglar will get advantage on any roll to determine the cost of a mundane (nonmagical) item of value.

You can advance into the Expert level after taking at least two Journeyman level techniques. Each technique will cost you 100 PEX.

Expert Burglar (Rank 3) (1000 PEX)
After many bountiful heists, you gain enough reputation to be known as an expert burglar.

Eloquent Speech:
Each specialty gets a different use of this method:

Duskshadow (200 PEX): The duskshadow will have advantage on Intimidation checks while on a heist.
Darkblade (200 PEX): The darkblade will have advantage on Persuasion checks while on a heist.
Venomtongue (200 PEX): The venomtongue will have advantage on Deception checks while on a heist.

Resistance - Arrest (200 PEX):
All burglars can get this method. The burglar has connections everywhere: the guards, the court, the jail... Everywhere. The burglar can offer bribes according to the table:

Law Enforcers	50 gp
Tradespeople	100 gp
City Officials	250 gp
Arcane Personage	500 gp
Divine Personage	500 gp
High Officials	1000 gp

This ability can be used only once per heist.

Resistance - Interrogation (200 PEX):
All burglars can get this method. An expert burglar knows how to resist interrogation. When resisting any kind of torture and interrogation, the burglar gets an advantage on its Constitution and Wisdom saving throws.

Resistance - Protection (200 PEX):
All burglars can get this method. An expert burglar knows how to evade protection spells. When against such magical protection, the burglar's saves will have proficiency in them.

Tools of the Trade - Magical:
Each specialty gets different use of this method:

Duskshadow (200 PEX): The Duskshadow gains a chance to purchase a special talisman for 100 gp and only the attuned Duskshadow can use it. This talisman is called **The Dark Badge** and can be used to reroll any Stealth roll which is not a natural 1. The user has to accept the new roll.

Darkblade (200 PEX): The Darkblade gains a chance to purchase a special talisman for 100 gp and only the attuned Darkblade can use it. This talisman is called **Serrated Blade**. It is a short sword that you break after using it. The target needs to make a Constitution saving throw (DC 12) at the start of its round or lose 1 Hp each round after the initial damage for 1 minute and the target's movement drops to half.

Venomtongue (200 PEX): The Venomtongue gains a chance to purchase a special talisman for 100 gp and only the attuned Venomtongue can use it. This talisman is called **Dark Poison**. It is a poison that for all intents and purposes shows the Venomtongue as if he or she is dead. After 12 hours, or the Venomtongue takes 1 damage of any kind, the Venomtongue awakens.

Mock Profession (200 PEX):
All burglars can get this method. The burglar gains a mock profession to shield its illicit activities. You gain proficiency in a tool.

You can advance into the Master level after taking at least two Expert level techniques. Each technique will cost you 200 PEX.

Master Burglar (Rank 4) (5000 PEX)

Stories of the Past: (Free)
You have a lot of experiences, stories, and probably have been a part of 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 lost. Anyone who already has an inspiration point won't be affected by this.

Leader of the Guild: (Free)
As an established, respected member and leader of your guild, you can rely on certain benefits that your membership provides:

- Your guild standing will provide you with lavish lodging and food.
- The guild will pay for your resurrection if you need such a service. (You will owe a debt to the guild)
- You will always have a guildhall provided to you in every city or town which has a thieves' guild.
- The Guild offers tremendous political power. If you are accused of a crime, your guild will support you no matter what.
- You can get access to powerful political figures through your guild. Such connections may require donations.

Burglar Downtime Activities

Insignificant Heist
You go after a small heist for one week, stalking the mark, and at the end choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Heist
You go on a slightly bigger hunt for ten days, going after an important but still easy mark. Choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Heist
You go on a larger scale heist for three weeks, probably acting in accordance with your thieves' guild to valuable resources both for the guild and for your own pocket. Choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Heist
You go on a great heist for the duration of one month, working with the most notorious thieves in the realm, robbing a legendary vault, earning large amounts of valuables and gold. Choose one:

Earn 50 gold, or spend 100 gold and earn 120 PEX.

BURGLAR MAGNUM OPUS QUEST

The Magnum Opus Quest should be tried by only the most elusive of burglars; any newcomers to the craft shouldn't even bother lest they have a death wish. While preparing a Magnum Opus Quest for the burglar, the DM needs to prepare a reason for the burglar to perform this once-in-a-lifetime heist. The most justifiable choice in this is to give the character a personal reason to perform this important heist. The table below can give some ideas to answer this question:

Roll d8	Event:
1	The target was an item forcefully taken from the character in the past.
2	The target is a rare material so the character wants to use it for their own benefit.
3	The target is not of importance; the character only wants to hinder or annoy the owner.
4	The target is a person (or people) whom the character holds dear.
5	The character only wants to prove themselves to some entity or person.
6	The character needs the target as a tool to trade for some crucial information.
7	The target is an extremely rare magical item or material that the character needs.
8	The character just wants the fame and glory from clearing this incredibly rare heist.

There are four steps to prepare the Magnum Opus Quest for a burglar character:

Step One, Where to Perform the Heist: The subject of the heist is a lifelong goal for the character, and we will have to decide where the heist is going to take place in great detail. The table below can give some ideas to the DM to create an interesting heist:

Roll d6	Event:
1	A bank or a museum of the empire where the most important treasures are being kept. There are many layers of protection and many hardships to overcome.
2	The castle or fortress where the government of the empire is being led. The target is well protected and hidden from the eyes of the common people.
3	The grand cathedral where the holiest (or vilest) of the clergy dwells. The target is perhaps an artifact of religion.
4	The assassin's guild once took hold of the target and still owns it. Stealing from them will be most dangerous and action-packed.
5	The target was left in an ancient city, now full of monsters and creatures. Now the character needs to find and procure it.
6	The target is in another plane of existence. The burglar needs to find magical means for transportation and also protection against the hazards of this new plane of existence.

The place the target is kept should be a well-protected place. The DM should prepare a very detailed story for the sake of this Magnum Opus quest.

Step Two, Infiltrating the Ranks: After determining the reason for the heist and where the heist is going to take place, now the DM needs to prepare an intricate story where the burglar infiltrates the ranks of the owners of the subject of the heist to gather information or spot a kind of weakness. The table below can give some ideas to the DM to determine why the burglar is infiltrating their enemies:

Roll d6	Event:
1	The burglar needs to find information about the security detail of the target. Gradually moving from one target to another. Gaining small bits of information from each of them.
2	The burglar needs to determine the exact location of the target because the target is mobile and moves from place to place.
3	The burglar needs to find which guards are corrupt and which are loyal. Keeping some guards on payroll will make things easier for the burglar.
4	The burglar needs to determine which way to take as an entry point and which way to take as an exit point. This will be crucial in understanding how the heist will be performed.
5	The burglar will have to find the physical and magical traps and how to overcome them. If aptly prepared against them, the burglar can evade the traps and advance one step closer to their goal.
6	The burglar needs to learn the layout of the area where the heist will take place. Each sliver of information will play great importance on the heist.

After infiltrating the ranks of the enemy, the burglar should spend some time gathering information, memorizing the guard routes, finding out the magical protection, and finding ways to overcome traps.

Step Three, Getting Out: The heist is successful, and the burglar has bagged the target! Now the burglar needs to get away from the area. There may be some complications and problems the burglar can encounter. The table below can give some ideas to the DM to determine what these problems can be:

Roll d6	Event:
1	The alarms go off! Every person in the area now knows there is something wrong going on.
2	The guards notice the burglar. There is a high octane chase: guards try to capture the burglar, and the burglar tries to stay away from them.
3	A spellcaster of some kind notices the burglar and tries to hinder and harm them with the use of arcane or divine magic.
4	Guard dogs chase after the burglar. The burglar will need a clever way to evade the dogs.
5	Physical obstacles like difficult terrain, moats, buildings, or ruins cause problems for the burglar. Some well-lit areas prevent the burglar from hiding properly.
6	Enemies riding airborne creatures are chasing the burglar, the extreme eyesight of these creatures causes additional problems.

Getting out of the place where the target was being held after getting it should be another exciting and fun-filled story.

Step Four, Cashing in the Hard Work: The burglar successfully escapes the pursuers, and now it is time to finish the quest. It is time for the burglar to gain the benefits of their hard work. The table below can give some ideas to the DM to determine how this can go:

Roll d6	Event:
1	The delivery goes without a hitch. The burglar is paid fully and gets fame for completing the heist.
2	The target of the heist was a fake all along. Although the burglar gets comparably small compensation for the heist, they get the fame for completing the heist.
3	The burglar is betrayed! The burglar doesn't get a dime; additionally, the death of the employer caused the burglar to get notoriously known throughout the land.
4	The burglar needs to trade for some favor or a boon. The trade goes without a hitch, but there is no fame or glory gained from this adventure. The public only knows that the deed is done by an unknown figure.
5	The burglar decides to keep the target as a trophy of their success, publicly displaying it. The name of the burglar is on the lips of every soul in the continent.

These are only ideas for the DM to build on the Magnum Opus quest for the burglars and any other choices made will also be acceptable as long as they are justified with a sound story to back them.

Lastly, The Reward: This arduous quest needs to have a great reward. We would like to give one special ability as a reward, but the DM can give any other reward other than this.

Naturally Hidden: A burglar with this ability will always be considered hidden when in the face of danger. The burglar will be hidden as if they rolled a total of 15 on a Dexterity (Stealth) check. This is a passive ability which requires no action to perform.

Background: Aspiring Burglar

You decide to spend your life as a burglar, and by taking this background, you can start this profession at level 1 with 0 PEX as an Apprentice Burglar.

Proficiencies + Equipment

Skill Proficiencies: Stealth, Sleight of Hand

Languages: Any one of your choice.

Tool Proficiencies: Thieves Tools.

Equipment: Thieves Tools, a dark cloak, a crowbar and a pouch with 10 gp.

d8	Personality Trait
1	I have nerves of steel. I never panic when I am faced with danger.
2	I have an eye for valuables. I always check my surroundings for valuables that I can pilfer.
3	I don't have any friends. I have acquaintances, allies, contacts, and customers.
4	I get ready for every situation, in detail...In excruciating detail.
5	I am a sucker for a pretty face but don't stay with one for too long.
6	My loyalty can be purchased...By many parties if possible.
7	I have a strong distrust of the members of the other races.
8	I have a short fuse, but I forget my anger pretty quickly.

d6	Ideal
1	**Integrity.** There is an unwritten pact between the people of our trade. We do not hinder each other's work. (Lawful)
2	**Compassion.** Every copper piece I steal from the rich goes to the people in need. (Good)
3	**Greed.** I steal what I can; my only goal is to become rich and influential. (Evil)
4	**Liberty.** The local authority has made the people suffer. I fight against their oppression. (Chaotic)
5	**Fate.** I have been chosen by an entity to do what I am doing, nothing can stop me! (Any)
6	**Ambition.** I have an ulterior goal that nobody else knows, I always have a hidden agenda. (Any)

d6	Bond
1	Someone I cherished lost something that is important. I will never see my loved ones in pain again.
2	Every copper piece I steal goes to support something higher than myself.
3	I seek redemption for an act of evil in my past.
4	I plan to be best in what I do and will do everything in my power to become what I aspire to be.
5	I am indebted to someone or something powerful, and if I don't pay my debt somehow, my days are numbered.
6	I have been denied something important to me in the past. My goal is to reclaim it back.

d6	Flaw
1	I am not the most loyal comrade under stressful conditions.
2	There is too much chaos in my blood. I change my ideas and decisions daily.
3	I am a compulsive liar. Lies are second nature to me.
4	When in a dilemma between monetary gain and friends, I will always choose gold pieces.
5	I don't feel guilty for the people I hurt, things I stole, and allies I frame.
6	I don't dwell too much on a detailed plan. I am trigger-happy.

The Alchemist

Being an Alchemist

A calm and stoic life with a chance to improve yourself on a daily basis, honing your skills of making potions, elixirs, and concoctions–The hard work of an alchemist never ends.

How to Play?

As an alchemist, you will need to gather ingredients for your potions; then you will need to mix them in particular ways. The goal is to sell them to your buyers, earn some money and start it from the top.

Climbing the Ranks:

For each potion you create, you gain PEX (Profession Experience) and when you gather enough PEX you will advance in the ranks of alchemists. When you reach Rank 2 as an alchemist, you will have to be specialized in the way of alchemy. You earn PEX according to the potions you create. Each potion will give you different amounts of PEX according to rarities.

Rarity	PEX
Common	2
Uncommon	10
Rare	150
Very Rare	500

Cooking Potions, A General Rule

Anything an alchemist creates is considered a consumable. For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 25 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 25 gp, you make progress every day in 25-gp increments until you reach the market value of the item. For example, a dose of *poison of adder's bite* (market value 400 gp) takes 16 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 25 gp worth of effort for every day spent helping to craft the item.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

Apprentice Alchemist (Rank 1)

As an apprentice alchemist, you understand the most basic formulas and the simplest creations. In addition to picking up Tools of the Trade - Basic, you will have to choose one from the methods below:

Accomplished Chemist - Basic (Free):

The alchemist gains proficiency in Alchemist's Supplies. The alchemist gains the ability to produce a basic potion of healing, vial of acid, antitoxin, lightrod, smokedust, entangling bag, and firestone.

Basic Potion of Healing: You regain hit points when you drink this potion. 2d4+2. (Price 25 gp)
Potion of Climbing: When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time you have advantage on athletics checks for climbing. (Price 25 gp)

Vial of Acid: As an action you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating acid as an improvised weapon. On a hit, the target takes 2d6 acid damage. (Price 25 gp)

Antitoxin: A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs. (Price 25 gp)

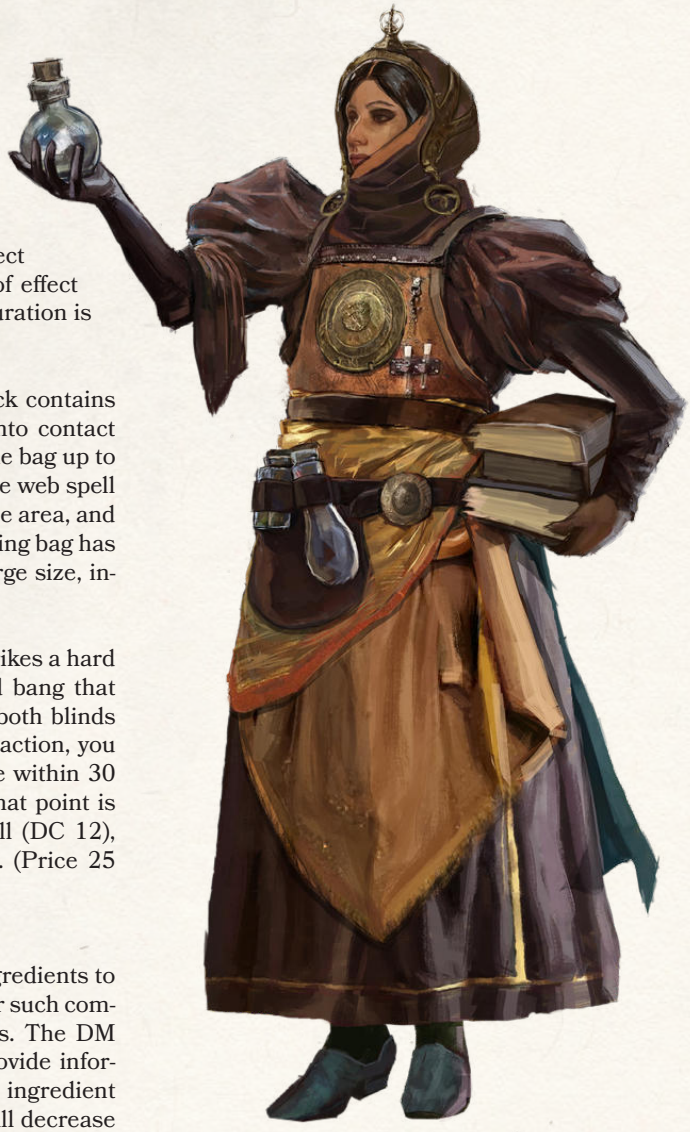
Lightrod: A lightrod is an alchemically enchanted rod. As an action, you can use it to illuminate

an area much like the light cantrip. (Price 5 gp)

Smokedust: As an action, you can ignite this alchemically created dust (usually in a pouch) and throw it up to 30 feet. Thich smoke emerges from the pouch, producing an effect much like fog cloud spell. The area of effect for this is a 10-foot sphere, and the duration is five minutes. (Price 20 gp)

Entangling Bag: This fragile cloth sack contains a goo that expands when it comes into contact with air. As an action you can throw the bag up to 30 feet, causing an effect much like the web spell (DC 12), but it only affects a 5-foot cube area, and the duration is 5 minutes. The entangling bag has no effect on creatures larger than Large size, incorporeal, and oozes. (Price 25 gp)

Firestone: When this bright crystal strikes a hard surface, it blows up with a very loud bang that can be heard from a mile away, and both blinds and deafens nearby creatures. As an action, you can throw the stone at a hard surface within 30 feet. Any creature within 10 feet of that point is affected by a blindness/deafness spell (DC 12), causing *blindness or deafness* effect. (Price 25 gp)



1) Discern Ingredients (50 PEX):
The alchemist always knows what ingredients to use for potions and has an eye open for such components during travel and encounters. The DM has to work with the alchemist to provide information on special ingredients. Each ingredient can be used once per potion, and it will decrease the cost by 10%.

2) Proper Mixing Technique (50 PEX):
The alchemist knows how to mix the potions properly and how to benefit from certain special tricks by doing so. The preparation time of any potion the alchemist creates will decrease by 20%.

3) Professional Interest (50 PEX):
The alchemist gains proficiency in Alchemist's Supplies. The alchemist gains the ability to produce a basic potion of healing, vial of acid, antitoxin, lightrod, smokedust, entangling bag, and firestone.

Journeyman Alchemist (Rank 2) (300 PEX)
You are now a journeyman alchemist and have intensive knowledge about what you can create. Now you have a specialty, and in that specialty, you will have an edge.

Specialization Choice: (Free)
You have to choose one of the two specialization choices: Poison Master who specializes in creating poisons, or the Elixir Master who specializes in creating oils and potions.

Extensive Extract Knowledge I (100 PEX):
Each specialty gets different use of this technique:

Poison Master: The poison master will learn to produce the following:
The Bat: (Inhaled) A creature subjected to this poison must succeed on a Constitution saving throw (DC 13) or become poisoned for 1 hour. The poisoned creature is also blinded. (Price 250 gp)
Slumber: (Injury) A creature subjected to this poison must succeed on a Constitution saving throw (DC 12) or be poisoned for 1 hour. The poisoned creature is also knocked unconscious. The

creature will wake up if damaged in any way or another creature can use an action to wake it up. (Price 250 gp)
Unwaver: (Ingested) A creature subjected to this poison must succeed on a Constitution saving throw(DC 12) or become poisoned for 1 hour. The poisoned creature can't tell lies while under the effect of this poison. (Price 150 gp)

Elixir Master (100 PEX): Elixir Master will learn to produce the following:
Fauna Affection: When you drink this potion, you are under the effect of an animal friendship spell (DC 13) for 1 hour. (Price 150 gp)
Strong Lungs: When you drink this potion, you can breathe underwater for 1 hour.
The Heart: The next time you see a creature within 10 minutes after drinking this elixir, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed.

Extensive Extract Knowledge II (100 PEX):
Extensive Liquid Knowledge I needs to be purchased before this. Each specialty gets a different use of this technique:

Poison Master: The poison master will learn to produce the following:
Adder Bite: (Injury) A creature subjected to this poison must succeed on a Constitution saving throw (DC 11) or take 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. (Price 200 gp)
Ghoul's Touch: (Contact) A creature subjected to this poison must succeed on a Constitution saving throw (DC 13) or become poisoned for 3d6 hours. The poisoned creature is paralyzed. (Price 400 gp)
Burned Gangar Root: (Inhaled) A creature subjected to this poison must succeed on a Constitution saving throw (DC 12) or take 10 (3d6) poison damage and must repeat the saving throw at the start of each of its turns. On each successive failed saves, the creature takes 3 (1d6) more poison damage. After three successful saves, the effect of the poison ends. (Price 450 gp)
Vile Curse: A creature subjected to this poison must succeed on a Constitution saving throw (DC 15) or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every day, taking 3 (1d6) poison damage on a failed save. Until the effects of this poison end, the damage the poison inflicts can't be healed by any means. After seven successful saving throws, the effect ends, and the creature can heal normally. (Price 200 gp)

Elixir Master (100 PEX): Elixir Master will learn to produce the following:
Slick Slack: The oil can cover a medium or smaller creature, along with any equipment worn or carried. Applying the oil takes 10 minutes. The affected creature gains the effect of freedom of movement spell for 8 hours. (Price 250 gp)
Embiggen: When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d6 hours. (Price 150 gp)
Basic Behemoth's Edge: When you drink this potion, your Strength score changes to 21 for 1 hour. This potion has no effect if your strength is already 21 or higher. (Price 450 gp)
Potion of Greater Healing: You regain hit points when you drink this potion. 4d4+4. (Price 250 gp)

Extensive Extract Knowledge III (100 PEX):
Extensive Liquid Knowledge I and II need to be purchased before this. Each specialty gets a different use of this technique:

Poison Master: The poison master will learn to produce the following:
Vile Bile: (Contact) A creature subjected to this poison must succeed on a Constitution saving throw (DC 12) or be poisoned for 1 minute. The poisoned creature is also paralyzed. (Price 150 gp)
Corrosive Vitae: (Ingested) A creature subjected to this poison must make a Constitution saving throw (DC 11). The creature takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half the damage and isn't poisoned. (150 gp)
Anesthetic Essence: (Inhaled) A creature subjected to this poison must succeed on a Constitution saving throw (DC 14) or become poisoned for 8 hours. The poisoned creature is also unconscious. The creature will wake up if damaged in any way or another creature can use an action to wake it up. (250 gp)
Komodo Bite: (Injury) A creature subjected to this poison must make a Constitution saving throw (DC 14) or take 18 (6d6) poison damage on a failed save or half as much damage on a successful save. (1000 gp)

Elixir Master (100 PEX): Elixir Master will learn to produce the following:
Sight Beyond Sight: When you drink this potion, you gain the effect of the clairvoyance spell. (300 gp)
Shrinking: When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours. (150 gp)
Potion of Superior Healing: You regain hit points when you drink this potion. 8d4+8. (Price 1250 gp)
Advanced Behemoth's Edge: When you drink this potion, your Strength score changes to 23 for 1 hour. This potion has no effect if your strength is already 23 or higher. (Price 2500 gp)

You can advance into the Expert level after taking at least two Journeyman level methods. Each method will cost you 100 PEX.

Expert Alchemist (Rank 3) (1000 PEX)
After years of training and producing potion after potion, you came to be known as an expert alchemist.

Extensive Extract Knowledge IV (200 PEX):
Extensive Liquid Knowledge I, II, and III needs to be purchased before this. Each specialty gets different use of this technique:

Poison Master (200 PEX): The poison master will learn to produce the following:

The Day's End: (Ingested) A creature that ingests this poison suffers no effect until the day ends. If the poison has not been neutralized before then, the creature must succeed on a Constitution saving throw (DC 16), taking 27 (9d6) poison damage on a failed save, or half as much damage on a successful save. (1250 gp)
Black Grease: (Contact) A creature subjected to this poison must succeed on a Constitution saving throw (DC 18) or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it is damaged in some way. (Price 350 gp)
Demonic Corroder: (Injury) A creature subjected to this poison must succeed on a Constitution saving throw (DC 19) taking 42 (14d6) poison damage on a failed save, or half as much damage on a successful save. (Price 2500 gp)

Elixir Master (200 PEX): Elixir Master will learn to produce the following:
Expert Behemoth's Edge: When you drink this potion, your Strength score changes to 25 for 1 hour. This potion has no effect if your strength is already 25 or higher. (Price 3500 gp)
Ghostly Pallor: The oil can cover a Medium or smaller creature, along with any equipment worn or carried. Applying the oil takes 10 minutes. The affected creature gains the effect of the etherealness spell for 1 hour. (Price 1250 gp)
Puff of Smoke: When you drink this potion, you will gain the benefit of a gaseous form spell for 1 hour. (Price 550 gp)

Garish Resistance Potions (200 PEX):
Both specialization choices can take this. After years of practice and study, you start to produce *potions of Psychic, Thunder, and Lightning Resistance*. (Price 350 each)

Horrid Resistance Potions (200 PEX):
Both specialization choices can take this. After years of practice and study, you start to produce *potions of Acid, Poison, and Necrotic Resistance*. (Price 350 each)

Environmental Resistance Potions (200 PEX):
Both specialization choices can take this. Resistance II needs to be purchased before taking this, however. After years of practice and study, you start to produce *potions of Cold, Fire, Force, and Radiant Resistance*. (Price 350 each)

Tools of the Trade - Advanced (200 PEX):
The alchemist, after years of trial and error, gains the best equipment there is on the market for producing alchemical concoctions. The alchemist gains expertise in the use of alchemist's supplies.

You can advance into the Master level after taking at least two Expert level methods. Each method will cost you 200 PEX.

Master Alchemist (Rank 4) (5000 PEX)

Stories of the Past: (Free)
You have a lot of experiences, 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.

Alchemist Extraordinaire: (Free)
With the use of proper techniques and an expert understanding, the alchemist prepares better potions now. The alchemist gains the ability to prepare very rare potions but finding proper recipes for them will be another adventure.

Alchemist Downtime Activities

Insignificant Experimentation
You either go on sabbatical or go awol to work on your ingredients and potions. Choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Experimentation
You decide to work on bigger, more complex projects, choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Experimentation
You work on a more serious, more complex project and work on it for three weeks, most probably working together with a few of your colleagues. Choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Experimentation
You work among the best alchemists in the realms, spending a month of time and benefit from their experiences. Choose one:
Earn 50 gold, or spend 100 gold and earn 120 PEX.

ALCHEMIST MAGNUM OPUS QUEST

The Magnum Opus Quest should be accessible only to the most accomplished and capable of the alchemists. While preparing a Magnum Opus Quest for the alchemist, the DM needs to prepare this quest according to the motivations of the alchemist. The alchemist needs to have a proper purpose for embarking on this quest. The table below can give some ideas to answer this question:

Roll d8	Personal Reason:
1	Old Age–old age is a great motivation for a person to prolong life.
2	For the sake of a cherished persona.
3	To prove that they are worthy of a cause.
4	To weed out among the ranks of an organization.
5	To gain fame, fortune, and glory.
6	For the sake of academic research and advancement.
7	For the sake of uncovering the secrets of the universe and sharing them.
8	For the sake of earning more wisdom, knowledge, or power.

There are four steps to prepare the Magnum Opus Quest for an alchemist character:

Step One, Acquire the Recipe: The recipe is the most important part of a legendary potion, so we have to decide how the alchemist character achieves this recipe. The table below can give some ideas to the DM to decide on how to steer the alchemist towards the recipe:

Roll d6	Event:
1	The recipe was lost in the ancient textbooks, divided into different owners.
2	The recipe is among the hoard of a powerful entity or a creature.
3	The recipe is hidden by the alchemists of the old in an intricate puzzle.
4	The recipe never worked correctly in the past, but it is common knowledge.
5	Some powerful authority figure owns the recipe.
6	The recipe is a gift or blessing from a deity.

Acquiring the recipe should be a fun adventure as collecting the necessary ingredients to prepare the potion.

Step Two, Acquiring the Ingredients: Every recipe has many ingredients, these three tables below will give some ideas to the Dungeon Master to decide on how to determine random ingredients for the potion:

Roll d20	Common Ingredient:
1	Mandrake Root
2	Mammoth Tusk
3	Moth Dust
4	Griffon Tailfeather
5	Newt Eye
6	Ostrich Eggshell
7	Watermelon Seeds
8	Cat's Tail
9	Silver Dust
10	Mistletoe Seeds
11	Charcoal Dust
12	Sesame Seed Oil
13	Ant Venom
14	Royal Jelly
15	Giant Lizard Scales
16	Pure Water
17	Blessed Salt
18	Sweet Bergamot
19	Grave Dust
20	Levander Oil

Roll d20	Uncommon Ingredient:
1	Elven Tears
2	Pure Lead
3	Grounded Undead Bones
4	Giant Ant Antenna
5	Kobold Milk
6	Nightshade
7	Goblin Ear
8	Lightning Struck Tree Bark
9	Giant Scorpion Stinger
10	Red Amanita Mushroom
11	Monitor Lizard Scales
12	Pure Alcohol
13	Blessed Water
14	Giant Butterfly Dust
15	Giant Toad Venom
16	Troll Eyes
17	Blood Lichen
18	Morning Dew
19	Wolfsbane
20	Premium Dwarven Ale

Roll d20	Rare Ingredient:
1	Basilisk Eye
2	Ghost Ectoplasm
3	Grounded Devil Bone
4	Cyclops Eye
5	Chimera Dragon Scale
6	Elemental Core (d4 1 Earth 2 Fire 3 Water 4 Air)
7	Celestial Feather
8	Hell Hound Saliva
9	Golem's Essence (d4 1 Clay 2 Flesh, 3 Stone 4 Iron)
10	Medusa Hair Snake
11	Werebeast's Fur (d10 1-2 Rat, 3-4 Boar 5-6 Bear 7-8 Wold 9-10 Tiger)
12	Purpleworm Blood
13	Dryad's Tears
14	Mephit Essence (d4 1 Dust 2 Ice 3 Magma 4 Steam)
15	Aboleth Skin
16	Giant's Beard (d6 1 Hill 2 Frost 3 Stone 4 Fire 5 Cloud 6 Storm)
17	Satyr's Horns
18	Ettin Tusks (d6 1-2 Left Head 3-4 Right Head 5-6 All)
19	Manticore Tail Spike
20	Al Ghaib Essence from a captured Djinn

Roll d20	Very Rare Ingredient:
1	Skin from a Doppelganger, Flayed while Alive
2	Cauldron from a Coven of Hags, Forcefully Taken
3	Wrappings from a Mummy Lord, Forcefully Taken
4	Essence of a Deity, Forcefully Taken
5	Poison from a Guardian Naga, Willingly Given
6	Blood of a Fallen Angel, Forcefully Taken
7	Heartblood of a True Dragon, Willingly Given
8	Wingfeather from a Pegasus, Willingly Given
9	Fur from a Rakshasa, Skinned while Alive
10	Tongue from a Hydra, Cut while Alive
11	Talon from a Roc, Forcefully Taken
12	Hair from a Sphinx, Willingly Given
13	Tentacle from a Kraken, Forcefully Taken
14	Tail from a Succubus/Incubus, Cut while Alive (d4 1-2 Succubus 3-4 Incubus)
15	Ink from a Kraken, Forcefully Taken
16	Tail Scale from a Dragon Turtle, Swiped while Asleep
17	Horn of the Unicorn, Forcefully Taken
18	Bloof of an Elder Vampire, Forcefully Taken
19	Stingervenom from a Pseudodragon, Willingly Given
20	Essence of a Will-O'-Wisp, Forcefully Taken

The DM can roll any number of times from any number of tables according to the recipe.

Step Three, Cooking the Potion: The alchemist knows the recipe, the ingredients are ready–now it is time to prepare the potion. The alchemist needs to use a specific tool to mix and transmogrify the potion, use a specific mixing method to prepare it, and specialized tools to preserve it. The table below can give some ideas to the DM about how the preparation process should take:

Roll d6 & d6 & d6	Mixing Tool:	Mixing Method:	Preservation Method and Tool:
1	Golden Ladle	Boiling	Special Alloy Cauldron
2	Crystal Spoon	Distilling	Specialized Alchemy Set
3	Lead Bar	Freezing	Arcane Laboratory
4	Steel Fork	Deaeration	Pressurized Chambers
5	Cured Bark	Infusion	Environmental Infusion
6	Charcoal Stick	Blessing	Another Plane of Existence

This process should take weeks and maybe months, and each day the alchemist must invest at least 8 hours into preparing this potion.

Step Four, Battling the Side Effects: The potion is ready, but it will be hard for the alchemist to resist the side effects and battle against them. The table below can give some ideas to the DM about what kind of side effects such a potion can have:

Roll d6	Save	Side Effect:
1	Strength	Alchemist is petrified into stone for 24 hours.
2	Dexterity	Alchemist's speed is reduced to half.
3	Constitution	Alchemist's eyes become sensitive to sunlight.
4	Intelligence	Alchemist becomes narcoleptic.
5	Wisdom	Alchemist loses the ability to lie and deceive.
6	Charisma	Alchemist's tongue becomes numb, losing the ability to speak.

The DM can use any of the effects above for any amount of time. The saving throws should be rolled daily, and the duration of each effect shouldn't be less than a week.

Lastly, The Reward: After this exhausting process, the alchemist should have a fitting reward. We would like to give one special ability as a reward, but the DM can give any other reward other than this.

Everliving: The alchemist stops aging. The alchemist gains immunity to any ability and age-draining effect from any source. Also, the alchemist gains poison and acid resistance.

Background: Aspiring Alchemist

You decide to spend your life as an alchemist, and by taking this background, you can start this profession at level 1 with 0 PEX as an Apprentice Alchemist.

Proficiencies + Equipment

Skill Proficiencies: Arcana, Nature

Languages: Any one of your choice.

Tool Proficiencies: Alchemist's Supplies.

Equipment: Alchemist's Supplies, a set of quality clothes, a carving knife, a scroll case full of parchment, a vial of ink, 10 gp.

d8	Personality Trait
1	I have a diverse knowledge on monsters and creatures.
2	I love a great investigation that leads to the whereabouts of a monster or a recipe.
3	I rarely speak with other people, so I am slow when I speak.
4	I regard all other people to be dumber than me.
5	I balance every situation by carefully calculating every possibility and designing solutions for every possible outcome.
6	I do not judge or discriminate against others by appearance.
7	I am up for giving everyone a chance to explain themselves.
8	I am a hoarder of secrets; I am a sucker for a grand mystery.

d6	Ideal
1	**Knowledge.** I want to create every potion or poison at least once, document the process and pass it to the academic circles of the known world. (Neutral)
2	**Ambition.** I wish to seek power in my path, and through my path I wish to see myself in a place of authority. (Evil)
3	**Compassion.** I am working to provide a better future for the common people. (Good)
4	**Philosophy.** I am after the philosophical facts after the principles of alchemy, trying to recreate ancient methods through my hard work. (Lawful)
5	**Fate.** I have been chosen by an entity to do what I am doing, and nothing can stop me! (Any)
6	**Logic.** I will always favor the more sound solution to one that has been chosen in chaos. (Lawful)

d6	Bond
1	It is my duty to provide the academic circles with the information about my concoctions.
2	My life's work is preserved in many libraries spread around in the known world.
3	I have spent all my life to overcome a certain difficulty, but I still have a long way to go.
4	I always have a few apprentices or students aspiring to learn from me.
5	I once discovered records of an awful experiment. I can't destroy it due to my respect for knowledge, but I don't want it to fall into the wrong hands.
6	I am a famous name in the academic circles, people come and go to my abode to gain insight on my work.

d6	Flaw
1	I am very paranoid. I think people are after my secrets.
2	I prefer acting instead of having a long discussion to explain what I am going to do.
3	I can sacrifice anything to gain even a small amount of knowledge.
4	Once I learn something, it is sent down into a dark well, never to be seen again.
5	I tend to insult other people's intelligence.
6	Nothing is simple for me. I take the longest time to perform even trivial tasks.

The Antiquarian

Being an Antiquarian

The life of a scientist who is versed in folklore and legends is never easy. Being a historian, a collector and an arcane researcher is both fulfilling and fruitful. The joy of providing prosperity with actual information about the properties of magic, wonders of enchanted items, and the vast world of magical research is, in itself, a very fulfilling job.

How to Play?

Find a dungeon, gather magical objects and non-magical historical objects, and present them to your colleagues in the academy or the occult circles. Write papers, books, and articles about ancient cultures, foreign languages, wonders of magic, and items of power.

Climbing the Ranks

For each magical item you discover from old ruins, dungeons, or lost cities, you will gain PEX (Profession Experience) and when you gather enough PEX, you will advance in the ranks of the antiquarians. When you reach Rank 2 as an antiquarian you will have to be specialized in one way of an antiquarian.

Common	5
Uncommon	25
Rare	100
Very Rare	250
Legendary	1000

Apprentice Antiquarian (Rank 1)

As an apprentice antiquarian, you have basic knowledge about the workings of enchanted items; you will have to choose one innovations from below:

Unmask the Hidden (50 PEX):
The antiquarian knows how to detect the enchanted auras of magical objects and how to identify their properties. The antiquarian gains the ability to use detect *magic* and *identify* spells only as rituals.

Eye for Greatness (50 PEX):
The antiquarian knows how to identify the value of art objects and historical objects even though they are not magical in nature. The antiquarian gains advantage on Intelligence rolls made for appraisal. Also, the antiquarian receives 10% more gold while selling the items he acquired.

Proficient Dungeoneer (50 PEX):
The antiquarian should always have an eye for details when in ruins or dungeons. The antiquarian will have advantage on any Investigation or Perception check made in such a place.

Effortless Adaptation (50 PEX):
The antiquarian is well versed in the workings of magical objects. Attunement is a lot easier for an antiquarian than other people. The antiquarian can attune to a magical object within the same short rest that the item has been identified.

You can advance into the Journeyman level after taking at least two Apprentice level innovations. Each innovation will cost you 50 PEX.

Journeyman Antiquarian (Rank 2)
You are now a journeyman antiquarian and uncovered plenty of artifacts with historical value, many items of magical power, and copious secrets of importance. Now you have a specialty and in that specialty, you will have an edge.



Specialization Choice: (Free)
You have to choose one of the two specialization choices: A Historian who specializes in discovering historical facts, and an Arcanist who specializes in discovering magical facts.

Accomplished Investigator (100 PEX):
Each specialty gets different use of this innovation:

Historian: After spending 8 hours in some kind of research facility, such as a library, the Historian gains advantage on any History check. If the Historian already has advantage on Intelligence (History) checks, he gains expertise.

Arcanist: After spending 8 hours in some kind of an arcane research facility such as a magic institute, the Arcanist gains advantage on any Intelligence (Arcana) check. If the Arcanist already has advantage on Arcana checks, he gains expertise.

Antiquarians gather in academies and guilds, when they are around each other they tend to speak about their experiences, their discoveries, and the knowledge they amassed in their travels. The antiquarian will have access to such places and will have a chance to do research and investigation.

Proper Thaumaturgy (100 PEX):
The antiquarian knows how to use consumable items such as scrolls better than everyone else.

When you use such an item to cast a spell, you have a chance to keep the last charge of it from being expended. You will have to roll Arcana according to the table below:

Rarity	DC:
Common Scroll	15
Uncommon Scroll	20
Rare Scroll	25
Very Rare	30

Tools of the Trade - Advanced (100 PEX):
The antiquarian gains more experience with the use of the tools of his art. The antiquarian chooses any one tool proficiency and gains proficiency in it. The antiquarian needs to only work for 125 days and pay 125 gp for this.

You can advance into the Expert level after taking at least two Journeyman level innovations. Each innovation will cost you 100 PEX.

Expert Antiquarian (Rank 3) (1000 PEX)
You are now an expert antiquarian with many years of research, many papers published in many academies, and have amassed a great deal of historical or arcane knowledge.

Resistance - Traps I (200 PEX):
After years of running through dungeons, ruins, and lost cities, the antiquarian learns how to protect against traps. The antiquarian gains resistance against piercing, slashing, and bludgeoning damage from the traps.

Resistance - Traps II (200 PEX):
The antiquarian needs to purchase Resistance - Traps I to get this. After years of running through dungeons, ruins, and lost cities, the antiquarian learns how to protect against traps. The antiquarian gains resistance against cold poison, cold and acid damage from the traps.

Resistance - Traps III (200 PEX):
The antiquarian needs to purchase Resistance-Traps I and II to get this. After years of running through dungeons, ruins, and lost cities, the antiquarian learns how to protect against traps. The antiquarian gains resistance against fire and lightning damage from the traps.

Resistance - Curses (200 PEX):
The antiquarian gains advantage on saving throws against any cursed item even though using such an item doesn't grant a saving throw.

Tools of The Trade - Improved (200 PEX):
The antiquarian gains more experience with the use of the tools of his art. The antiquarian chooses any one tool proficiency and gains proficiency in it. The antiquarian needs to only work for 125 days and pay 125 gp for this.

Touch of the Arcane (200 PEX):
Each specialty gets different use of this innovation:

Historian: The Historian gains the ability to use locate object and tongues once a day. This ability is refreshed at a short or long rest.

Arcanist: The Arcanist gains the ability to use augury and clairvoyance once a day. This ability is refreshed at a short or long rest.

You can advance into the Master level after taking at least two Expert level innovations. Each innovation will cost you 200 PEX.

Master Antiquarian (Rank 4) (5000 PEX)

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

Master of Antiquity: (Free)
After years of inquiries and research on magical items, the antiquarian gains the ability to use any magical item bypassing any kind of race, class, or ability requirements they may possess.

Antiquarian Downtime Activities

Insignificant Research
You go on research on a minor matter on magic, for one week and discover facts, unearth the workings of magical enchantments. Choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Research
You go on more important research for ten days on more complex matters of magic. Choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Research
You do considerably more important research, probably working with your colleagues on a rare artifact for three weeks and make great bounds in

discovering new facts about magic. Choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Research
You work with the best researchers in the realms for one month on the subject of legendary magic and its properties, choose one;

Earn 50 gold, or spend 100 gold and earn 120 PEX.

ANTIQUARIAN MAGNUM OPUS QUEST

The Magnum Opus Quest should be accessible only by the most distinguished and accomplished of the antiquarians of the academic circles; any people new to this profession should steer away from it. The DM needs to determine the motivations of the antiquarian before preparing the Magnum Opus Quest. The table below can give some ideas to answer this question:

Roll d8	Motivation:
1	Leaving something for posterity
2	Gain insight into a specific archaic people, culture, or organization
3	To gain fame, fortune, and glory
4	For the sake of more wisdom, knowledge, or power
5	To become the leading figure in an organization
6	To uncover the truths about the workings of magic
7	This task has been passed from generation to generation
8	To become academically immortal in the eyes of esteemed colleagues

There are four steps to prepare the Magnum Opus Quest for an antiquarian character:

Step One, Creating the Backstory: The legendary item the antiquarian is after should have an intriguing and detailed backstory. The table below can give some ideas to the DM to decide on how to lead the antiquarian through this course:

Roll d6	Event:
1	The item has been created by a spell caster of an old era
2	The item has been given to a mortal by a deity as a blessing
3	The origins are unknown but the item appears throughout history
4	The item has been fought over by many parties and ended up lost
5	The item has a specific trail that needs to be followed
6	The location of the item is known but a series of tasks need to be performed to claim it

The legendary item should have a very richly spun tale around it.

Step Two, Deciding on the Tracking Method: The legendary item has been divided into runes and these runes have been separated into different magic items. The antiquarian needs to track each of them one by one with a specific tracking method. The table below can give some idea to the DM to find an interesting choice:

Roll d6	Tracking Method:
1	Magical compass that leads to the items one by one
2	A one-of-a-kind map shows the way to the items
3	Visions that show the way in vivid dreams
4	A Poem with hints in its verses
5	Diary of an explorer who was after the item some time ago
6	The locations of the items are told in a tale

The DM should give great detail into describing this specific tracking method.

Step Three, Determining the Items: The runes are set into different items; probably owned by different owners with diverse motivations. The tables below will give the DM some ideas to decide on the physical forms of these items and the motivations of the owners.

Roll d20	Item:
1	Armor (d6 1-2 Light 3-4 Medium 5-6 Heavy)
2	A Household Item
3	A Jewel
4	A Belt
5	An Obelisk
6	A Pair of Bracers
7	A Cloak
8	An Amulet
9	A Holy Symbol
10	An Ivory Scrollcase
11	A Ring
12	A Tome
13	A Monocle
14	Melee Weapon (d4 1-2 Martial 3-4 Simple)
15	Noble Clothing
16	A Pair of Gauntlets
17	A Carving Knife
18	A Circlet
19	A Crystal Monument
20	Ranged Weapon (d4 1-2 Bow 3-4 Crossbow)

Roll d10	Motivation:
1	Greedy
2	Apathetic
3	Friendly
4	Hostile
5	Helpful
6	Suspicious
7	Pure
8	Skeptic
9	Cautious
10	Mistrustful

The DM may use any number of items according to the game being run.

Step Four, Conducting the Ritual: Everything is ready for the ritual that needs to be conducted for combining the runes to create the legendary item. The table below will give the DM some ideas to decide on the nature of the ritual that needs to be conducted:

Roll d6	Ritual:
1	The ritual involves deciphering an alien language and reading verses.
2	The ritual involves sacrificing something the antiquarian holds dear to bind the runes.
3	The ritual involves connecting with another plane of existence.
4	The ritual demands blood sacrifice.
5	The ritual involves sacrificing a sentient being.
6	The ritual asks the antiquarian to let go of all material possessions.

Lastly, The Reward: After these hard years of work, the antiquarian should have a great reward. We would like to give one special ability as a reward, but the DM can give any other reward other than this.

Arcane Sight: Arcane sight lets the antiquarian use the comprehend languages, *detect magic* and *identify spells* at will. Also, the antiquarian will have the magical resistance feature. The antiquarian will have advantage on all saving throws against spells or magical effects.

Background: Aspiring Antiquarian

You decide to spend your life as an antiquarian and by taking this background you can start this profession at level 1 with 0 PEX as an Apprentice Antiquarian.

Proficiencies + Equipment

Skill Proficiencies: Arcana, History

Languages: Any two of your choice.

Tool Proficiencies: None.

Equipment: A book scribbled with notes, a bottle of ink, an ink pen, traveler's clothes, a pouch containing 10 gp.

Equipment:

d8	Personality Trait
1	I love to learn about the traditions and customs of new cultures I meet.
2	I stay away from day to day meddling of mundane people; I observe and take notes.
3	I try to speak languages I don't know; most of the time saying things other than what I mean to say.
4	I love to share a drink or two with my colleagues after a hard day of work.
5	I prefer to travel with people of other races because they are more interesting.
6	I dislike violence, bloodshed and brutality; preferring to solve the problems with my wits and charms.
7	I tend to forget rest and relaxation when there is something to be done.
8	I am not versed in etiquette and the niceties of civilization.

d6	Ideal
1	**Exploration.** I want to be the first person to explore a lost ruin or discover a forgotten artifact. (Any)
2	**Fate.** I have been chosen by an entity to do what I am doing, nothing can stop me! (Any)
3	**Ambition.** I wish to seek power in my path and through my path I wish to see myself in a place of authority. (Evil)
4	**Obligation.** It is our duty to bring light to the illiterate and the ignorant. (Lawful)
5	**Knowledge.** By understanding lost cultures and peoples, we can shed a light to the workings of the society of our day. (Neutral)
6	**Safety.** I would do anything in my power to save the last living person of a lost race. (Good)

d6	Bond
1	I want to learn about a culture lost to us today. Their ruins are everywhere if an erudite eye observes.
2	I wish to recreate a neglected academic subject through research and investigation.
3	I was taken from my culture at a young age by the fey, and I am trying to find my biological parents now.
4	I was tasked with finding a specific artifact of a lost era.
5	I had a mentor, a friend or a loved one following the trails of a lost civilization, but that person is lost now. I am trying to find this person.
6	Most of my tribe, clan or people have been slain, and I'm following the trails of the last few who managed to escape the bloodshed.

d6	Flaw
1	I always eat raisins or something similar and speak when my mouth is full.
2	I wear different parts of clothing from different cultures; they don't match at all.
3	I have the habit of disrupting while people speak.
4	I talk to myself while working on something; possibly in another language.
5	I hate transportation by vehicles; I prefer to walk everywhere.
6	I am addicted to some drug or substance and get cranky when I am not having any.

The Archeologist

Being an Archeologist

It is a common sight: adventurers delving deep into the ruins of ancient civilizations, derelict temples, and lairs of forgotten evils. Yet those ruins, temples, and lairs also contain important historical information that will help scientists and future generations to study and understand the past. Your mission as an archeologist is to preserve the ruins and artifacts for the future, and learn important skills by doing so.

How to Play?

The life of an archeologist is a life of danger for the sake of learning. You will be able to study and search for artifacts of the near and distant past and find out about how people lived in earlier civilizations and societies. An archeologist's career is spent in the lab and the field equally, writing reports and looking for treasures that other people may neglect, or worse, damage.

Climbing the Ranks

For each artifact of the past, you recover, and for each derelict or ruin you restore, you gain PEX, and you advance in the ranks of archeologists. When you reach Rank 2 as an archeologist, you will have to be specialized in one way of recovery. You earn PEX according to the rarity of the artifact or derelict item you restore. The DM is the final judge on the rarity of the artifacts and derelicts you restore as well as the time required to restore a derelict or a relic. Archeologists gain PEX from two sources: Small and instant gains of PEX from discovering and restoring Relics and larger PEX gains from restoring Derelicts that take longer to restore.

Minor Relic	1
Important Relic	2
Major Relic	4
Grand Relic	8
Minor Derelict (days)	25
Important Derelict (weeks)	100
Major Derelict (months)	500
Grand Derelict (years)	1000

Apprentice Archelogist (Rank 1)
As an apprentice archeologist, you understand the basics of your profession and you know the basic preservation crafts, you will have to choose one from the below:

Tools of the Trade - Protective Gear (50 PEX):
As an explorer, you will have to get accustomed to any harsh environment and weather conditions. In time the protective gear you wear will be specialized and help you in many different conditions. You will be immune to any non-magical heat or cold damage caused by weather conditions, and also your movement speed will be less hindered by difficult terrain: the first 10 feet of any difficult terrain will not hinder you at all during combat.

Tools of the Trade - Expert Tools (50 PEX):
As an archeologist, you will need to survive in any derelict and sometimes need to gain access to closed doors. You become proficient in Dungeoneer's Kits and Thieves Tools.

Internal Compass (50 PEX):
You never lose your way or direction due to your internal compass. You get advantage on Intelligence (Investigation) or Wisdom (Survival) checks to determine your way when looking for directions.

Eye for Value (50 PEX):
The archeologist needs to have a trained eye to see what is a valuable relic and what is not. The archeologist will get an advantage on any roll to determine the rarity of a mundane (nonmagical) item of value.

You can advance into the Journeyman level after taking at least two Apprentice level preservation crafts. Each preservation craft will cost you 50 PEX.

Journeyman Archeologist (Rank 2) (300 PEX)
You are now a journeyman archeologist and have some experience after restoring many relics and some derelicts for prosperity. Now you will have a specialty and in this specialty, you will have an edge.

Specialization Choice: (Free)
You will have to choose one of the two: An Explorer is always on the road to find more places to explore and restore, and The Preserver is more specialized in preserving the buildings of old and restoring them for the next generation to cherish.

Craft Know-how (100 PEX):
Each specialty gets a different use of this preservation craft:

Explorer: The Explorer is adept at finding, retrieving, and restoring relics. When you restore a relic as an explorer, you gain an extra 1 PEX.

Preserver: The Preserver is the master at restoring, cleaning, and repairing derelicts and ruins. When you restore a relic as a preserver, you gain 20% more PEX (round up).

Tools of the Trade - Elevational Gear (100 PEX):
All archeologists can get this preservation craft. The archeologists will always benefit from grappling hooks and whips. You gain proficiency with the whip, regardless of your martial weapon training. Also, any climbing attempt with a grappling hook will always have advantage.

Tricks of the Trade - Minor Magics (100 PEX):
All Archeologists can get this preservation craft. You learn the prestidigitation cantrip, which doesn't count against the number of cantrips you know.

Lore of the Past (100 PEX):
All archeologists can get this preservation craft. You will gain advantage in any Intelligence (History) checks to remember any facts about the culture that the relic or the derelict you are working on at the moment.

You can advance into the Expert level after taking at least two Journeyman level preservation crafts. Each preservation craft will cost you 100 PEX.

Expert Archeologist (Rank 3) (1000 PEX)
After many derelicts and relics are restored, you gain enough skill and fame to be known as an expert archeologist.

Expert Knowledge:
Each Specialty gets different use of this preservation craft:

Explorer: You learn the alarm spell as a ritual only, which doesn't count against the number of spells you know.

Preserver: You learn the *comprehend languages* spell as a ritual only, which doesn't count against the number of spells you know.

Adept Linguist:
All archeologists can get this preservation craft. You will gain a language of your choice. You will be able to read, write and speak this language, even if it is a dead one.



Attention to Detail:
All archeologists can get this preservation craft. You will have advantage on any Wisdom (Perception) checks made to observe the details of a relic or a derelict.

Tools of the Trade - Magical:
Each specialty gets different use of this preservation craft:

Explorer: The Explorer gains a chance to purchase a special talisman for 100 gp and only the attuned Explorer can use it. This talisman is called **Whispers of the Ancient** and can be used to communicate with a non-hostile, non-corporeal being for 1 hour.

Preserver: The Preserver gains a chance to purchase a special talisman for 100 gp and only the attuned Preserver can use it. This talisman is called **Mending Glue** and can be used to clean corrosion off metal or rot off the wood. Also, it can be used to fix stone. Each use of Mending Glue can affect 1 cubic foot.

Analytical Thinking:
All archeologists can get this preservation craft. The archeologist has an educated and quick mind. Any Intelligence checks made to understand the workings of a relic or details of the derelict are made with advantage.

You can advance into the Master level after taking at least two Expert level preservation crafts. Each preservation craft will cost you 200 PEX.

Master Archeologist (Rank 4) (5000 PEX)

Stories of the Past: (Free)
You have a lot of experiences, stories, and probably have been a part of 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 up to your proficiency bonus daily. This inspiration point must be used in 1 hour or lost. Anyone who already has an inspiration point won't be affected by this.

Museum Master: (Free)
As an esteemed, honored member and headmaster of the Archeologists Association, you can rely on certain benefits that your membership provides:

- The Association will provide you with lavish lodging options
- The Association will provide mundane transportation methods for any dig or investigation you are part of as long as the grant is not abused in any way

- You will have allies, contacts, and esteemed colleagues in every city or town where an Archeologists Association has a base of operations, a learning institution such as a university, or a museum.

Archeologist Downtime Activities

Insignificant Dig

You go on a small dig or a search for a relic of small importance for one week, and at the end, choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Dig

You go on a slightly bigger dig or go search for a more important relic for ten days, and at the end, choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Dig

You go on a larger scale dig or go search for a larger scale relic for three weeks, probably joining a larger party of 10+ Archeologists, learning valuable lessons on your trade. Choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Dig

You go on a very large dig or go search for a very large scale relic hunt for one month, working with the best of the best, going after either very important places or relics which are connected to each other, earning grandiose amounts of experience. Choose one:

Earn 50 gold, or spend 100 gold and earn 120 PEX.

ARCHEOLOGİST MAGNUM OPUS QUEST

The Magnum Opus Quest should be embarked only by the most esteemed and respected archeologists, and any inexperienced archeologist should wait for their time to come. While preparing a Magnum Opus for the archeologist, the DM needs to prepare a reason for the archeologist to go on this once in a lifetime dig. The most justifiable choice in this is to give the character a personal reason to search for such a relic or a derelict. The table below can give some ideas to answer to this question:

Roll d8	Personal Reason:
1	The uncovered relic/ derelict will answer an important question on a lost culture
2	The uncovered relic/ derelict will answer the secrets of the universe
3	For the sake of academic research and advancement.
4	To serve a higher cause.
5	To weed out among the ranks of Archeologists Association.
6	The uncovered relic/derelict will provide wisdom, knowledge, or power.
7	Just for the sake of it.
8	To gain fortune and fame by uncovering this relic/ derelict.

There are four steps to prepare the Magnum Opus Quest for an archeologist character.

Step One, Creating the Backstory: The legendary relic or derelict the archeologist is after should have an intricate and alluring story. The table below can give some ideas to the DM to decide on how to lead the archeologist throughout this adventure:

Roll d6	Event:
1	The relic or derelict is inherited from an archaic spellcaster of an old era.
2	The exact location of the relic or derelict is known but it is a hard-to-reach position.
3	The final resting place of the relic or derelict is unknown but it can be tracked in different places.
4	The relic or derelict is filled with traps (or protected by traps) and nobody yet has returned alive from a dig.
5	To find this relic or derelict a specific trail full of puzzles needs to be followed.
6	The relic or derelict is said to be gifted to mortals as a blessing.

The legendary relic or derelict needs to have a lavishly spun legend surrounding it.

Step Two, Deciding on the Journey: The relic or derelict is far away from culture and needs to be reached before any dig or research can be made; this journey should be a grand adventure. The table below can give some ideas to the DM to decide on how to lead the archeologist throughout this journey:

Roll d6	Vehicle:
1	A Sailing Vessel
2	A Horsecart
3	On Foot
4	A Flying Vessel
5	A Train
6	Magical Transportation

The DM should give delicious bits of information during the journey and keep the character interested in the journey.

Step Three, Determining the Importance: We know where the relic or derelict is and we need to give the character a specific sense of importance. The table below can give some ideas to the DM to decide on how to lead the archeologist throughout this journey:

Roll d6	Importance of the Dig:
1	The derelict or relic is from a long-lost culture.
2	The research made on the derelict or relic will advance known science.
3	Some lost magical secret is embedded into the derelict or the relic.
4	The derelict or the relic tells of an apocalyptic prophecy.
5	The derelict or the relic holds to salvation from a grand problem.
6	The derelict or the relic is a religious artifact that will shed light into a distant past.

The DM should give some detail into showing the importance of the relic or the derelict to the character.

Step Four, Choose the Future: The story of the relic or the derelict almost comes to an end; all there is missing is what this important piece of history is going to become. The table below can give some ideas to the DM to decide on how to conclude this long and arduous journey:

Roll d6	Future of the Dig:
1	The contents of the dig are stored in a dark warehouse never to be seen again.
2	The contents of the dig are destroyed and forgotten.
3	The contents of the dig are restored into their former glory and are now revered by many generations.
4	The contents of the dig are considered holy ground and visited by countless pilgrims.
5	The contents of the dig are revealed to be apocalyptic and kept under guard.
6	The contents of the dig bring back a race or a culture into existence.

Lastly, The Reward: After all these long years of digs and research, the archeologist should get a great reward. We would like to give one special ability as a reward, but the DM can give any other reward than this.

Cradle of the Legends: Cradle of the Legends lets the archeologist use the *legend lore* spell once a day without needing material components. Also, whenever the archeologist makes an Intelligence (History) check and rolls anything below 9, it will be counted as 10.

Background: Aspiring Archeologist

You decide to spend your life as an archeologist and by taking this background you can start this profession at level 1 with 0 PEX as an Apprentice Archeologist.

Proficiencies + Equipment

Skill Proficiencies: History, Survival.

Languages: Any one of your choice.

Tool Proficiencies: Cartographer's Tools or Navigator's Tools.

Equipment: A notebook, scroll case full of parchment, a bottle of ink, an ink pen, traveler's clothes, a lantern, a shovel, a one person tent, trinkets from a dig site (worth 5 gp), a pouch containing 15 gp.

d8	Personality Trait
1	I am more at home when I am in a deserted city than a civilized one.
2	I might be a gentle person at heart, but I won't back down from a fight either.
3	I am not forgiving towards the people who damage priceless artifacts.
4	Some people might call me a tomb raider or a corpse robber, but I have no problem with taking stuff from the dead. They don't need those items anymore.
5	I collect trinkets and gimmicks from everywhere I go.
6	Failing is an essential for growing up; trying again is essential for success.
7	Puzzles, enigmas and mysteries are my forte; I love them with passion.
8	I would like to be well-known in academic circles.

d6	Ideal
1	**Protection.** The artifacts and trinkets I uncover belong to a secure museum for the posterity to experience. (Good)
2	**Peril.** I have to endure great peril to discover something of great value. Hard work and danger are the different sides of the same ancient gold piece. (Any)
3	**Knowledge.** By understanding lost cultures and peoples, we can shed a light to the workings of the society of our day. (Neutral)
4	**Obligation.** It is our duty to bring light to the illiterate and the ignorant. (Lawful)
5	**Timelessness.** All my troubles and hard work are to gain immortality in the eyes of academic circles. (Any)
6	**Ambition.** I wish to seek power in my path and through my path I wish to see myself in a place of authority. (Evil)

d6	Bond
1	I dedicate any items with a historical significance and rarity to a museum instead of using them for monetary gains.
2	I am dedicated to my work but someone, an apprentice or someone who works under me is in love with me. I know of this but don't know how to act towards this person.
3	I wish to earn my place in the academic circles.
4	I am trying to find the lost derelict from an ancient time. I want to learn of its secrets, and take my place in the dusty pages of history books.
5	I have a heinous rival trying to beat me in every aspect of our work. Only one of us can be the best and I plan to be the best.
6	I had a mentor, a friend or a loved one following the trails of a lost civilization but that person is lost now. I am trying to find this person.

d6	Flaw
1	I have no roots. I am always on the move. I travel from one dig to another.
2	I have a quirk that gives me away when I am lying.
3	I am secretly claustrophobic. This makes me nervous when I am in a dungeon or a derelict.
4	I am awkward with people. I feel better when I am alone or in a dig site.
5	I act like a tyrant when I am on a dig site, ordering people around loudly...Very loudly.
6	Traps make me so insecure that I unnecessarily slow things.

The Spy

Being a Spy

Learn, whisper, and get paid. These souls of intrigue and espionage work on the act of obtaining confidential secrets from documents, people, or their very eyes. The work of a spy is usually part of larger institutions and governments, and it is through feeding secret information to their handler that they rise in their chosen career.

How to Play?

Infiltrate and sneak behind the enemy lines and get a hold of their secrets; then sell it to your enemies, or to the highest bidder; or rather you can work for a patron to serve under a great cause to save a nation from the oppressing forces. In your trade, the tastiest commodities are knowledge and secrets.

Climbing the Ranks

For each secret you uncover and turn into some kind of profit, you gain PEX and advance in the ranks of spies. When you reach Rank 2 as a spy, you will have to be specialized in one way or agent craft. You earn PEX according to the secrets you uncover and deliver. The DM is the final judge on the rarity of the secrets you uncover.

Trivial Secret	1
Minor Secret	5
Important Secret	10
Major Secret	25
Grand Secret	100

Apprentice Spy (Rank 1)

As an apprentice spy, you know the basics of your profession, and you know the simplest of the modus operandi; you will have to choose one from the below;

Skeleton Key Procurement (50 PEX):
The spy always needs to be prepared for breaking and entering into some important place stealthily. You gain proficiency in the use of Thieves' Tools.

Quick to Observe (50 PEX):
A spy needs to see every detail at lightning speed. The use of the Wisdom (Perception) skill, even during combat, is a reaction for you. You don't need to use your action or bonus action to see into details, and your eyes are well trained to perceive your surroundings hastily.

Dressed for Success (50 PEX):
A spy always has disguises ready for any event or situation. You gain proficiency in Disguise Kits.

Blend In:
A spy always has an edge language-wise. You will gain a language of your choice. You will be able to read, write, and speak one other language, but it can't be a dead one.

You can advance into the Journeyman level after taking at least two Apprentice level spycraft. Each spycraft will cost you 50 PEX.

Journeyman Spy (Rank 2) (300 PEX)

You are now a journeyman spy and have undergone rigorous training in the art of spycraft. Now you have a specialty, and in this specialty, you will have an edge.

Specialization Choice: (Free)
You have to choose one of the two: An Agent of the Government works for a higher cause to fight against their enemies. A Free Agent works for anyone who offers them a job to use their skills.

Contacts in High Places (100 PEX):
Each specialty gets different use of this spycraft:

Agent of the Government: An Agent of the Government has noble and merchant contacts all around the city; dealing and acquiring information from them will be both easier and cheaper. Any Charisma (Persuasion) check against such people will be done with advantage.

Free Agent: A Free Agent has contacts from criminal, pirate, and guard circles all around the city;dealing and acquiring information from them will be both easier and cheaper. Any Charisma (Persuasion) check against such people will be done with advantage.

Tools of the Trade - Well Equipped (100 PEX):
All spies can get this spycraft. You can show your agent badge to any quartermaster loyal to the cause you work in and get free equipment from them. You can get any common item (including magical ones) that the DM allows as long as you can justify a reason for having them. Abusing the use of this will get the agent banned for life from all such establishments.

Accomplished Traveler (100 PEX):
All spies can get this spycraft. All spies should know how to move quickly in all conditions. Any movement speed you have now has a +10 bonus to it. This includes the vehicles you drive, flying, swimming, and climbing.

People Reader (100 PEX):
All spies can get this spycraft. A spy is trained

to be the master of all initiation. The agent gets advantage in any Wisdom (Insight) check when people try to deceive an agent.

You can advance into the Expert level after taking at least two Journeyman level spycraft. Each spycraft will cost you 100 PEX.

Expert Spy (Rank 3) (1000 PEX)
After many secrets sold, and many plots ruined, you gain enough skills to be known as an expert spy.

Resistance - Torture (200 PEX):
All Spies can get this spycraft. An expert spy knows how to resist any kind of physical or mental torture. When resisting any kind of torture and interrogation, the Spy gets an advantage on Constitution and Wisdom saving throws, and Charisma (Deception) skill checks.

Resistance - Divination (200 PEX):
All spies can get this spycraft. An expert spy knows how to resist any divination magic or spell-like ability that is targeted to reveal its hiding place. When resisting any kind of divination magic that would reveal the spy's physical position in the world, the spy gets advantage on its saving throw. If the effect does not require a saving throw, the agent gets one at the standard difficulty to resist such an effect.

Resistance - Enchantment (200 PEX):
All spies can get this spycraft. The spy is loyal to the cause it works for. You get advantage on your saving throws on any charm and enchantment magic that attempt to sway your mind away from your cause.

Tools of the Trade - Magical (200 PEX):
Each specialty gets different use of this spycraft:

Agent of the Government: The Agent of the Government gains a chance to purchase a special talisman for 100 gp, and only the attuned Explorer can use it. This talisman is called **Call of the Authority**, and when you show this talisman to a loyal guardsman or official and activate its magic, this will compel the guardsman or official to act sympathetic towards you and aid you in a time of crisis. The talisman turns to dust after usage.

Free Agent: Free Agent gains a chance to purchase a special talisman for 100 gp and only the attuned Explorer can use it. This talisman is called Free Pass, and when you show this talisman to a corrupt guardsman or official and activate its magic, this will compel the guardsman or official to act sympathetic towards you, and aid you in a time of crisis. The talisman turns to dust after usage.

You can advance to Master level after taking at least two Expert level spycraft. Each spycraft will cost you 200 PEX.

Master Spy (Rank 4) (5000 PEX)
You are at the top among most of your spy colleagues, always revered. There is nothing much you can learn about the trade, but you have much to share with your students.

Stories of the Past: (Free)
You have a lot of experiences, stories and have



probably taken some part in many 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.

Leader of the Cell: (Free)
As the revered leader of a small cell that operates undercover, you can rely on your cell to provide you with certain benefits:

- Your cell standing will provide you with lavish lodging and food.
- The cell will pay for your resurrection if you ever need such a service. (You will owe to the cell)
- You will always have a cell-house provided to you in every city or town that houses similar operations.
- The cell has tremendous political power. If you are accused of a crime, the secret members of the cell will step up to support you.
- You can get access to powerful political figures through your cell. Such connections may require donations.

Downtime Activity

Insignificant Mission
You go on a small mission for one week, gathering information and secrets. You choose one:

Earn 10 gold, or spend 20 gold and earn 20 PEX.

Decent Mission
You go on a slightly bigger mission for ten days, going after more important information and secrets: You choose one:

Earn 15 gold, or spend 30 gold and earn 35 PEX.

Considerable Mission
You go on a larger scale mission for three weeks, probably acting in accordance with your cell-house, gaining valuable secrets and information both for the cell-house and for your own. Choose one:

Earn 25 gold, or spend 50 gold and earn 50 PEX.

Glorious Mission
You go on a great mission for the duration of one month, working with the most notorious spies in the realm, stealing the secrets of a king, earning large amounts of information and secrets. Choose one:

Earn 50 gold, or spend 100 gold and earn 120 PEX.

SPY MAGNUM OPUS QUEST

The Magnum Opus Quest should only be tried by the most experienced and the most skilled of spies; less skilled spies should train harder and wait patiently. While preparing a Magnum Opus for the spy, the DM needs to prepare a reason for the spy to go start this hard quest. The first question here is to determine what specifically the spy is going to go into all the lengths to obtain. The table below can give some ideas to the DM to answer this question:

Roll d8	The Secret:
1	The hiding place of the illegitimate son of the ruler of the lands.
2	The reason for a holocaust that took the lives of many.
3	The magical secrets that will change how people consider magic.
4	Some plot against the clergy formed by a trade guild
5	The true nature of some official who holds great power.
6	The kingdom has been selling pilgrims as slaves.
7	The local magician academy has been conducting research on sentient beings.
8	The disease plaguing the populace is a way to get rid of people.

There are four steps to prepare the Magnum Opus Quest for a spy character.

Step One, Where is the Secret Located: The DM needs to place this important secret in a very secure place, so obtaining it will be difficult. The table below can give some ideas to the DM to find out this place:

Roll d6	The Palace:
1	In a vault, locked and hidden away. The holder of the information has hidden the secret in a place far away from the common people
2	In a faraway fortress. The fortress is protected by loyal, and possibly innocent people.
3	In a city among the clouds. This city is protected by celestials, giants, winged entities.
4	In another plane of existence. The spy must find out a way of transportation first.
5	Is always on the move. A courier entity carries the secret from place to place. Possibly by teleportation.
6	Was lost during transport, now under the sea. An undersea journey filled with sea races, marine animals, and creatures await!

Step Two, What Guards the Secret: The DM needs to determine something strong or cunning enough to protect the secret where it is hidden. The table below can give some ideas to the DM to decide on what this guardian is:

Roll d6	The Guardian:
1	An elder entity tasked to protect the secret. An elder dragon sitting on its hoard that contains the secret.
2	A specialized organization whose sole purpose is to protect the secret. An assassins guild is tasked to protect the secret from all.
3	An army of soldiers, disciplined of ready, protects the secret. The general of the soldiers is given the task to protect this secret.
4	A Church of the holy protects the secret. The Archpriest of the holy order unknowingly becomes the pawn of a tyrant.
5	An arcane brotherhood protects the secret. The Archmagus keeps the secret as leverage against some greater power in the kingdom.
6	An otherworldly or alien creature from another plane of existence.A Balor of power owns the secret and the spy somehow needs to achieve it.

Step Three, Who Requires the Secret: There should be a justifiable reason behind someone requiring the secret for some reason. The DM needs to set the story according to that. The table below can give some ideas to the DM to decide on the story:

Roll d6	Quest Giver:
1	The rebel alliance working to overthrow the tyrant.
2	The vizier to the ruler who wants to destroy the royals.
3	The head of the church, as a religious act.
4	Head of the mage tower, to start a plot.
5	The wife of the ruler, to prevent a scandal from happening.
6	The tyrant, to prevent their weakness from going public.

The DM should justify the story with a great reason.

Step Four, What is the Outcome: Everything should come to an end, and the DM should determine the outcome of the events that transpired around the spy. The table below can give some insight into some choices the DM can make:

Roll d6	Events:
1	A great scandal happens after the secret becomes public.
2	The populace is divided between two ideological ways of thought.
3	A great war devastates the country, people from both sides are killed.
4	The tyrant ruler is overthrown by a much worse tyrant.
5	The secret is kept under protection and the people prosper.
6	All the evil inflicted upon the land passes away in time.

Lastly, The Reward: After all these years of hard work filled with intrigue and spycraft, the spy should get a reward. We would like to give one special ability as a reward, but the DM can give any other reward than this.

Agent of the Highest Order: Agent of the Highest Order lets the spy use the shapechanger feature. As an action, the agent can change its appearance and its voice. The agent can determine the specifics of the changes, including its hair and skin coloration, and sex. The agent can adjust the height and weight, but not so much that its size changes. (The DM is the final judge here). The agent can make itself a member of another race, though none of its game statistics change. The agent can't duplicate the appearance of a creature it has never seen. The clothing and the equipment do not change with the use of this trait. The Agent can use this feature once per day, and it goes on until the Agent reverts back to its original form or until it is incapacitated or dead.

Background: Aspiring Spy

You decide to spend your life as a spy and by taking this background you can start this profession at level 1 with 0 PEX as an Apprentice Spy.

Proficiencies + Equipment
Skill Proficiencies: Choose two from among Deception, Insight, Persuasion and Stealth.
Languages: Any one of your choice.
Tool Proficiencies: Any one of your choice.
Equipment: A few sets of clothes appropriate to your duties and a pouch containing 25 gp.

d8	Personality Trait
1	Having allies and contacts is better than having enemies and rivals.
2	I face danger with a bright smile, never thinking about odds or consequences.
3	I believe that I can achieve everything if I have time to prepare beforehand.
4	I prefer to be ready for everything in case anything goes wrong.
5	I have a short fuse, but my anger passes quite quickly.
6	I plan to operate alone. Larger groups attract more attention.
7	The first thing I do when I enter a place is to determine the places I may need to use for a hasty exit.
8	I never trust rich people. Poorer folk are much more honest and fairer.

d6	Ideal
1	**Responsibility.** I will respect any authority figure that is higher ranking than I am and I will expect the same from those below me. (Lawful)
2	**Respect.** People deserve kindness regardless of their status. (Good)
3	**People.** I am loyal to the common people. I will shed my blood, sacrifice my life and even go beyond that for the common people. (Good)
4	**Aspiration.** I am going to prove that I am the best at what I do. (Any)
5	**Ambition.** I will perform even the vilest of deeds to have my way to the top. (Evil)
6	**Freedom.** I wish all the secrets were shared with the common people. (Chaotic)

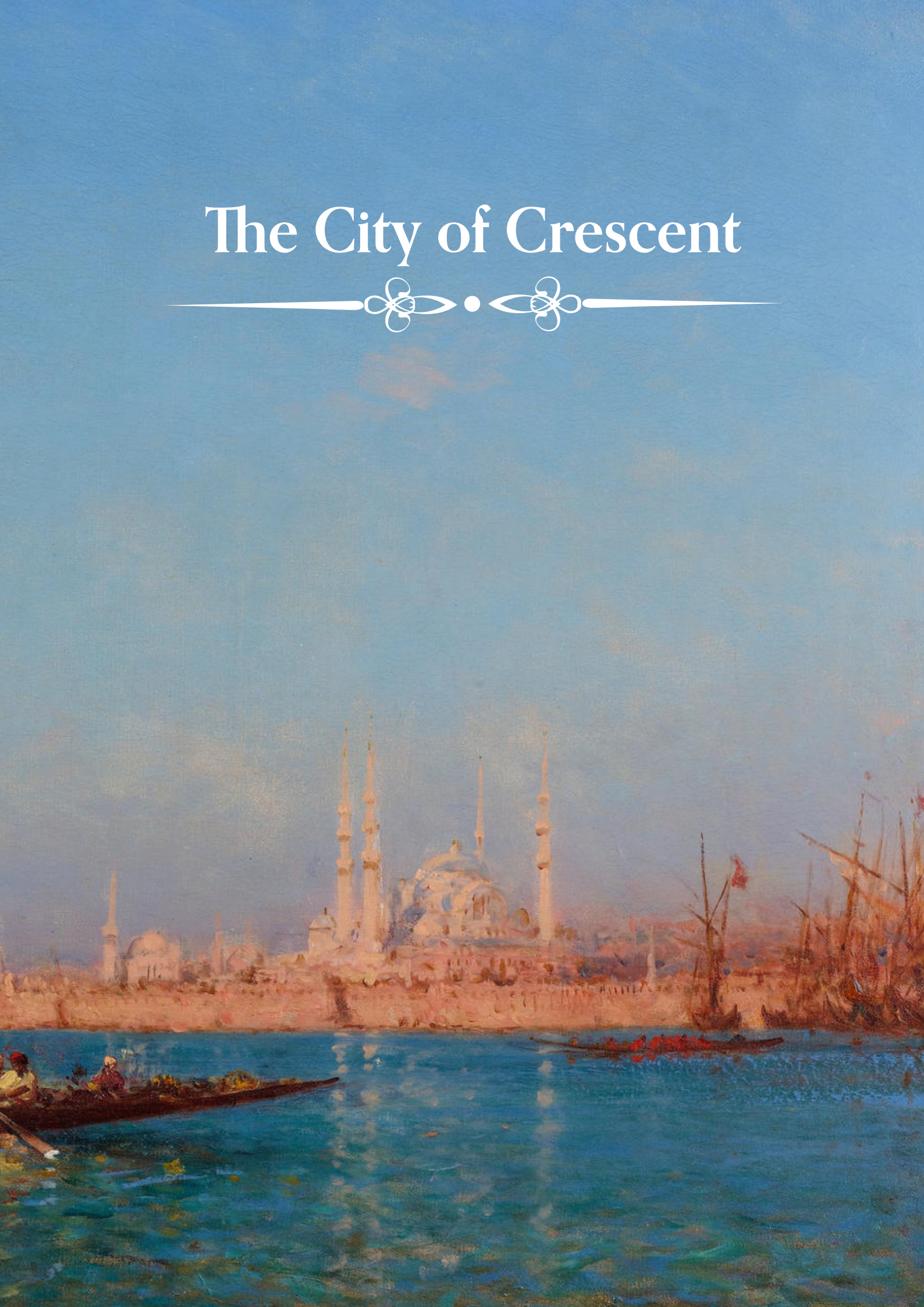
d6	Bond
1	I will become the greatest operative that ever lived.
2	I have done evil in my past. I wish to redeem what I have done.
3	I have been working to clean up my tarnished family name.
4	I lost something dear to me, and I work towards regaining it.
5	I have been saved and trained by a kind stranger. I wish to pay my debt to this person.
6	I have a family I have been supporting secretly.

d6	Flaw
1	When I hear that something is a secret, I do everything in my power to learn about it.
2	I don't stick to elaborate plans. I rush into things.
3	I will always think of myself if I am in a bad situation.
4	I am rude towards the common folk. In fact, I can't stand them.
5	I act ruthlessly towards anyone below me.
6	When faced with a choice between the entity I have been working for and my friends, I will always support the entity I've been working for.

Chapter III



The City of Crescent



Locations

The Undercity

You know magic is alive, though secret, but where are the ones who have been born with it, enchanted by it, and have lived their lives surrounded by it? You can find them in the secret cave systems of the Undercity. All the elves, orcs, tieflings, everyone leaves their masks and secret identities behind and live their lives as freely as one can in a dark and misty cave. The Undercity is made up of large cave systems carved by their inhabitants, and there are vast tunnels that connect all of these individual caves. There are certain districts where people live, party, or do disreputable business. The Undercity is famous for the unlawful dealings which, one might not feel comfortable doing above ground. There are five secret entrances throughout the city, and the inhabitants wait for the day that they, too, can live above ground.

The Entrances of the Undercity

Grand Bazaar

The main entrance of the Undercity, the one every member of the community is aware of, is in the Grand Bazaar. Tucked behind the rows of spices lies the wooden door that opens up to a whole new world downstairs. Mosolite Nazif owns the spice shop, where he set up a major smuggling ring, connecting the two sides of the city with each other, and profiting from each trade. For a hefty fee, one can use this door which leads directly to the middle of the busiest district of the Undercity. Also, the fee guarantees you a safe passage; the same cannot be said for the other entrances.

Any entrance other than Mosulite Nazif's will present complications and danger for travelers. Refer to the table below any time the characters decide to take one of the other entrances:

d12	Event
1	The characters are lost in the tunnels; it takes 1d4 hours to find their way into the Undercity.
2	The characters encounter 1d4 Lesser Djinni - Chor in their possessed bodies.
3	The characters are surprised by a lone **gulyabani**.
4	The characters are attacked by 2 Janissary Spectres.
5	The characters stumble upon a trap: Trap Disarm DC 12, Dexterity Save DC 12, Failed Save Damage 7 (2d6) piercing.
6	The characters meet 1 **sekban commander** and 3 **sekban spies**. They are not hostile if the characters don't act hostile.
7	The characters encounter 1d4 Lesser Djinni - Soul Whisperer
8	The characters find a lost treasure that they need to uncover from under ice; it takes 1d6 hours, but it is fools gold. (only once)
9	The characters find a chest of counterfeit potions. 1d4 Potions of Poison that looks like Potions of Healing (only once)
10	The characters are lost in the tunnels for 1d8 hours only to find themselves right where they started their journey.
11	The characters get lucky and help out another lost person reach the Undercity, They are rewarded 10 gp.
12	Lost Treasure: Roll d100 (this only happens once) 01-84 Trinkets worth 50 gp 85-99 *1 Lydian Coin* 100*Scroll of Arcane Lock*

The moment you step inside the Grand Bazaar you are met with various colors, smells, and people surrounding you. It is truly a majestic experience to be a part of this lively crowd and glorious place. There are shimmering lamps, beautiful dresses, and expensive jewelry wherever you look. It is quite tempting to grab some items on the way to Mosolite Nazif's spice shop. You can see the mountains of shimmering spices winking at you from a little further into the bazaar. Nazif's shop itself is covered in dried vegetables hanging from the sides of the entrance. There is a backgammon table up front constantly set just in case someone wishes to play. Nazif is sitting on a stool sipping on his tea. From the corner of your eye, you see a small cattail disappearing into the backdoor of the shop.

Valens Aqueduct

This entrance is in the middle of Eminonu and has been around since Byzantine times. While everyone in Istanbul is aware of its existence, only a few of them know that pressing specific bricks in an elaborate order opens up a pathway that leads into the tavern in Undercity. The district the tavern opens up to is the biggest party district in Undercity. The rich people in Istanbul love to use this path to have a bit of adventure and delve into the eventful nightlife of the Undercity.

This entrance is both hidden and yet very much in a busy public area. When you approach the aqueduct, you can see there are about six columns where the entrance could be hidden. The trick is to see the small serpent sigil that you must push to open the gateway. Once you locate the entrance and discreetly descend down, you are met with an array of people dancing, doing drugs, and talking of sketchy business inside the biggest tavern of the Undercity. This is a great place to be if you want to have some fun.

Theodosius Obelisk

The Obelisk in the middle of Sultanahmet Square points to the entrance of another pathway to Undercity. At exactly 4 in the afternoon, the shadow of the Obelisk points towards a backstreet close to Basilica Cistern. At the very end of the street is a small ring on the ground; pulling it reveals stairs leading down into the Undercity.There is a man called Servan that always sits in front of the opening drinking his wine and watching the happenings of the gate. He causes no harm or disturbance. Sometimes he can spit out a snarky comment about the way you are dressed. You will not be able to see the entrance without Servan pointing it out to you. The characters can ask him if anybody has used the gate for the small payment of gold or ale.

You wait until 4 in the afternoon so you can unlock the secrets of the Obelisk. It is used like a sun clock: the shadow points towards a back alley close to the Basilica Cistern. You've heard about the rumors that a Medusa frequents there. While you know that it is probably just a myth, the things you have experienced keep you on your toes. Once you step inside the alley, there is pretty much nothing–some trash and unidentifiable clothes litter on the ground. You step closer and see a tiny man crouching amidst the fabric, almost invisible. He watches and chuckles but doesn't say a word. Though you can feel his eyes stuck to your back. After a few moments of looking around, he whispers, "Under there. Lift up the shit, and you'll see a small handle. No one finds it unless Servan says so. Weird." He lets out an ominous laugh and starts eating a moldy piece of bread.

The Brothel (The Pearl Entrance)

The infamous Giraffe Street of Karakoy is full of brothels, and amongst them lies the most famous one, The Pearl, operated by the ever so famous Matilda Manukian. For a small fee and some supplies, one can gain access to the hidden door at the back of the building where the brothel connects to its parallel downstairs.

The moment you step into the street your ears are filled with laughter and songs. The girls looking out the windows call out to you, shaking their handkerchiefs. The entire street is filled with them. The men lower their heads as they walk in, afraid to run into their neighbors. You can see one of the houses painted pink and much bigger than the others. The girls are prettier and everything looks more expensive. It is called The Pearl.

A man is sitting at the front of the gate collecting entrance fees. If you lean in and say "How much is Lady Proserpina?" he will look at you differently. "20 gold per head. Go inside, pass the stairs and turn left. The room with the white door." You pay up and head inside. At the head of the stairs, you see a woman that looks way too muscular to be here. She watches you walk inside and downwards into the Undercity, intently. You feel a chill down your spine.

Matilda Manukian

She is a young Half-Elf that has spent the majority of her life in the Undercity. The historians learned about her existence in the 1920s when she got tired of living under the shadows and revealed herself. Until then, she had controlled her brothels from behind the alias of Manuk Pasha. She allows passage for people who seek to go to the Undercity, for a small price. Her most important customers are army generals and palace officials who use the facility for all possible purposes


30
22
19
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MAP KEYS

and pay her with gold and protection.

The Court Restaurant

The restaurant is one of the most popular in Karakoy. This is where you get great food and service, spend time with the wealthiest of people and build amazing connections. To get in, you will have to make a reservation for Tammuz Pasha and dress according to the formal dress code. In the kitchen far back, behind the meats and supplies, there is a small latch that opens to an opening where you must jump through and fall inside a room with stairs going deeper. In the underground, the door opens up to a tavern.

The Court Restaurant sells some common and uncommon magical consumables to anyone who wishes to buy them. Refer to the list below:

- Box of Sweets (25 gp)
- Yoghurt Drink (25 gp)
- Reyhan Sherbet (50 gp)

You pick up some raki on your way to the Court Restaurant as payment once you go underground. The restaurant is a brick building on a hill close to the beach. Nicely dressed people go in and out of the place. You get in and say to the concierge "We have a reservation under the name of Tammuz Pasha." The concierge takes you from the side of the kitchen to the very far back. He opens up a heavy curtain to reveal an opening. "There is a small jump. Then you will go down the stairs. I hope you have your payment ready." The jump is slightly longer than a 'small' one. The stairs lead you to a wooden door that opens up next to the bathroom of a tavern. A man pops his head through the kitchen "Raki?" You give him a nod and he smiles. "Enjoy your visit."

The Pearl

The Pearl is the most famous brothel in all of Istanbul. Everybody knows its name, even though they would never admit to it. It is a pink mansion with three floors. The first two floors of the building are on ground-level while the third floor is an extension of the building continuing in the Undercity, serving the same purpose. Upon entering the building there is a long and wide entrance leading towards the circular stairs going upwards. There are five rooms and a bathroom on each floor. One of the rooms on the entrance level is the stairs leading down to the Undercity. It is a white door and to outsiders known as permanently reserved, so they wouldn't try to get in. At the Undercity level of the house, there is a door with golden handles that is almost always locked. It is the office of Manukian.

Manukian's Office

The office has deep night blue walls and stained windows. There is an old yet beautiful wooden table at the head of it. A diwan is right across from it for more casual encounters. There are also expensive art pieces from all over the world decorating the walls.

The office of Manukian doesn't match the aesthetic of the rest of the house. While the entire brothel is designed to remind you of womanhood and lust, painted with shades of pink and red, this room is meant for business. You can see the night blue walls glistening with magic and golden constellations of the zodiac shimmering, winking. The sturdy table in the far back is filled with piled-up paperwork. Behind it are stained glasses with candles put behind them, so the colorful dim light can shine through the room. The diwan right next to you feels much cozier with a Japanese tea set placed right in front of it. It must have been brought by one of her guests. Or business partners maybe?

The Rooms

All the side rooms where the fun happens look about the same: Heavy curtains are drawn to cover the windows; a wide bed on one side of the room; and a colorful diwan with complimentary drinks–for the wealthy–on the other. There is a full-length mirror in a corner with a cloth to close it if needed.

Locations Inside Undercity

The Misty Pond

Close to the Court Restaurant, there is a big pond made of underground water from the first caves they dug, where the residents of Undercity enjoy their downtime. It is in the center of the social scene of the Karakoy side. Here you can find luminous mushrooms that grow underground, all the unusual animals a regular person would faint at the sight of. The exterior of the pond is always illuminated by enchanted candles that never go out. There are sitting areas to rest and marvel at the fluorescent fish jumping out of the pond.

The Pond is quite a magical sight. Through the darkness emerges a fluorescent body of water with colorful glistening fish. The neverending candles wink at you. People are sitting on benches or on their picnic blankets, sipping on tea and laughing amongst each other. In all the dust and dirt of the Undercity, this feels like a safe haven. You can feel something touching your leg. Is that a purple platypus?

Styx

Styx is the hammam where people of the Undercity go to take their baths, socialize, and run important business meetings. At the entrance, there is a worker who hands you a warm loincloth to wear once you are inside. There is a changing room to lock away your belongings and undress. Inside is a large warmed-up pool where people jump in to get clean. Next to it are a row of basins which people can use to shower separately. At the back of the room, there is a mazarine and a thick-mustachioed man waiting to give you a massage. There are two doors at the far corners that open into hallways where private rooms are available. People either bring women or business partners into these rooms.

Upon entering the Styx, you are met with an incredibly hairy half-elf, Seyfi, looking at you in a bored manner and showing you the fee for a bath. His dark skin shines under the oil lamps' small light. You give him the money. "You see that door? Change your clothes there. You can use this to lock your belongings." He hands you a small scroll. You head inside to meet with even more chest hair as the men and women change into their loincloths. Inside of the Styx looks like the lovechild of a Roman and Turkish bath. There is a huge bath in the middle where people dip in and out. There are groups chatting on the sides. Some are slowly swimming. Through the length of the bath are two rows of Turkish hammam basins. You can fill your pots with water and pour it all over your body to shower. At the far back of the room is a mazarine. When you spot this the thick-mustachioed goblin smacks the back of a dragonborn with a bath glove; the customer shouts out in blissful pain. At the far end of the building, two doors open up into two pentagon-shaped halls that open up to small meeting rooms with diwans inside of them. You can see big groups and couples going in and out of them. All sketchy business happens right here.

Thieves' Bazaar

The Thieves' Bazaar is a small district of maze-like streets where every smuggler, contrabandist, and burglar comes to sell their stolen items. People have their small stands where they display their illegal items. Here you can find the following:

- For the price of 25 gold pieces, you can purchase a fake identity, a forged title deed, fake court orders, and the like, the check needed to detect these counterfeits is a Wisdom (Perception) check against DC 13.
- *antitoxin* for poisons for 35 gold pieces per dosage.
- Basic poison for 10 gold pieces per dosage.
- *Potions of Healing* for 25 gold pieces per potion.
- Tools, packs, and kits for their appropriate prices.
- Nonmagical light, finesse weapons.
- Nonmagical light armor.

Poisons, such as (price given per dose):
Assassin's Blood for 150 gold pieces.
Burnt Other Fumes for 500 gold pieces.
Crawler Mucus for 200 gold pieces.
Drow Poison for 200 gold pieces.
The essence of Ether for 300 gold pieces.
Malice for 250 gold pieces.
Midnight Tears for 1,500 gold pieces.
Oil of Taggit for 400 gold pieces.
Pale Tincture for 250 gold pieces.
Purple Worm Poison for 2,000 gold pieces.
Serpent Venom for 200 gold pieces.
Torpor for 600 gold pieces.
Truth Serum for 150 gold pieces.
Wyvern Poison for 1,200 gold pieces.

- Cantrip spell scrolls for 25 gold each.
- 1 pair of Gloves of Thievery: A check of Intelligence (Investigation) on DC 15 needs to be passed to find this item. The characters can roll each time they go shopping in the Thieves' Bazaar, but there is only one of these items for 750 gold pieces.
- 1 pair of Boots of Elvenkind: A check of Intelligence (Investigation) on DC17 needs to be passed to find this item. The characters can roll each time they go shopping in the Thieves' Bazaar, but there is only one of these items for 1000 gold pieces.
- 1 Scroll of Invisibility: A check of Intelligence (Investigation) on DC 12 needs to be passed to find this item. The characters can roll each time they go shopping in the Thieves' Bazaar, but there are only one of these items for 200 gold pieces.
- Scroll of Knock: A check of Intelligence (Investigation) on DC 12 needs to be passed to find this item. The characters can roll each time they go shopping in the Thieves' Bazaar, but there are only one of these items for 275 gold pieces.

The streets are incredibly crowded. You stand in awe at the entrance of the bazaar. People are running around buying and carrying huge bags. There are people accompanied by their servants that carry giant sacks full of items. The streets feel like a maze, yet they have their distinct order and everyone seems to know it. Everyone but you...The more you get into it you can distinguish what people are yelling. They are yelling the name of their products. Some even announce where it was stolen from. Did someone yell out "the Palace of Buckingham"? Small hands are snatching at your gold satchels. Better be careful! This is where the thieves rule.

Leaky Pit

The Leaky Pit is where the fun happens in Undercity. This is the go-to place for known taverns and dance rooms for that era. Even wealthy people from the above-ground come here, for there is no other place with a nightlife quite like this. It is a pretty large square with a fountain that leaks cold water in the middle, hence the name. There are taverns, inns, art galleries, and theaters surrounding it. Any unusual art form that doesn't get a chance to put on a show comes here to perform. One can find all the art enthusiasts and party people right here. There is always a big party no matter the night, with no particular occasion to celebrate.

The square is filled with people. You can not just stand there in peace without someone bumping into you. So, better move! You look around as you try to find your way in the ocean of people. There is a group in the far left dancing in front of a tavern and street musicians are joining them, waiting for the occasional tip. Another group is coming out of the theater talking -rather loudly- about the new art craze that is taking the world by storm right now. Some people are kissing in the corner–not something you would see above ground. Amongst all the chaos, there is order. And when you move with the rhythm of the fun, you find your way.

The Araf Tavern

The Araf is one of the oldest and most renowned taverns in the Undercity. Some of the biggest parties, fights and even business agreements happen right here. Run by the fatherly dwarf Cemil, this is the place you go to see someone famous or meet important people. While you'd expect them to be above ground enjoying their champagnes in their prissy ballrooms, they come here for the afterparty. And this is where the real fun starts. Araf is a big brick building with a passage directly opening to the Valens Aqueduct. There are two floors where people enjoy their drinks and dance, and another where the kitchen and offices are. Sometimes in those rooms, you can find sketchy crime lords having meetings or playing poker.

In this tavern, Mervhan, one of the most trusted advisors of The Ghost, has a room. He stays here from time to time to collect his thoughts and be alone from all the fuss of the Undercity. However, this information is not widespread: only Cemil and some of the bartenders know this.

The smell of alcohol and sweat fills your nose as you step into Araf Tavern. There is a band playing in the background while some dance and others enjoy their drinks with a side of laughter. The bartender pops up from behind the counter. You realize that he just climbed on top of a ladder to reach it. The whole place is run by dwarves. Except for the orc bodyguards outside. As you move up the stairs a similar scene welcomes you. But the people running up and down from the upper floor catch your eye. So, this is where the magic happens. You slip upstairs. There is a server carrying drinks to a room where an assortment of scary-looking men play chess. Chess? Really? Oh, well. In another room, there are a group of people conducting what seems like a demonic ritual. That's normal. Moving on... Did someone just shoot a guy in the knee?!

Der-Saadet Tavern

Located below the Pera District, this is the second biggest tavern of Undercity. This is a smaller tavern that gets its fame from its alluring bard, Ayda. She enchants everyone who steps foot inside the tavern. It is also said that Osman Hamdi Bey frequents here to watch Ayda sing.

The tavern is small and quite crowded. People are sitting and speaking, laughing with each other, but a large majority of them are staring at the small stage. There she is...with her amber dress floating through the dim room like shimmering fire, all eyes drift to her at one point or another. As she moves her hair back slowly, you catch a glimpse of her pointy ears embellished with emerald earrings. You feel like the world just stops; you feel like you can listen to her voice forever.

The Shapeshifter

The Shapeshifter is a small shop located near the center of Undercity where everyone who wishes to go above ground and not be recognized as another race drops by. This is the biggest costume shop in the Undercity. Here an adventuring party can buy themselves new clothes, disguise and even mock body parts!

The shop sells three kinds of disguises and some specific items:

Basic Disguise: For the cost of 25 gold pieces, the shop will provide any customer with basic clothing to fool most onlookers. The Wisdom (Perception) DC to see through the disguise is 12.

Specialized Disguise: For the cost of 50 gold pieces, the shop will provide any customer with a special uniform of a Janissary, Sekban, Mansur or any other specialized uniform one can think of. The Wisdom (Perception) DC to see through these is 15.

Master Crafted Disguise: For the cost of 100 gold pieces, the shop will provide any customer with any Master Crafted Disguise that one can think of including prosthetic body parts, makeup, and anything else one can think of. The Wisdom (Perception) DC to see through these is 18.

You enter the Shapeshifter and hear muttering coming from people trying on the products. It looks like a magic shop. There are colorful clothes, wigs, and accessories everywhere. Wait... is that a centaur bodysuit? Who the hell would need that? You pick up a new nose for yourself and try it on. Your eyes drift to the owner of the place, the most colorful person you have ever laid your eyes upon. Is that a parrot on his shoulder? He turns to you and says "Oh I'm just trying on my pirate costume. You want it?"

The Retired Refugee

There is a famous weaponry in the Undercity where people can go to sell their stolen weapons, buy new ones or upgrade their existing ones. This is a big shop with a retail section up front and a workshop through the back.

The owner of the Retired Refugee is a Bronze Dragonborn named Evren. He is as old as the Undercity himself; he buys, he sells, and he helps out as best as he can to the rebels living in Undercity by supplying them with the best quality weapons he purchases from his customers. He is the only one who sells bullets and gunpowder for firearms. Each pistol bullet and the gunpowder needed to operate it is sold here for 1 gold piece. Each rifle bullet, and the gunpowder to operate it, is sold here for 2 gold pieces.



The weaponry smells like hot steel, dirt, and sweat. There are all kinds of weapons to choose from. Some you've never seen before, and some you cannot be sure if they are supposed to be used on the battlefield or the bedroom. An old man is helping you to look for the available items or buying an old one from you. If you peek behind, you can see incredibly muscular and unexpectedly handsome men working on some swords. They turn to you and smile. Is that what heaven looks like? One of them gives you a wink and he carefully pulls out a magical-looking rock from one of his satchels. He binds the rock to the sword and starts sharpening it. You sense that if you pay the right price you might end up with something special.

The Ermeydani

The Ermeydani are the official fighting rings for anyone wanting to make a quick buck or bet their lives away. Here you can find men and women of all races and strength fighting to the death–or a well-deserved 6-hour knockout–and the winners get to experience a night of riches. This is a big hall located near the wet walls of the Undercity, where lands meet the sea. Here is where the sketchy business is run and gangs roam the streets. The Ermeydani is an octagonal building with tribune seating propped up on its walls. In the middle, there are six circular rings where people fight at the same time.

You hear the noises of shouting men even before you enter the street of the Ermeydani. It is a huge building where people are waiting in lines to get black market tickets at the last minute. You either need to know somebody or snatch yourself a ticket like this to get in. Inside there are tribunes all over the walls covered in drunk, smelly people shouting to the rings while eating lokma. Where they're looking are six large rings and in them, people are fighting. Some have swords, some go barehanded–whatever the rules they decided on–and they all are viciously fighting for their lives and money. There is blood everywhere, and people are loving it!

There are two kinds of fights inthe Ermeydani: the ones that allow weapons, which are usually to the death (very rare), or the ones that do not allow weapons that go on as long as one of the fighters can not continue fighting.

There are numerous fighters nearly always present in the rings. To name a few:

- Janus is a **veteran**; he has a short fuse and likes to swear a lot during the fights. He is a disciplined warrior and rarely accepts defeat without going sour.
- Kara Agha is an ex-**White Sentinel**, a huge, ebony-skinned man with huge hands. A wrestler at heart, he is a respectful man who treats his rivals kindly even after their defeat.
- Ayyash Londo is a drunkard **Berserker** who always fights when he is high or drunk. He fights for beer money and entertains the crowd with jokes and puns during the fight.
- Kerkem is an elven **Assassin** and prefers to fight with weapons. He is a spy acting against the characters regardless of which side they are (He may be tasked this by the Palace or by The Ghost), and he tries to lure one character into fighting him so he can slay the character.
- Trish the Man is a female **bandit captain** who comes to test herself. Any fair fighter with a Charisma of 16 or more winning against her will also share her bed.
- Mardu the Earbiter is the reigning champion of The Ermeydani; he is a dwarven **gladiator** who loves to fight, loves to drink a good beer, and loves to drink a good beer after a fight with the person who fought him.
- TicTog is an **ogre** who lives in the Undercity and fights in The Ermeydani to earn his money to purchase food, alcohol, and a decent place to sleep.
- Lale Bey is an **ephe** who is used to fighting man to man in the wild, but he is not a strong combatant in The Ermeydani.
- Kocaoglan is a declawed **black bear**; he is not in prime fighting condition, but each of his fights is entertaining to the last second.
- Little Bey is a halfling **sekban spy**, not the greatest fighter but likes to fight honorably and never hits a killing blow in The Ermeydani.

It is forbidden to use magic, weapons, or armor in the matches but if both of the combatants agree they can choose to use their arms and armor. Betting on the fights is a tradition in The Ermeydani.

The Ghost of March Headquarters

The Ghost of March Headquarters can be separated into three sections. Two of the sections are inside the main building. The first one is where The Ghost of March (p.154) lives and works. Upon entering the main building you are met with a long corridor. The first left takes you to the servant quarters where all the servants work. There

is a small sleeping section and a small kitchen specially for The Ghost of March. This portion works as a buffer between The Ghost of March's own room and the entrance. The second left of the corridor opens up to the Strategy Room. This is where the Ghost of March meets with his commanders to plan on their upcoming war. Inside it, there is a big library made up of books smuggled from above ground. At the end of the corridor, there is a wide door opening up to the ballroom where The Ghost of March entertains his important guests.

The second section of the main building is for trainee soldiers. The right of the corridor opens directly to the classrooms where the trainees take theoretical and physical classes. Next to their classrooms, they have their dormitories and cafeteria. From the cafeteria, they can go out to their large training center where they do all of their weapons training.

The third section of the headquarters is a secret building only accessible from The Ghost of March's room. There is a long corridor leading up to a treasury where The Ghost of March archives all the special items he has gathered, and to cell rooms, designed to keep magical beings, that resemble a normal room.

The Ghost of March's Headquarters resembles a big school. When you first enter the building, there is a long corridor adorned with paintings waiting for you. You can see the maids going in and out of the room right beside you. They are carrying food to a room just ahead. When you peek through where they are coming from, you can also see an ajar door opening to a big room with a bed. This must be where The Ghost of March sleeps. When you move further inside, there is a strategy room with a round table for everyone to sit and discuss the future events. It also has a small library inside it. Moving further into the corridor you get to the opening of the ballroom. It is quite a wide room with tables all around and an opening for dances in the middle. It almost resembles a restaurant. Do they get this many guests in the Undercity? You move on to the training portion of the place. There are classrooms everywhere. Some are designed with weights and targets for the soldiers to train, and some are for strategy classes. A little further you get to the dormitories and the cafeteria. The students spend most of their free time right here. Outside there is the training center where they can get access to firearms and swords. This is where they do their shooting practices. You find your way back to the entrance and slip inside the bedroom you first saw. This is a regular bedroom with a diwan on the corner to read and eat. Under a heavy curtain, you see a long



corridor leading away from the main building. You follow this dark path to find a wide room full of magical items and a row of rooms that looks like a hotel room, but you can feel that they are used for something more sinister.

The Spectral Hippodrome

This public Hippodrome located in the center of the Undercity has a rich history. Nobody alive knows who built it or who summoned the spectral horses and the riders, but everybody has accepted that this is a crucial part of their lives. The Hippodrome was used to also house the fights too, but at one time they were moved to The Ermeydani. After that, the Hippodrome had two uses: The public torture of convicts and the spectral chariot races between the Blues and the Greens. The races of the Hippodrome are a very crucial part of the everyday lives of the Undercity dwellers. Most of the riders are souls who lack a personality, only answering to basic and simple forms of communication; only one ghost, Phorphyros, retains his boastful and jolly nature. He shows every bit of positive emotion, and unlike the other ghosts, he is a peaceful and very much loved dweller of the Undercity. He can be encountered in any of the drinking places in the Undercity telling tales of the old races.

Pera District

Pera District is the most prestigious neighborhood in the City of Crescent. This is where the rich, the powerful, the foreigners, and the artists live. When you walk down the streets, everyone is in their finest clothes, shopping, going to the ball, walking out of the theater after a night full of art, or attending a meeting in one of the consulates. Even the buildings show the artful taste of the district. Their Art Nouveau architectural style gives the place a clean and beautiful feel.

Pera Palace

On the corner of Graveyard and Thugs Streets, Pera Palace Hotel stood with its five-story, white building with french balconies and red jalousies. It was established to service the Orient Express clients looking for a place to stay in the city. One of the features that made the hotel famous was its wood and iron elevator, which looked like a birdcage going up along the marble staircase, which is the second one installed in all of Europe. The lobby of the building is covered in luxurious burgundy furniture and curtains. There are waiting areas that feel more like a rich person's living room than a hotel lobby and a reception desk through the back. On the first floor, you can find a large baroque dining room used for events and weddings. The upper floors have long corridors that open to the guest rooms. The interior is furnished rather nicely with two large beds and beautiful wooden furniture. From the rooftop, you could see the sea winking at you as the sun moved through the waves. Stepping outside the building you are met with Istanbul's most fashionable neighborhood, Pera. The main street Grand Rue leads you to the embassies of the most powerful countries in the world. Right next to the hotel are the YMCA and legal brothels, and a few buildings further, you can find gilded restaurants and dark clubs where the foreign government officials entertain their guests.

You walk along the Grand Rue looking around the beautifully colorful street. People are in their best clothes and are strutting the streets like they own the place. Everyone looks rich and respectable. This is the most prestigious neighborhood in all of Istanbul. You can see men in suits coming out of luxurious restaurants talking about business offers, and women coming out of the tailor with dresses suited for the latest trends in Paris. You make your way to the Pera Palace. It is breathtaking. The exterior, while beautiful during the day, is even more glamorous at night when the lights start shimmering and give the whole hotel a magical feel. You walk to the door where an immense chandelier lights up the entrance, and the butler smiles at you. Inside the lounge with its marble floors and burgundy furniture, high roofs, and big chandeliers...it all screams extravagance to you. You can feel that it is quite a splurge to stay here even for one night. People come out of the dining hall with grand gowns. There must be a ball or a wedding service. You go up the floors and are met with long corridors where people go in and out of their rooms. These are luxurious rooms with big comfortable beds and beautifully designed toilettes you would feel important to even use.

Grand Rue de Pera

- Right across the Pera Palace you can find a big municipal garden with lots of trees and a special theater inside it. This is where people go out to take their nightly strolls if they feel like being closer to nature rather than the crowded Grand Rue.
- Across from the street, you can find the Cheikh apartment complex and the brothels people secretly go in and out of. This is where most of the foreign government officials spend their downtimes. These brothels belong to Manukian.
- A short walk leads you to the Grand Rue. Here you can find clubs, big restaurants, and shops you can buy clothes from. There are

bakeries, tailors, shoemakers, and the important embassies of the world powers. You can bump into a lot of important characters right on this street.

- **Madame de Milleville's Grande Maison de Couture:** This is the most famous department store of the Grand Rue. Here people can buy their everyday clothing. A little further down the street, you can find **Madame Vapillon's Boutique** that brings the finest accessories from Paris. You can mostly find foreign women strolling through the racks of clothing. **Maison Baker** is where men can find their modern, sports, or daily clothing.
- **Au Bon Marche** is where people can buy hunting equipment, leather goods, optical instruments, eyeglasses, photographic equipment, drugs, wines, and liquors.
- **Cafe de Saint Petersburg** is a cafe in the heart of Pera where you can find elites dining, drinking coffee, and meeting up with their friends. The Mejidian medal was given to the founder and manager of the patisserie because it is so well-loved.
- **Grand Cafe-Cahantant Peres** is located opposite the British Palace in Pera and on Saturdays and Thursdays you can find masked balls and concerts held on the premises.
- **Cafe De La Marine** is frequented by the intellectual residents of Pera, and people who wanted to talk about arts and books go there to socialize.
- **The Casino de Pera** is the first private club opened inside the British consulate. The casino is the meeting point for Europeans.
- **Passage d'Europe** has two stories and is covered with a glass roof. It is a popular meeting point for people because all the common entertainment attractions are nearby.
- **Çiçek Arcade** is the most remarkable passage of Pera. The beauty of the passage makes it a significant place to stop and drink some tea or wait for your friend while you look through the shops. The Art Nouveau motifs on the windows and balconies give it its significant style.
- **Naum Theater** is the most notable theater in Pera. You can find people attending the opera and theater showcases on the weekends.

Art Ancien Museum

The Ancient Art Museum is a new museum opened in the neighborhood by a British businessman. Inside the museum, you can find Greek sculptures, old Turkish ceramic pots, and old tiles. While the owners of the museum are quite fascinated by art and want it to be accessible to the people of Istanbul, they prefer the real masterpieces to be tucked away safely in their vault and show the world their intricate replicas.

The museum is incredibly fun to walk around. Here lies the history of these lands told in the form of masterpieces. While you spend some time looking around, your eye catches the sight of a staircase going downwards guarded by a rather skinny-looking man. In these neighborhoods, no one suspects a grand theft. Under the staircase, however, two husky men drink their tea while chatting amongst themselves. They are guarding the vault that holds all the actual artwork.

Angelopoulos Manor

This is the manor of Giannis the Cut (p.172). It has been owned by his family for generations. The manor can be found in a large street in Pera District where the rich usually inhabit. There is a large garden circling the manor with nicely kept flowers and the gardener Sedat living in a tiny hut. There are four rooms, a grand salon, a kitchen, and two bathrooms in the two-story manor. On the lower floor, there is the salon, an office, a kitchen, and a guest bathroom. On the upper floors, there are three bedrooms and another bathroom. One of the bedrooms is used as an archive of magical items.

The Angelopoulos Manor is one of the oldest and most glamorous buildings on his narrow street, and that is saying a lot since the entire street is filled with beautiful and well-kept villas. The Manor is no exception. You can see Sedat whistling as he chops away the dead leaves. He really seems to enjoy his work. And the garden is his masterpiece. Upon entering the manor, you are met with a large hallway with two stairs that lead upstairs and a large door that opens up to a grand salon. The salon is both suitable for daily usage and for parties and dinners. Giannis' office is rather large with a big wooden table and colorful trinkets showcased brought from all over the world. Upstairs is reserved for the bedrooms and the big archive. The archive looks almost like the archive of a police station. But in every chest, there are magical items hidden. Some are shining and some jiggle from time to time.



Grand Bazaar

The Grand Bazaar is the oldest and biggest shopping district in Istanbul. It is known for being incredibly crowded and colorful. If you are looking for something, there probably is a shop selling it in the Grand Bazaar.

There are 21 gates that one can use to get inside and the bazaar is divided into districts and hans to find specific products more easily. When you enter through Gate 5, which is the Carsi Gate, you are met with the jewelers that continue all the way to your right. Further down the corridor, you can find antique shops to your right and fabric shops to your left. If you continue through to your right, deeper into the bazaar, you will find the famous Turkish carpets and souvenirs.

Bedri and Keyfi

Bedri and Keyfi is the only sex shop in the entire bazaar. This is where women and some men go to find products that will soothe their needs of a personal nature.

Bedri, a colorful and coquette of a gentleman, serves his customers with a flirty flick of his wrist and an intimate wink. You can see the sexual wonders he has created in his shop. When you begin shopping, you start to hear the faint sound of tiny footsteps. A monkey jumps up into Bedri's shoulder wearing a sparkly fez. 'There he is. Say hello to Keyfi. My trusted companion.'

Selami's Carpets

Here you can find beautiful handwoven carpets that are made by special carpet makers—aka Selami's sisters– prices. Carpets can be a great gift when you have been invited to someone's house for the first time.

The moment you step into the shop a carpet comes flying down the sky right in front of you. 'Was that magic?' you wonder. But no. It was Selami, who climbed up the top of his shop throwing colorful carpets with a flip and letting them fall to your feet. "Aren't they beautiful? Aren't they precious? Look out, flying carpet!"He throws another carpet down to your feet, and jumps down to the floor. "Hello, I'm Selami, and these are the most marvelous things you will see today.'"

And no, there are no flying carpets.

Olden Star Antiques

The antique shop is filled with beautiful pieces of furniture, draperies, paintings, and rolled-up papers. The place is in a very specific order the owner Meryem Kondo has arranged. The smell of old wood fills your nose. Everything is so gorgeous, yet expensive. You can find St. Benoit's Map for a certain price.

Also, you can find some interesting common and uncommon items here:

- Ceramic Cup for 25 gp.
- Turban of Reason for 375 gp (only 1 exists)
- Talisman of Warding for 250 (only 2 exist)
- Talisman of Nazar for 125 (only 2 exist)

The shop seems empty, like the owner went out to the loo or some tea. This gives you the chance to look around. Everything has a specific place. You can see exactly where the section for old chairs is stacked neatly together. Right next to it is a cabinet filled with rolled-up paper and archived maps. You make your way over there trying not to touch anything. Even though the owner is not here you can sense her presence. There is a huge painting of her with a name underneath 'Meryem Kondo.' The painting suddenly opens up, and the same tiny woman emerges. "Oh hello! I was just at the workshop below. Do you like what you see? Does anything bring you joy?"

The Grand Inn

Inside the Grand Bazaar there is a popular inn where people can spend the night or drink some Turkish coffee at the shop below. You can find the Grand Inn right next to the entrance of Zincirli Han.

People are sitting on stools sipping their Turkish coffees while eating their complimentary Turkish delights right outside the coffeehouse. Some are getting out of the inn above with their cases and bags full of items they have purchased from the bazaar. The smell of coffee fills your nose, and the innkeeper gestures to you from his table. "May peace be upon you. You were looking for a place to stay the night, or are you just here for our delicious coffee? Maybe both?'"

Yakamoz Linen

The shop reflected its name very clearly. The cloths draping from their hangers shimmered like yakamoz, sea sparkle in Turkish. Here you can find the supplies in order to make yourself a beautiful dress.

The women of Istanbul and some tourists are shopping in the Yakamoz Linen shop. It is quite crowded, and women are showing each other the linens and laughing at the gossip of the day.

Trap Maker Daniel's Store

Daniel is a Jewish man who is famous for his hunting days. His store is full of old-fashioned hunting gear: Bows, arrows, ropes, hooks, and of course, traps. His traps are the best of their kind and target many audiences, from little rabbits, to giant bears, to big people with big axes. He is your man if you want to go hunting, or maybe by any chance designing your own dungeons.

The Chained Inn

The Chained Inn is one of the few places with an open roof. You can come out of the dim interior of the bazaar to find some sunlight. In the middle, there is an old sycamore tree with its branches stretching out to the second floor of the lodging. This is where the Council of Ninth Life spends the majority of their time when they are not out being naughty. The lodging has two stories, and the branches of the tree grant the cats easy access to places where a normal humanoid might not be able to get to. Normally the rooms look like they belong to regular humans; they are just the council's servants. In reality, the real masters are the cats, and they rule The Chained Inn. Not very far from reality.

The first thing you lay your eyes upon is the mighty sycamore tree in the middle of the lodging. People are running around, some are carrying hot tea and some are busy preparing hookahs. They all look like they work for the place, but who rules it? You can see kittens sitting and staring at you from the high branches of the tree. One of them hurries inside and disappears inside the second-floor rooms. You can see one wearing a fez. What an odd sight!

Imperial Peninsula

The Imperial Peninsula is where you can find everything concerning the royalty. Sultanahmet Square is a sight to see with Hagia Sophia and Blue Mosque staring at each other's beauty, the obelisks piercing through the sky, the Basilica Cistern that runs a chill down your spine, and the Hürrem Sultan Bathhouse that adorns one's dreams. Besides the many landmarks, there are also beautiful manors by the seaside.



Osman Hamdi Bey's Manor

Osman Hamdi Bey's (p.164) manor is a two-story brick house with vines covering the exterior.

> *Standing in front of Osman Hamdi Bey's manor, you are stricken by the simple beauty of the exterior. The vines that cover the two-story stone walls have created a beautiful shape, almost like an art piece. The door itself gives you the urge to pay respects before touching it. You can see it being presented in a museum within a couple of hundred years. The minute the bell rings, the door is flung open. You expect to see someone there, but it's nothing but emptiness. Then you see some shuffling at the bottom of your feet to meet the one and only Eshref, Osman Hamdi Bey's tortoise butler and best friend. With a bored manner, he shows you around the first floor. The first room is a common sitting area, almost like a ballroom but much smaller. There are different sitting areas scattered through the room. It looks like he regularly has visitors. Across the hallway, Osman Hamdi Bey opens heavy, burgundy, velvet drapery. When you step in, it is a mess–organized chaos if you will. There are books, gadgets, and semi-finished paintings all over the room. Yet Osman Hamdi Bey walks through it without stepping on any of it, like it is always in this current state and he could walk through the room blindfolded without disturbing a single paper.*

The Living Room

The house itself has a main living room area. This is a wide room with many sitting areas scattered within it to accommodate a wide number of guests. There are glass cupboards that house exquisite chests and boxes. They are filled with valuable trinkets that the characters can find and sell. Osman Hamdi Bey doesn't care much about these trinkets. There are a total of five trinkets: A glass ballerina figure worth 10 gold pieces; a bronze letter opener worth 12 gold pieces; a quartz crystal shaped like a tiny ax worth 8 gold pieces; some rare and pink colored ink worth 6 gold pieces; and a jade brooch worth 20 gold pieces. The rest of the items here are worthless.

The Atelier

The other side of the first floor is his atelier. It is separated by a large velvet drapery. There are half-made gadgets, books, valuable gemstones, and old parchments scattered all over the place. In a corner of the atelier sits his butler Eshref.

Sitting Room

Walking upstairs to his living quarters there is a cozier sitting area. It has a sitting area on the floor surrounded by carpets hanging on the walls.

There's a picture Osman Hamdi Bey painted: *The Social Complex of Coban Mustafa Pasha*. It's a secret entrance to his Secret Room. Only Eshref knows this entrance, and it will be revealed at a specific point in the story.

Secret Room

In the secret room, there are glass containers housing many art objects (worth a total of 200 gold pieces); most of Osman Hamdi Bey's possessions have more historical worth than monetary worth. There are busts, candelabra, rusted

weapons, leather equipment, pieces of metal and leather armor, glass containers, and many more historical items. Among the items are some magical pieces. An Intelligence (Investigation) check will yield different items from the list below:

DC	Item
18	*Amulet of Justinian*
19	*Scroll of Blink, Scroll of Sending (a roll of 19 will yield any of the above, too)*
20	*Scroll of Fear, Scroll of Stoneskin (a roll of 20 will yield any of the above, too)*
21	*Spear of Satrap (a roll of 21 will yield any of the above, too)*
22+	*Wings of Galata (a roll of 22+ will yield any of the above, too)*

The Kitchen

Across from it is a small kitchen next to his bedroom. There are racks of colorful spices and dried meat and peppers hanging from the ceiling. There are three boxes of fresh fruits and vegetables. The kitchen is well stocked and can easily supply ten people all the time.

The Terrace

At the roof, there is a terrace with a breathtaking view of the Bosphorus. Many of the strategic locations of Istanbul are viewable from this perspective.

Bed Chambers

There is a comfortable-looking bed and a counter with it. The room is full of books. There is a medal on a tiny chest. It is a medal of honor granted by Mahmud the Second. In the chest, there's a photo of a young beautiful woman, named Marie, and a letter about her death in childbirth. Osman Hamdi Bey received this letter on the military front but didn't leave despite this situation.

It is possible that one of the days the characters come to his Atelier, they may see him caressing this photograph.

Blue Mosque

The Blue Mosque is recognizable from its six minarets and paramount size that can be seen from the majority of Istanbul. The insides are adorned with blue windows that let the sun in. Most of the adornments are Qur'an verses written in calligraphy. The floors are covered in green rugs where



people can pray. The most important part of the mosque is the carved marble altar in the middle. The lanterns inside the mosque are covered in gold and jewelry. Adjacent to the mosque is the Sibyan Mektebi (primary school). Outside there is a big courtyard where people can also pray on busy days.

Walking in the mosque you are greeted by a large courtyard. Here is where people have their funerals, spend time outside the mosque, or pray if there is no available space inside. You can see some people washing their feet at the fountain ahead. Walking inside the mosque you are amazed by the size of it. It was made to match the grandeur of Hagia Sophia. The colorful windows encircling the mosque create magical shadows at your feet. There is a small crowd gathering. It appears that it's almost prayer time, and the imam is walking upstairs to the minaret to shout out the call to prayer. The unfolding scene fills you with a sense of calm.

Theodosius and Costantinus Obelisks

In the middle of Sultanahmet Square towers two Egyptian obelisks. They are about 20 meters high and visible from the entire square. Theodosius Obelisk points straight to one of the entrances of the Undercity (Refer above for details).

You find yourself in the middle of Sultanahmet Square. It is a long promenade with two immense Egyptian obelisks. Walking closer you can see the beautiful hieroglyphs. At the bottom of the obelisks, you can distinguish Greek carvings. A clash of cultures, if you will...

Basilica Cistern

A small, insignificant building in Yerebatan street takes you to the magical world of the Basilica Cistern. A beggar awaits anyone that comes close to the building.

You are surprised to find the ugliest building in the entire street to be the entrance to the Basilica Cistern. Really? This? Ok. When you make your way to the door a hissing sound reaches your ear. 'Won't you spare a coin, my dear masters?' You can only see his waist up but something shiny catches your eye. Some jewelry maybe? He's too poor for that. Wait...It's his skin. His scaly skin.

Hagia Sophia

Hagia Sophia is a massive mosque in the middle of Sultanahmet Square. Before Istanbul was conquered it used to be one of the biggest and most important churches. Inside you can see the cultural marks each of the usages left behind. There are Byzantine Christian mosaics on the walls and Islamic symbols hung up above them. There is even a small carving made by a Viking in one of the wooden banisters saying his name, 'Halvdan.' Big chandeliers light up the place. There are two floors, and on the second floor, one can find more mosaics in the upper galleries, which overlook the expansive main hall. At the south of the building, there is the Library of Mahmut filled with great literary treasures.

Hagia Sophia is a true mixture of both of the cultures that inhabited Istanbul for the past few decades. The old murals fill your sight as you walk down the first corridor to enter the main hall. You can see 'Christ with Leo' and 'Mary with Emperors.' As you enter through the Imperial Entrance, you can see the Islamic motifs emerging as the place is used for prayer. There are huge round writings in Arabic. People are in the middle talking amongst each other, some are praying. To the north, you can see a ramp leading up to the galleries. It is quite narrow. And from there you get a better view of the whole mosque. Its beauty takes your breath away.

Hürrem Sultan Bathhouse

Hürrem Sultan Hamam was made by Sultan Suleiman for his beloved wife Hürrem. The first hallway upon entering the premises welcomes you with sitting arrangements for people to socialize, drink some tea, and gossip. This is where women of Istanbul can relax without the prying eye of the men in their lives. Women of the palace and the high society meet in these rooms. The round staircases lead you up to more diwans upstairs. There is a small marble fountain right in the middle of the hall. Walking past an entrance with stained glass doors, you end up in the hamam itself. It is a big, round, marble room with golden faucets surrounding it.

Even before stepping inside of the building you can hear laughter coming from behind the doors. The building itself amazes you, but what lies inside is even more awe-inspiring. The first things that catch your eyes inside the big hallway when you enter are the juxtaposition of the colors women wear and the white marble interior. The fabrics seem to flow in the air with every movement they make. They are free to let down their hair, clothes, and talk however they want. This is their private sanctuary. You can see groups of women sitting together, talking whilst drinking some tea and smoking hookah. A songstress on the top floor is playing an oud while some sing right next to her. There is a strong musk scent filling up your nose. There is a small room on the side where you can remove your clothes and put on a loincloth. The other colorful door opens up to the hamam. There are half-naked women everywhere pouring water on each other, laughing, and bathing. Similar conversations continue here as well. One woman is massaging another in the middle.

Yavuz Selim Mosque

Yavuz Selim Mosque can be found in Eminönü. The mosque itself is quite regular, and there is the Tomb of Yavuz Sultan Selim on display in its garden. At the back of the building by the old fountains that were left there for someone to pick up ages ago, there is a small entrance. It looks incredibly insignificant, so everyone misses it. Through the gate, following the long corridor, you find yourself underground in a wide room. It is the storehouse of the mosque. There are old, rotten carpets dumped here, and a bunch of books are stored in the cupboards behind, but other than that it looks to be quite deserted. Even the imam has forgotten about the existence of the storage.

Hagia Eirene Church

Hagia Eirene Church was commissioned to be built by Constantine the Great in the 4th century. It was damaged by fires and earthquakes throughout its existence and was rebuilt during the time of Emperor Justinian I. Until very recently the church was used as a warehouse for military equipment and trophies of the janissary class. After the abolishment of the janissary, Hagia Eirene served as a military antique museum.

Topkapı Palace

In the heart of Istanbul lies the Topkapı Palace. It is one of the most striking landmarks you can find in the city. It is a grandiose palace and is built to fit perfectly to the golden ratio. The palace is covered with lush gardens with four separate courtyards. The first courtyard right by the entrance is open to the public only on special days and has

its own church, the Hagia Eirene, facing the imposing Hagia Sophia. This is where the palace officials hear the pleas of the common folk. The second courtyard, the outer part of the palace, houses the Divan-ı Hümayun where the notable members of the government have their meetings while the Sultan watches from above, from the Tower of Justice. The third courtyard houses the private quarters where the Sultan spends his free time. The fourth courtyard houses the manors within the palace. Connected to the courtyards is the Harem.

The palace is all-around colorful and lively. The insides of the buildings are adorned with glazed tiles and beautiful carpets and diwans. The gardens smell divine while looking beautiful and well kept. You can see the palace workers and state officials running around in their respective working stations. Guards are standing at every door and while beautiful, the palace looks powerful and glorious.

The Imperial Harem

The imperial harem rests in the Imperial Peninsula, melding with the Topkapi Palace.

There will be two instances where the characters will have to enter the Harem. The first one - a stealth mission - will have them infiltrate the harem to get to the Shehzadah's quarters, and to move away with a kidnapped or convinced heir of the empire in tow, undetected. This is for the "To Kidnap a Shahzadah" quest in Act 3.

The second is the final assault on the Palace. While the main entrance will be heavily barricaded by Bostanji guards and White Sentinels - and nevertheless assaulted by Sekbans and Janissary Remnants for diversion depending on how the story unfolds -the Harem will be a way for the characters, and the main force responsible for the coup d'etat, to infiltrate the Padishah's premises. This one is by no means a stealthy mission, but will instead be a final and brutal clash between the powers within the City of Crescent. This is for the "Lunar Eclipse: Regicide" quest in Act 4.

Kasimpasha District

This district is home to drug dealers, muggers, and thieves. Kasimpasha is also where the poor live their lives. They have settled here unregulated and built themselves apartments to live in. Everyone knows each other, and they are not too fond of any newcomers.

There are dangerous people lurking throughout the street. If the characters do not lay low, they may encounter fights in the streets.

If a DM wishes to initiate a street fight, rolling a d20 or choosing from the table below might help:

d20	Encounter
1	1 Bandit Captain & 5 Bandits
6-2	5 drunk Levents
12-7	1 Berserker
19-13	2 Ephe
20	2d4 Kabadayi

If the party is directly hostile against the Janissaries, as they could be in Act Four of the game, the Janissary spies among the homeless will try to ambush the players as **4 Janissary Thunderbolts**.



House of Falci Baci

In the heart of Kasimpasha is the House of Falci Baci, the biggest inn of the district. Some come here to spend the night, some come for its amazing coffee served, and some for the infamous fortune tellers. Falci Baci is an amazing fortune-teller known for her almost scary abilities in divination. She reads your future by gazing upon the dried Turkish coffee ground of the Turkish coffee you personally drank. With this gift of hers and connections to some sketchy people, she gained quite some wealth. If you wish to enter the inn you have to go through Haydar, the gatekeeper. The windows on the first floor are all locked since the first floor is reserved only for staff. Falci Baci has her own offices, the kitchen and the maid rooms can be found here. There is a grand saloon on the first floor for big gatherings and a stage for performances. On the upper floors, people can spend the night.

'What is your business here?' asks Haydar, the gatekeeper. How do I know his name? It literally says it on the door. 'Haydar, the gatekeeper' If you can prove that you are a worthy customer, Haydar will lead you inside to enjoy today's bard singing while people are dancing. If not, well...the windows have some pretty old locks. Inside you can see people walking and some groups are talking. All of them seem to wear expensive clothes. There are servants running up and down serving people their drinks. There is an auction going on on the stage where a man is introducing a precious piece of jewelry, and you can see couples heading upstairs to retire to their rooms. In the corner of the room, there is a small booth covered with drapery. However, people are waiting outside with anticipation and some whispers among them. This is where Falci Baci takes her clients, and this particular client's fortune seems to be juicy.

Mazhar Selim's House

Mazhar Selim's House is one of the prettier-looking buildings in the Melekgirmez District. While everything surrounding it is nothing greater than a slum, this is a one-story yellow house with a small gated garden surrounding it. There are three rooms, a kitchen, a big living room, and a bathroom.

The house could use a bit of upkeep, you think to yourself. While it is one of the prettier buildings around the district, it still looks like it was left to rot. The garden surrounding the house has big gates with barbed wire to prevent anyone from coming in. The garden has lots of plants, all yearning for some water and perhaps a little trim. You can see cats running around in the bushes. Inside the house, there are two bedrooms and another room used as a library-office hybrid. There is quite a big desk in the far back and it seems to be the only place that dust hasn't enveloped. It seems like the owner sits on it and perhaps sleeps on it every day. The living room has a dusty chandelier hanging above and a fireplace that is filled with unwanted items to store away.

The Tashkiran Guild

Hano's fame after killing her suitor brought much villainous scum to work with or work for her: monster hunters, assassins, rogues, thugs, and outcasts. Hano keeps these ragtag bands of troublemakers under a tight leash as bounty hunters. Among Hano, there are a few prominent figures of this mostly human guild:

- Umai Ana is a halfling **assassin** who uses her human apprentice as a proxy in her deals. One can say they are a team of two.
- Rodriguez Alvarez Francio Morales is a Spanish musketeer **sekban musketeer** who doubles as a spy for the Sekban-i Cedit.
- The Jewel Heist Trio are three gorgeous sisters who act like harlots but in fact are three of the greatest thieves of the city. One of them, Tricia, can be considered a





courtier (noble), and both of her sisters Felicia and Drusila are **spies**.

- Ahlag the Merciless is a **berserker** who secretly loves Hano and will do anything to support her.

Janissary Hideout - "Banished Angels"

The Janissary Hideout, also known as "Banished Angels," is in the Kasimpasha District. The DM may refer to this section for the quests in Act 4: "Lunar Eclipse: No Loose Ends," "**Lunar Eclipse: Confronting Ghosts of the Past.**" In addition to the quests, the location can be used throughout the game when describing the player's interactions with Ahra and the Janissary Remnants.

The Entrance

The entrance of the hideout is tucked between an unfinished house construction and an empty building where homeless people live. After slipping inside the tiny alleyway, there is a small door next to some trash.

The doorway is almost invisible, but stepping inside the alleyway means there will be many eyes on you, for the junkies that live next door are actually the security system for the Janissary.

The street itself gave you chills. The directions were so misleading that it was almost impossible not to step into another street and possibly lose a foot or something on missing cobblestones. Everybody knew you were outsiders, and the whispering and shuffling meant that the whole neighborhood learned about your arrival in mere seconds. You stood before the alley. How the hell could this tiny opening fit a whole base of operations for the Janissary Hearth? The minute you stepped in the opening, you could feel eyes on your back. There is trash everywhere and hidden between the piles is one insignificant-looking door. It is as if you could only spot it if you knew what to look for. Luckily, you knew what to look for.

The Labyrinth

The Janissaries call this the labyrinth because, to find the right door to go beneath the surface inside the actual hideout, one has to try many doors. And some are open to even stranger places and scenes. The actual door has a small sigil on its handle that can only be seen by a Perception check (DC 18) or by knowing what to look for. Also, there's a room with the ص symbol on it. It leads to the Secret Room, but this door can only be detected by a Perception (DC 20) check, otherwise, it is only known to Ahra and the Janissary Ghazis.

If the players fail to spot the door, read:

The door opens up to a long, twisted corridor full of many doors. Weird sounds are coming from some of them which indicate that they are probably not the hideout's true entrance. You open one door and there are three men drinking turnip juice. They look at you awkwardly and you close the door. You feel that it's going to take a while.

Inner Chambers

The inner chambers of the janissaries' hideout opens up with an old guard (**A janissary conqueror**), Halit, smoking at the front gate. He enjoys being annoying and asking stupid questions until the people inside know they have company at their door.

Once the guard decides that the ones inside are adequately prepared, he allows the characters to pass. The door opens up to a large, round hall. The stairs encircling the hall lead up to circular corridors. The hall is visible from every room. There are two floors and two different stairways lead to two separate parts of the second floor.

Ahra's chambers can be seen with two wolf signs carved next to the large stone door.

> *When you finally get through the god-awful guard at the gate you find yourself in a massive hall. The circular arena is filled with men fighting and learning combat tactics. You see wooden and metal swords and all sorts of weaponry scattered through the floor. In the seats further back, some of the men sit around a furnace and examine the goings on in the arena while smoking hookah. The stairs behind them lead upwards into the circular corridors surrounding the arena. These seem to be special rooms for people to train and spend their time in. You can feel that if anything goes down here everyone in the hideout could hear.*

If the players act hostile towards the Janissaries, the **janissary conqueror** that is responsible from the general authority can pull a lever and activate the Hideout's traps.

The Armory

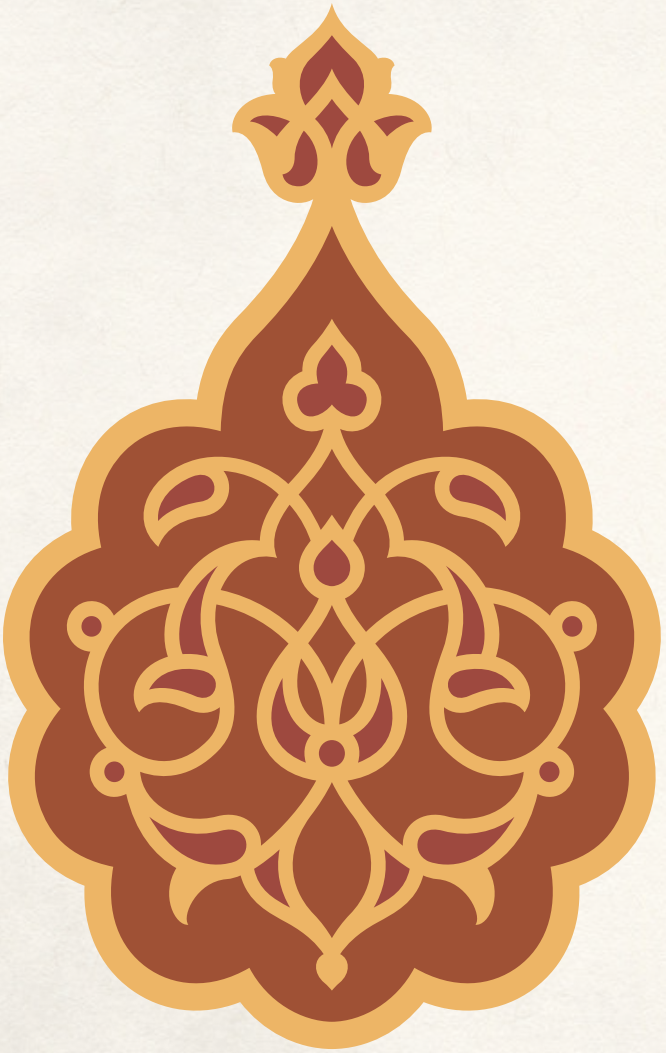
Behind the furnace in the arena chamber is a door leading up to the armory. It holds weaponry the janissaries took with them as they were disbanded and some additional special ones they found whilst patrolling the city:

Silvered Yatagan, Silvered Pala, Silvered Scimitar, 48 Silvered Bolts, 37 Silvered Arrow, 19 Shots of Silvered Ammunition, 3 Repeating Handguns, 4 Tufeqs, +1, Trident, and +1 Shortbow.

> *The armory gives you chills. It has enough supplies to weaponize a small army. Men are working on the weapons and forging new ones further back from the large room.*

The Wolf's Chamber

Ahra's (p.168) personal chamber, filled with artifacts from the great Turkish empires, such as the Turkic Khaganate, Seljuks, Khazars. Her seat resembles a golden throne. Carpets that were brought from Iran and Central Asia fill the room. Two shaman drums can be seen on the wall. Some artifacts also resemble Chinese origin, especially a warrior's plate armor. There are Janissary helmets obviously as a memorial, standing high in the room.



Timeline

Karya abandons her home and her little sister, Mira, after her magic causes great harm. She meets with the young Crown Shahzadah Abd-ul Mejid, who invites her into Harem, the coven of sorceresses in the Empire's service. She accepts and takes on the name Bergüzar.

Bergüzar rapidly rises in the Harem with her exceptional talent in Divination magic. She is chosen by Abd-ul Mejid to be the Haseki Sultan, the Queen.

As Alemdar is nursed back to health by outcasts in the Undercity, he takes on a leadership role with plans of vengeance. He starts training the downtrodden non-humans and magic users to recreate his betrayed army, the Sekbans. Alemdar takes on the name; The Ghost of March.

Bergüzar learns that she is pregnant, with a male heir to the throne. However, she foresees her demise and the cataclysmic fate of her son. She starts looking for a way out of her impossible dilemma.

Aboard Ejder-i Derya: Osman Hamdi Bey, after his search, returns to Istanbul with the characters. Sekbans assault the steamboat and steal his journal. The Royal Polymath realizes that his memory is tampered with - he does not remember where Mira is. As the journal is encrypted, Sekbans start trailing characters, hunting for the secrets of the journal.

The Crowning of Padishah: Abd-ul Mejid is crowned as the Padishah in the Parade of the Swords, after Mahmoud the Second passes away. His crowning is eventful as some want the Janissary back.

Descending into the Undercity: The characters receive the information they need from Ahra: the journal is in the Undercity, stolen by the lieutenants of The Ghost. To travel downwards, they meet with Sheraf of the Council of Ninth Life, the leader of the feline thieves guild.

Mahmoud the Second betrays Alemdar Pasha during the uprising of the Janissary Hearth. Alemdar Pasha blows up his mansion with himself in it, slaying all the Janissary soldiers pursuing him, including Ahra's father. His failing body is found in the tunnels leading into Undercity.

Ahra gathers all surviving Janissary around her, and plots to restore the Janissary Hearth's honor.

Abd-ul Mejid, in line with his father's modernist and revolutionary attitude, starts planning for his ascension to the throne and the reforms he will enact.

Osman Hamdi Bey, the Royal Polymath, is sent to the Trojan Dig Site, with secret orders to search for information about Mira, Bergüzar's sister.

First Steps into the City: Osman Hamdi Bey introduces the characters to Ahra so that she can assist them in recovering the journal. Ahra, in exchange, asks for favors; assisting Crime Lords, and banishing the evil within the hidden dungeon below St. Benoit.

The Ghost of March Shows His Face: The characters meet The Ghost of March for the first time in the Festival of Candles, in the aftermath of a bombing attack. The goal of the attack is to kill off the Mosulite Nazif, a Crime Lord. The characters receive an invitation to talk to the Ghost in the Undercity.

The Missions for the Palace: The characters are invited to run a series of secret missions for the palace. Kavalan Pasha, a rebellious vassal must be contained for Abd-ul Mejid's plans. At the end of the questline, both Mejid and The Ghost learn that death can cure whatever blocks Osman Hamdi Bey's memories.

The Den of Snakes: The hidden prison complex under the Basilica Cistern holds the only creature that can decipher the journal: The Shahmeran. The characters must rush to find a way into the Serpentess' prison cell.

Allies of the Sekban - The Grand Negotiation: As the time for the final clash draws near The Ghost asks the characters to assemble a grand negotiation table, inviting all power brokers of the city. Ahra and the Janissary Remnants must decide if they will join Sekbans in the final fight.

Allies of the Sekban - The Eyes of Suleiman: If the characters convinced The Ghost that Bergüzar can be spared - and perhaps that this would help the coup d'etat - they are to storm the Tower of Justice. Here, the party learns of the ancient pact that built the Harem, and that the intention of The Ghost is to sacrifice himself here, to find peace.

Allies of the Palace: Force the Snakes out of Their Holes -2: Even though The Ghost is the leader of the Undercity - he is still considered by a few to be an old foe that has his roots firmly with their oppressors. Mejid asks the party to fuel this sentiment, and that The Ghost loses support in the Undercity.

The Missions for the Sekbans: The characters' pursuit for the journal leads them to the Sekban Headquarters. There, the Ghost asks the party for favors in exchange for the journal. These favors are masterminded by The Ghost to bring Sekbans closer to allying with their old enemy, the Janissary while revealing to the characters that The Ghost plans a coup d'etat against Abd-ul Mejid.

The Death of a Mentor: With the stakes rising, Osman Hamdi Bey, the Royal Polymath is killed - either by Abd-ul Mejid or The Ghost; depending on whose side the characters are on. Now, the characters must decrypt the journal and reach Mira before the other side does. Luckily, Osman Hamdi Bey, even in his demise, has a plan.

The House Lying in the Dreams: The journal is deciphered and the information in the journal leads to Mira - in a small countryside manor near the Trojan Dig Site. Mira's presence alone can cause Bergüzar's powers to fail - so The Ghost wants her in Undercity, and Mejid seeks her death.

Allies of the Sekban - To Kidnap a Shahzadah: After the negotiation, the characters need to infiltrate the Harem and kidnap a Shahzadah that was agreed upon by the power brokers of the city.

Allies of the Palace - Force the Snakes out of Their Holes -1: Mejid needs his opposition to be divided. The characters are tasked with convincing Ahra that the Padishah wishes to restore the Janissary Hearth if they support him. If Ahra is convinced, she will slay the Crime Lords of the city, as was her plan all along, but lost her most important leverage.

The Endgame: With the Lunar Eclipse covering the city, the characters are tasked with putting an end to the raging war within the city. They are to either storm the palace with the help of their allies, or to finally put out the dwindling flames of the Janissary Hearth and kill off The Ghost of March, Alemdar Pasha.

Synopsis Of The Story

This section is designed to give you an overview of the story and place the detailed descriptions of the quests in context. We recommend that you read through this section even if you prefer to skim through the details of the main questline.

Act One

Scene: Aboard the Steamboat Ejder-i Derya

The hook of the game is the tutorial mission, wherein the party is traveling from the Trojan Dig Site to Istanbul, accompanied by Osman Hamdi Bey, the Royal Polymath and the party's overseer. Their steamboat will be attacked by unknown forces seeking to steal the Royal Polymath's journal. After disposing of the danger with the help of the party, the Royal Polymath realizes that he is afflicted by a spell that blocks specific memories from the last two weeks. Claiming that they, and most probably everyone in the city, are in grave danger, Osman Hamdi Bey tasks the party with finding the journal - while he works on introducing the party to the power players of the city who will no doubt be crucial in its mission.

Free Play: First Steps into the City

Osman Hamdi Bey introduces the party to the Janissary Remnants, and their leader Ahra, The Wolf at the Door, as she is one of the very few people in the city who can track down the Journal. This is not going to be cheap. The Wolf asks for several favors from the party (which can be picked from the side-quests of the Crime Lords). Once the party is ready to move on from these quests, Ahra asks for a final favor - for the party to get rid of whatever is causing the undead to rise from the ruins of Saint Benoit.

Dungeon: A Legend Lie Among the Ruins

The party is sent to investigate the ruins of St. Benoit. There, the players encounter tomb raiders who are responsible for the crack in an arcane seal that imprisoned a horror from an age long past. The party must endure the trials of the ancient church and find a way to make sure whatever is lying there will not have the chance to surface.

Scene: The Crowning of The Padishah

Osman Hamdi Bey invites the party to witness something that they probably will never have the chance to witness again in their lives: the crowning of the Ottoman Emperor, Abd-ul Mejid the First. Having access to first class seats, the party witnesses the entire ceremony, including the heightened tensions between those who support the Janissary and those who support the Palace.

Scene: The First Crescent - The Ghost of March Shows His Face

Following a quest from either Chique Manu or Mosolite Nazif, the party is asked to meet with their quest giver at the Kandil Festival. A supposedly simple quest will be concluded with the reveal of a major player in the City of Crescent. The Ghost of March bombs the festival, cripples the security, and makes his first appearence to take out the Mosolite Nazif - to replace his presence in the criminal world with the Council of the Ninth Life.

Act Two

Scene: Descending into the Undercity in Pursuit of the Journal

After learning the location of the journal, the party descends into the Undercity, either through the passage now guarded by the Council of the Ninth Life, or through other passages which hide amidst the archaic landmarks of the city. As they enter the squalid ruins of the Undercity, they understand what The Ghost of March meant when he mentioned those who were cast out from the World Above. Their pursuit of the journal has them confront Eleni and Mervhan, lieutenants of The Ghost, who will voluntarily give out the information that it is their leader who has the journal.

Free Play: Missions for the Undercity

The culmination of their pursuit for the journal leads the party to The Ghost of March. Sensing that the party can be turned into allies, or at worst case, they can be bargained with, The Ghost

sends them off to complete several quests, which will help secure an alliance with the Janissary Remnants. With each quest, the party gains more insight into what life is like down in the Undercity, and the mysterious past of the Ghost.

Free Play: Missions for the Palace

While the party is hot on the heels of the Royal Polymath's journal, they are approached by the palace and introduced to missions that they are strongly encouraged to accept. After an off-the-books meeting with the recently crowned Padishah Abd-ul Mejid, they are informed of a looming threat that is about to enter the city. The nemesis of the palace, the rebellious vassal who crushed the imperial forces time and again, Kavalan Pasha of Egypt, is to visit Istanbul to negotiate peace terms. Knowing that the Kavalan is ever the trickster, Mejid hires the party as an unaffiliated mercenary band that will ensure that the talks are not interfered with from the shadows. This task will prove seriously daunting.

Dungeon: In Defense of the State

At the culmination of the peace talks, Kavalan's associates will try to assassinate Vizier-i Azam of the Ottoman State. The party's final task will be to prepare a defense against the assassination, in Yedikule Dungeons, the prison complex built inside the Theodosian Walls. It will be a challenge for the party, not only because they have to fight off attackers, but also because they may need to deal with the prison's inmates as well.

Fate: Moment of Truth

Seeing both sides of the conflict, the party will inevitably have to decide which side to pledge their allegiance to: Abd-ul Mejid the First or The Ghost of March. They are invited to a debate at the Osman Hamdi Bey's manor to discuss the intricacies of governing, magic, and what is the correct way forward for Istanbul.

Scene: Second Crescent - The Death of a Mentor

Once the party makes their decision, the journal will be handed to them, free of any strings attached, by The Ghost of March. The party is to bring the journal to Osman Hamdi Bey to finalize their quest in Istanbul. However, the side the party did not pick–whether it is the Palace or the Undercity–reached the Royal Polymath's manor before the party did. Osman Hamdi Bey is killed, and his corpse is used one last time to learn the information hidden in the journal. Now, the party is tasked with decrypting the journal and must race to Mira, sister of Haseki Sultan Bergüzar, before it is too late. Luckily, the Royal Polymath has one last ace up his sleeve.

Act Three

Dungeon: The Den of Snakes

Osman Hamdi Bey is a man of great intellect, and he put all his skill into encrypting his journal, both magically and analytically. However, one being lies beneath the City of Crescent that can extract the information the party needs. Getting to the creature will be a challenge, convincing the creature will be a greater one, and leaving alive is improbable when facing off against a serpentine horror.

Scene: The House Lying in Dreams

With Mira's location extracted out of the late Osman Hamdi Bey's journal, the party must race back to where their adventure started, to the dig site at Ancient Troy. They are to track Mira with the information they have on hand. As they approach their target, either to subdue or convince Mira to come along, a long foreshadowed house greets them.

Fate: The Grand Negotiation

The Ghost of March tasks the party with preparing a negotiation table for the power brokers of the city to plan their endgame. Ahra and Janissary Remnants will try to annihilate some, or all, of the crime lords, either as a part of their deal with the Ghost of March or for their own purposes. The meeting will shape not only the action plan for the party, but who the successor to the throne will be, if the party and the attendees decide that dethroning the sitting Padishah is the only way forward.

Free Play: To Kidnap A Shahzadah

Each power broker of the city has a different crown Shahzadah in mind to succeed to the throne if Mejid is no longer an option for the empire. Once a decision is made, it is up to the party to kidnap the Shahzadah and replace his majesty with a doppleganger, without any alarms being raised. Luckily, there will be an opportunity to sneak into the palace and get out, fast.

The Third Crescent: Force the Snakes out of Their Holes

If the party aligns themselves with the Palace and Mejid, their task, after securing Mira, will be

to ensure that The Ghost of March and The Janissary Remnants are dealt with before Mejid's endgame begins. The party will be tasked with disrupting the supplies to the Undercity, securing allies below, seizing the initiative from the Ghost, and forcing him to fight on open ground.

Fate, Dungeon, & the Third Crescent: The Eyes of Suleiman

The final piece of The Ghost's coup de grace is to sever the connection between Mejid and the Sorcerers of the Harem, by taking Bergüzar out of the equation. However, the party will have the chance to propose a different plan, guided by the visions sent to them by Bergüzar. In either case, the party is to assault the Tower of Justice and open up the location to The Ghost, who has one final fight awaiting him from his past.

Act Four

Lunar Eclipse: No Loose Ends

If the party failed to convince Ahra, or deliberately decided not to allow Janissaries to join Alemdar's rebellion, they are sent to the Janissary hideout to clear out all the Remnants. Once they deal with The Wolf at the Door and her fragmented Janissary Hearth, they are to return to Alemdar and assault the palace. However, as they leave the Janissary hideout, they are ambushed by the palace guards and a certain Aziz Sefa.

Lunar Eclipse: Regicide

If the party decides to finish the grand plan of The Ghost of March, they are to assault the palace during the Lunar eclipse. Depending on the outcome of their previous actions, the assault is led by Ahra and Janissary Remnants, Hano the Widow, or by The Ghost of March himself. A cataclysmic finale unfolds as the party will have to decide their standing on the nature of innocence, realpolitik, and humility.

Lunar Eclipse: Confronting The Ghosts of Past - Part One

If the party decides to throw their support behind Mejid, they are to fight off the desperate final assault of The Ghost and his Sekbans while ensuring that Ahra and the Janissary Remnants are dealt with. Facing off in the Janissary Hearth, Ahra and The Ghost will make their final stand to wrestle power from Mejid.

Endings

As the Lunar Eclipse lets loose a crescent moon, the city has changed, and along with it, its inhabitants and the party. It is now up to those who were a part of the revolution to carve their own paths.





The Ghost of March, Alemdar Pasha

Reformist, Kingmaker, Teacher, Rebel. These were some of the names Alemdar Pasha was known by. But none of his names were more frightening to his enemies than The Ghost of March. Under the guise of The Ghost, Alemdar takes the fight to the Imperial Throne, which he once swore to protect. Striking from his hidden command in the Undercity, Alemdar is a force of revolution and vengeance against the forces of the palace and the Janissary Remnants. However, below ground, he is hailed as the hero of the downtrodden races, a champion for the spellstruck.

Synopsis of the Missions

The first time the characters encounter Alemdar's faction, The Sekban-ı Cedit, is in the tutorial mission. Sekbans are sent to get ahold of the information on Mira's (the sister of Haseki Sultan Bergüzar) whereabouts so that the Palace does not receive this critical information. Sekbans fail in the assassination but acquire Osman Bey's heavily, and also magically, encrypted journal. Pursuing the journal is most likely going to be the characters' first involvement with The Ghost of March.

Alemdar himself makes his first personal appearance in the City of Crescent, in his assault at the Festival of Candles, posing to the characters as a potential antagonist of the campaign. However, he leaves an open door to the characters, saying they should join him if they want to fight for a good cause that matters.

Once the characters reaches the Undercity, Alemdar invites them over to his command post, revealing his intent to overthrow Mejid, continue the modernization of the empire, and bring equal treatment to the denizens of the Undercity.

Providing that the characters are cooperative, and prove their worth, Alemdar asks them to help him ally with the Janissary Remnants and their leader, Ahra. This task is exceptionally difficult, as Alemdar is the person responsible for the Janissary's loss of power, and the death of Ahra's father.

With or without the Janissary support, Alemdar

will move on with the final preparations for his coup. The Ghost's first step will be to find Mira in order to cripple Bergüzar's divining ability. Bergüzar is Mejid's most powerful weapon with her immense divination spells, but a diviner's powers can be interfered with by another diviner of similar power being close by.
Alemdar's second step will be to secure his revolution's political future. The Ghost will try to get a hold of one of the younger brothers of Mejid, to enthrone him as the Padishah, to make sure his life's work does not fall victim to a legitimacy crisis.

And finally, he will attempt to take out Suleiman's Pact, which forces the Harem Sorcerers, including Bergüzar, to serve the imperial family. To do so, he will march into the Tower of Justice, where the spirits of the deceased Vizier's guard the Empire, and where he was banished from in his former life.

Finally, he will use his Sekbans to call the assault on the "World Atop" for the *coup de grace*.

Roleplaying as Alemdar

Alemdar is a cold blooded soldier, a veteran politician, and a strict teacher. He wastes no words when speaking: he is direct and blunt, but as an experienced member of the imperial court, he prefers eloquent phrases. Unsurprising for a man of his modernist demeanor, he is also perfectly fluent in French and English.

He is usually found drilling his Sekbans. Except for during conversations regarding his previous identity, he will be constantly accompanied by his top lieutenants.

The Ghost is also a calculating and patient man. If the characters anger him, or blatantly acts against his interests, he will refrain from acting hastefully, only to attempt to use their actions against them when he deems the timing is right.

Combat Tactics

If the characters are against Alemdar, he will use his Sekbans to directly harrass them or use bombing attacks to sabotage their efforts.

His preferred methods are those that will leave the characters in unsolvable dilemmas. Key NPCs will be taken hostage to divert their attention. Bomb attacks would create flashpoints for them to investigate, while Alemdar and his Sekbans seize another important objective away from this flashpoint.

Alemdar does not fear personal confrontation. He will show up in his assaults, ideally barely out of the character's reach. If outmaneuvered by a clever plan, he has no issues to use himself as bait if that means the characters will be distracted.

In combat, he acts as the master tactician he is. He will seek out the highest priority targets to knock out, retreat when necessary, only to re-emerge when he feels the timing is right.

If the characters decide to attack the Undercity, he will order his Sekbans to buy time for him to relocate to someplace in the catacombs. If the characters align with Mejid to take out Alemdar, they will need to lure him out to a combat in a location where he won't have the chance to retreat.

Character Progression

Alemdar starts the story as a self-centered avenger. The modernist transformation of the country still matters to him, as well as the wellbeing of the Undercity denizens; however, it is his personal ambitions that take precedence, at least for the first acts of the game. His aim is to seek revenge for the wrong that the palace has done to him, and he wishes to claim the seat of power he lost. To that end, he will not refrain from crippling the government or from collateral damage.

The first cracks in this mentality come as he attempts to ally with the Janissary Remnants. Throughout the negotiation, he will be faced with the consequences of his attacks, the innocents who got caught in the crossfire. Ahra also forces him to face the consequences of his modernist attitude, namely the vast majority of the common people who got left behind while the country underwent rapid modernization.

However, most importantly, the major change happens as he reveals his identity to Ahra. If the characters manage to convince Ahra to forgive him for the murder of her father, Alemdar is fully convinced to reconsider his approach. Provided that the characters encourage the change in Alemdar's stance, he will let go of his ruthless tactics. The Ghost of March will say that he is content with being a nameless servant of the state and the people, stopping any form of attacks that will hurt the innocent.

Just before the final battle, he will also be content with sacrificing himself in the Tower of Justice to give the characters the chance to free Bergüzar from Suleiman's Pact. This is also the only way for Alemdar to find peace, to be finally accepted in the sanctuary and resting ground for the Guards of the Empire that he once was banished from unceremoniously.

Alemdar's Past

The story of Alemdar begins with his rapid advancement in the Imperial military as a young officer. Although his father was a Janissary, Alemdar, a rigid opponent of the old ways of the Janissary, defied orders to create his own regiment, armed with modern weapons and tactics. The soldiers mustering under his direct command were known as the Sekban-ı Cedit, the New Guard. The Sekbans proved quite efficient in combat, able to turn the tides where the Janissary failed. Alemdar made waves in the palace with his staunch reformist attitude, leading to the backing of his able and victorious troops. Change was coming.

Realizing the gravity of the political threat posed by Alemdar and his troops, the Janissary launched a coup against the palace, backed by the people of Istanbul who feared the change brought by "unhinged modernists." Alemdar, then preparing for a military campaign, raced to the palace with his Sekbans, arriving just in time to find most of the imperial family slaughtered, including all of the crown princes, except one. Mahmoud the Second, who was found hiding in the scaffolding of the palace, was crowned that very day by Alemdar and his Sekbans.

Alemdar's reformist ideas resonated with Mahmoud the Second's, now his close friend, whose rule marked a turning point for the old empire. With the backing of Alemdar's troops, Mahmoud the Second ushered in a series of reforms, modernizing the realm. However, the reforms were taken at the expense of the Janissary and all who stood to gain from the old system. Unrest was growing.

After Mejid, son of Mahmoud the Second and crown prince, came of age, he was placed as a ward to Alemdar. Alemdar settled in the summer palace, teaching Mejid how to rule, and how to fight. As Alemdar got to know Mejid, he understood his potential, but also his flaws. Although Mejid was exceedingly smart, and shared Alemdar's modernist ideals, he was also hasty and stubborn in his decisions. Official complaints addressed only to Mahmoud II were rejected without consideration. Alemdar could not leave the destiny of his revolution to the whims of a Padishah he did not trust, so he started scheming.

Meanwhile, the Janissary unrest was growing. Alemdar was called to active military service by Mahamoud II once more, to crush the Janissary Hearth once and for all. Promised the support of the Bostanji, Mahmoud's personal guardians, Alemdar rode to meet the Janissary amidst the streets of Istanbul, leading his Sekbans.

The Battle of Istanbul

Mahmoud the Second feared for his son, and he wanted to ensure that his rule was absolute. Alemdar was his friend, but also a threat; the Janissary Hearth was the foundation of the empire he inherited, but also a threat. Destiny offered a way to take down two birds with one stone.

On a fated day of March, Alemdar met the Janissary in open battle with his Sekbans. Alemdar's plan was to push the Janissary down narrow streets with his Sekbans, who were experts in fighting in tight formations, trapping the Janissary in the Square of the Obelisk. There, the Bostanji guard was going to be the anvil to Sekban's hammer. Cannons roared, muskets were fired, bayonets and sabers were drawn; blood, gunpowder and guts covered the streets of Istanbul. Alemdar's plan was working well–except the anvil never showed. As the Janissary was being pushed back to Obelisk square, they had but a few drywalls to stop their escape and re-positioning. Fleeing Janissaries were regrouping behind Sekbans, hitting them from all directions. The Sekban-ı Cedit were betrayed and doomed.

Seeing the dire situation, Alemdar released a final order to his Sekbans: disperse and await further orders. He personally rode out to the battlefield, to get as much attention to him as possible, then retreated to his own manor, with the Janissary hot on his trail with cries of vengeance.

His manor was his final ace up his sleeve. Emptied out, and filled with hidden barrels of gunpowder, Alemdar weaponized his own home far before the battle.

Alemdar sat down at the edge of his balcony, taking in the view of a burning Istanbul; he then cast a ward, with little hope that it would save him from the explosion. The Janissary broke in, and the footsteps got closer. The Master of Arms of the Janissary Hearth, Yakub Agha, was the first to enter the balcony. Yakub lowered his musket and let out a cry:

"End the game Alemdar. We won."

Alemdar aimed his pistol at one of the barrels of explosives.

"No Yakub, he won."

The gunshot pierced the silence. Then the roar of the explosion shook the earth. The Janissary perished, and Alemdar's broken body collapsed with his manor. This would have been the end of Alemdar, the Soldier. Yet fate had other plans.

The Ghost of March

The manor collapsed with the force of the explosion, and this collapse unveiled ancient tunnels used by the denizens of the Undercity. Alemdar's semi-conscious husk of a body was plastered to one of these tunnels. Several grifters from the Undercity grabbed Alemdar, perhaps recognizing his imperial clothes.

Alemdar was nursed back to health, yet his burn wounds were so severe his body had to be covered with bandages embroidered with magical and medical cures. He rose with a new name and a new purpose: he was now The Ghost of March.

The Ghost did not waste any time shaping the Undercity. His leadership abilities and political prowess quickly helped him seize control of the civilized sections of the Undercity, with the promises of equality of the Undercity with the "World Atop."

He organized a militia out of the denizens of the catacombs and the survivors of his old regiment, modeled after his very own Sekban-ı Cedit. This militia was drilled to perfection as the Ghost of March secured smuggling routes from atop to fuel his growing might.

Soon, The Ghost of March was ready to strike above, to exact vengeance, to topple the palace, and to reclaim the revolution taken from him by betrayal. However, with the death of his old friend and betrayer Mahmoud the Second, Alemdar questions his personal quest for revenge, and may return to his idealistic ways.



The Ghost of March

Medium humanoid (human), lawful neutral

Armor Class 18 (Bandages of Alazir)
Hit Points 180 (19d10 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
15(+2)	20(+5)	18(+4)	19(+4)	15(+2)	17(+3)

Saving Throws Dex +9, Int +8, Wis +6
Skills Arcana +8, Acrobatics +9, Perception +10, Persuasion +11, Intimidation +7
Senses Passive Perception 20, Blindsight 20 ft.
Languages Turkish, French, Latin, Greek, Persian
Challenge 13 (10.000 XP)

Bandages of Alazir: While he wears these bandages, his Armor Class 13 + Dexterity modifier. He will regenerate 1d6 Hit Points each turn while he is wearing the Bandages of Alazir.

Kerberus: This is a +1 whip. Its extended reach is 10 ft, instead of 5 ft. The Ghost March can use this weapon and still gain the benefit from Sneak Attack. This weapon also has a life stealing ability, included in the actions.

Uncanny Dodge: If an attacker hits The Ghost of March with an attack, if he can see the attacker, he can use his reaction to halve the damage against him.

Sneak Attack: Once per turn, The Ghost of March deals 6d6 extra damage. The Ghost of March must have advantage against the creature or there must be enemies of that creature within 5 ft of it to be able to benefit from this ability.

Cunning Action: The Ghost of March can take bonus actions on each of his turns. This action can be used only to take the Dash, Disengage or Hide action.

Evasion: When Ghost of March is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Reliable Talent: Whenever The Ghost of March makes an ability check with a skill in which he has proficiency, he can treat any d20 roll of 9 or lower as a 10.

Blindsense: The Ghost of March can sense his surroundings. If he is able to hear, he knows any creature's location within 20 ft.

Spell Reader: He can cast *counterspell* three times a day. He regains expended uses when he performs a long rest.

Spellcasting. Ghost of March has the following spells prepared. His intelligence is his spellcasting modifier. His spellcasting DC is 16.
Cantrips: *guidance, mage hand*
1st level (4 slots): *absorb elements, command, shield*
2nd level (3 slots): *hold person, misty step*

Actions

Multiattack: The Ghost of March makes two attacks with Kerberus. He can forgo the damage of one attack to make a disarm attack, a move by attack or a restraining attack.

Kerberus: *Melee Weapon Attack:* +10 to hit, range 5 ft. (reach 10 ft.), one target. Hit: 9 (1d8+4) slashing damage. *Life Steal*: He regains half the damage dealt (Sneak Attack included) (once per round). If he chooses to forgo dealing damage, he can choose one of the following:

- Disarm Attack: When The Ghost of March hits a creature with an attack, he can force the creature to make a Strength saving throw (DC 16). On a failed save, the target's weapon falls 20 ft. away.
- Move By Attack: When The Ghost of March hits a creature that is Medium or smaller, he can use his whip to grapple it (escape DC 16). While grappled, he can move the creature against its will up to 20 ft, horizontally or towards himself.
- Restraining Attack: When The Ghost of March hits a creature that is Medium or smaller, he can use its whip to grapple it (escape DC 16). While grappled, he can choose to restrain the target. He can't make any attacks with Kerberus when a target is under this effect.

Legendary Actions

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

Attack. He makes one melee attack.
Intercept. If one of his allies in 5 ft. is targeted by a melee attack (5ft.) he can impose disadvantage on that attack as a reaction.

Alemdar Mustafa Pasha

Medium humanoid, lawful neutral

Armor Class: 19 (Aura of the Grand Vizier)
Hit Points: 178 (21d10 + 63)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
20(+5)	13(+1)	17(+3)	19(+4)	15(+2)	21(+5)

Saving Throws Wis +11, Cha +15
Skills Arcana +8, Acrobatics +5, Perception +6, Persuasion +9, Intimidation +9
Senses Passive Perception 16, Blindsight 20 ft.
Languages Turkish, French, Latin, Greek, Persian
Challenge 13 (10.000 XP)

The Judge This magical blade is a +2 long sword. It deals psychic damage instead of normal damage.

Aura of the Grand Vizier: When Alemdar Pasha removes his bandages, his burning rage and oath give him protection from harm. His Armor Class is 18 + Dexterity modifier. This aura only lasts for 24 hours after the bandages are taken off.

Aura of Vengeance: This aura is 10 ft. Any hostile creature who ends its turn there takes 5 radiant damage.

Arcane Sense: As an action, he can sense any fiend, undead, djinn, and celestial within 60 ft until the end of his next turn. He can't use this ability again until he finishes a short or long rest.

Humble Servant's Rage: All of his attacks within 5 ft. with a melee martial weapon deal extra 2d8 radiant damage.

Aura of Protection: Whenever Alemdar Pasha or a friendly creature within 10 feet of Alemdar Pasha must make a saving throw, the creature gains a bonus of +5 to all saving throws. He must be conscious to grant this bonus.

Blindsense: Alemdar Pasha can sense his surroundings. If he is able to hear, he knows any creature's location within 20 ft.

Divine Smite: When Alemdar Pasha hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a djinn, undead or a fiend, to a maximum of 6d8.

Lay on Hands: As an action he can touch and heal creatures with a pool of 65. He can spend 5 to end a disease or a poison. This feature has no effect on undead or constructs.

Spell Reader: He can cast counterspell three times a day. He regains expended uses when he performs a long rest.

Spellcaster: He is a 13th-level spellcaster (DC 17, +9 to hit with spell attacks) and has the following paladin spells prepared. His spellcasting ability is Charisma.

1st level (4 slots): bless, command, cure wounds, shield of faith
2nd level (3 slots): aid, branding smite, misty step
3rd level (3 slots): dispel magic, revivify (He carries two crystals that could count as material components for this spell)
4th level (1 slot): banishment, locate creature

Actions

Multiattack: He makes two attacks with the Judge.

The Judge: *Melee Weapon Attack:* +12 to hit, range 5 ft., one target. Hit: 12 (2d6+7) psychic damage.

Legendary Actions

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

Attack: He makes an attack.
Furious March: He can teleport up to 30 ft. Any creature within 5 ft. of the target point takes 1d6 thunder damage.

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The Seeing Eye, Haseki Sultan Bergüzar Hatun

A whisper is sometimes louder than a thunderstorm. Between the lips of the Haseki Sultan rest the storms that sway an empire. Born to a humble family, only to lose it in her youth, Bergüzar is brimming with arcane power. It did not take long for the powers that be to notice her talents and bring her to the Harem, to be trained alongside her peers for the good of the empire. There, she ascended to the position of Queen, to be wed to the Padishah Mejid, with whom she shared an undying love. With her talents at divining the future, she is both a wise counsel to his imperial majesty, and a weapon to cut down any opposition. Lately, however, her visions are grim and full of terrors that she cannot speak aloud. Both death and life are closing in on the Haseki Sultan, and soon, she has to make a choice.

Her Role in the Campaign

Bergüzar is seldom seen but always felt throughout the campaign. Her visions showed her a bleak future that she wants to avoid, at all costs: an heir born with immense arcane power, raised under Mejid to continue his legacy, with even less regard for the consequences of spell rebounding to the common folk than his father. The world is in total ruin from global warfare, and two utterly destructive words uttered by her son, the crown prince: "I. Wish." Yet this is not the only future she sees. In the only alternate timeline she divines, she sees her demise, at the hands of the characters...

Bergüzar looks for a way out of her impossible dilemma and finds it at the hands of the future murderers she saw. She contacts the characters with dreams of her story, so that they understand her pains and choose not to strike the killing blow, and perhaps even help her out. It is up to the characters to interpret the cryptic dreams Bergüzar sends their way, to piece together her story.

Depending on their choices, the characters may decide on severing the pact binding Bergüzar to the Harem Coven and the Imperial Family, or eliminate her altogether to ensure that her apocalyptic vision does not come into being.

Roleplaying as the Haseki Sultan

A shining example of serenity and calmness, Haseki Sultan Bergüzar speaks softly, measuring every sentence that comes from her twice. She does not hesitate using telepathy to communicate different ideas from what she expresses vocally.

Bergüzar is also a master manipulator: she lies and blackmails to get what she wants.

The characters do not see Bergüzar frequently, but her presence will be felt throughout the story. In addition to the dreams that will eventually be tied to her, she awards them lavishly for their service to Mejid to get on their good side, and will occasionally contact the characters when they are in the palace premises, offering advice.

If the characters clearly allies with Mejid and helps the padishah with his endgame, even after the warnings in the dreams she sends, Bergüzar will take a clear stance against them. If given the chance, she will lure the characters into a secluded area inside the palace and attempt to finish them off. Furthermore, if the characters are out for Bergüzar's blood as allies of The Ghost, she will join her husband and padishah Abd-ul Mejid in a defiant last stand.



Haseki Sultan Berguzar Hatun

Medium humanoid, neutral

Armor Class: 16 (Shroud of Kosem)
Hit Points: 144 (17d8+68)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
8(-1)	13(+1)	18(+4)	19(+4)	20(+5)	24(+7)

Saving Throws Con +9, Cha +12, Wis +10
Skills Arcana +9, Religion +9, Perception +10, Persuasion +12, Intimidation +12, Deception +12
Damage Resistances Force
Damage Immunities Psychic
Senses True Sight 60 ft., Passive Perception 20
Languages: Turkish, Arabic, Persian, Greek, Latin, French, German
Challenge 13 or 14 when encountered in a lair.

The Achilles Heel: If Mira is brought close to Bergüzar, she won't be able cast spells higher than 5th-level, and her divination powers will not work.

The Seer: Haseki Sultan Bergüzar Hatun can predict the future with her innate foresight abilities. Once per day, she can try to predict the near future. She makes a Charisma saving throw against a DC of 17; if she fails, she takes 6d6 psychic damage (cannot be prevented in any way). If she succeeds, she is able to foresee a period of 1 minute in the next 24 hours. She has advantage on attack rolls, ability checks and saving throws during that 1 minute.

Aura of Foresight: Her divining abilities are incredibly profound. A divination spell that targets her automatically fails. If there's another creature with The Seer ability within 120 ft. of her, she can't cast any divination spells.

Visions Unchained: She rolls three d20s at every dawn. She can replace any attack roll, ability check or saving throw that she can see with the rolled dice. She can do this as a reaction. Unused d20s are not saved, and a new set of d20s will be rolled at dawn.

The Shroud of Kosem: The Shroud of Kosem Sultan is her permanent cloth. It only obeys the true ruler of the Harem. While wearing it, Bergüzar's Armor Class is 15 + Dexterity modifier. She is immune to psychic damage and has resistance to force damage.

Mist of the Diviner: She can use her action to create a magical mist. It works as if concentrating on a spell. It expands from a point she chooses within 10 ft. of her and fills a 60 foot diameter area. Every creature that starts its turn there or when it enters the mist for the first time, must make a Wisdom saving throw against her spell save DC (20). On a failed save, the spells that target one creature may have different effects on a roll of d6 (as shown in the table below). If the spell reflects, the original target is not affected by the spell; the DM chooses a random creature within the mist to choose as the new target. It lasts for 1 minute. She can use this ability 3 times a day.

1-2	A random creature is affected.
3-4	The spell fails.
5-6	Spell succeeds.

Legendary Resistance (2): She can choose to succeed on a saving throw that she fails.

Spellcasting: She is a 15th-level spellcaster (+12 to hit for spell attacks and a spell save DC of 20) and have the following spells prepared:

Cantrips: *message, mending, minor illusion, thaumaturgy*
1st level (4 slots): *detect magic, identify, shield, charm person, command, sleep, unseen servant*
2nd level (3 slots): *aid, augury, darkness, detect thoughts, hold person, mirror image*
3rd level (3 slots): *clairvoyance, counterspell, dispel magic, fireball*
4th level (3 slots): *banishment, arcane eye, death ward*
5th level (2 slots): *dominate person, geas, scrying, telepathic bond, legend lore, cone of cold*
6th level (1 slot): *disintegrate, mass suggestion, forbiddance*
7th level (1 slot): *teleport, prismatic spray, Karya's mind wipe*
8th level (1 slot): *power word stun*

Actions

Spellcast: She can use Divine Glance then can cast a spell. Also, she can use Mist of the Diviner, then use Divine Glance. The Divine Glance is not affected by the mist.

Divine Glance: She can target a creature within 30 ft. of her that she can see. The target must make a Wisdom saving throw or take 2d8 + 7 psychic damage, or half as much on a successful one.
Crimean Dagger: +7 to hit (20/60 range, can be thrown). 1d4+2 piercing damage. This weapon is

counted as magical for the purpose of overcoming resistance to piercing, slashing, and bludgeoning damage.

Legendary Actions

Spellcasting: She casts a spell from her prepared spell list if she has the appropriate spell slot for the desired spell.

Divine Glance: She uses her Divine Glance.
Time Manipulation (3 uses). Bergüzar manipulates time, appearing blurry, and randomly in many conjoining places. When she does so, all attacks have disadvantage against her until the end of her next turn.

BERGÜZAR'S LAIR

The heart of the Harem! Where all sorceresses and magicians dwelled since the rule of Suleiman the Magnificent and Haseki Sultan Hurrem Hatun left a deep magical impact on the walls. Now the magic resides in the foundation of the Harem and answers only to Bergüzar, the leader of the Harem.

Lair Actions

On initiative count 20 (losing initiative ties), Bergüzar can take a lair action to cause one of the following magical effects; Bergüzar can't use the same effect two rounds in a row:

- Bergüzar rolls a d6 and regains a spell slot of that level or lower. If she has no spent spell slots of that level or lower, nothing happens.
- Bergüzar targets one creature she can see within 30 feet of her. A crackling cord of divine energy tethers Bergüzar to the target. Whenever Bergüzar takes damage, the target must make a DC 15 Constitution saving throw. On a failed save, Bergüzar takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Bergüzar or the target is no longer in Bergüzar's lair.
- Bergüzar calls forth the memories of creatures that died in her lair. These apparitions materialize as voices and screams and attack one creature that Bergüzar can see within 60 feet of her. The target must succeed on a DC 15 Constitution saving throw, taking 18 (6d6) psychic damage on a failed save, or half as much damage on a success. The apparitions then disappear.





His Imperial Majesty, Padishah Abd-ul Mejid Khan the First of His Name of the Eternal State

Empires have a tendency to crumble, and sometimes, through no fault of their own, Emperors get buried under the rubble.

Mejid was born to be the emperor of a crumbling empire. From an early age, he saw the sick realm that was going to be passed along to him. Foreign empires waged war with weapons that the Imperial army seldom matched, many nations within rebelled for independence, governors rose with cries to overthrow the imperial dynasty, and the corrupt cadre of bureaucrats and generals simply did not care. Seeing all this as a child shaped the man Mejid became.

With the weight of a thousand year old empire, Mejid was to rise as Padishah at a very early age. Pressure does create diamonds, and diamonds can cut deep.

Synopsis of His Missions

Mejid is a young, ambitious, charismatic, but inexperienced Padishah who has just ascended to the Imperial Throne. With enemies on all sides, Mejid carefully chooses whom he can trust within the walls of the Sublime Porte. After determining who are the trustworthy advisors amidst a sea of sycophants, he settles on an inner circle which includes the character's first handler, Osman Hamdi Bey.

After the recommendation of Osman Hamdi Bey, the characters were approached by the palace to be commissioned as "independent commissioners," or in blunt terms, diplomatically expendable mercenaries. After a brief introduction to the young padishah in a secret meeting, the characters are sent to uncover the schemes of Mejid's father's nemesis and rebellious vassal, the Kavalan Pasha. The pay is bold, and the tasks are bolder.

If the characters prove to be dependable, Mejid personally reaches out to them and offers exceedingly critical missions for his reign. Once Mejid trusts the characters fully, he unveils his plan of using deft diplomatic maneuvers to bring his empire from the brink of annihilation. To that end, he believes that he needs to even the playing field with major European powers by using the exceedingly powerful divination spells of his Haseki Sultan Bergüzar, his queen.

To prepare for his endgame, Mejid will ask the characters to recover the sister of Haseki Sultan Bergüzar, who is also Mejid's secret weapon. Bergüzar's sister Mira is as powerful a diviner as Bergüzar herself, and the siblings' power interferes with one another, jamming their most powerful divining spells.

The location of Mira is hidden within both the spellblocked mind and the heavily encrypted journal of Osman Hamdi Bey. Depending on his mental state (character progression), Mejid either murders the Royal Polymath in cold blood or allows the characters to devise a plan to recover the journal. Once the information regarding Mira gets out, the characters are sent to recover the young sorcerer.

If the characters deliver Mira to Mejid, Mejid kills off the girl without hesitation, preferably away from Bergüzar (to no avail, as she is a powerful diviner). With Mira dead, Bergüzar's powers are free from obstruction, and Mejid plots his last move: The Congress of Istanbul, where monarchs and dignitaries of all European Nations will gather. Here, Mejid will be granted the power of Foresight by the magic of his Queen, and will enter the ballroom as an all-seeing, all-hearing beast of diplomacy, no matter the cost. While the Padishah's plan comes into fruition, the characters are sent to upend the two thorns in his side: The Janissary Remnants and the Sekbans of The Ghost.

If successful, the Padishah of the Sublime Porte will pull his Empire from the ditch of history, and lead it into a new era of domination through diplomatic influence. Starting from the near periphery of his Empire, Mejid's power is felt in the veins of all societies.

Roleplaying as Mejid

Mejid is devilishly smart, handsome, and considerably powerful. However, his gifts are being sullied by the weight of the crumbling empire he bears upon his shoulders. As a child prodigy spending years plotting a way for his empire to evade its impending doom, he grew distrusting, considering anyone as sycophants unless proven otherwise, and he is filled with a well-hidden (at least initially) hubris.

To earn the true respect of his imperial majesty, the characters must prove their mental merit, and must have the audacity to object to him, albeit respectfully.

Finally, he speaks in imperious and long-winded sentences. Carefully crafted phrases and puzzling anecdotes are common ways for him to figure out the intelligence of his conversation partner. A character with a high enough Intelligence or Wisdom will see through this charade.

Combat Tactics

Being one of the most important statesmen of the era, Mejid is not one to join the fray until it is absolutely necessary. If the characters make an enemy out of the Mejid, and therefore the Palace, Mejid simply leaves the mission of defeating the characters in the capable hands of the state's secret service and gendarmerie by naming them enemies of the state. These gentlemen in black, then, use their criminal contacts and the legitimate use of violence granted to them by the state to investigate, question, and blackmail their way to confronting the characters in open combat. Unrelenting and numerous, the only way for the characters to stop the hunt is to either make peace with the palace, or change the rules of the game with potential allies.

Character Progression

Mejid starts off the game as the so-called nameless servant of the state and the people. He acts humble and approachable, makes public appearances to show sympathy to the people of Istanbul, no matter their backgrounds.

As time moves on, more and more plans of Mejid will bear fruit. In the game, we see these "offscreen" as Mejid's deft diplomacy manages to play European powers against one another, changing the fate of the empire, decisively. Securing alliances against the rebellious Egypt province and its governor Kavalan Pasha, convincing Britain and France to enter a losing war instead of the Ottomans, and more are the hallmarks of the Mejidian diplomacy.

With his successes, Mejid's hubris and ambitions grow. Mejid starts reaching out to greater feats, powered by the unleashed magic of the harem sorcerers. The rebounding effect stops bothering him completely, and the people of Istanbul will be left to fend off the earthquakes, great fires and pestilence.

Left uncontested in his ways, Mejid will become a ruthless sociopath, leaving none standing in his way alive, no matter their innocence. The breaking point comes as he murders Osman Hamdi Bey, his teacher and Royal Polymath, to yank out the information of Mira's wherabouts from his corpse.



Padishah Abd-ul Mejid Khan

Medium humanoid, neutral

Armor Class: 18 (Coat of Hudavendigar)
Hit Points: 207 (18d12 + 90)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
20(+5)	13(+1)	20(+5)	18(+4)	17(+3)	20(+5)

Saving Throws Cha +10, Wis +8, Str +11
Skills Athletics +10, Acrobatics +7, Arcana +9, Investigation +9, History +9, Perception +8, Persuasion +10, Intimidation +10, Deception +10.
Damage Resistances Bludgeoning, slashing and piercing from non magical attacks, psychic, poison, fire
Senses Passive Perception 18
Languages Turkish, French, Greek, Latin, Arabic
Challenge 13 (10.000 XP)

Coat of Hudavendigar: Once worn by the great Ottoman Sultan Murad the Hudavendigar (which means the ruler, the sovereign, the master), this coat chooses the sultan of the Ottoman Empire as its true owner. While wearing this heavy plate armor, Abd-ul Mejid has an Armor Class of 18 and has resistance to damage from non-magical slashing, piercing and bludgeoning attacks,poison and fire.

The Caliph: He cannot be frightened, charmed or put to sleep in any way. He has advantage on Wisdom saving throws.

Sultan's Mind and Body: If he fails a saving throw, he can repeat the saving throw and must use the second roll. He can use this ability 5 times/day.

Will of Selim the Grim: While he is below half of his hit point maximum, he regains 1d12 + 5 hit points at the start of his turns. When he takes necrotic damage or he drops to 0 hit point this feature doesn't work next turn.

Blood of the Conqueror: He can choose to gain advantage on all attack rolls until the end of his next turn. He deals the maximum amount of damage on all attacks during that turn. This ability can't be used again until he finishes a long rest.

Caesar of Rum: His melee attacks with a martial weapon deals bonus radiant damage equal to his Charisma modifier (It is included in his Multiattack). This damage cannot be reduced in any means. As Caesar of Rum, he can help his allies or harm his foes. He can choose four allies within 30 ft. of him. He can give them 5 temporary hit points for 1 minute. He can choose four enemies and if these enemies end their turn 30 ft close to the Sultan, they must succeed a Wisdom saving throw (DC 18) or take 5 points of radiant damage. This effect lasts one minute.

Lay on Hands: As an action he can touch and heal creatures with a pool of 75. He can spend 5 to end a disease or a poison. This feature has no effect on undead or constructs.

Divine Smite: When Abd-ul Mejid hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a djinn, undead or a fiend, to a maximum of 6d8.

Sword of the Khan: This magical longsword has +2 to attack and damage rolls. While attuned to it, the user can use any of branding smite, command, shield, and thunderwave spells for a total of three times every day.

Spellcasting: He is a 15th level spellcaster with Charisma as his spellcasting ability. He has +10 to hit with spell attacks and has a spell save DC of 18. He has the following paladin spells prepared:

1st-level (4 slots): *bless, shield of faith, cure wounds, protection from evil and good*
2nd-level (3 slots): *aid, zone of truth, branding smite*
3rd-level (3 slots): *dispel magic, magic circle, remove curse*
4th-level (2 slots): *death ward*

Actions

Multiattack: He attacks three times with his Sword of the Khan.

Sword of the Khan: Melee Weapon Attack: +13 to hit, reach 5 ft., one target. 1d8+6 slashing damage and 5 radiant damage (Caesar of Rum ability).

Legendary Actions

Attack: He makes one melee attack.
Detect: He makes a Perception check.
Spellcasting: He casts a spell from his prepared spell list if he has the appropriate spell slot for the desired spell.

The Royal Polymath, Osman Hamdi Bey

A true intellectual, archeologist extraordinaire, and a visionary artist. None would be surprised that Osman Hamdi is also a keeper of arcane secrets. Commissioned by the Imperial court on orders of the Padishah, the royal polymath not only oversees many archeological dig sites throughout the history-rich lands of Near East, he is also seeking out potent magic and its sources, to archive or permanently discard.

His Role in the Story

The hook of the campaign is that each character starts off as a part of Osman Bey's Trojan excavation. The characters could be archeologists, muscle, or even just onlookers who captured the attention of the Royal Polymath. The story starts off with Osman Bey's decision to rapidly return to Istanbul with the characters coming with him, leaving the dig site, without much information on why.

The characters who got close with the Royal Polymath through the excavation accompany him in the steamboat to the Imperial Capital. There, they encounter the first taste of danger–Alemdar's Sekbans want to figure out Mira's whereabouts, and to do so, they will attempt to steal the Royal Polymath's journal. Even as the characters manage to thwart the assassination attempt, they will inevitably fail to protect the journal–kicking off the main story. What's worse is that the Royal Polymath's memory of the most recent content of his journal is wiped from his memory.

After the incident at the steamboat, Osman Hamdi Bey takes the characters to his atelier, providing them with a place to stay and becoming the their go-to mentor for surviving in the City of Crescent. He acts as the introduction to two major factions, the first being the palace and his Imperial Majesty the Padishah Mejid, and the second being the Janissary Remnants and Ahra - whom he contacts to help the characters to track down his journal.

From here on out, the Royal Polymath acts as the anchor point for the characters, providing knowledge and advice, helping them to identify items, people, and locations. He has close associates in all factions, and he is respected by most in the city. One notable rival of his is Giannis the Cut, who smuggles historical artifacts out of the empire–a cardinal sin in Osman Hamdi Bey's point of view.



The Royal Polymath's final touch on the main story will be revealing the location of Mira, Bergüzar's sister and a diviner supreme. It was Mira who managed to block the memories of Osman Hamdi Bey when he figured out where she was hiding. However, being a man with strong common sense, the Royal Polymath already had the location noted down in his heavily encrypted journal. Thus, Mira's location, information that holds the potential to change the balance of power, is locked in Osman Hamdi Bey's mind. Once they find out that death dispels the effect of the mind block spell cast on the Royal Polymath, either Mejid or Alemdar, depending on where they are in their character progression and the characters alignment, will opt to kill off their old friend and mentor to get to Mira before the other one does.

Roleplaying as the Royal Polymath

Osman Bey is a man who speaks softly but carries a hypothetical, and magical, big stick. A man of intellect and aesthetics, he prefers to keep his speeches long and exquisite, often referring to myths and stories of old, and borrowing from languages both archaic and modern.

He is usually in his studio, working on yet another piece of art, alongside his talking tortoise, Eshref. He can also be found throughout all corners of the city, whether in a coffee parlor in the squalid corners, talking to a close relative of a possession victim, or in the palace, attending a closed doors meeting with the inner circle of advisors to the Mejid.

He is quite compassionate towards the characters, and forgiving against minor misdeeds. However, his red line is the historical artifact trade, which he solemnly is against. If the characters prove to be his adversary, he will attempt to restrain them using his spells; however, he will not strike any killing blows.

Eshref the Tortoise

Eshref, the Royal Polymath's companion, is a magical tortoise who can speak but does so mostly to the annoyance of Osman Hamdi Bey. He is a bona fide pessimist who enjoys striking at the authority of Osman Hamdi Bey, mostly for his own enjoyment. The tortoise is exceedingly intelligent, rational, and has no issues with flaunting this gift of his.

The duo's conversations are quite entertaining as an onlooker, but one understands the chaotic nature of their relationship within seconds of hearing them talk.

Despite everything, they are bound to one another by a very strong bond of camaraderie.

Character Progression

At the onset of the game, the Royal Polymath is loyal to the imperial family and the ruling Padishah, Mejid, and will refrain from acting directly against Mejid's interests. This is not to say that he is not involved with any other faction. On the contrary, he is actively interested in other factions, acting as an éminance grise.

However, as Mejid turns away from the nameless servant of the state he claims to be, the Royal Polymath will be challenged to accept or condone the actions of the man whom he dedicates his loyalty to.

If the party encourages Osman Bey to reconsider his loyalties, he will shift his understanding towards the larger picture, saying that he does not serve a king, but a throne–which embodies the people and the ideals of the country.

Osman Hamdi Bey

Medium humanoid, lawful neutral

Armor Class: 13 (Robe of Farabi)
Hit Points: 63 (14d10 - 14)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
7(-2)	11(0)	9(-1)	20(+5)	20(+5)	16(+3)

Saving Throws Wis +10, Int +10
Skills: **Arcana** +10, Religion +10, Nature +10, Medicine +10, Perception +10, Survival +10, Investigation +10
Senses Passive Perception 20
Languages Turkish, Kurdish, Armenian, Arabic, Greek, Latin, Persian, Ancient Egyptian, Sanskrit, Mandarin Chinese, Tibetan, Sumerian
Challenge 8

Robe of Farabi: This magical robe gives the following benefits while a wizard is attuned to it:

- The user's Armor Class is 13 + Dexterity modifier.
- The user can cast one of these spells without expanding a spell slot: augury, locate object, divination. This ability can't be used again until the next dawn.
- The user can add Intelligence modifier to Initiative rolls.

The Loremaster: He has the following benefits:

- He has advantage on Arcana, History and Religion checks.
- Whenever he fails an ability checks that uses Intelligence he can reroll the d20 but must use the second roll. This ability can't be used again until he finishes a long rest.

Magic Resistance: He has advantage on saving throws against spells and magical effects.

Ritual Master: He can cast ritual spells in half the given time.

The Royal Polymath: He has the following benefits:

- He can cast *exorcise djinni* without expanding a spell slot. He can't do so again until he finishes a long rest.
- He can cast *purifying breath* as a bonus action.

Linguist Expert: He has the following benefits:

- He can cast compregend languages at will.
- He can cast tongues without expanding a spell slot. He can't do so again until he finishes a long rest.

Spellcasting: He is a 10th-level spellcaster. He has +10 to hit to spell attacks and his spell save DC is 18. Has the following wizard spells prepared:

Cantrips: *mage hand, message, minor illusion, prestidigitation, light, purifying breath*

1st-level (4 slots): *detect magic, identify, find familiar, shield, mage armor, magic missile*

2nd-level (3 slots): *augury, darkness, darkvision, see invisibility, knock, web, suggestion*

3rd-level (3 slots): *blink, clairvoyance, counterspell, dispel magic, fireball, sending, slow*

4th-level (3 slots): *arcane eye, blight, dimension* **door, fabricate**

5th-level (1 slot): *telekinesis*

6th-level (1 slot): *chain lightning*

Actions

Quarterstaff: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. 1d6-2 bludgeoning damage.





Ahra, The Wolf at the Door

An orphan dons the title of the "The Wolf At the Door," rekindling a spirit the lands of Anatolia lost a century ago. A symbol of hope and vengeance for the people of Istanbul, Ahra, The Wolf at the Door, leads the Janissary Remnants with wit and tenacity.

"The Happenstance of the Greatest Good" and the Grand Plan

The Janissary, the half a millenia-old heart of the Imperial Army, was disbanded, forcefully, in the event titled by the palace and their corrupt retinue as "The Happenstance of the Greatest Good." Shot, cut, and cannonned in the streets of Istanbul by the soldiers of the modernist Alemdar–the unhinged dogs of the palace, with no regard for tradition, honor or even the wishes of the people–janissary soldiers were taken from their rightful place as the Guardians of the Empire.

Perhaps worst of all, the Janissary's overflowing will and capacity to resist was taken from them, in a cataclysmic explosion at Alemdar's manor, when the leader of the so called "New Guard '' chose the coward's way out. There, the leadership of the Janissary, and the family of Ahra, perished ingloriously.

That day Ahra promised to the ashes of her fallen father that she would see the Janissary's honor restored, and those who wronged them would be hanged for their crimes. She came up with a grand plan.

The Janissary were truly the guardians of the empire, with extensive knowledge of the crime lords, as the de facto police force of the time. If the tables were to be turned, and the Janissary were to lend an unseen hand to the crime lords, the chaos would be unbearable for the Palace. And those who actually managed to keep the peace at their time would be given a way to reinstate themselves.

Synopsis of Her Missions

Ahra starts off the game as the leader of the streets, keeping the people safe from arcane horrors, playing crime lords against each other, and trying to ensure that the Janissary Remnants do not fall apart.

The characters approach The Wolf in the beginning of the story, introduced by Osman Hamdi Bey in order to trace the location of his journal. Ahra then asks the characters to help out the Janissary Remnants, by running errands for the crime lords, allowing them to wreak havoc. After proving that they are capable, Ahra then sends them to investigate the Ruins of Saint Benoit, to face off against a threat sleeping for almost 500 years, Vlad the Impaler.

As a reward for their service, The Wolf at the Door provides the characters with gifts and with the location of Osman Hamdi Bey's Journal, which now resides with Alemdar in the Undercity.

Further along the main quest, Ahra will ask the characters to mediate the talks between Janissary Remnants and the Alemdar's Sekban-ı Cedit. If convinced that Alemdar is trustworthy and capable enough to overthrow Mejid, Ahra and the Janissaries will side with Alemdar to reinstate a new padishah of their choosing from Mejid's siblings. If the talks are inconclusive or hostile, Ahra will continue her mission of planned chaos against the Palace.

Whether Ahra agrees to support The Ghost of March or Mejid, once she feels that those holding political power can be convinced, she will gather all the crime lords at one location, and eliminate all of them - with potential exceptions of Giannis the Cut or Hano the Widow, as a gesture of goodwill towards the city.

Roleplaying as Ahra

Ahra has a temper and the martial prowess to back up that temper from years of training in the Janissary Hearth. Although quick witted, she can be taunted into open combat, which she doesn't hesitate to jump into.

Her sentences are quick and straight to the point, with a distinct viciousness. She prefers to sprinkle in phrases to her sentences from Arabic and Persian, as expected from someone who draws her inspirations from the traditions of the Ottoman cultures.

She can be found training with the newcomers to the Janissary Hearth, or planning with her Aghas in her hidden headquarters overground.

At the onset, she deeply distrusts members of any race other than human, and has objections against the usage of magic. Once the city starts decaying due to potent spells cast in the palace, she can also be found helping the victims of the spell rebound.

Combat Tactics

If the characters prove to be an adversary for Ahra, she will personally chase after them with the help of her Aghas. Janissaries are formidable, and tenacious, but they are more of a blunt weapon compared to the finesse of the Sekbans and the Palace Guards.

They will attempt to track down the characters using intimidation and the occasional beatings. Once they get the characters in their sights, they will attempt to ambush any character and will fight until knocked unconscious or killed. If they manage to take the characters out, Ahra will want to personally be the executioner of any punishment she sees fit, including death.

It is quite difficult to hide from The Wolf at the Door, as her reach is extensive, with people respecting and fearing her everywhere.

Character Progression

Ahra stands in the eye of the storm of the grand plan of her own making. Coming from the conservative background of the Janissaries, she has deep grudges against creatures of magic, as the teaching suggests that they are unfortunate side effects of a power that no mortal should reach out to. Although her thinking comes from a dogmatic understanding of the world, her intentions are pure, as she is simply protective of the common folk of the city–who always get the wrong end of change, whether that change comes from magic or political revolution.

Throughout the game, for her plan to work, she must work with crime bosses of the city to build their trust. With time, due to necessities of her work, she begins to realize that it is not just her immediate people that are victims of the times, but everyone–from the half-elf family hiding in the Undercity, to the young revolutionary cadet in the palace. The characters can encourage this change, softening her approach to ideas and people that are alien to her.

If she is convinced to change, the breaking point comes when she is confronted with the fact that The Ghost of March is actually Alemdar, the murderer of her father and the mastermind behind the fall of the Janissaries. Provided that the characters manage to explain to Ahra that Alemdar is not to be blamed, she can also be convinced that the ways of the Janissary must change with the times. She forgives Alemdar, changes her stance against the sentient creatures of magic, and is convinced to pick a successor to Mejid, who is as modernist as Mejid, Mahamoud the Second, and Alemdar. If not, she will insist on the traditionalist candidate.

Ahra - The Wolf at the Door

Medium humanoid, neutral

Armor Class: 18 (Vest of theWolf)
Hit Points: 130
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
18(+4)	14 (+2)	16 (+3)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Wis +9, Cha +8, Con +7
Skills Acrobatics +4, Athletics +7, Perception +9, Insight +9, Persuasion +9, Intimidation +9
Senses Passive Perception 19
Languages Turkish, Arabic, Persian
Challenge 9

Vest of the Wolf: This magical vest give these benefits while attuned:

- The user's Armor Class becomes 16 + Dexterity modifier.
- The user can add Wisdom modifier to Initiative rolls.
- When the user fails a saving throw, she can reroll the d20 but must use the second roll. She can't do so again until she finishes a long rest.

Sword of the Bektashi: This magical longsword gives +2 bonus to attack and damage rolls. Also has this features:

- The wielder can cast detect magic at will.
- When a spell is cast within 20 ft. of the sword, the creature who casts the spell must make a Wisdom saving throw (DC 14), on a failed save, the creature takes 7 (2d6) psychic damage, half as much on a successful save. If the spell is a concentration spell the Constitution saving throw will be rolled with a disadvantage.
- The wielder can cast counterspell and dispel magic once a day.

A Champion under the Crescent: When she scores a critical hit, she can make another melee attack with the same weapon as a bonus action. This feature works once per turn and while Ahra uses her weapon two handed.

The Last Janissary: She can use her action to make an unarmed attack, called the Ottoman Slap. This is included in the actions but she can use it only once and can't use again until she finishes a short rest.

The Martial Mistress: She can reroll any 1 or 2s when rolling for damage and must use the second roll.

Magic Resistance: She has an advantage on saving throws against spells or other magical effects.

Last March: She regains 1d10 + 9 hit points as a bonus action. This feature can be used once a Short Rest.

Actions

Multiattack. She makes three Longsword attacks.

Sword of the Bektashi: Melee Weapon Attack: +10 to hit. 5 ft. range. Hit: 10 (1d8+6) or 12 (1d10+6) slashing damage if used by two hands.

The Ottoman Slap: Melee Weapon Attack: +8 to hit. 5 ft. range. Hit: 14 (3d6+4) bludgeoning damage. The target must succeed on a Constitution saving throw or be stunned until the end of her next turn.

Reactions

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





Giannis the Cut

Never tell him the odds. The Angelopoulos family is so ancient that the ancestors of Giannis are said to have traded wine (and blood, if the rumors are to be believed) to the Tepes Dynasty. Their vast vineyards produce some of the best wines within the Ottoman Empire. Giannis is the patriarch of his family, ruling over the Angelopoulos wealth.

This good-looking, kind, well-dressed, and well-mannered man is actually a smuggler of ancient artifacts to the European capitals, and a powerful arcanist. His powers come from a pact made with an Ancient Sage, Carya of Laconia, the Oracle of Dionysus.

It is rumored that Giannis could smuggle anything, even dragon eggs from under ancient dragons' noses. Since the wine trade is nearly ended during the reign of Murad IV, he still ships many barrels from the port and the locals are wondering what these barrels contain.

In this tough times of the Ottoman Empire, it is intriguing that he has many influential contacts abroad and they meet in certain occasions.

He is one of the most cunning and intelligent people of interest. His influence reach many different aspects of the city and he can convince even the most unlikely people with an offer they can't refuse. His allies are close to him, his rivals are closer. He often hosts his rivals, pay them a visit with gifts and keep a good relations, even with the harshest enemies.

And his nickname, the Cut, comes from the fact that he takes a cut in all dark deals made in the City of Crescent. He doesn't miss a single meal, the rumor says. He also has a scar matching the nickname.



Giannis the Cut

medium humanoid (human), chaotic neutral

Armor Class: 16 (Smuggler's Vest)
Hit Points: 91 (14d8 + 28)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	18 (+4)	15 (+2)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Dex +8, Wis +8, Cha +9
Skills Arcana +8, Religion +7, Persuasion +9, Intimidation +9, Deception +9, Insight +8, Perception +8
Senses Passive Perception 18, Darkvision 120 ft.
Challenge 9

Smuggler's Vest: This magical item gives following benefits:

- The wearer's Armor Class becomes 12 + Dex.
- The wearer makes Dexterity (Sleight of Hand) and Dexterity (Stealth) checks with advantage.

Otherworldly Patron: Giannis is a Warlock who has chosen an Ancient Sage as his patron. He gains the Pact Magic ability through the Ancient Sage patron.

The Wise Question: When Giannis asks a creature who is capable of understanding him, he can force that creature to make a Wisdom saving throw against his spell save DC (17). On a failed save, they are obliged to tell him the truth. The targets are unaware of his interference. He can use this feature 4 times. He gains expended uses when he finishes a short or long rest.

The Sage's Influence: He can mentally ask three questions to his patron. These questions should be about lore, history, magic, etc. His patron answers with a truthful sentence.

See Through the Supernatural: As an action he gains the ability to detect supernatural creatures around him with precision. Until the end of his next turn he senses any non-humanoid creature within 60 ft. of him. He also knows if there are any shapechangers around. He knows their locations, numbers, and kinds. This ability can be used twice a day and is refreshed with a long rest.

Wisdom of the Sage: He has the following abilities:

- He has advantage on Wisdom saving throws against spells and other magical effects.
- He can treat any d20 he rolls for Intelligence and Wisdom checks below 7 as a 7. He adds his bonuses accordingly.

Pact Magic: He is a 10th-level spellcaster. +9 to hit for spell attacks. Spell save DC 17. He has the following warlock spells prepared.

Cantrips: *eldritch blast (two beams), minor illusion, prestidigitation.*

2 slots (5th level): *hunter's mark, the mandate of sophists: avicenna, detect evil and good, augury, charm person, darkness, invisibility, suggestion, sending, divination, contact other plane*

Devil's Sight: He has Darkvision of 120 ft. He can see through magical darkness.

Agonizing Blast: He adds his Charisma modifier to the damage of eldritch blast rolls on a hit.

Beast Speech: He can cast speak with animals at will without expending a spell slot.

Whispers of the Grave: He can cast speak with dead at will without expending a spell slot.

Eldritch Sight: He can cast detect magic at will without expending a spell slot.

Eldritch Pistol: This magic pistol creates its own bullets and looks like a regular pistol. It gives +1 bonus to attack rolls and damage rolls. Its damage die is d8 and deals fire damage.

Bronze Kopis: This magical Greek Kopis is an ancient weapon and has +1 bonus to attack rolls and damage rolls. It also gives the ability to its user to restore a spell slot (maximum of 5th-level) while attuned to it. This feature can't be used again until a long rest is finished by the user.

Actions

Multiattack: He attacks twice with any weapon combination or casts eldritch blast

Eldritch Blast: Ranged Spell Attack: +9 to hit, (120). Hit 10 (1d10+5) force damage.

Greek Fire Pistol: Ranged Weapon Attack: +9 to hit (30/90). Hit: 8 (1d8+5) fire damage.

Bronze Kopis: Melee Weapon Attack: +9 to hit. Hit: 8 (1d8+5) slashing damage.



Hano The Widow

A monster that makes actual monsters run for their mothers, crying.

Hanzade Hatun, shortened as Hano, was once a widow of a wealthy man, left alone in this world with a son she deeply cared for. She started seeing other men after a while, to find a husband with whom she can share her life.

The tragedy came in the form of a suitor. Following her lover after sensing something was off with the way he acted around her son, she finds out a harrowing truth. The man was secretly taking her son to a bathhouse in the evenings, to be sold as a slave for intercourse for the night - while the little boy was under a mind-numbing drug. In a rage, she grabbed a small hatchet near the door she was peeking from. Hano slaughtered every man there with no remorse. Twenty-one corpses. Including her ex suitor. Once out of her anger-fueled trance, she found her son trembling in the corner of the room with closed eyes, muttering an old lullaby she used to sing to him. Hano took his hand, gave him a hug, and took him out of that God-forsaken bathhouse.

She stepped out into the middle of a crowded street bazaar where everyone got a glimpse of the bloody lady who walked through the streets with an emotionless face, holding her child. The



news of the slaughter spread like ripples through the town. In a week, everyone knew what had happened, since all the men that died were quite prominent in the underground dealings. Since then, Hano has taken over the business dealings, mostly criminal, of all she slaughtered at the bathhouse. The fear she struck among their men and the legend of her name have gained their loyalty and trust. However, the price was too steep. Hano's son never spoke a single word except occasionally singing that lullaby. Hano kept seeing the traces of what they had done to him and what he witnessed, every time she looked into his eyes.

Hano now runs protection rackets; intimidates, bruises, and kills for money; her fighters oversee "peaceful" business transactions, and so on. However, what she is most interested in is hunting down monsters and spellcasters of the city as the leader of the bounty hunters.

Despite her infamy, her biggest passion is with the widows and children around the city. She has promised herself that no woman will go through what she went through, and no children will be lost like her son. In order to keep them safe and give them a trade so the women would not be bound to the men in their lives, she trains them as bounty hunters. Her elite guard is composed of the widows she personally trained.

Her headquarters can be found inside a bathhouse chamber where no men are allowed. "I have started this journey where those men washed the filth out of their bodies but not their souls. I will continue my work among the clean."

The most important thing for her is the safety and freedom of all she holds dear. Her people. Thus, when Ahra showed up at her doorstep and asked her to join the Janissary Remnants as her top ranking lieutenant, she said "I appreciate the offer. I'm proud of your work. But here, I am free. My hunters are my people as the Janissaries are yours. Would you throw it all away to join a fight that is not your own?" Ahra understood her per-

spective, but the rejection of such a mighty ally left a tiny scar in her heart.

While she is softer among her pupils and the widows she protects, she is a force to be reckoned with among her warriors and the monsters she aims to erase from the face of the earth. She doesn't give time to negotiate with her, she strikes fast and hard. Her patience is thin and if she deems you a monster, you might as well consider yourself dead.

People are deeply afraid of her and her hunters. Her infamy ensures that no one screws her over and she always gets paid. People who know her advise one thing to those who are dealing with her: don't test her temper.

Hano The Widow

medium humanoid (human), neutral

Armor Class: 21 (Unarmored Defense)
Hit Points: 126 (12d10 + 60)
Speed: 40 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	14 (+2)	20 (+5)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Str +10, Dex +6, Con +9
Skills Athletics +10, Animal Handling +5, Survival +5, Nature +6
Damage Resistances piercing, slashing, and bludgeoning attacks from non-magical weapons. fire, poison, lightning, acid, cold
Senses: Passive Passive Perception 11, Blindsight 20 ft.

Find the Prey: She has advantage on Wisdom (Survival) checks and has a blindsight of 20 ft.

Rage: She can rage 4 times a day (She can't do so again until she finishes a long rest.) On her turn she can enter a rage as a bonus action. While raging, she gains the following benefits if she isn't wearing heavy armor:

- She has advantage on Strength checks and Strength saving throws.
- When she makes a melee weapon attack using Strength, she gains a +3 bonus to the damage roll (Included in the attacks)
- She has resistance to bludgeoning, piercing, and slashing damage (even if the attacks come from magical sources)

She can't cast spells and concentrate on them while raging.

Her rage lasts for 1 minute. It ends early if she is knocked unconscious or if her turn ends and she hasn't attacked a hostile creature since her last turn or taken damage since then. She can also end her rage on her turn as a bonus action.

The Slayer Axe: This modest-looking large axe is a +1 great axe. While wielding it, Hano's rage doesn't end when she doesn't attack a creature or take damage.

Danger Sense: She has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. To gain this benefit, she can't be blinded, deafened, or incapacitated.

Reckless Attack: When she makes her first attack on her turn, she can decide to attack recklessly. Doing so gives her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Feral Instinct: She has advantage on initiative rolls. Additionally, if she is surprised at the beginning of combat and aren't incapacitated, she can act normally on her first turn, but only if she enters rage before doing anything else on that turn.

Brutal Critical: She can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Actions

Multiattack: She attacks twice with her Slayer Axe.

The Slayer Axe: Melee Weapon Attack: +9 to hit. 1d12 + 5 slashing damage (+8 if raging).





Mosolite Nazif

Perhaps the richest shopkeeper in Grand Bazaar, Nazif, came to Istanbul as an orphan from Mosul - an eastward province of the Empire. His paranoid nature, combined with his talent for haggling, placed him at the top of the trade in the city. His father Mosul owned a big spice shop in the Bazaar but his shameful habits have lost him money and his life. Nazif put aside all the money he had and rented an abandoned little shop the Bazaar folk have long forgotten. Looking through the storage space of the shop, he came across a hidden passage. With his insight into the comings and goings of the trade, he found out about the Undercity and the trade links that connect the two sides of Istanbul - without ever being able to cast the simplest spell.

At first, he was a mere doorkeeper of the passage, handing people cologne and lokum as they passed by. As the attention to his business grew, he purchased the store that now holds the biggest smuggling route - and he became even richer taxing it. People of the Undercity now have to pay overwhelming prices to him to be able to eat.

Nazif is a cowardly man, in fear of losing his wealth and influence. As the gatekeeper to the Underworld, Nazif has many enemies. The Council of the Nine Lives is one of his main fears. As the prices of the passage grow exponentially, the anger of the Guild grows with it. He purchased the store that now holds the biggest smuggling route - and he became even richer taxing it. People of the Undercity now have to pay overwhelming prices to him, to be able to eat.

Nazif is a cowardly man, in fear of losing his wealth and influence. As the gatekeeper to the Underworld, Nazif has many enemies. The Council of the Nine Lives is one of his main fears.

Mosolite Nazif

medium humanoid (human), chaotic neutral

Armor Class: 15 (Red Redingot)
Hit Points: 45 (7d8+14)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Int +5
Skills Perception +7, Arcana +8, Acrobatics +6, Insight +4
Senses Passive Perception 17
Languages Turkish, Arabic, Persian, French
Challenge 3

Red Redingot: This magical redingot makes the wearer's Armor Class 12 + Dexterity modifier.
The Claw: This +1 short sword has a claw-shaped handle.
Sneak Attack: Once per turn, Nazif deals 3d6 extra damage. Nazif must have advantage against the creature or there must be enemies of that creature within 5 ft of it to be able to benefit from this ability.
Cunning Action: Nazif can take bonus actions on each of his turns. This action can be used only to take Dash, Disengage or Hide action.

Actions

Multiattack: He makes two attacks with The Claw.
The Claw: Melee Weapon Attack: +7 to hit. Reach 5 ft, one target. Hit: 7 (1d6 + 4) piercing damage.

Chic Manu

A definite winner in gambling, with a charming smile and women by his side, you may have seen Chic Manu in any of the city's casinos and gambling dens. With his elegant clothes and a modern sense of fashion, he is a sight to behold in 19th century Istanbul.

Long before he was ever known for his gambling and luck, Manu was one of the most prominent writers in Istanbul. His romantic poems and exciting dramas captured the attention of many during his prime. With that, came fame and wealth. His newly gained rich friends introduced him to the world of gambling. But unfortunately he didn't start as lucky as he ended up. The drinking and the endless poker tables sucked his money out of his pockets like a tornado and left him penniless, but acting still like he was well off. He was adamant to gain his luck back.

After a rather challenging poker game, he was seen talking to a mysterious man all night and the very next day he announced that he would be going on a retreat to work on his new book. That book never came... But he did. With even bigger pockets. During his little "retreat", Manu went all around Europe, expanded his fortune. When he felt that his innate luck disfavored him, he turned to arcane. This led a ban from the casinos and a trip back to Istanbul.

Returning back to Istanbul, he promised people a new book. He broadened his rich friend group to pretty much everybody who were somebody in the City of Crescent. While he has many "friends", there are also many people who are indebted to him and lots more whose fortunes he destroyed. The beneficent part of this wide set of associates is that no matter whom you want to meet, Manu can point you towards the right table.

Chic Manu

medium humanoid, chaotic neutral

Armor Class: 14
Hit Points: 52 (8d8 + 16)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
13 (+1)	18 (+4)	14 (+2)	15 (+2)	11 (0)	16 (+3)

Saving Throws Con +6, Cha +7
Skills Persuasion +7, History +6, Sleight of Hand +8, Intimidation +7
Senses Passive Perception 10
Challenge 3

Elegant Fighter: He has +2 bonus to damage rolls (included in the attacks) while wielding only a one handed weapon. If his other hand holds a shield or another weapon, this feature is useless.
Dueling Rapier: This magical rapier has +1 bonus to attack and damage rolls. When there is no other ally or enemy at 5 ft. of the target Manu has advantage on his attack rolls against that target.
Graceful Mage: Manu is a 4th-level spellcaster. His spellcasting ability is Charisma (Spell save DC, +7 to hit with spell attacks). He has the following spells prepared:
Cantrips: *mage hand (invisible), fire bolt, friends, minor illusion*
1st level (4 slots): *charm person, detect magic*
2nd level (3 slots): *darkvision, suggestion*

Actions
Multiattack: He makes two attacks with his Dueling Rapier.
Dueling Rapier: Melee Weapon Attack: +11 to hit. Reach 5 ft, one target. Hit: 11 (1d8 + 7) piercing damage.



Sheraf The Strong Fur

Sheraf is not your regular furry friend. He is one of the most vicious creatures Istanbul has ever seen. Today the City of Crescent streets are ruled by cats. Everyone knows them. Even though no one suggest any arcane activity, Istanbul is known for their cats. However, it wasn't always the case.

During the era of Murat III, the 15th century, there was a great war between two animal factions. The monkeys and the cats. The monkeys have risen in popularity among the people for the past few years. They were used to be a look out in ships and there were plenty of monkey sellers in Galata. But this all came to a stop with the infamous Sherafettin the Chimpbane, the great grandfather of Sheraf. He was the house cat of a cleric named Abdulkerim Efendi. At night he would whisper to him how dangerous the monkeys are for the future of Istanbul. He wouldn't care. But one night he whispered that the women were using the monkeys to do forbidden deeds. He was furious. The next day on his sermon he announced this news to his people and the angry crowd swarmed the monkey sellers in Galata to close their business. After that day, the cats were the secret rulers of the city.

When Sheraf was born, it was known that he would achieve greatness, as did his ancestors. All the members of his family have grown up to be great leaders, businesscats and warriors. Sheraf was the most ruthless of them all. He quickly rose in ranks to be the leader of the Council of Ninth Life. Now, nothing happens in the City of Crescent without Sheraf knowing about it.



Sheraf the Strong Fur

tiny beast (cat), neutral

Armor Class: 18 (Strong Fur)
Hit Points: 85 (10d10 + 30)
Speed: 40 ft. climb 40 ft.

STR	DEX	CON	INT	WISH	CHA
6 (-2)	28 (+8)	12 (+1)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Str +2, Dex +12, Cha +5
Skills Acrobatics +12, Athletics +2, Perception +4
Senses Passive Perception 14. Darkvision 60'
Challenge 7

Keen Senses: Sheraf has advantage on Wisdom (Perception) checks.

at Eyes: Sheraf has Darkvision (60 ft.)

Nine Lives: The members of the cat guild have a mystical ability that keeps them alive. When a cat is reduced to 0 hit points but not killed outright, it can drop to 1 hit points instead. A cat can use this trait an unlimited number of times but each time after the first requires a Constitution saving throw. The second saving throw is rolled against difficulty 15, the third 20, the fourth 25 and so on.

Hefty Coat: Sheraf can use this ability to regain 1d10+3 HP. He can use this ability 3 times a day. He must finish a short or a long rest to regain expended uses of this ability.

Furious Claws: His claws act as magical weapons. A successful hit will make the target to make a Constitution saving throw on DC12. If the save succeeds nothing happens. If the saving throw fails, the target will start bleeding for 1d4 for each of its turns. The target can roll this saving throw again to get rid of this effect at the end of its next turn. There can be only one bleed effect on one target at one given time.

Actions

Multiattack: He makes two attacks with Furious Claws.

Furious Claws: Melee Weapon Attack: +11 to hit. 5 ft. reach, one target. Hit: 10 (1d4 + 8) 1d4 bleed damage if the saving throw fails.

Reactions

Fortunate Soul: When Sheraf rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.





Kore The Nightingale

There is light, even in the Undercity, say people who have ever witnessed the beauty of Kore. Once a daughter of a rich and powerful family, she lost everything once her father found out that she is not fully human. She lived the first years of her life trying to scrape by in the Undercity, but with her talents, she quickly became the shining star of the Underworld.

She heard the explosion from afar. There was a small crowd gathered around him. A man with a melted face drew in short breaths. How could he be alive? An explosion that tore through the soil all the way to the Undercity.

"Get back. I'll heal him, move away." she yelled. In the days that followed she nursed him to health and when he woke from his slumber, she learned of his true identity: a pasha from the land above, and an important one at that. One of the most powerful figures who climb the ladders to top and appearently fell really hard.

For a whole year, she nursed him enough to get back to his feet. The only thing that she couldn't recover was his melted skin. Every day she would place her hands on his face and perform her arcane powers, and every night as the spell rebound dizzied her mind, he held her to sleep.

Their bond grew stronger each day. She introduced him to the prominent powers of the Undercity and helped him break away from his biases towards the non-humans. As he helped bring down a corrupt leader in the Undercity, an evil and cruel elf warrior, he gained the trust of the people. Watching his action beside her, seeing how his brain worked, Kore realized that Alemdar was the path to a brighter future.

Now an advisor and spy for the Ghost, she serves the Undercity and its people with her beautiful voice and the arcane melody with it. A powerful bard expert with the magic of music and arts of the arcane, she uses her powers for the cause of a pasha from the world above.

Kore the Nightingale

medium humanoid (half-elf) chaotic neutral

Armor Class: 15 (Dress of Bahar)
Hit Points: 70 (14d8 + 14)
Speed: 30 ft.

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

Saving Throws Dex +7, Cha +9
Skills: Deception +13, Perception +7, Performance +13, Stealth +7
Senses Passive Perception 17. Darkvision 60 ft.
Challenge 7

Fey Ancestry: Kore has advantage on Saving Throws against being Charmed, and magic can't put her to sleep.

Dress of Bahar: While attuned to this dress she gains the following benefits:

- Her Armor Class is 12 + Dexterity modifier while wearing this dress.
- She can spend one minute to alter the appearance of the dress as she desires. This dress can only be destroyed with 10 fire damage. Mending can repair the dress and restore 1 HP if it isn't destroyed.
- She has advantage on Charisma (Performance) checks about singing.

Blade of Elysium: This +1 rapier can fly and take commands from the user as a bonus action. The user doesn't need to hold it to wield it. It can be used with the spellcasting ability instead of Strength or Dexterity. This weapon can't fly further than 5 ft. from Kore.

Jack of All Trades: She has a +2 bonus to all skill checks other than those shown as her listed skills.

The Nightingale's Inspiration: She can use a bonus action to inspire an ally within 30 ft. of her. The ally gains a bonus for 10 minutes to use it on attack rolls, ability checks and saving throws. The bonus is equal to a d10. The die is lost after it is used. She can use this feature 5 times. Expanded uses are restored when she finishes a long resti

Enchanting Voice: She can use an action to cast charm person without expanding a spell slot. When she does so, she can't use this feature again until she finishes a long rest.

Additionally, when she uses this feature, she regains one of her Nightingale's Inspiration uses.

Spellcasting: She is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks)

Cantrips: *dancing lights, vicious mockery, minor illusion, mending, prestidigitation*
1st-level (4 slots): *command, cure wounds, sleep*
2nd-level (3 slots): *alter self, silence, suggestion, darkness*
3rd-level (3 slots): *sending, dispel magic, counterspell*
4th-level (3 slots): *dimension door, greater invisibility*
5th-level (2 slots): *greater restoration, mislead*

Actions

Multiattack: She makes two attacks with her Blade of Elysium.

Blade of Elysium: Melee Weapon Attack: +10 to hit. 5 ft reach, one target. Hit: 10 (1d8+6) piercing damage.

Mira

Arcane gifts often dwell in one's veins, as power comes from heritage. Two sides of the same coin, Bergüzar with immense powers commands respect in the Palace, with her actions deciding the fate of the world; and Mira, her sister, frightened and alone, is hiding out of sight, blaming magic for her ill-fate - including the loss of her older sister.

Sister of Haseki Sultan, Mira is still living in the old house where Bergüzar once lived, and escaped from. After Beguzar left, no matter how hard Mira tried her mother never got her sunshine back. She would do the house chores silently, feed her and stare blankly to the spot her husband died all day. Mira started to lose her trust in her family. Her father was abusive, her mother was a blank sheet of paper and her sister was a murderer. The one place she should've felt safe was forever stained by Berguzar's actions that day. But she knew her sister was good. Deep down her intentions was never to kill. It was magic that ruined her life. But magic also kept her safe when all she knew was turned to dust. The only constant in her life was her house. The one who kept her safe, the one who protected her. As she bonded with her house, the magic oozed out of her and the arcane surrounded the woods like ivy. Now sentient house had one mission, to protect Mira.

She had to provide for herself so, she learned how to hunt, cook and clean. She knew her powers were dangerous but she also knew that she couldn't deny them. The more she tried to ignore the stronger and more uncontrollable they would get. So, she dedicated herself to learn how to control them. There were no one to teach her. But she practiced with a lot of trial and error. The only thing she ever wanted was to have a normal life and to stay out of danger. However, Mira plays a critical role without ever noticing so, by hindering the power her older sister possesses.

Although they share the same power of divination, Bergüzar received vast training in the heart of the palace, as the Queen of the Ottoman Empire and the Haseki Sultan of the Harem. Mira's powers are raw and untamed, covered by years of guilt and hatred of magic, and thus may unleash in an unexpected way.

When Osman Hadi Bey came looking for her, he realized why the palace was searching her. He didn't want to be involved in such a terrible mission and since he wouldn't be able to defy the palace knowingly he asked her to erase his memory. All he wanted was her to be safe.



Mira

medium humanoid (human), chaotic neutral

Armor Class: 12 (15 with Mage Armor)
Hit Points: 81 (15d8 + 15)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	15 (+2)	13 (+1)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Wis +5, Cha +9
Skills Arcana +7, Perception +5
Resistances Psychic
Senses Passive Perception 15
Challenge 9

Aura of Foresight: Her divine abilities are incredibly profound. When a divination spell that targets her is cast, the spell fails. If there's another creature with The Seer ability within 120 ft. of her, she can't cast any divination spells.

The Raw Power: Once she casts a spell of 3rd-level or higher, there's a 50% chance that effects on the Raw Power table will occur.

Wild Spellcasting: She is a 13th-level spellcaster (+10 to hit with spell attacks, spell save DC 19). Her spellcasting ability is Charisma. She has the following spells prepared and requires no material component to cast them:

Cantrips: *minor illusion, shocking grasp, spare the dying*
1st-level (4 slots): *silent image, alarm, command, mage armor*
2nd-level (3 slots): *blur, detect thoughts, invisibility, mirror image, misty step*
3rd-level (3 slots): *blink, counterspell, dispel magic, fear, major image, fireball*
4th-level (3 slots): *blight, confusion, dimension door*
5th-level (2 slots): *dominate person, telekinesis*
6th-level (1 slot): *scatter*
7th-level (1 slot): *project image, Karya's mind wipe*

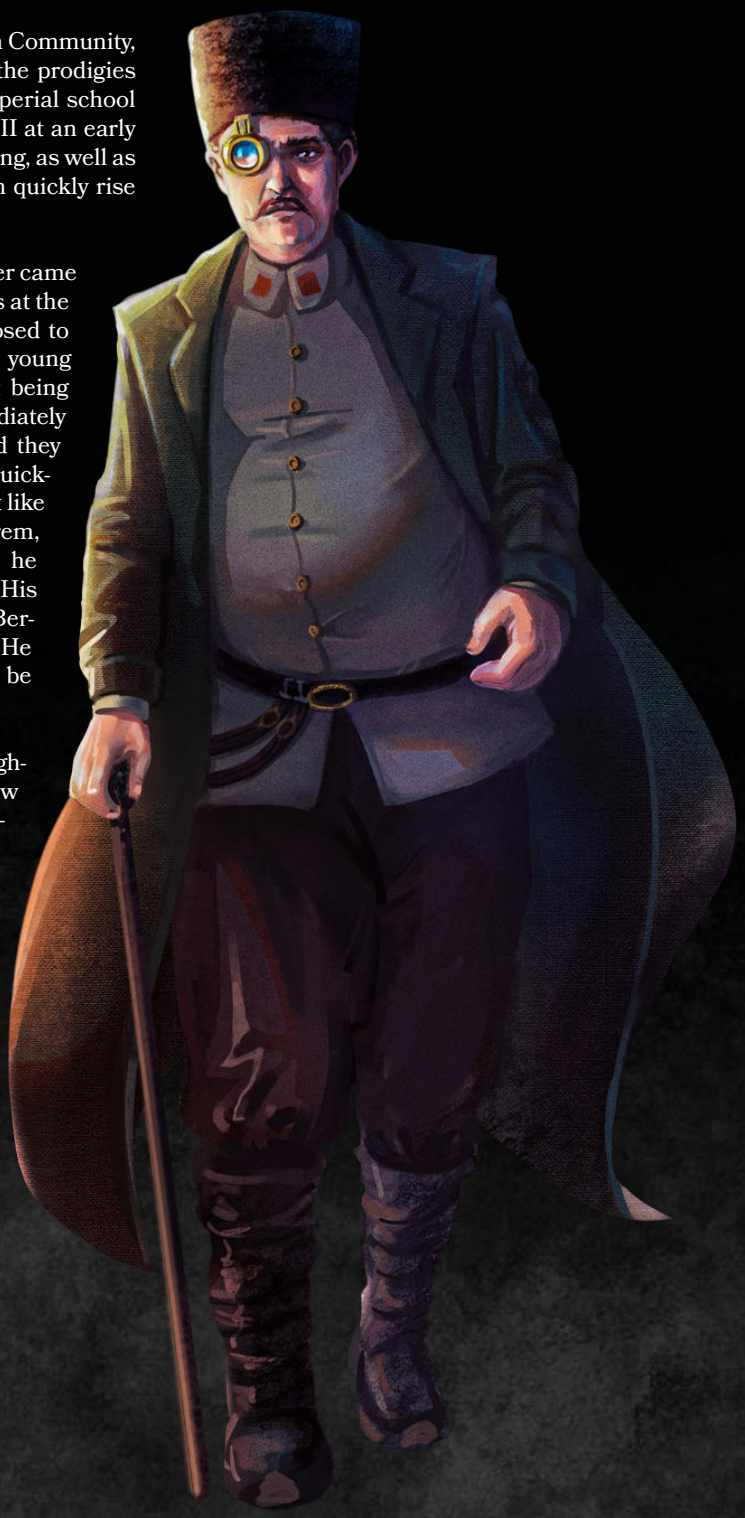
d8	Effect
1	A 1st-level magic missile is cast randomly around all creatures within 60 ft. Not more than one arrow may hit the same creature.
2	Three random creatures other than Mira within 60 ft. of her make a Wisdom saving throw against her spell save DC. On a failed save, they are deafened until the end of her next turn.
3	All creatures other than Mira within 60 ft. of her make a Wisdom saving throw against her spell save DC. On a failed save, they will take 6d8 psychic damage or half as much on a successful one.
4	A random creature within 60 ft. of Mira makes a Wisdom saving throw against her spell save DC. On a failed save, it loses the ability to speak for 1 minute. This effect cannot occur again until 1 hour has passed.
5	A Wall of Fire is cast randomly. For saving throws, difficulty is Mira's spell save DC. This effect cannot occur again until 1 hour has passed.
6	Mira casts Sense the Sinner on a random creature within the spell's range without needing any components and without the need of concentration.
7	One random creature within 60 ft., other than Mira will make a Charisma saving throw. On a failed save the creature takes 1d6 psychic damage or half as much on a successful save. If the spell fails by 7 or more, the creature ages 1d6 x 5 years. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring. This effect cannot occur again until 1 hour has passed.
8	Karya's Mind Wipe is cast at a random creature other than Mira. This effect cannot occur again until 1 hour has passed.

Aziz Sefa Bey

Now the leader of the Certain Community, Aziz Sefa Bey was one of the prodigies in the Enderun, the old imperial school of cadets. Discovered by Mahmoud II at an early age, his intelligence and quick learning, as well as his fast hands and agility, made him quickly rise through the ranks of the palace.

The actual breakthrough in his career came to him by sheer luck, though. He was at the right place just when he was supposed to be. When he spotted Berguzar as a young child in one of the taverns, almost being frauded by the bartender, he immediately took her to the palace. On the road they had time to chat with her and they quickly bonded. Berguzar saw him almost like an older brother. Once in the Harem, even though he couldn't see her, he would sneak in small gift for her. His rescue and the praises he got from Berguzar herself gained Mejid's trust. He knew that Aziz Sefa was a man to be trusted.

He eventually reached one of the highest points, where only a selected few knew it ever existed: Teşkilat-ı Mahsusa, a Certain Community, the eyes and ears of the throne. Many high-end officers report to him in secret, and in the eyes of the others, he does not exist. Quickly after he became a member, the rumors of his death started to circle around. The right people knew what this meant. Another secret officer. But to his friends and family, he was lost. He found his family in the ranks of his fellow men and in the trust the throne had for him.



Aziz Sefa Bey

medium humanoid (human), lawful neutral

Armor Class: 18 (Studded Leather Armor +1)
Hit Points: 84 (13d8+26)
Speed: 30 ft.

STR	DEX	CON	INT	WISH	CHA
13 (+1)	20 (+5)	14 (+2)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +8, Int +7
Skills Investigation +10, Insight +9, Perception +10, Deception +5, Arcana +7, Stealth +8
Senses Passive Perception 20
Challenge 7

Cunning Action: Aziz Sefa can take a bonus action on each of his turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Sneak Attack: Aziz Sefa deals an extra 4d6 damage once per turn to one target when he has an advantage on the attack roll, and using a weapon with finesse ability or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Uncanny Dodge: Aziz Sefa halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

Evasion: If Aziz Sefa is subjected to an effect that allows him to make a Dexterity saving throw to take half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

The Secret Service Agent: He has advantage on Charisma (Deception) checks when he's trying to pass as another person.

Diamond's Edge: This is a +1 dagger. Once activated, it also can deal extra 1d4 poison damage for 1 minute. This ability recharges at dawn.

Ring of Cloud: This ring contains a special ingredient and when activated with an action it will act as if a fog cloud spell is cast. This ring can't be used again until Aziz Sefa performs a short or a long rest..

Special Training: He has these features:

- When an attack from melee range (5 ft.) misses him, he can use his reaction to make a regular unarmed strike. This attack deals 1d4 + 5 damage on a hit, and Aziz Sefa uses his Dexterity for the attack and damage rolls.
- He can use his Intelligence modifier on Perception checks instead of Wisdom.

Actions

Multiattack: He can attack with his Pistol or with Diamond's Edge twice.

Diamond's Edge: Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Pistol: Ranged Weapon Attack: +7 to hit, range 120/300 ft., one target. Hit: 7 (1d6+5) piercing damage.

Mervhan Of Al-Ghaib

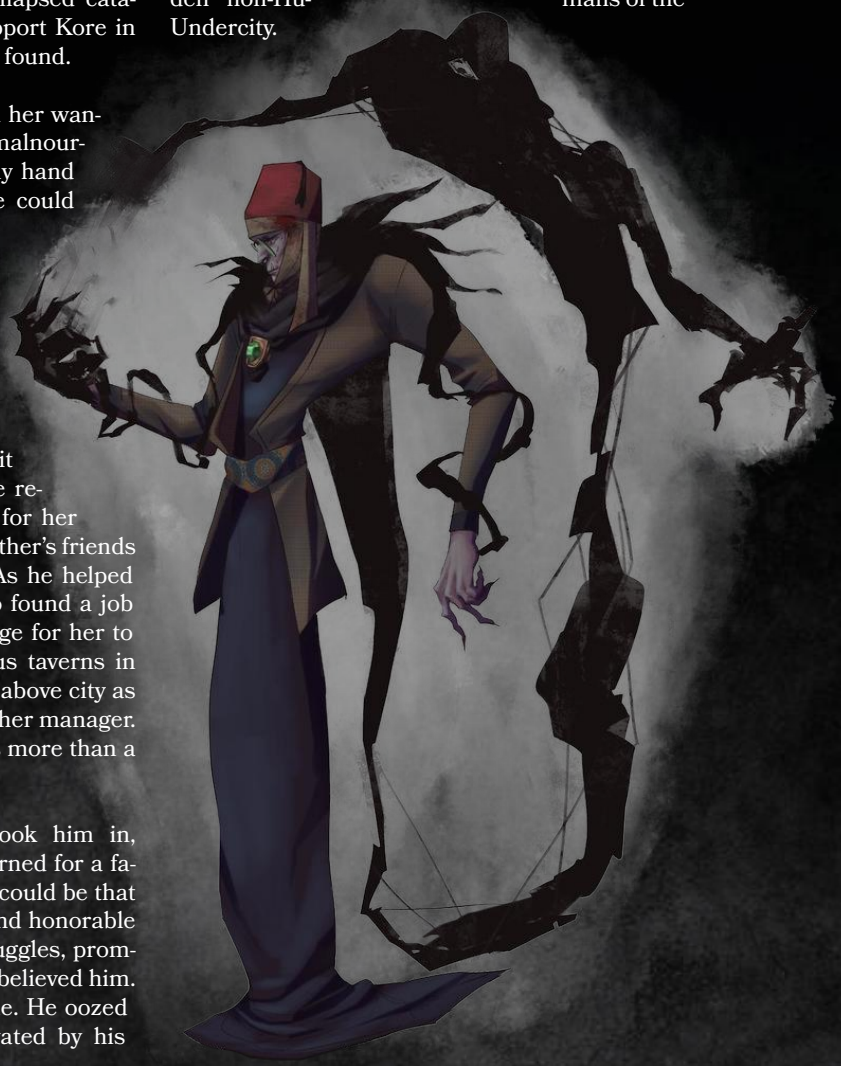
Mervhan grew up with his father, an Orcish mercenary of Undercity, witnessing the shady dealings within and the dangers of the catacombs first hand. Although his physical prowess is considerable, his powers don't come from his strong build and arm-strength. If you look him deep in the eye, you will see a darker spark there. Power and shadows pour from his eyes, and when he grins, madness follows. As a Djinnmaster, he holds the chains in his pact with a lesser djinn called the Silver Tongued. He summoned and broke the monster of Al-Ghaib, forcing it to follow his will.

He was one of the first that helped Alemdar when he was found, half dead in the collapsed catacombs. At first, his goal was to support Kore in taking care of this wounded man he found.

Mervhan knew Kore since he found her wandering the caves of the Undercity, malnourished and scared. He would secretly hand her some food to eat. Anything he could spare. He knew that his father would be mad since they barely could support themselves. They slowly became friends and whenever he found some time to himself, he would sneak to be with Kore. He prepared a small place for her to live. Every night after dinner, they would sit together and sing. After a while, he realized how valuable this would be for her and introduced her to some of his father's friends that ran the taverns of Undercity. As he helped her gain her independence, he also found a job to support himself. He would arrange for her to perform in almost all the pretigious taverns in Undercity and some special parties above city as well. He protected her and acted as her manager. But he knew deep within that it was more than a friendship. At least, for him.

When she found Alemdar and took him in, Mervhan knew how much Kore yearned for a father figure. He hoped that this man could be that for her. He seemed like an honest and honorable man. Alemdar understood their struggles, promised to help them live freely. And he believed him. Alemdar had that power over people. He oozed authority and Mervhan was captivated by his vision. He helped him to regain his health, and to establish the Sekbans again in the Undercity. He loved seeing Kore happy and he dreamed of a future free from all the shadows he has been living under.

After a while, he noticed that maybe Kore was too happy with this man. Maybe she didn't see him as the father figure Mervhan hoped he would be for her. Maybe there was romance in her eyes. As his suspicions grew, he researched exactly who he was before Alemdar ended up in the Undercity. Although he is loyal to The Ghost and Sekbans, he secretly questions how loyal Alemdar is to the Undercity and the downtrodden non-Humans of the Undercity.



Mervhan of Al-Ghaib

medium humanoid (half-orc), lawful neutral

Armor Class 17 (Mage Armor)
Hit Points 78 (12d8+24)
Speed 30 ft.

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

Saving Throws Dex +8, Con +6, Cha +8
Skills Athletics +5, Arcana +9, Stealth +8, Intimidation +8, Perception +6
Senses Passive Perception 16, Darkvision 60 ft.
Damage Resistances Psychic
Languages Turkish, Arabic, Djinnspeak
Challenge 7

Armor of Shadows. Mervan can cast *mage armor* at will.

Pact of the Blade. He can use an action to create a pact weapon in his hands. It can be a melee weapon, and while wielding it, he is proficient with it. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Voices of Al-Ghaib. When rolling to gain knowledge on the realm of Al-Ghaib, he can ask his djinni to give him a +10 bonus to that check, as long as he uses this feature before the roll. He can't use this feature again until he finishes a short or a long rest.

Controlled Possession. As a bonus action, he can pull his consciousness back for his Djinn to take over his body for a brief time, enhancing his combat abilities. He adds 2d8 force damage to all his melee and ranged damage rolls (including ranged spell attack rolls) as long as the Djinn is in control. For each time he uses this ability in one combat (doesn't matter if he hits or misses) pick a d6 for each time and roll them all at the end of combat; apply the amount as psychic damage to himself. He can leave controlled possession only at the end of combat because it will be hard to win over the Djinn in a battle of wills. He can use this ability once per long rest.

Unfathomable Being. Whenever he is being targeted by an enchantment or a divination spell, the spellcaster has to roll a Wisdom save (DC 16). On a failed save, the effects of the spell are negated, and the user takes 1d6 psychic damage for each spell level. He may use this ability 4 times, and the expended uses are refreshed at the end of a long rest.

Agonizing Blast. He adds his Charisma modifier to the damage of his eldritch blast beams.

Spellcasting. Mervan is a 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks)

Cantrips: eldritch blast, true strike, mage hand, chill touch

5th level (2 slots): ray of enfeeblement, charm person, darkness, hold person, suggestion, fly, blight

Actions

Multiattack. Mervhan can make two attacks with his Pact Blade.

Pact Blade. 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 two hands.

Visions of Berguzar

Throughout the adventure, Haseki Sultan Bergüzar reaches out to the characters in their dreams, to explain her plight, and to be able to ask for their help when the time comes. You may prefer to keep the dreams chronological, or if you wish for the dreams to be more cryptic, you can mix the sequence of the dreams so that the players will have to piece together the story themselves.

It is recommended that you place one dream per long rest, and that the dream sequences are more less completed before the questline **Grand Negotiation**.

The Meeting

You wake up on a damp path deep inside the forest. Just where the path swirls behind the big oak trees, there is an old wooden house sitting there. There is a feeling that washes over you. It almost feels like the house wants to be seen. It wants to be remembered. You can feel the texture of the wood beneath your skin like an old memory. Taking a couple more steps leads you just outside the window, peeking in.

A familiar song fills your ears. On a successful DC 11 Intelligence (History) check, the player will know this song as 'The Mother's Song.' It feels like home.

A closer inspection through the window shows a woman cleaning the floors while whistling. A small child is right behind her mother, sloppily wiping away the moisture left by her mother's rag and moving her feet with the rhythm. The girl starts to sway back and forth, dancing, peeking from time to time towards her mother's direction so she wouldn't see.

Throwing her hands around, she hits an old and expensive-looking clock. A successful DC 16 Wisdom (Perception) check reveals the name of the father, Lukas, inscribed on the clock he built). It is the only thing in the entire house that looks expensive. The old clock drops to the floor, and you hold your breath.

All these feelings rush towards you involuntarily, almost as if they are not even yours. The mother turns around in a hurry and spots the clock. You can hear a tornado of screams with no identifiable words, and the panic surges through your body.

The girl starts to cry while the mother shakes her. A successful DC 15 Wisdom (Perception) check lets the player hear the girl's name from her mother's faint whisper: Karya.

After a while, she barges out of the house while the girl continues to cry over the broken clock. The girl gathers the remnants of the clock inside her small palms. All of a sudden, something unexpected happens.

Pieces of the clock slowly start to find their corresponding pieces. A successful DC 17 Intelligence (Arcana check) will reveal it is not a known way to perform magic. It does not belong to any known school of magic. The clockwork moves and bends, sticks together and mends.

And with every moving piece, a faint light flows through the clock. In mere minutes the clock is as it has always been. Old, dusty, and unbroken. She slowly rises to her feet and places the clock where it once stood. A look of serenity washes over her–as well as you–and she makes her way into her room and closes the door. Hearing the door close inside the mother steps back into the house, the broom still in her hands. When she realizes the old clock is back to its normal self, the broom slips out of her hand in a moment of shock. Her eyes drift to her daughter's room as she stands there speechless.

The Dance of Time

You are back in the same wooden house. The climate is a bit warmer now. You can hear the birds chirping in the trees. A little further from the tree a new building catches your eyes. You haven't seen it before, yet it is eerily familiar. A chill runs down your spine. You hear a sniffle from behind you.

At the other side of the house hides a girl. A successful DC 14 Intelligence (History) check will reveal her name: Mira. Your sister.

She seems to hug something while slowly crying. Every sense in your body screams for you to comfort her. Karya wraps her arms around Mira, but she is too distraught to even understand. “No!” a small voice slips out of her. She bundles up in the corner to cry her eyes out without interruption. The tiny body the cat once hosted now lies in the ground cold and pale, trying to find its breath again. Karya carefully picks it up. Focusing deeply into the wounded kitten, her eyes slip back. It’s a ghastly sight. But instead of fear, you feel... power. The trees start to dance, the wind starts to sing, and the kitten starts to glow. You can see the first paw move with hesitation, like the soul knows it should not be here, yet it got a second chance.

Then the cat fully embraces her newly found life force. A successful DC 15 Intelligence (Arcana) check reveals that it is time manipulation magic, which only very strong arcanists are able to do.

She hops on Mira’s lap and starts to meow joyfully. Mira is flabbergasted. However, there is no fear in her eyes. She embraces the miracle. In the atelier, her father watched the entire interaction with rage billowing inside of him. A moment later, the atelier door burst open and a wind of fear washes through you.

“I’m sick of your unnatural tricks! There will be no glowing lights under my roof.,” the father screams.

Your ear fills with the sounds of clocks uncontrollably winding and ringing in the atelier. Karya closes her ears and runs inside the house. Her father runs after her.

Tears of Death

Karya runs inside the kitchen seeking her mother’s protection. At the last minute, her father manages to catch hold of her shirt and she trips, falling to the floor. His imposing body towers over her. Your ears start to go numb with fear, all you hear is a buzz as words fade to air. The father raises his hand to strike, but the hand falls limply on her face. It barely hurts. He groans and falls on



top of her. After a few seconds, his whimpers subside, and all the weight of his lifeless body gives all its weight on Karya's small frame. Yet it doesn't seem to bother her. All the fear leaves in an instant and a sort of serenity falls upon you. She seamlessly holds her hand up to slide her father to the ground. Her entire face and clothes are painted red from the blood raining down from her father's head. You catch a glimpse of the mother watching the entire scene transpire with a lifeless face and purple eyes.

A successful DC 12 Intelligence (Arcana) check will reveal that she is enchanted by Karya.

She is holding a broken clock. Karya rises up from the ground and sits on the sofa. She stares at her shaky hands and her eyes drift over to her mother..

Her mother's face contorts to a forced smile as she sits next to her and caresses her hair while wiping the blood off her face A successful DC 14 Intelligence (Arcana) will reveal that this is the enchantment aspect of arcane powers, equal to a 5th-level spell.

The Screams

Outside of the house you can hear Mira crying. Karya jumps up from her feet and runs to her room. Her mother stares unbelievingly at her husband's now dead body. The man, whom she slept next to for the past fifteen years. Lying there cold and lifeless. Karya comes out of her room with a pack of her belongings. She spares one last look at her father and shocked mother. The feeling of grief clouds your brain. She knows it will be the last time she steps into this place.

You see Mira at the porch of the house, yelling at her. "You murderous witch! Get out, get out, go!" Mira's shouts are cut short with a shriek. Her mother's bitter screams fill the air. Mira starts yelling even louder. "Go, you witch, go!"

As she yells a flicker of light comes out of her eyes and the rocks on the yard start tumbling and vibrating. A character who passes a DC 12 Intelligence (Arcana) check will reveal that it is Transmutation spell and looks like Thaumaturgy, which is coming from Mira.

Karya picks up her bag, mumbles "I love you, kitten" to her sister, and slowly walks away from the house. She can see some of the rocks start to leave the gravitational pull. You can feel her missing her sister already.

Alone

You can hear a heavy stream of water flowing in the distance. There are a little girl's belongings



scattered across the forest floor.
A branch breaks behind you; when you turn around, young Karya comes into view. She puts some more weeds and kindling into the fire, then sits in front of it to keep herself warm. Every shadow, and every twisted branch, is fear inducing, as she sits all alone.

The thought of darkness falling down to the earth in a couple of hours brings chills down her spine. She realizes that if she can't find food for the night, she might not make it with her growling stomach. Walking to the lingering lights she spots from a distance, she hears a faint clash of swords. Crouching behind thick bushes, she examines her surroundings.

The First Glance

Karya puts her belongings back into her pack and walks through the forest in a timid and anxious manner.

Hiding behind some bushes, she spots a group of men target practicing. A successful DC 15 Wisdom (Perception) check will reveal Ottoman military flags. At the far corner of the clearing the guards stand waiting.

An exquisitely dressed boy, no older than sixteen, and a man with a stoic demeanor and fresh military clothes clash their swords in front of the backdrop of a crimson sunset.

On a successful DC 15 Intelligence (History) check: the boy is Abd-ul Mejid, who Karya overheard some giggling girls speaking about in the marketplace a while back. The man is his mentor, who never leaves his side. A successful DC 17 Intelligence (History) check will reveal the mentor's name, Alemdar Pasha.

The boy makes swift movements toward his mentor, but the older man dodges back while hitting the boy with the back of his sword with ease.

"A wound is the place where enlightenment enters you," his mentor remarks (A successful DC 12 Intelligence (History) or an Intelligence (Religion) check will reveal this to be a quote from Rumi)

One more strike is met with another block. "Too fast. You need to control yourself, your highness." Yet another, with the same result. "Patience! Speed has a cost, and hasty actions have unseen consequences!" The last block of the mentor punishes the fast but unbalanced footwork of the boy, dropping him to the ground.

"Stop acting so small. You are the universe in ecstatic motion." On a successful DC 11 Intelligence (History or Religion) check: This is also a quote from Rumi.

Bored, the boy turns his head around, only to have his eyes meet with a girl's, staring at them from the forestline: Karya. Ashamed to be seen defeated, he rises to his feet with a quick maneuver. With a successful DC 11 Wisdom (Insight) check, you notice the attraction in the air.

The mentor, curious to see what his ward was looking at, directs his attention towards Karya. Taking advantage of the opening he found, the boy lands a successful attack on his tutor. On a DC 15 Intelligence (Arcana) check or DC 13 Wisdom (Insight) check (rolled with advantage if the check was made by a Paladin): The boy uses the ability divine smite.

As the mentor reels from the attack, they both take their gazes back up from the mentor's torn up shirt to see Karya running off in the distance. "Remember that we do not use arcane among the people, my Shahzadah," says the old man, right before bolting after the girl. Cracking his whip, the man makes the tip of the rope bind to Karya's feet, dropping her to the ground.

She turns around as a last resort to cast a fireball towards Alemdar.. He swipes his hand in the air to make an arcane gesture and the spell fails, turning the raging flames into snowflakes gliding in the air. A successful DC 13 Intelligence (Arcana) check will reveal that this is a Counterspell.

He slowly walks up to her, and with a reassuring voice he says: "I would like a word. Nothing more."

Guards hastily catch up to grab the girl, dreadfully interrupting the conversation. A yell comes from the back row: "No one touches her!" Listening to their Shahzadah, the guards let the girl go, as Karya sprints towards her freedom. A DC 14 Intelligence (History) check will reveal that the guards are not Janissaries; they are members of the Sekban-ı Cedit.

A Moment of Intimacy

Karya finds herself in the only safe place she could think of, her old camp. A wind of exhaustion and sadness washes over her. She gathers a few herbs around her and turns them into a paste with some water to heal the wound on her ankle. A successful DC 12 Intelligence (Arcana) check will reveal that this mixture contains at least a bit of magic.

A few moments later, the bushes that conceal her campfire shake. The boy she saw earlier steps out. "Stay away!" she yells.

"It's okay. I won't hurt you. I just want to speak for a moment." He sits next to her leaving a gap of confidence between them. "So, tell me. A girl like you, from what I can see, all alone in the woods. Spare me your story?" She moves uncomfortably. "Why are you interested?"

"The nature of my job demands it. Is your identity a secret then?" She looks away. "Not really. But if I tell you, you might not wish to continue this conversation further." He hesitantly holds her hand. "What if I promise I will?" A flicker of hope settles into Karya's heart.

"Fine, then. You asked." She tells him the tale of her running away. She lets out tears at the end. The memories are too overwhelming. When the cold settles in with the emerging nightfall, Mejid puts his cape over her shoulders, sitting closer now. It feels safe with him. Perhaps too safe. They sit there sharing a comfortable silence.

He takes out a sigil-printed paper and gives it to her. "I should get going now. Don't lose this paper. You can reach me whenever you like with it." A successful DC 10 Intelligence (Investigation) check will reveal Mejid's Shahzadah sigil.

He squeezes her hand one last time and leaves her surrounded by his scent coming from the cape he left behind on her shoulders. Karya opens the paper yet doesn't understand what it means because she doesn't know how to read. In the end, she folds it and puts it close to her heart.

Saviour

You stand on an empty sidewalk. A few steps ahead of you is Karya. She found her way out of the woods and into a village nearby. She could feel the weight of the paper weighing heavy in her heart. She needs to know if this is her way out of her horrendous situation.

A coffee parlor she spots could hold the answers. Tapping the shoulder of the owner, she gives him the paper. "Can you read this for me?" The old man looks at her with bored eyes, yet he picks up the paper nonetheless. A few glances through the letters and his eyes light up. "It says here that we are obliged to give you 5 gold pieces. Lucky girl!"

And he folds the letter and tries to put it in his pocket. Suddenly you know the man is lying. Your mind tingles; your brain lets out hushed screams: 'He's lying! He's lying!' "No it doesn't!" Karya yells. "Give it back." A successful DC 13 Intelligence (Arcana) check will reveal that her inherent divining powers made it possible for her to understand that he's lying.

The owner of the coffee house looks at her with pity. "I will do no such thing. You asked me to read it and I have. It's mine to keep now." She slams her fists on the table between them. Suddenly you know what the man is thinking. He is thinking of his little girl, saving the letter for her. "Give me my letter back!"

From the corner of your eyes you can see a man with a glorious handlebar mustache rising to his feet. He makes his way to the shopkeeper and snatches the letter away. After reading it, he raises his hand, threatening the owner with a slap. Shaken, the owner hides rushed behind his counter.



The man gives Karya her letter and bows his head. "My name is Aziz Sefa. A DC 15 Intelligence (History) check: you will remember seeing him, much older then, on the Parade of the Swords. He was close to the Padishah and is probably a very crucial officer of the palace. This information is only available if the party attended the Parade of the Sword. I am a cadet at the military academy, and it is an honor to serve you. We must get going if we do not want to be late."

Surprised, Karya asks, "Go where?" Aziz Sefa smiles and says, "To the Sublime Porte. To Istanbul, of course."

Welcome to the Harem

You find yourself surrounded by beautiful smells, colorful fabrics, and the sounds of women giggling from afar. You spot Karya. She looks different now: Clean, confident, beautiful, and more of an adult since you last saw her in the dreams.

She stares at her reflection for a while. Your heart pounds with anticipation. She steps out of the room in a hurry, and you follow along. A successful DC 12 Intelligence (History) check will reveal that this is the Harem section of the palace. Running through the corridors of the Harem, she walks into a large hall. There seems to be a ceremony going on.

She finds her place among the other young women sitting in a circle. To your left, up on a balcony, sits a man dressed in imperious garments. It is the crown prince Mejid. He watches the young women with a faint smile on his lips. Servants walk towards the young women with colorful hookahs, which they place on the ground. The mixture of herbs they put inside the hookah dizzy your vision. The servants light up the hookahs and leave the scene. You, seeing the ritual through the eyes of Karya, are supposed to smoke it. With every puff you inhale colorful charms appear under your skin all through their arms and necks.

A DC 15 Intelligence (Arcana) check will reveal that this ritual is to create a magical pact.

You can see a certain shape, resembling an eye, appear amidst the charms. A successful DC 17 Intelligence (Arcana) or an Intelligence (History) check will reveal that this symbol is called The Eye of Solomon. If a character rolls 23 or higher, they will learn that it symbolizes The Pact and the Justice Brought. The charms start to glow with an ethereal light.

The Gardens

Karya is a few feet ahead of you sitting with a group of young women and facing an older woman. They are in an elegant pavilion surrounded by colorful flowers and decorated with pink silk

fabrics. The older woman is explaining with great focus and intent. “Learn to hold your anger. It serves you well only when it is under control. Use your anger to fuel our minds. To think clearly, and scheme deviously. Your words hold the most power, not the destruction you can cause. Remember our shining past, remember Hurrem Sultan, remember Kosem Sultan.”

A character who passes a DC 15 Wisdom (Insight) check will reveal that she already feels superior to the aforementioned Sultans.

The teacher continues: “By the order of his Imperial Majesty, the Padishah Mahmoud the Second, we have a new goal to achieve with our abilities. We shall gaze upon the world and the future, with eyes spying.” Her words are being slowly silenced by a mumble. You move closer to see her face. Her eyes turn white.

Karya is saying the exact same words the teacher is using, just a few seconds before the teacher does. “Bergüzar!” says the teacher. This, you realize, is Karya’s new name now. A successful DC 10 Intelligence (History) check will reveal that it is common for non-Muslim women in the Harem to choose new, Muslim names. Bergüzar slowly lifts off the ground and levitates. First the rocks and flowers around the women start to vibrate; then, Bergüzar’s power grows stronger, and the nearby clock tower’s hands start spinning uncontrollably. All you can hear is the power of the wind created by her sheer power.

A successful DC 10 Intelligence (Arcana) check will reveal that her powers are beyond the normal measurements of arcane arts.

The Miracle Child

You are standing on a balcony, feeling the breeze from the Bosphorus on your skin. The view is unbelievable: The merchant ships roaming the sea, the people working in the docks, the turmoil of the city. Before you sit Bergüzar and Mejid, sipping their Turkish coffee. A character who makes a successful DC 10 Wisdom (Perception) check will reveal that this is not so far from the present day.

You feel serene, happy. Mejid overturns his finished coffee cup on the saucer and asks Bergüzar, “Will you look at my fortune?” They both laugh. While they are laughing, Bergüzar’s eyes roll back to reveal only the whites. When she returns to normal, there is a sour smile on her face.

“When I said look at my fortune, I was only joking.” Mejid chuckles. “So, what did you see?” She stops to think for a second, and a small smile forms on her mouth. “We are with child. An heir, your majesty.”

Mejid rises up from his seat with excitement to hug her. However, when she doesn’t respond with the same energy, he asks “Is there a problem? You do not seem excited.” She smiles and hugs him back. “Oh no, I am just too excited to react right now.” Bergüzar hides a horror creeping into her soul, with a sly smile.

The Source

The humid air hits your lungs. It takes a while for your eyes to adjust to the dim light. Your ears catch on to the footsteps approaching you from behind. There are four
silhouettes of people. You recognize two of them; Mejid and Bergüzar. They hurriedly walk past you and come to a halt before a large cell. It is pitch black. The light hanging on the walls outside seems not to enter the cell itself. Bergüzar shivers, with fear and anticipation. Mejid looks at her and squeezes her hand to calm her nerves.

After cleaning his throat he calls out “Shahmeran. Reveal yourself.” A slippery sound and a faint hiss are heard through the darkness but no figure can be seen. “I am Padishah Abd-ul Mejid, the First—” The hissing interrupts the Padishah. “I know who you are, your majesty. You, who needs no introduction. How may I be of service to you, my Sultan?”

Mejid turns to Bergüzar. “She is an unmatched seer.”
Shahmeran interrupts with a hissing cackle, “Not to me.”

Bergüzar, impatiently harks out. “I can feel the untapped arcane within. It is lying dormant, waiting to be let out. But I can’t push it out. Tell me how.” Mejid once again turns towards the dark abyss where Shahmeran resides. “This is why we’re here.”

“I will tell you. However, Karya, you will not like it.” Bergüzar, bewildered at the sound of her old name, steps forward with determination, but Mejid holds her hand back to prevent her from get-

ting closer. “Whatever it takes.”

Shahmeran starts moving backwards to her cage. “For a diviner, to see the hidden is a lonesome act. None must share the eye that pierces the veil. So, for you, Haseki Sultan, there cannot be anything else that draws arcane from the same source.”

“Same source?” Bergüzar asks.
“Same blood, perhaps.” the serpent shade answers.

Destruction

You are looking from the same balcony, but the view is completely different now. The sky is gray with ash and dust coming from the city. Istanbul is surrounded on all sides. A successful DC 10 Intelligence (History) check will reveal that you are no longer in the 19th century. You can see the ships carrying in enemy troops, aircraft awaiting orders to drop bombs on the streets. It is pure chaos.

Bergüzar runs inside to Mejid’s throne room. Someone else sits on the throne – dressed like Mejid, looks like him, but with a hint of Bergüzar’s features.

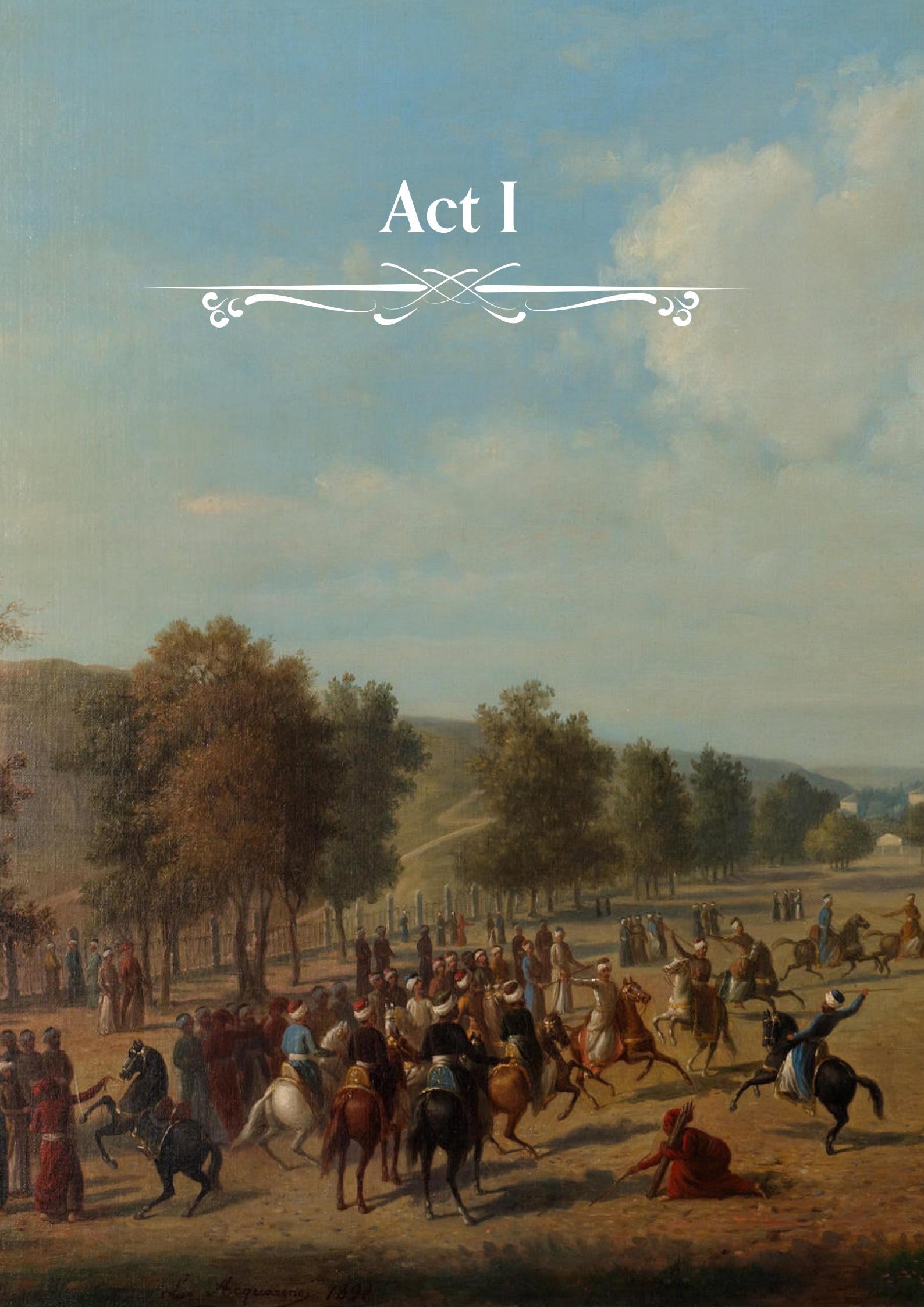
“Don’t do this.”

With a wicked smile and glowing eyes, the man on the throne tightens his fists and says “I wish...” A successful DC 8 Intelligence (Arcana) check will reveal that this is exactly what you think: The mightiest spell a mortal can cast.

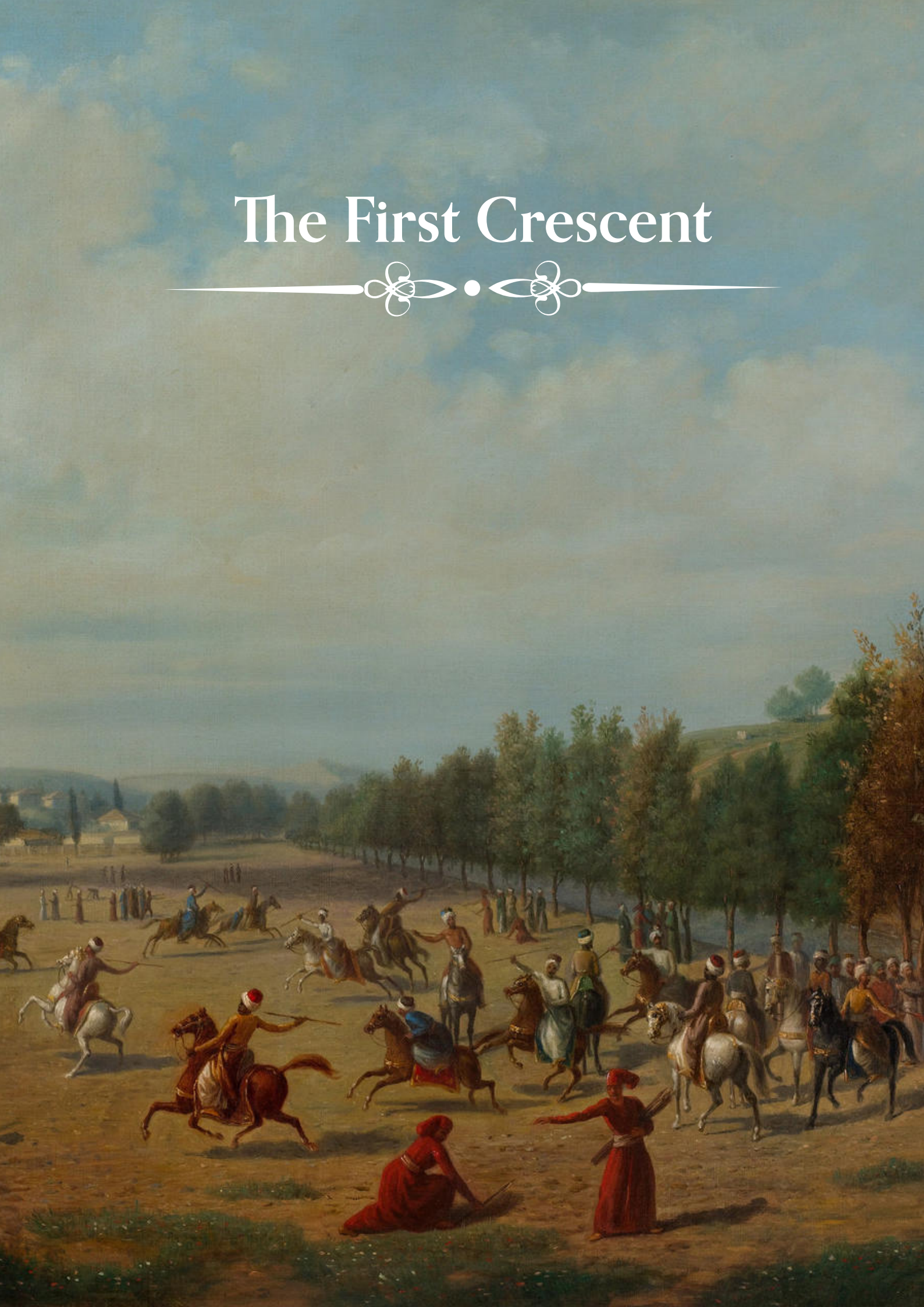
You cannot hear the rest of his sentence because the minute he opens his mouth, a roaring voice rises through Istanbul. When you turn around to see the city again, the only thing to see is the destruction of the enemy forces. The sea rises to swallow the ships, the city cracks open to bury the people deep within. Everyone lets out screams of death. Everyone. And you fall into darkness.

You wake up jumping out of your rest with the horror of what you have witnessed. Make a DC 13 Wisdom saving throw. On a failed save, you will be frightened of magic for an hour.

Act I



The First Crescent



Act One

Aboard the Steamboat Ejder-i Derya

Ejder-i Derya is a sizable steamboat, one of many used by travelers all over the Mediterranean. Within the ship is the lobby where people escort travelers to their quarters, a saloon where one can play poker and watch a band play, the captain's quarters, and the engine room. The people boarding the steamboat are usually the richer folk and their servants, as well as the boat workers, the guards, and the captain.

At the Saloon

Entering the saloon, you are met with perhaps the largest room in the boat. The burgundy carpets and drapery, and the small fog in the air caused by the guests smoking gives the place a mysterious atmosphere. The saloon smells like a mixture of cigarette smoke, alcohol and musk. Right in the middle there is a large stage with a show of live music. Across from it there are two types of tables. The emerald ones are for the poker players and the round ones are for the guests who just wish to eat and have a good time enjoying music. At one of the round tables sits an old man, smoking a shisha and with his gaze fixated on the chess table across from him.



"Your turn." calls out the man whose face is hidden by the thick smoke of the shisha. He is pointing at the chess board.

The smoke clears, and the man's features are highlighted by the dim ambient light of the steamboat's saloon. Glasses, sharp dress, a thick but well kept beard mixed with a handlebar mustache, and slightly blemished skin that has seen many summers–you are sitting in front of the Royal Polymath, Osman Hamdi Bey, your overseer at the Trojan Dig Site. Ex-overseer, to be more precise, as he ordered your small team to pack-up and accompany him back to the Imperial Capital. That was three days ago, and you still haven't received an explanation for why the dig was called off.

The character with the highest Intelligence is playing a game of chess against the Royal Polymath.

If the characters can solve the puzzle fast, let them figure it out on their own. If it seems that the characters will take a long time solving the puzzle, ask them to roll the Intelligence check specified below. This section is only for foreshadowing - therefore, you can also simply opt to narrate this section.

The board is as follows: the character plays the black pieces, and it is their turn. A successful DC 15 Intelligence check shows the correct move: Black Queen takes the Rook at D6, which forces the White King to take the Black Queen. Then Black Knight moves to F5, ending the game with a checkmate.

Alternatively, the character can solve the puzzle themselves.

Whether the puzzle is solved or not, Osman Hamdi Bey remarks:

"Sacrifice the Queen, and the Black Knight takes the King. Simple, really."

After the game is concluded, the Royal Polymath puts away the game board. He continues: "First time in Istanbul, yes? It's a magical place. Once you get a taste of it, the city will follow you wherever you go."

Who Else is on the Ship?

Captain Adnan: He is the captain of Ejder-i Derya. He was once a Levent, but he retired after reaching the age of 40. He was hired by Osman Hamdi Bey. He has seen a lot of battles and received a scar on his neck during the Greek War of Independence. He secretly works for Giannis the Cut and was at the dig site to smuggle some of the historical artifacts. He couldn't complete his mission due to early termination of the excavation.

You can use the **levent** stat block for him.

Pashazadah Resul Ziya Bey: He is one of the rich locals in the city. He is a descendant of a pasha from the 18th century. He joined the excavation because he was interested in Ancient Greek epics, especially the Iliad. He is also in love with Kore, the Nightingale. He carries a photograph of her in one of his pockets, which he took from Nazif.

You can use the **noble** stat block for him, though he carries a pistol, not a rapier.

Bartender Alexios: An older man of Greek origin, a talented bartender with a vast knowledge of liquors and the streets of Istanbul. He has a little knowledge in arcane matters and sees Osman Hamdi Bey as a man he can trust. He can share stories and basic information about the city if the characters ever talk to him.

You can use the **masquerading merchant** stat block for him.

The conversation is cut by a mesmerizing singer, taking the center stage, singing. We recommend that you play the soundtrack here.

The final word of the song is also the verbal component of the darkness spell.

Osman Hamdi Bey casts *dispel magic* as soon as he realizes that the darkness is not natural. When the blackened room clears, the characters will realize that the singer is missing. A man who just entered the saloon rushes to their side screaming for help, claiming that his wife is quite possibly possessed by Djinns. Osman Hamdi Bey asks the characters to help him investigate.

The Royal Polymath mutters, "The city does follow you wherever you go.'"

Exorcism

The characters enter the richly decorated suite with Osman Hamdi Bey. A woman is clasping at the sheets of the bed, whispering ominously in the Language of the Djinn. As soon as they approach the possessed woman, the door of the suite is closed and locked tight behind them.

The Royal Polymath starts casting the *exorcize* djinn spell immediately, and commands the characters to attack the now embodied Djinni. Combat starts as soon as the Exorcize Djinn spell is cast.

The Djinn is a **wicked shade**. The Djinn's goal is to waste the time of the characters as the singer they just saw at the saloon breaks into Osman Hamdi Bey's room, steals his journal, and flees the ship. The Djinn will try to break the possession and flee before being fully defeated. Just before the Djinn flees (or is taken out) he will mock The Royal Polymath and say that he took the bait.

Note that the characters who attacked and hit the Djinn in melee are accursed with Djinn-struck until a long rest, or until they are cured by Osman Hamdi Bey.

The Chase & Cataclysm

When the characters leave the suite with the Djinn exorcized, they will see the husband of the possession victim, paralyzed next to the previously locked door. The characters are told to rush to Osman Hamdi Bey's room, while their ex-overseer helps out the paralyzed man.

Once the characters reach the room, they will see it thoroughly looted, and the singer at the other side of the corridor.



This scene is specifically important. The singer, Kore, is one of The Ghost of March's top lieutenants and was tasked with stealing Osman Hamdi Bey's journal. The journal contains the location of Mira, sibling to the Haseki Sultan Bergüzar, whose potent divining powers interfere with Bergüzar's own divining. Osman Hamdi Bey was actually sent to Troy to investigate the rumors of Mira's whereabouts and inform the palace - but keep this information from your characters for now.

A chase sequence unfolds: The singer throws caltrops and throwing knives towards the characters, tips over crates, and shoots out lights with cantrips as she makes her way off the main floor and towards the cargo bay of the ship. If the characters manage to catch up with Kore, she will fight her way to the cargo bay, but she will refrain from spilling blood, instead preferring to deal non-lethal damage and knock them unconscious.

Once near the cargo bay, Kore lets out a shout:

> *"Mervhan, get ready! We are out of here."*

Deep in the cargo bay, a drawn pentagram decorates the floor, lit candles encircling it, and a hunchbacked brute of a man awaits with a lantern in his hand.

When the characters manage to catch up, they will witness the final act of the heist. The hunchback takes out a scroll, utters words in an ancient language, and the pentagram lights up.

Have the characters roll a DC 15 Wisdom (Perception) check; if the characters succeed, they will see the now-revealed pointy ears of the singer, and the inhuman tusks of the hunchback.

The lit magical sigil flashes in a blinding light. The duo is no longer there; however, the rebound of their powerful spell surely is. The steamboat starts to rock like a cradle, with the steel moaning with the force of the bending. Nuts and bolts pop loose, and water jets into the ship. The Ejder-i Derya is slowly sinking.

Galleys from the Topkapi Palace

After the eventful chase, the characters must get to the top deck if they are to escape the sinking ship. However, the Royal Polymath is nowhere to be seen. After a brief questioning of the other ship passengers and workers, the characters will find out that he is still back in his room, trying to find his journal (which he suspects to be stolen) and must be taken out of there before it is too late.

When they find his room, they find Osman Hamdi Bey looking distressed as he ransacks his belongings to find what he is looking for. He will ask if the characters were able to stop them. With the answer, he will stop searching his room and take on a somber attitude. He accompanies the characters to the deck and says that they will need to speak in detail about the theft once they get to safety.

Amidst the luminous backdrop of the Imperial Palace in the distance, you see lantern lit galleys rowing across the mist, making their way towards your doomed steamboat.

Atop the bow of the leading galley, you see a man dressed in royal uniform, one hand on the galley's pole, the other holding a heavy rope. He is accompanied by shadowy figures in the mists, who let on their appearances as the dim light of lanterns reflect on their steel breastplates and masks, and embroidered rifles. Your steamboat's captain shouts out to you and all the passengers who huddled up on the deck: "It seems His Majesty the Crown Shahzadah Abd-ul Mejid was the first to respond to our distress call."

The galleys reach the ship and bring all the passengers aboard. The Crown Prince himself helps the Royal Polymath to his galley. The characters are also allowed to board the imperial galley. You see Osman Hamdi Bey whispering to Mejid. A DC 12 Wisdom (Perception) check reveals their brief conversation:

"How is your father, my Shahzadah?" The royal responds with nothing but a firm shake of his head.

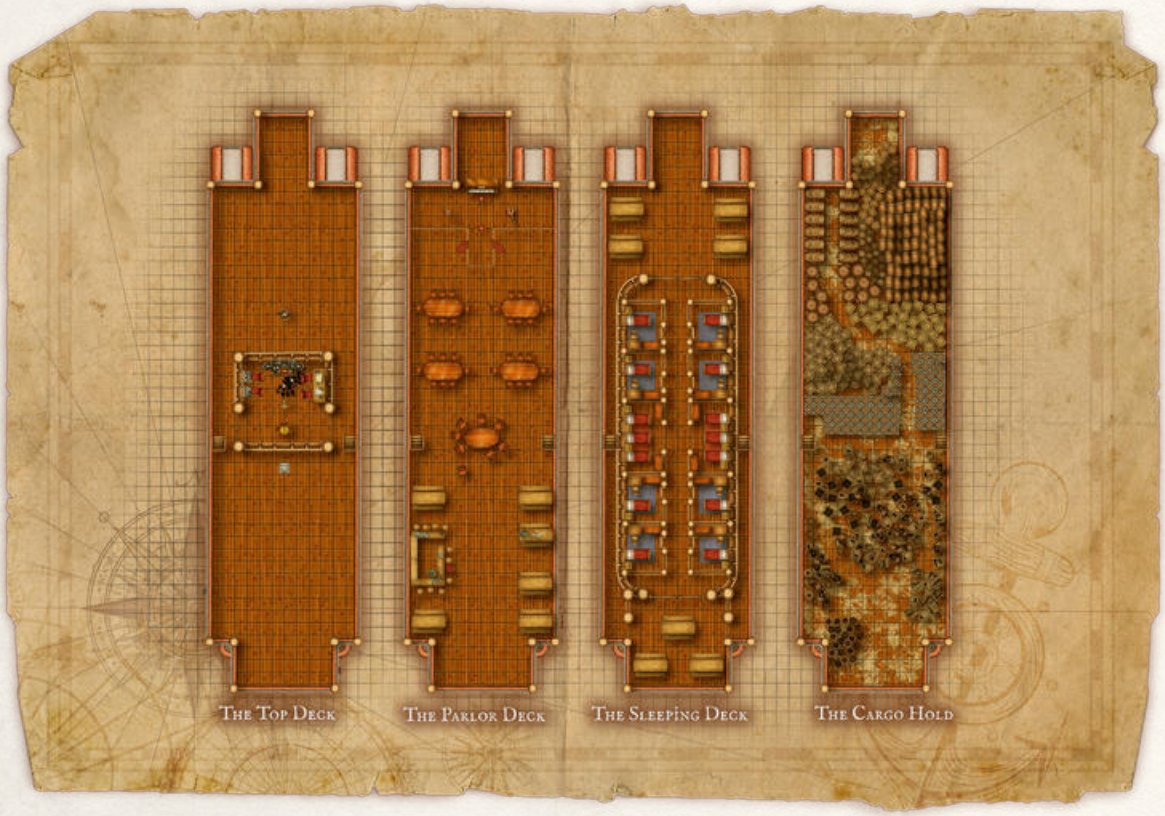
"I see," says the Royal Polymath. "My condolences, and congratulations."

Mejid's face lights up with half a smile. "I will ask for your assistance soon. I hope I can count you among my friends."

"You certainly can, your majesty."

Mejid turns to the characters and welcomes them to Istanbul. The Royal Polymath, who understands that some of the characters are afflicted with Djinnspeak (if they are), will try to cover for them. Mejid inquires, and will try to find out in a friendly manner, what the problem is.

As a Dungeon Master, make the characters feel the stress of uttering words from the Djinn language to the Crown Shahzadah, while his guards are present. If the characters fail to hide their condition, Mejid will laugh it off, and ask Osman Hamdi Bey to tell him what happened over coffee sometime.



Conclusion

Once the characters get off the imperial galley, they will witness a collected but distraught Osman Hamdi Bey. As some of the characters are afflicted by Djinnspeak, it would be a horrible idea to be out in the city with such an ailment, the Polymath says. He insists that they must stay in his manor, which is but a short ride off, at least for the night, as he will help them get rid of Djinnspeak and also speak in length about the events and the importance of his journal.

Whether the characters agree to stay in the Royal Polymath's Manor or not, they must witness the reveal of what was so important in the journal–or the lack of a reveal, to be more precise. The Dungeon Masters should incentivize their characters to ask the contents of the journal as soon as possible. Once asked, Osman Hamdi Bey will flinch in pain, repeatedly hit his own head, and let out unintelligible words, and he will be ultimately unable to answer the question. A DC 13 Intelligence (Arcana) or Wisdom (Insight) check will reveal that his memory has been modified, anda DC 18 Intelligence (Arcana) check will reveal that the spell targets a small section of his memory, most likely regarding what was written recently in the book. Although he truly does not know who could have cast such an enchantment on him, Osman Hamdi Bey still remembers the true nature of his quest at the dig site at Troy, which was to track down Mira, but he does not mention it to the characters just yet. Knowing that his journal is practically impossible to decrypt without him, he is sure that he and the characters are in grave danger, as whoever attacked the ship will come back–this he mentions to the characters.

Note for the DM: As soon as they get off the ship, Osman Hamdi Bey will warn them about the declaration of a State of Emergency concerning the Padishah's death. Before the crowning of the new padishah, no one will be able to leave the city. Osman Hamdi Bey will also share his concerns about the well-being of the characters, as many eyes may be on them since they have traveled with him.

If the characters agree to stay in Osman Hamdi Bey's manor, look up Osman Hamdi Bey's Manor in the Locations section for details of their lodgings. The Royal Polymath cures the Djinnspeak of the characters, and talks about the journal, and the danger they are in if he has not done so already. If the conversation takes place in the Manor, Eshref the Tortoise also joins in.

If the characters wish to go their separate ways, the Dungeon Master can guide them to the places they can stay, specified in the "Locations" section of this book. Granted that some members of the characters are still accursed with Djinnspeak, it will be especially difficult for them to converse with people they may encounter.

Regardless of what happens, once they take a long rest, start "The Dream Sequences."

First Steps into the City (Recommended Level 2)

Meeting with the Janissary Remnants

The characters rest and awaken to a new day in their new city. They are greeted by Osman Hamdi Bey as they start the day's journey, whether they are in his manor or outside.

The Royal Polymath cooked up a plan to get them out of the mess they are in. He will introduce the characters to Ahra and the Janissary Remnants, one of the very few groups of people who can track down the journal. He foresees that this service will not come cheaply, and they may need to do some dirty work to get what they need.

On their way, he informs the characters whom they are about to meet:

> *"Ahra is as sharp as a rough cut emerald. Let her, and she will read you like a book. Don't show despair. We will be charged tenfold if we show despair."*

He looks to spellcasters among the characters:

> *"Whatever you do, when we enter their place, do not use sihir, magic. The Janissary despise it; they find it unnatural."*

He then turns to any non-human characters:

> *"You may remove your covers. They will fail you anyway. They will hate you, but they will hate you even more if you try to hide who you are."*

The carriage stops, and Osman Hamdi Bey gets off, only to get back in after a few minutes, holding a large basket.

"This is lokma. Try it.".

You are handed a small ball-shaped savory sweet. It tastes heavenly.

"It would've been very rude to visit a friend without bringing sweets."

If asked, he will briefly inform the characters what happened between the Janissary, Alemdar, and the Palace, but refrain from giving details, until the characters prove themselves to be dependable.

Once the characters enter the Janissary hideout, they are promptly taken to the courtyard where Ahra and her retinue of Janissary Remnants are waiting. Refer to the "Janissary Hideout"in the locations section for a more detailed description.

When you finally get through the god awful guard at the gate you find yourself in a massive hall. The circular arena is filled with men fighting and studying combat tactics. You see wooden and metal swords and all sorts of weaponry scattered throughout the floor. In the seats further back some of the men sit around a furnace and examine the going ons in the arena while smoking hookah. The stairs behind them lead upwards into the circular corridors surrounding the arena. You can feel that if anything goes down here everyone in the hideout could hear.

The Wolf rises from her diwan to greet the Royal Polymath and his acquaintances.

"We hardly ever see the likes of you in these parts, Osman Bey. Have you come to document the real problems of the real people of the Der-saadet?" barks Ahra, playing with the tip of her yatagan blade.

"Vicious as always, Ahra. You are like your father in many ways, except he was always kinder with his words."

"And look where his kind words got us." Ahra sighs. "Enough talk of the past. We are all running on borrowed time anyways. What is it that you seek from the Janissary?"

The Royal Polymath introduces the characters to Ahra and explains their plight, as briefly as possible. Ahra agrees to seek out the journal and the identities of the thieves in exchange for a few "minor" favors.

"It is great to meet a group of people that might be of use to me. If Osman bey vouches for you, I would like to get to know you better. Now, do not be shy; tell me of your unique abilities so I know how to send you to better suitable missions."

Ahra and the Janissary Remnants want to infiltrate the operations of the crime lords, and it looks as if the centuries-old defenders of the city switched sides after being betrayed by the Palace. To gain the trust of the crime lords is no easy feat, especially for the Janissary, but Ahra has already made considerable progress placing her most trusted fighters in the service of the criminal world by the time the characters encounter her. Now, she needs someone to do the dirty work for the crime lords, as she needs the Janissary in as pristine conscience as possible for the time when she will stab the criminals in the back to reinstate the Janissary Hearth to the Imperial Military. This is where the characters come in. They will need to do increasingly excessive tasks in the free play section. With each task, Ahra will trust them more, and explain parts of her plan. If the characters protest the tasks, she will even allow them to sabotage their quest as long as they look as if they tried their hardest to accomplish the task.

Thus, the World Opens Up

In the free play section you should pick side quests marked with the insignia of Giannis the Cut, Chic Manu, or Hano the Widow, from the Side Quests section. Make sure you leave one quest from Chic Manu for the appearance of The Ghost of March.

These quests are your chance to get the characters to interact with not just the NPCs, but with the city of Istanbul. Use the "Running a Story in Istanbul" section to bring the cultural fabric of the city to the foreground.

Once the characters complete a minimum of two side-quests, and while doing so get familiar with the city, you should initiate the quest: **A Legend Lie Among the Ruins**.

Scene: The Crowning of The Padishah (Recommended Level 2)

Osman Hamdi Bey approaches the characters once they have completed several quests for the Janissary Remnants.

"I will take you to see something that you most likely, and hopefully, will not have the chance to witness again in your lives!" exclaims the Royal Polymath, with great excitement.

"The Crown Shahzadah Mejid will ascend to the throne, and I can arrange a few more invitations for the Parade of the Sword, the ascension ceremony in which the royal line has not had the chance to be on the forefront for almost a century." His excitement gives way to a somber mood.

Osman Hamdi Bey will look as if he is waiting for a question from the characters - testing the understanding of the characters. A successful DC 12 Wisdom (Insight) check will reveal this intention, or they may notice themselves that he did not mention what happened to the previous Padishah, Mejid's father. Any characters who succeed on a further DC 16 Intelligence (History) check will recall that Mejid's father Mahmud II took the throne under a military rule by Alemdar Pasha, after a failed coup by the Janissary killed off almost all the Imperial family. The previous Parade was more for Alemdar than Mahmud. If the History check fails, the characters can still inquire, and Osman Hamdi Bey will be more than happy to share the story.

If the characters agree, and it is recommended that they should agree, they will attend the ceremony along with the Royal Polymath.

You take the spots assigned to you by the Bostanji guard, alongside Osman Hamdi Bey, and in between bureaucrats, foreign dignitaries, journalists, the industrialists, and the clerics of many religions.

In your sight is the Imperial Way that leads to Topkapi Palace, the crowd on the other side, and hundred imperial soldiers standing guard with embroidered rifles at hand, the wavy bosphorus filled with galleys of silky sails gliding, steamboats of steel roaring amidst the waves, adorned with the waving flags of hundred nations, and on the blue red horizon–the stern old Cannongate Sarai and the witness of hundred emperors, the Hagia Sophia.

A thunderous applause turns your attention to the road. The march has begun. With the elite Bostanji guard by his side, Crown Shahzadah Mejid, whom you briefly met atop the galley, is walking and saluting the crowd. The Mehteran band, dressed in gambesons and chainmail, starts playing the centuries-old war anthems of the Empire while flashes from mahogany and brass cameras enlighten the scene in a mixture of anachronistic tradition and uneasy modernity. The Grandeur of the moment soars as the walk is finished atop the stairs of the Haghia Sophia, which Abd-ul Mejid climbs alone. There, he takes his place, and two servants of the state bring forth the Sword of Osman, the first Padishah of the Empire. As he wields the sword, the crowd cries out, "Long Live the Padishah!"

Then, members of the Bostanji guard take the stage, moving between the crowd and handing out pouches filled with gold to the poor of the city amidst the crowd. The cries praising Mejid and the Empire soar through air, until the drop of a pouch silences them instantly. A pouch of gold is thrown right back at the feet of the now crowned Padishah. "The gold belongs to the Janissary!" the man right across from you cries out. His voice is loud and clear. The entire city seems to have lost their voice in that very second. You all see the gaze of Abd-ul Mejid shift. The Bostanji guard closes in.

"Let's leave, shall we?" says Osman Hamdi Bey. "Before we have to encounter an unpleasant guard."

The murmur of the crowd slowly makes way to the continuation of the loud praises of the new Padishah. However, this time, the voices are uneasy, and not as loud as they once were. You all sense movement closing in on you. Somebody will pay dearly for the insult.

Scene: The First Crescent - The Ghost of March Shows His Face (Recommended Level 2)

Allow your characters to do one side quest that ends in the Festival of Candles as a part of the narrative of the first Act. We recommend combining the scene with the Chic Manu quest, "Killing the Shadows."

Once the characters complete the mission, they are to meet their quest giver in the Festival of Candles at Sultanahmet Square. Ensure that Mosolite Nazif is present at the meeting. If the characters haven't met Nazif before, once they sit down, allow the quest giver to introduce him.

The city is brimming with tens of thousands of candles that drown out all the other light sources, whether they are electric lamps or lanterns. A crowd is gathered around the entertainment in the square, enjoying the shadow acting, the wrestlers, or the jugglers. Turtles with candles on top of their shells roam around, guided by the smell of freshly cut leaves placed for their enjoyment.

You march onward out of the crowd, and towards the secluded diwan where your handlers are having a seemingly focused conversation. Their voices hush as you take your seat.

You should allow the characters to converse with the NPCs about the quest, and acquire rewards if there are any to be given out.

If there are characters with a Passive Wisdom (Perception) of 14 or higher, they will notice several things during the conversation: some of the turtles that are carrying the candles also have pouches of gunpowder attached to them. Additionally, a number of innocent looking cats have started to circle around and crowd the divan. Finally, if the characters succeed on a DC 18 Wisdom (Perception) check, they will notice shadowy figures watching them from the rooftops. Regardless of whether they noticed the irregularities or not, it will be too late for them to act. Once the candles die out on the turtles, the final flames light the fuses of the gunpowder pouches, and let loose several explosions in the festival fields, followed by a thick smoke covering the premises.

Amidst the rampant chaos of the explosions, you hear gunshots flare up on the rooftops, and screams drowned out by shouts of the shadowy figures jumping down into the crowd. However, a few seconds is all it takes for the festival grounds to fall into complete silence, and the gunshots to be carried to distant parts of the city.

You notice almost two dozen figures moving closer to your diwan under the cover of thick smoke. Then they suddenly form ranks, and make way for one more figure. The smoke clears, and your eyes make out the man walking slowly towards you.

An old imperial uniform, a tempered steel whip wrapped around his hand, and menacing looks from eyes that are the only parts of his skin not covered by linen bandages.

"The Ghost," Mosolite Nazif gasps.



"I warned you twice, Nazif. Your so-called tributes have hurt my people for the last time," says The Ghost calmly. "So, we found new partners."

The Ghost's whip cracks, and the tip is, within a single second, wrapped around the neck of the Mosolite.

The Ghost of March will eliminate the Mosolite Nazif and give his seat controlling the Undercity passage to the Council of the Ninth Life. It is up to you to decide whether you want to reveal the Council to the characters at this time or when the characters decide to venture into the Undercity.

The Ghost will talk to the characters as they were unexpected in his plan. He will say that they have nothing to fear if they do not get involved with the crime lords any more. Moreover, he will say that if they want to fight for the righteous side, they should approach him "below," referring to the Undercity.

The entire ordeal lasts mere minutes. After which, The Ghost and the shadowy figures, who are revealed to be Sekbans of The Ghost, retreat down to Undercity before guards show up in force. You should also reveal that this bombing attack was a ruse to draw the Bostanji and Mansur Guard to the festival while Sekbans raided several armories for equipment.

Note to the DM: After the sudden strike of the Ghost of March, the State of Emergency is reanounced and the characters should feel eyes on them, as they witnessed this event.

Dungeon: A Legend Lie Among the Ruins (Recommended Level 3)

"We found your journal," shouts Ahra as you enter the Janissary Hideout, without ever bothering to get up from her diwan.

"One more job, this time not for the unsavory types of the city, and you will learn how to get the journal back. We started having serious problems with the Nâ-Meftun, the Undead. More and more rise each day, and we found the source of the problem. Some treasure chasers cracked through the lower levels of the St. Benoit.

Whatever is making the undead rise, it resides there. Either seal this trouble away, or slay it. Then, you shall have your journal back."

The characters are presented with the location of the church and are told that they can ask around the antiquarians to find a map. The Olden Star in the Grand Bazaar has a map of the church's layout which can be purchased. The plans will reveal a hidden gateway that opens to the basement of the building.

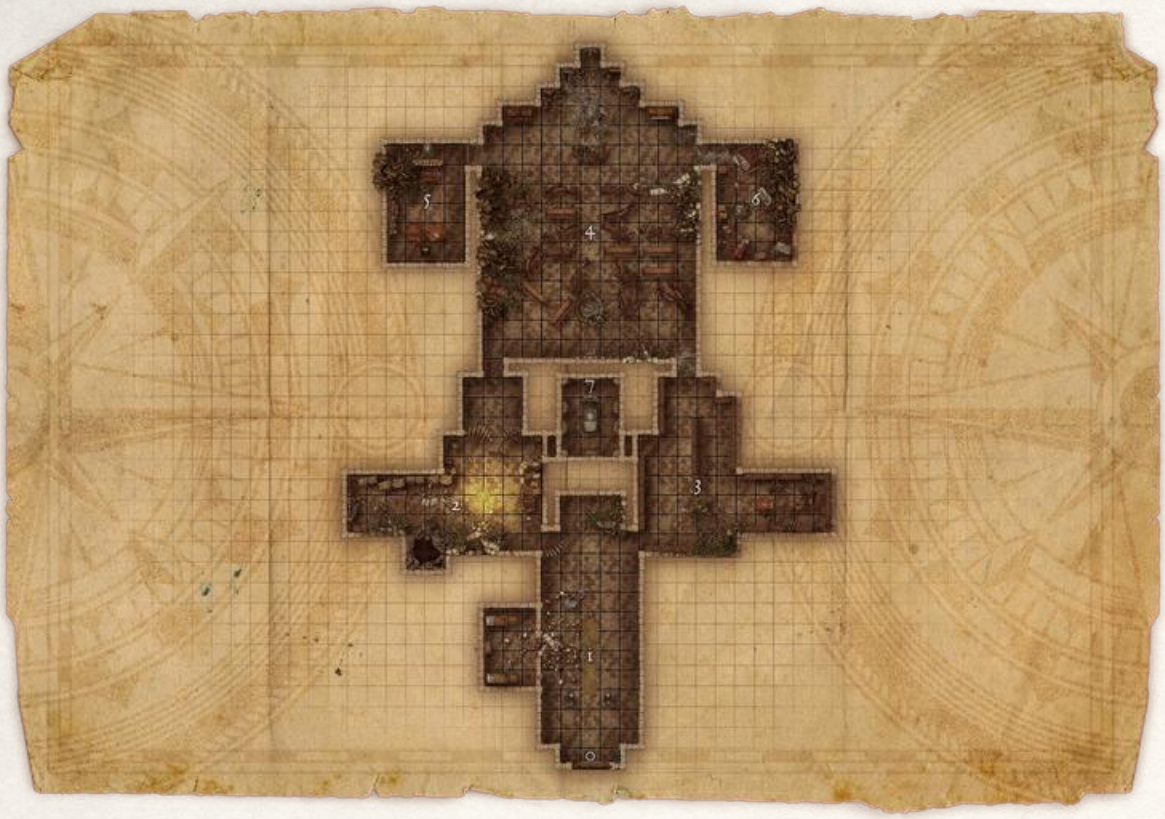
History of the Church:

St. Benoit's construction started in 1427, and the church was the first Roman Catholic church built in the City of Crescent. When the Ottoman Empire captured the city, the structure was kept as a church and remained as a prominent holy focal area for the Catholics of the city. In the last century–around the mid 1700s–the church was damaged by a massive earthquake; after that, it was deserted, never to be rebuilt. However, the rumors of it caging a dark power have been ever since its construction finished.

A graveyard built near the once deserted St. Benoit, right after the conquest of Istanbul in 1453 concealed the hidden passages.

If the characters choose to further investigate the rumors, they will be presented with several pieces of information. Each success on a DC 12 Intelligence (Investigation) will yield one of the following:

- The church was damaged during an earthquake. (True)
- The church was infested with demons. They make disturbing noises in the night. (False)
- People living nearby are having horrible nightmares about the rising dead. (True)
- The nearby area is infested with hoards of rats, centipedes, and bats. (False)
- The church holds information on an old Ottoman Padishah, and people of influence are after this information. (True) (DC 18)



Important Information for the Dungeon Master:

There are two very important NPCs in this dungeon. The first is the jailer, **Radu the Handsome**, and the second is the jailee, **Vlad Tepes**, **the Dracula**. Radu the Handsome and his spirit were tasked with jailing his brother's skull, and the necromantic powers stemming from it, by Mehmed II the Conqueror. Radu, Vlad, and Mehmed were raised in the same palace as children: the former two were Wallachian nobles, and Mehmed was the Crown Shahzadah.

After Vlad decided to not only rebel as the Voivoda of Wallachia, but to use dark powers of necromancy, Radu volunteered to destroy the dark legacy of his brother. Once the rebellion was crushed, and the power of Vlad waned, Radu asked Mehmed II to allow him to design a cage that could keep the necromancy of Vlad away from prying hands.

Radu designed a cage with a seal of four elements and placed it under St. Benoit church. Only abbots throughout the ages and their chosen personnel knew about the hidden basement and what was hidden there. The earthquake of the 1700's changed everything: the priests were all dead and seals weakened, people living close to the church started to see horrible nightmares, and Vlad's evil aura transformed most of the dead buried in the graveyard into undead. It is about this time that the skull started to not only affect the dead around it, but to resurrect Vlad, inch by inch.

You need to keep track of the damage (excluding necrotic, force and bludgeoning damage) that has been dealt to the characters and any living beings in this dungeon. The total of this damage will determine Vlad's total hit points (Maximum HP for Vlad is 90. If he reaches 90 before the players arrive at his room, he will try to surprise the players in his room with a stealth check, forming out of mists in his first attack.). The damage dealt to other living beings will also be added on top of this, the undead are excluded. Each time someone is dealt damage, the blood will start seeping towards a certain direction, Vlad's chamber. The characters may ask what is going on: ask for a DC 13 Wisdom (Perception) check and, on a success, the characters will realize that their blood is not standing still but it is being drawn somewhere magically. Then ask for a DC 18 Intelligence (Arcana) check. On a success, share a hint about "the spilled blood can be used for rituals, on undead or even worse."

Note: Make sure to start a timer (8 hours) as soon as the first blood is spilt. After that time Vlad Tepes will rise and the total blood will determine his hit points. If the characters have succeeded on the Arcana check, make sure you share this knowledge: "The extracted blood must be used on the day it was taken. It will probably be used in a couple of hours."

FIRST FLOOR OF THE CHURCH

Regional Effects: The ceilings are 20 ft. high in all of the first floor and there are no light sources unless it is mentioned in the specific room.

Ligh: The windows of the church are blocked by piles of debrises because of the most recent earthquake, thus impossible to get in or out.

Firearms: The use of any kind of firearms in the dungeon will result in any of the creatures here being immune to surprise.

0. ENTRANCE

The entrance is sealed by a sturdy, stone door. Any character proficient in the use of mason's tools can roll a DC 13 Intelligence check to understand that this door was reconstructed numerous times after the church was built.

At the entrance of the church there are archaic runes written in Latin. With a DC 13 Intelligence (Investigation) or Wisdom (Perception) check, a character can detect dried blood on the runes. If any kind of magic detection is used, the spell will yield a very faint magical aura on the runes, reading:

"*Exibit spiritus* ejus, et revartetur in *terram* suam; in illa die peribunt omnes cogitationes eorum." Anyone who speaks Latin or Italian will understand what it means. Alternatively, the *comprehend languages* spell can be used to understand what it means. It roughly translates as such: "When they *breathe* their last, they return to the earth, and all their plans shall die with them" (Psalms 146: 4).

With a successful DC 10 Intelligence (History) or Intelligence (Religion) check, characters can recall that the word spiritus can be translated as the word breath. If the characters check the wall again, there are two small holes covered with dried blood; they can exhale into both holes or fill the holes with soil from the ground or smearing blood in the holes. All of these will result in opening the door.

If the characters do not understand Latin or Italian, or cannot cast the comprehend languages spell, any Christian character can roll a DC 8 Intelligence (History or Religion) check to try to understand what this phrase means. This will give a very crude translation but helpful enough to solve the riddle.

If the characters cannot understand the runes by any means, you can ask for another DC 15 Wisdom (Perception); a character who succeeds on the check will discern that two people can lift the door. This will be a very hard task for only one person, but a two person team can lift the door. This DC 16 Strength (Athletics) check can be done with advantage because two people are involved.

If this roll fails, the only way to open the door is to break it down with pickaxes or some kind of controlled explosion using gunpowder. If the characters have to break it down with picks, any character involved in that physical exertion will have to play the dungeon with one level of exhaustion. If they choose to blow this door up, this will result in any monsters in the dungeon being alerted to their presence.

1. FIRST HALL

The entrance of the church has seen better days; the remains of church pews have been broken down for firewood by the eshkiya (bandits) who have been inhabiting the church for some time. Most of them are piled next to the altar and the Jesus statue. Nature's wrath hit the church in the most harmful way: both the walls and the floor have long cracks in them. The bronze chandelier, once hanging from above, lies shattered on the ground and is now covered with greenish mold and rust. The ground is covered with dust, debris, and vegetation. Even the everlasting owners of this ancient church, the marble statues, are broken down and almost destroyed.

If the characters make a DC 15 Intelligence (Investigation) check, they will notice that one of the statues was destroyed by a sharp weapon. These statues were once Venetian made and gorgeous but are now worth nothing. There is a destroyed altar and a dilapidated Jesus statue at the far part of the room. There is only one light source, a torch tied to one of the extended hands of the old broken down statue as if placed there in mockery. The eshkiya placed two ill-prepared traps at the north side of this room (T1 and T2), but it is easy to see them with a DC 8 Wisdom (Perception) check and disarm them with the use of Thieves' Tools (DC 10). If the traps aren't disarmed and the characters fall prey to them, each will spring a crude hunting trap which deals 7 (2d6) piercing damage.ü

Any character inspecting the west wall of this chamber may, with a successful DC 18 Intelligence (Investigation) check, detect an entrance to a secret room. This hidden room was once used by two priests who contracted leprosy, and their mummified and crushed bodies are still in this room. The priests' names were Lucious and Antonious, and when the door opens, they both rise up as **semi- sentient plague stricken** and attack the characters.

After the fight, if the characters search the room, they will find a small lapis lazuli stone worth 10 gold pieces hidden in a still intact and unlocked chest at the end of Lucious' bed. Also there are a few slightly damaged parchments on which Lucious scrawled some notes, (wrongfully) describing this stone as the source of his and Antonious' illness.

2. RUINED KITCHEN

If the characters didn't choose to blow up the door at the entrance, they will have a chance to sneak up on Hayriah and her gang of grave robbers (uses Levent statblocks). The gang has been excavating the ruined church for a couple of days now and set four traps (T1, T2, T3 and T4) in case unwanted company arrives. There is a huge fire burning in the middle of this room; around the fire are five figures. One of the figures is crawling on the floor like a madman, moaning, screaming and uttering incomprehensible words. Two others have pickaxes in their hands and are working on removing the debris off the ground. Another one is standing next to his mad friend and trying to comfort him. There is another figure, obviously a figure of authority, holding a *lightrod* above her head and directing the three workers to work faster. They are not aware of the characters' presence if they did not blow up the door at the entrance. If the characters choose to blow up the door, the Eshkiya are ready for them, hiding behind rubble and waiting to ambush the characters.

All the members of the gang are on edge because of the weird aura Sir Joseph (Library 3) is emitting. The worst of all is the slightly more emphatic Nasuh. He felt the presence of Sir Joseph more than the other members of the gang and went mad.

The members of the gang, if not threatened or treated badly, can be convinced to join alongside the characters to join them on their expedition. They will ask for equal treasure rights, and if the characters accept this, they tag along.

Hayriah the Unruly

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 20 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
9 (-1)	14 (+2)	11 (+0)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Wisdom +3, Charisma +5
Skills Arcana +3, History +3, Persuasion +5
Senses Passive Perception 11
Challenge 1 (200 XP)

Spellcasting: Hayriah is a 2nd level spellcaster who uses Charisma as her spellcasting ability (spell save DC 13, +5 to hit with spell attacks) Hayriyah knows the following spells from the warlock spell list:

Cantrips: (at will) *eldritch blast*
1st level: (2 slots): *protection from evil and good, hunter's mark, inflict wounds, mage armor*

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

Eldritch blast: *Ranged Spell Attack* +5 to hit, reach 120 feet, one target. Hit 8 (1d10+3)

Hayriah is a woman of African origins in her early thirties, and she is the authority figure among the gang. The other members of the gang are made up of 4 levents (Nasuh, Kadir, Remzi and Yorgo) their clothes hinting at the gang's naval origin. Nasuh is the one who went crazy.

The levents are only loyal to Hayriah out of fear of her magical abilities. If Hayriah dies or if any of the characters show their arcane prowess, they may be convinced to switch sides.

Once the gang is handled, the characters may make a DC 15 Intelligence (Investigation) check to find an easy way to the excavated area that can lead to a lower level. If any kind of light shines down, many mummified bodies of priests can be seen. The levents have a few grappling hooks and offer them to the characters but advise not to leave any rooms unexplored before going down.

3. DESTROYED LIBRARY

The library is covered with rot and most of the shelves are either broken down or covered with mold. There are no sources of light in this room. If the characters don't bring Hayriah's lightrod (which will burn for another 7 hours) or any other light source, the room will be pitch black.

If the characters enter this room from the south side and didn't disarm the traps at T1 and T2, those traps will spring and deal 7 (2d6) piercing damage each. If the characters enter this room from the north side, they will have to detect and disarm traps at T3 and T4, which are the exact same traps as T1 and T2. If the characters are allied with the gang, the gang will show them where the traps are.

If the characters walk into this room with Nasuh, he will fight ferociously and resist going into the room. Among the mad gibberish he cries out, "Gaaaaah! I beg for forgiveness! I'm in... Aaaaah! Agonizing pain! Please forgive me!" and "Noooo! Sins of the flesh! Sins of the flesh! Forgive me!" Though he starts to cry, he will enter the room if pressed.

The library is destroyed, and most of the books are lost to time and rot. If the characters search the library in detail, they can roll an DC 15 Intelligence (Investigation) or Wisdom (Perception) check; on a success, they will find one slightly moldy book, encased in metal, containing some memoirs of Mehmet II.

When the characters stop investigating the library, The Ghost of Sir Joseph appears, surprising them. The room is suddenly filled with constant whipping sounds, and Sir Joseph screams these words in Latin: "Flagellum equo, et camus asino, et virga in dorso imprudentium," which can be translated as: "A whip is for the horse, a bridle for the donkey, and a rod for the back of fools" (Proverbs 26:3).

Sir Joseph was a very devout Christian who once was knighted into one of the most holy orders of Christianity. He was a crusader, and a devout believer, but his downfall came from his misguided belief. When he was alive, he believed that the sins of the flesh had to be cured by flagellating. The phylactery of his ghost, thought to be something holy, journeyed through many owners and ended up in the St. Benoit church. The ghost, thinking that the characters and the Levents are sinners and (partially true) have to be punished, attacks.

Sir Joseph

Medium incorporeal undead, lawful evil

Armor Class 11
Hit Points 20 (5d8)
Speed fly 40 ft. Can hover.

STR	DEX	CON	INT	WISH	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks.
Damage Immunity acold, necrotic, poison
Condition Immunity charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses Darkvision 60 ft, passive perception 11
Challenge 2 (450 XP)

Ghostly Touch: Melee Weapon Attack: +5 to hit, reach 5 ft, one target 8 (2d6 + 3) necrotic damage.

Drain Sin: As a reaction can inflict 13 (3d6 + 2) necrotic damage on one living target. The damage he deals is healed back as hit points. (Sir Joseph can use this 4 times and will target the Levents first, starting with Nasuh.)

Dreaded Aura: As a bonus action, Sir Joseph can direct his wrath and unholy aura on one person within 60 ft. That person must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition.

When the fight ends, the characters may roll an Investigation check (DC 15) the west wall of the library and notice a secret entrance to St. Benoit's Tomb. The entrance was trapped by the priest of the church. It is almost impossible to detect this trap except with an Investigation or a Perception check (DC 18). Upon being triggered, the trap releases a poisonous gas that deals 11 (3d6) poison damage and half as much damage if a Constitution save (DC 14) is made.

The secret entrance to St. Benoit is magically hidden, but a detect magic spell will make it easier for an onlooker to find the entrance (DC is lowered to 10).



4. MAIN HALL

The main hall of the church was once used for the rituals and masses. The floor is now covered with rock and moss; the walls, once housing majestic carvings and gorgeous paintings, are now covered with only soot and mold. There are three huge darkened traces of three huge paintings on the wall, all stolen during the time of the first earthquake.

The ceiling is unstable: everyone who walks into this room should roll a DC 12 Strength (Athletics) check to avoid falling debris. There is a faint whisper of a voice coming through the cracks on the walls and the floor. If anyone should listen and focus, a DC 15 Wisdom (Perception) check is needed to hear some of these mutterings:

> *"Mehmed! I will make you suffer! I will make you bleed!"*
> *"Hush now, brother!"*
> *"I am so tired of this place."*
> *"Only fools come here."*
> *"Have you ever spoken to a skeleton? They are no fun!"*

5. OFFICE OF THE ABBOT

The door of abbot's room is locked and can either be unlocked with Thieves' Tools (DC 12) to not alert the abbot, or broken down with sheer force (DC 10 Strength check), which will alert the abbot and make him surprise the characters while they go in. The abbot, Brother Alexander Leonius Krishkin, was a lover of art and knowledge. He had a huge library installed on the ground floor for the people, and he had his own private library on the basement floor. The abbot was alive after the earthquake struck. Some debris fell on his legs, but he survived, only to suffer deliriously for days before starting to chew on his own arm and becoming a **semi-sentient plague stricken**.

The room is unlit and is in complete darkness if the characters somehow don't carry any light source. The abbot, however, can see in darkness.

After defeating The abbot, the characters can find two spell scrolls on his desk. They aren't damaged and are both magical: The first one is a *scroll of spare the dying*, and the other one is a scroll of cure wounds.

6. DORMITORY

This is the dormitory where lesser priests used to sleep. Their bodies still lay on the floor or on their beds. All the priests but one died instantly when the earthquake hit the church. The lone priest, Bartholomew, sanctified and blessed the bodies of his brethren and met his own end peacefully. There are eight beds and six bodies; each bed has a small chest at the end, mostly containing the priests' personal belongings. One of the chests belonged to an agent of the thieves guild passing as a priest and holds a secret compartment that houses 10 gold pieces, Thieves' Tools, and a vial of acid. A DC 14 Intelligence (Investigation) or

Wisdom (Perception) check needs to be passed to find these items. The ghost of Bartholomew still lingers in the area, protecting his brothers. If anyone by chance utters an ill word against the abbot, or the priests of St. Benoit, the room will be filled with spirits of the dead. These spectral forms will harm anyone in the room for 14 (3d8) radiant damage.

7. TOMB OF ST. BENOIT

The tomb, and the sarcophagus within, is covered with dust, undisturbed for the last four centuries. It is said that the remains of St. Benoit himself rest in the large and intact stone sarcophagus. It would be sacrilege to open the sarcophagus, but the levents will insist on breaking the lid and looting whatever is inside. Anyone who assists in damaging the sarcophagus will feel the wrathful curse of St. Benoit. For the remainder of the dungeon, those who harm the sarcophagus will be dealt 1d6 extra necrotic damage from all sources of damage. Only a remove curse spell or a long rest will reverse this effect. The sarcophagus contains the Holy Staff of St. Benoit.

BASEMENT FLOOR OF ST. BENOIT CHURCH

The basement floor had other entrances from the other parts of the church, but all of the other entrances were destroyed because of the earthquake. The basement floor doesn't have any light unless the characters bring their own. Only the abbot and two leperous priests knew about the basement.

1. PRIVATE LIBRARY

The only way to get down to this floor is climbing down with the use of grappling hooks provided by (or looted from) the grave robbers. This place was the abbot's private library, but most of the books are highly damaged. If the characters make DC 13 Intelligence (Investigation) or Wisdom (Perception) check, they can find an undamage book written by Radu the Handsome among the other damaged books. The book, written in Turkish, involves military tactics for horsemen and gives great detail for large-scale battle tactics involving a large cavalry charge. There is also a banner on the wall encased in a wood and glass box. It is a relic banner of the Malkoç family.

The door of the room is locked but can be unlocked with a DC 12 Thieves Tools check or broken down with a DC 10 Strength Check. However, as above, if the door is broken down, no monster on this floor will be surprised.

This room is inhabited by a swarm of scorpions which attacks the characters when they drop down from the ropes.

Swarm of Scorpions

Medium swarm of tiny beasts, unaligned

Armor Class 12 (Natural Armor)
Hit Points 22 (5d8)
Speed 20 ft, climb 20 ft

STR	DEX	CON	INT	WISH	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses blindsight 10 ft. passive perception 8
Challenge ½ (100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite: Melee Weapon Attack: +3 to hit, reach 0 ft. one creature in the swarms space. Hit: 6 (3d4) piercing damage and target must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage.

2. ROOM DEDICATED TO JOHN SOBIESKI

John Sobieski III was the King of Poland and the victor of the Battle of Vienna against the Turks, and he was called "The Lion of Lechistan." The abbot was obsessed with Sobieski, his history, and his victory against the Turks, so he dedicated a small shrine (within a church!) to his name. The room is in somewhat good condition, but most of the parchments have rotted away. There is a karabela, a Polish saber, in pristine condition in a still intact glass casing (You can use the same stats as for scimitar).

3. FAMILY HEIRLOOMS

The door of the room is locked but can be unloThe door of the room is locked but can be unlocked with either a DC 12 Thieves Tools check or broken down with aDC 10 Strength check. However, as above, if the door is broken down, no monster on this floor will be surprised.

This room contains jewelry once owned by House Tepes; they are dusty but in an undamaged condition. There are three rings (10 GP, 15 GP, and 25 GP) and an amulet (20 GP) which hold any worth. The room also contains some letters between Mehmet II and Vlad II about the rule of Wallachia, and about Vlad II's sending his sons Vlad III and Radu to serve at the Ottoman court.

This room is inhabited by a **large scorpion** which attacks when the characters walk in.

Large Scorpion

Medium beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 25 (5d10)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft. passive perception 9
Challenge 1 (200 XP)

Multiattack: The scorpion makes two attacks: one with its claws and one with its sting.

Claw: *Melee Weapon Attack*: +3 to hit, reach 5 ft. one creature. Hit: 4 (1d6 + 2) bludgeoning damage. The creature is grappled (Escape DC 12 Athletics check) The scorpion can only grapple one foe at a time.

Sting: *Melee Weapon Attack*: +3 to hit, reach 5 ft. one creature. Hit: 5 (1d8 +2) piercing damage. The target must make a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

4. SCORPION NEST

There is no door to this room, but if the characters did not make noise while they opened the other doors, they could act silently to surprise the scorpion queen.

This room is a lot warmer than the rest of the floor, and some scorpions have made their nest here. The scorpion queen at the time of the earthquake moved the bodies of some dead guards, laid eggs in them, and the bloated, disformed bodies of the guards have dried into a very grotesque, very horrifying nest for the scorpions.

The scorpion queen and many tiny scorpions attack. The tiny scorpions don't roll for initiative; they go after all characters and the queen make their attacks. If a tiny scorpion is killed, it is replaced by another, and they all make their attacks at the end of the round (The characters' main focus should be the queen). There is an endless number of tiny scorpions as long as the queen is alive, but when the queen dies, the tiny scorpions stop attacking the characters and start to attack the queen, ripping pieces of her body apart and grafting it to their own, in a horrifying and gruesome scene.

Scorpion Queen

Medium beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 29 (5d10)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft. passive perception 9
Challenge 1 (200 XP)

Multiattack: The scorpion makes two attacks: one with its claws and one with its sting.

Claw: Melee Weapon Attack: +3 to hit, reach 5 ft. one creature. Hit: 4 (1d6 + 2) bludgeoning damage. The creature is grappled (Escape Difficulty 12) The scorpion can only grapple one foe at a time.

Sting: Melee Weapon Attack: +3 to hit, reach 5 ft. one creature. Hit: 5 (1d8 +2) piercing damage. The target must make a constitution save (Difficulty 12), taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Tiny Scorpions (Unlimited, 2 per player each round)

Tiny beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 1 (1d4 - 1)
Speed 10 ft.

STR	DEX	CON	INT	WISH	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses blindsight 10 ft. passive perception 9
Challenge 0 (10 XP)

Sting: Melee Weapon Attack: +2 to hit, reach 5 ft. one creature. Hit: 1 (1d1) piercing damage. The target must make a constitution save (Difficulty 8), taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.

5. THE MAIN HALL

The main room is the place where the guards used to dwell, but now it is an empty room with broken down tables and chairs. There are four **semi-sentient plague stricken** in guards' clothes in this room.

If the characters search the room or observe the skeletal guards in any way, they can make a DC 12 Intelligence (History) check, and if they succeed, they will recall that the skeletal guards bear the insignia of House Tepes.

6. INTERROGATION ROOM

The room has shackles, torture tools, iron maiden, maiming equipment, saws, axes, needles, and knives. This place was used to interrogate captured officials and adventurers. All the metal tools are covered with rust, and wooden tools are rotted away.

7. FLOGGING ROOM

This room was used by the flagallent priests during the time when the church was used as a place of worship. The door to this room is stuck by the fallen debris; the characters can easily lift the stones, but it will take 10 minutes to clear. A successful DC 10 Intelligence check will inform the characters that the room couldn't be opened from the inside.

When the earthquake hit, three of the four priests here died because of the falling debris. One priest, Brother Nicolei, was the only survivor of the earthquake, surrounded by his fallen brothers. Brother Nicolei had to consume his brothers to stay alive; he begged for mercy, but no help came. Brother Nicolei's remains are animated as a **gulyabani** and will attack the characters if they open the door.

While Brother Nicolei fights, he moans the names of his fallen brothers. "Andrej, Pieter, Jacob..."

8. SHRINE ROOM

The door of this room is intact and in surprisingly great shape. It isn't locked, and the interior of the room is spotless, devoid of any dust. There is an altar and a statue of Jesus Christ in the room. This is a perfect place to rest and sleep.

9. STORAGE ROOM

The door of the room is locked but can be unlocked with either a DC 12 Thieves Tools check or broken down with aDC 10 Strenght check. However, as above, if the door is broken down, no monster on this floor will be surprised.

There are racks filled with boxes of rusty metal nails, wooden plates, spoons, and spare kitchenware. Everything here is modest. There is a small locked box here that can be unlocked with Thieves' Tools (DC 14). There are 50 silver pieces in the box.

10. OLD BARRACKS

The room used to house the guards in this area, but the bunk beds have rotted away. Both the walls and the floor have long cracks. There are enough beds here to house 12 guards.

11. DUNGEONS

The dungeons are used as a jail, mostly for adventurers who managed to find out about the basement of St. Benoit. There are 10 jail cells, 4 of which house **gulyabanis**, and two **semi-sentient plague stricken** stand guard outside the cells. The creatures, if left alone, will only growl and try to get out of their cells in vain.

One of the jailed was a thief who got caught. He swallowed a small gemstone before getting caught, and it is still in his body. If he is destroyed with a slashing melee attack, this quartz stone, worth 10 GP, is revealed.

12. THE OLD WARD

This room does not have a door; if the characters peek inside,they will see a Wallachian Animated Armor with glowing red eyes. These are the remains of Boyar Luca. Boyar Luca was tasked with helping Radu with the construction of the prison. His quest was to guard the holy relics. Luca was so diligent in his mission that his remains animated, his soul filled his armor and he kept on standing guard.

The characters may choose to make a DC 18 Charisma (Persuasion) check to make Boyar Luca give up the holy relics. The characters may leave him be, too; then Luca will continue his quest until the end of time. If he lets anyone take the holy relics willingly, his armor and blade tumble down to the ground, darken, then take on a rust color and melt away.

Boyar Luca

Medium construct, lawful good

Armor Class 18 (Natural Armor)
Hit Points 40 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	11 (+0)	13 (+1)	12 (+1)	15 (+2)	12 (+1)

Damage Immunity poison, psychic
Condition Immunity blinded, charmed, defended, exhaustion, frightened, paralyzed, petrified, poisoned.
Senses Darkvision 60 ft, passive perception 12
Challenge 1 (200 XP)

Actions

Multiattack: The animated armor makes two melee attacks.

Longsword: Melee Weapon Attack: +4 to hit, reach 5 ft one target. Hit: 6 (1d8 + 2) slashing damage.

The chest in the room contains 3 vials of Holy Water: As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, you have to make a ranged attack against the target creature, treating the holy water as an improvised weapon (no proficiency bonus). If the target is a fiend or an undead, it takes 2d6 radiant damage.

There is also a note from Radu saying "Use it wisely" in Wallachian.

13. THE ARMORY

The door of the room is locked but can be unlocked with Thieves' Tools (DC 12) or broken down (DC 10). However, as above, if the door is broken down, no monster on this floor will be surprised.

The armory is somewhat undamaged: there are 8 spears, 8 short swords, 2 quivers of arrows (30 each), and 2 quivers of crossbow bolts (30 each). Among them are randomly distributed 5 +1 arrows and a +1 spear. If detect magic (which will show all magical ammunition and the spear) isn't used, the characters can attempt a DC 17 Intelligence (Investigation) or Wisdom (Perception) check. On a success, they perceive that some of the weapons and ammunition are more pristine than others and discern that they are magical.

14. THE LABORATORY

The door of the room is locked but can be unlocked with Thieves' Tools (DC 12) or broken down (DC 10). However, as above, if the door is broken down, no monster on this floor will be surprised.

There is a huge desk full of broken vials, rotten components, and petrified herbs. Most of the liquids here are destroyed, but the characters can search the remaining containers with a successful DC 12 Intelligence (Investigation) or Wisdom (Perception) roll and find two bottles. The green liquid is *a potion of growth*, and the black liquid is a *potion of necrotic resistance*.

15. THE GUARDIAN ROOM

This room will open when all the four runes in Room 16 (Four Guardians Arena) are destroyed. The sturdy metal door will open, and four guardian undead will appear one by one to the Room 16: Njal the Tepegöz, a Varangian Viking Berserker; Buraq the Janissary, a deadeye sharpshooter; Danovan the Armorclad, a mercenary cataphract; and Homayun the Arsonist, a pyromaniac Persian Immortal. They are all zombie-like undead creatures. The door to this room will close when four guardians leave the room. The protectors will start their attacks on the grave robbers first (if they are still alive), then concentrate on the characters.

If the characters search this room after the four guardians are defeated, they will find a chest containing 100 GP and 3 *potions of healing*.

Njal the Tepegoz

Medium Incorporeal Undead, chaotic evil

Armor Class 13 (Hide Armor)
Hit Points 45 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Str +5
Damage Immunities poison
Condition Immunities poison
Senses Passive Perception 10
Challenge 2 (450 XP)

Reckless: At the start of his turn Njal can gain advantage on all melee weapon attack rolls during his turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Greataxe: Melee Weapon Attack: +4 to hit, reach 5 ft. one target. Hit: 8 (1d12 + 3) slashing damage.

History:
Njal the Tepegoz earned his name for two reasons: He always is the largest guy in any room, and one of his eyes is blind and covered with a patch. When he was alive, he used to serve Emperor Constantine XI Palaiologos until the fall of Constantinople. He and his small group of Vareg Remnants fought until the last man and made a mountain out of slain foes. Years after his death, his spirit was summoned to St. Benoit Church to strengthen the seal of Vlad Tepes. He will ferociously fight until the end.

Tactics:
Each round Njal uses his Reckless Attack. He always attacks one foe who looks like a warrior, finishes that foe, and finds another one.

Buraq the Janissary

Medium undead, neutral evil

Armor Class 14 (Chain Suit)
Hit Points 30 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
13 (+1)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Con +4
Damage Immunities poison
Condition Immunities poison
Senses Passive Perception 11
Skills Athletics +4, Perception +2, Survival +2
Challenge 1 (200 XP)

Second Wind: Once on his turn, Buraq can use a bonus action to regain hit points equal to 1d10 + 2. Once he uses this feature he must finish a short or long rest before he can use it again.

Actions

Tüfeq: Ranged Weapon Attack: +4 to hit, reach 350/700 ft. one target. Hit: 6 (1d8 + 2) piercing damage. (Reroll on a roll of 8 and add the damage)

Yatagan: Melee Weapon Attack: +3 to hit, reach 5 ft. one target. Hit: 5 (1d8 + 1) slashing damage.

History:
Buraq was a vile man while he was alive. However, he was the best in the Janissary Hearth based on shooting skills. He committed theft, committed adultery, ran occult rituals, and made living sacrifices. When he got caught, he dishonorably tried to escape through the streets of Istanbul but eventually got caught, tortured and executed quite painfully and publicly. Years after his death, his spirit was summoned to St. Benoit Church to strengthen the seal of Vlad Tepes.

Tactics:
He will fight until he is down to 5 hit points, at which point he will kneel and plead for mercy. If the characters gather around him, he will ignite his gunpowder and explode for 11 (2d10) fire damage. A successful Dexterity Saving Throw (DC 15) will halve this damage.

Donovan the Armorclad

Medium undead, lawful evil

Armor Class 17 (Chain Mail, Shield)
Hit Points 38 (5d8 + 15)
Speed 80 ft. (with horse)

STR	DEX	CON	INT	WISH	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +5
Damage Immunities poison
Condition Immunities poison
Skills Animal Handling +5
Senses Passive Perception 11
Challenge 1 (200 XP)

Saddle Master: Donovan has advantage on saving throws made to avoid falling off his mount. If Donovan falls off his mount and descends no more than 10 feet, he can land on his feet, and isn't incapcitated. Dismounting his horse only takes 5 feet of movement for Donovan.

Actions

Multiattack: Donovan, when mounted, can make one War Pick attack and a Shield Bash. War Pick attack and Shield Bash can't be made on the same target.

War Pick: Melee Weapon Attack: +5 to hit, reach 5 ft. one creature. Hit 7 (1d8 + 3) piercing damage.

Shield Bashb: Melee Weapon Attack: +5 to hit, reach 5 ft. one creature. Hit 5 (1d4 + 3) bludgeoning damage.

Reactions

Warding Maneuvers: When a creature Danovan can see targets him, Donovan will use his reaction to add 2 AC to himself. Donovan can use this 3 times.

History:
Donovan was of the Anatolian Hinterland, a mercenary banished from his own lands who came to work for the Byzantine Empire as a sword for hire. He lived, fought, and died for his paycheck and was forgotten by many except his brothers-in-arms. Years after his death, his spirit was summoned to St. Benoit Church to strengthen the seal of Vlad Tepes.

Tactics:
Donovan is quite mobile on his horse, and if needed, his horse will grant him a free disengage action each round. Thus, he can charge up to an enemy, strike, disengage and move to a safe distance. His horse does not have separate HP; all damage inflicted on the horse is subtracted from Donovan's HP. The horse has 20 AC and area-affecting spells or abilities only hurt them once, not separately.

Homayun the Arsonist

Medium undead, chaotic evil

Armor Class 13 (Flaming Armor)
Hit Points 32 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	11 (+0)	~~10 (+0)~~

Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poison
Senses Passive Perception 10
Challenge 1 (200 XP)

Actions

Flaming Spear: Melee Weapon Attack: +3 to hit, reach 5 ft. one creature. Hit 5 (1d8 + 1) fire damage.
Flaming Bomb: Ranged Weapon Attack: +2 to hit, reach 20 ft. one creature. Hit 4 (1d8) fire damage.

Reactions

When a creature Homayun can see comes into 5 feet of him, Homayun will use his reaction to engulf himself in fire. (Flaming Armor) Each melee hit on Homayun will inflict 2 fire damage on the attacker.

History:
Homayun was part of the Persian Empire when he was alive. He was never right in the mind and loved to play with fire. Years after his death, his spirit was summoned to St. Benoit Church to strengthen the seal of Vlad Tepes.

Tactics:
Homayun is not one for tactics. He will attack the nearest foe and laugh hysterically as he fights.

Four Guardian Arena: 16
This room is designed to look like a very small

arena; ghostly spectators of the people who were slain by Vlad Tepes fill the stands of the arena. There are four runes that prevent the door from opening. A successful DC Intelligence (Arcana) check will reveal them to be runes for ice, metal, gunpowder, and fire. Each rune represents one protector, and when a protector is defeated, his rune will stop shining. There is also a fountain at the eastern side of the arena. Drinking from the dark waters of this fountain will heal 15 HP three times. However, each time anyone drinks from the fountain, the number of spectators decreases and an evil cackle of laughter comes from the room where Vlad Tepes is sealed.

The ghost of Radu the Handsome will appear before the characters when they enter the room. This ghost was once dressed in very nice clothing and once he was a very handsome man but death has taken its toll on his appearance and apparel too.

"Ah! The adventurers are here at last! I have been watching your exploits since you entered this church! To be quite frank, I am tired of this place. Ever since the earthquake, there is no one to talk to or scare. So, break the seals, fight the undead guardians, slay my brother, and away you go! Maybe then I can leave this godforsaken ruin of a church."

Radu shifts into a place among the spectators and keeps commentating on the fight.

Each time a protector is defeated, the sound of broken chains will be heard, and Vlad, in his cage, will cackle maniacally.

After the last protector is defeated, the four runes of ice, fire, powder and metal will burn off the door and with a loud crack the magical seal of the door is open. After the seal is broken, the Arena goes silent, all the remaining souls wait to see what is going to happen.

The door opens with a loud creaking noise, and Vlad Tepes, the Impaler, the Dracula, the Dark Voivoda, starts rising as blackened mist from his skull that is set on the floor amidst protective magics now broken. The blackened mist is embodied and with a fierce screech bloodied stakes rise from the dismorphed skull mountain that Vlad rises on.

When he walks into the arena, he yells: "*I have been waiting for this moment for centuries.*" Then he approaches the characters. After a good hit, or a decent parry, Vlad shouts out to Radu, "You are next to be impaled, betrayer!"

Vlad the Impaler

Medium undead, chaotic evil

Armor Class 18 (plate armor)
Hit Points Varies
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Vulnerabilities radiant
Immunities necrotic, poison
Senses PassivePerception 11
Challenge 2 (450 XP)

Actions

Multiattack: Vlad Tepes, can attack twice with his Dark Blade.

Dark Blade: Melee Weapon Attack: +6 to hit, reach 5 ft. one creature. Hit 9 (2d6 + 5) necrotic damage.

Hollow Spikes: As an action, Vlad can fill the air around him with ichor-dripping stakes in a 5 feet radius, centered on himself. A creature takes 10 (4d4) necrotic damage when it enters the area for the first time on a turn or starts its turn there. These spikes will remain there until the end of his next turn. Vlad can use this feature two times and expanded uses will return at a long rest.

Tactics:
Vlad will try to gather most of the characters around himself and use Hollow Spikes to damage them most. Vlad is smart enough to deal with the spellcasters, especially healers, first.

After Vlad the Impaler is defeated, his skull cracks and loses all its magic. Radu also slowly becomes transparent, thanks the characters, and departs this world.

Once the characters complete the dungeon and present the proof to Ahra, she will reveal the location of the journal and the identity of the thieves. Kore and Mervhan, two lieutenants of The Ghost of March, were responsible for the theft. Both reside in the Undercity and frequent the Araf Tavern. They are also told of the several paths to descend to the Undercity, including the gate controlled by Mosolite Nazif - or The Council of the Ninth Life.





Act II



The Second Crescent:

Act Two

Scene: Descending into the Undercity in Pursuit of the Journal (Recommended Level 4)

Armed with the knowledge of the Undercity, and the Journal's whereabouts, the party is to venture down into the catacombs and seize the journal from Kore and Mervhan.

The Descent

Their first task is to secure a passage downwards. The party has several options to travel to the Undercity. They can either try one of the several hidden, but unsecured, passages, or they can use the main gate controlled by the Council of the Ninth Life. If the party prefers to descend using the unsecured passages, you may refer to the "Locations" section for details. If the party prefers to use the main gate, they will encounter the Council of the Ninth Life - for the first time officially.

If the party wishes to use the main gate, they enter the Mosolite Nazif's shop, abandoned after its owner's demise at the hands of The Ghost of March, to find the passage.

You enter Nazif's shop and are met with the acrid smell of all kinds of spices, laying in half opened sacks as far as the eyes can see. The seemingly tiny shop that you saw at the onset opens up to a massive warehouse as you move further into the back. Rows and rows of crates, accompanied by even more sacks, block all the walls. You begin your search for the passage - but have the crippling feeling that you are not alone here. Someone, or something, is watching you.

As the Dungeon Master, use the characters' Passive Perception, or make them roll for Perception (DC 8) to sense movement. What they perceive are the cats of the Council of the Ninth Life, watching the characters from the shadows. If any character scores a Perception score below 8, make the cats steal an item belonging to them without being detected. Do not reveal the nature of the movement your characters sense - allow for the tension to build. Once the characters are ready, focus their attention on a spot hidden behind a spice crate. Once they attempt to investigate, reveal that it was just a kitten, playing with a gold coin. However, as the characters turn around to look back into the room, they encounter the full clowder of the Council and its leader, Sheraf.

Sharpening his claws with the tip of his tiny rapier, a cat walks on his hind legs towards you, accompanied by a clowder of cats. The kitten you saw hastily joins the group, shooting a sly look at you as she takes her place behind the leader of the clowder.

"I am Sheraf," says the cat with the rapier. One of his eyes is scarred with a narrow cut, and he is wearing a tiny black suit and a fez - looking intimidating and adorable at the same time.

The cat throws any items stolen from the characters back here.

"And you are looking for a way below, am I right?"

Sheraf is looking to hire the characters to do his dirty work. He will allow the characters to enter the Undercity freely by revealing the gate hidden inside an unmarked crate. However, before they descend, he claims that once they come out of the Undercity, he will have a couple of "odd jobs" for them.

You may refer to the side quests section, after the characters return atop, for Council of the Ninth Life storylines.

The Undercity

Once the characters complete their descent downwards into the Undercity, you can present the details of the settlement by referring to the "Locations" section. The characters may decide on pursuing the main quest, or exploring the Undercity. In either case, they can find Kore and Mervhan in Araf Tavern at the center of the settlement in the evenings. The main quest picks up after the characters enter Araf Tavern to look for the journal.

Your eyes spot the people you saw aboard the Steamboat Ejder-i Derya; Ahra and the Janissary delivered on their promise. The hunchback is talking to several–much shorter–people, who wear the same uniform as him near the far corner of the tavern, whereas the red headed woman has taken center stage once more, playing a cither and singing the same song you heard back at the ship. They seem to not have spotted you.

The characters may approach either of the two figures. If talked to directly, Kore will seem quite receptive towards the characters and will let out the information that the journal has already been delivered to The Ghost of March. However, her receptiveness hides her true intent, which is actually to gather as much information as possible about the nature of the characters' goals. The most valuable information that the characters can give out is the fact that Osman Hamdi Bey is afflicted by an enchantment that makes him unable to recall the details that are in the journal.

Mervhan, on the other hand, will be quick to anger, albeit he is much kinder to any non-humans among the characters. If the characters act in any manner that is disrespectful towards Mervhan, The Undercity, non-humans, spellcasters, or The Ghost of March, the hunchback half orc will confront the characters head on in a tavern brawl. In such a case, Kore will attempt to stop the fight, casting spells if necessary. If even Kore fails, The Ghost of March himself will show up to put an end to the brawl.

On the other hand, if the characters manage to dodge Mervhan's hostile demeanor, he will direct them to The Ghost of March's headquarters for the journal.

The characters may come up with other solutions, such as trailing the duo, or asking around in the Undercity, which could send them directly to the Sekbans' Headquarters.

Free Play: Missions for the Undercity

The characters will be formally introduced to The Ghost of Marchy in his headquarters. Their quest is to acquire Osman Hamdi Bey's journal, which is now revealed to be in the possession of The Ghost. For information on the Sekban Headquarters, you may refer to the "Locations" section of the book.

As the characters enter the compound, amidst the drilling Sekbans, The Ghost will move to welcome his guests.

"A truly unexpected visit. How has your stay fared on the world atop, since we last saw each other?"

If the characters let out the information that Osman Hamdi Bey is cursed and the knowledge of Mira's whereabouts lies solely in the journal, The Ghost will move on to bargaining with the characters. If not, The Ghost will try to find out the reason why the characters are after the journal, since any information written in the journal should also be known by the Royal Polymath.

"I understand that you are after the journal we had to liberate from my dear old friend. As it stands, this notebook serves no purpose to me and my Sekbans, as it is eloquently encrypted, except to barter. Help me, and the Undercity, and you will have your journal."

Here the characters may prefer to accept The Ghost of March's offer, which will lead them into understanding what life is like in the Undercity, as well as the plans of The Ghost and Sekbans. It is encouraged that the characters consider these missions, at the very least to secure the journal.

1) Healing Hands (Recommended Level 4)

A little tiefling girl named Shehrazat is very ill, and the news was brought to the attention of The Ghost by her foster parents. The Ghost of March asks for the characters to treat the girl, and if needed, get all the help they can get.

The girl has a severe condition called bloodrot, caused by a spell rebound effect. Combined with her innate arcane powers awakening, the bloodrot has ravaged her body. A successful DC 10 Intelligence (Arcana) or Wisdom (Medicine) check will reveal that this is a temporary situation, but the girl may die due to the illness. If there is a Realitymender among the characters, then they may attempt to help the girl by slowing down bloodrot without causing any further arcane instability.

If a Realitymender does attempt to heal the girl, the characters must find some herbal ingredients on the surface. On a successful DC 15 Wisdom (Survival) check, they can figure out which ingredients to find, and with a successful DC 12 Intelligence (Investigation) check, they can find out where to find the ingredients in the city. The

healing process requires a ritual that the character must spend 1 hour on and must succeed on a DC 12 check (roll a d20 then add Spellcasting Ability Check + Proficiency Bonus).

Otherwise the characters will notice that they need a Realitymender. After asking around, the characters will hear about a physician, newly arrived in Istanbul with an invitation from the high society and currently staying at Pera Palace Hotel. She is a doctor named Claudia Feuerbach. As a Realitymender she despises the proliferation of magic, but her role as a doctor will make it easier to convince her. A **certain stalker** from a Certain Community - Teshqilat-ı Mahsusa - is following her, and the characters may notice him by rolling a successful Wisdom (Perception) or Intelligence (Investigation) check (the DC for this check depends on the certain stalker's Stealth check). If he is discovered, he will try to run and inform his officers, which may cause Aziz Sefa to suspect the characters. If not, he intends to trail Claudia until she moves downwards to the Undercity. If the characters fail to notice the stalker, he will ambush them during the healing ritual with two **mansur enforcers**.

If Claudia loses more than 8 HP, or the characters cause a problematic spell rebound while she is in tow, she will not be willing to continue. Otherwise, if she reaches Shehrazat safely, she will cure her.

2) Among Us (Recommended Level 4)

The Ghost wants the characters to find an impostor among Ahra's ranks, a Half-Elf known as Alexander, to him in order to make terms better between the Sekbans and Janissary Remnants. This impostor was once a Sekban but has changed sides for unknown reasons. Some of his agents spotted him near the Janissary hideout, dressed as a Janissary Remnant. The Ghost worries that he has nefarious plans against The Wolf at the Door.

The characters will find out that he has vanished. He was known among the Janissary Hearth by the name of Iskender. Ahra will explain to them that he was sent on a mission with other janissaries in the catacombs but never came back. This happened two days ago. They were sent to an ancient building of Byzantion design to investigate rumors about important artifacts.

The characters arrive there and find two janissaries: One dead, one tied up. The tied up janissary claims that his name is Hasan and Alexander killed his friend, and ran away with the treasure.

Hasan is actually Alexander (**sekban musketeer**) and will try to kill the characters to lure them into a trap. He killed Hasan and the others, then took Hasan's clothes. He hates the likes of Ahra because the Janissaries once murdered his wife, who was a magic user, in cold blood. That is why he joined the Sekbans, but after The Ghost made public his efforts of making peace, he left–angry and full of vengeance against both Ahra and The Ghost of March.

3) Sword of the Fallen Hearth (Recommended Level 4)

The Ghost wants the characters to find the sword of Yakup, the last Janissary Agha and the father of Ahra. Yakup Agha died with Alemdar Pasha, when Alemdar became The Ghost of March at the cataclysmic explosion. He informs the characters that Yakup Agha and his Janissaries made an attempt on his life. The sword must be there. The Ghost warns, however, that the ruins of his old manor are haunted by many ghosts and undead.

The characters will indeed find out that the place is haunted. The now decrepit garden hosts **6 shadows**, all looking as if they are wearing Janissary uniforms. With a successful DC 10 Wisdom (Perception) check, the characters can locate the heart of the explosion, and where the Sword of Yakup Agha still lies. There, they will be attacked by an undead specter (use the stats of **janissary ghazi** with Undead Fortitude feature). After being defeated, the ghost of Yakup Agha will rise from the residue of the fallen specter and ask what happened to the Janissary Hearth and his daughter after his death.

Unless provoked, the ghost will not attack and part this world with these last words: *"So, she still fights. A Wolf my Ahra is. Make sure she gets my sword."*

The characters now possess the *Sword of Yakup Agha*.

Throughout the duration of the quests, The Ghost will reveal the past of the Sekbans, and his attempt at striking a deal with Ahra and the Janissary Remnants. He will also let loose information about his past dealings with the palace, and his opinion on Mejid. However, he will at least attempt to withhold the information that he is in fact Alemdar Pasha, the man responsible for the dissolution of the Janissary Hearth, and the death of Ahra's father. Only after the second quest is successfully finished will The Ghost sit down with the characters and let them know of his, and the Sekbans', past.

Free Play: Missions for the Palace

At a time of your choosing, the characters' adventures in the second act will be interrupted by an anxious Osman Hamdi Bey, carrying quite an official looking letter.

> *"We are invited, all of us, in fact," says Osman Hamdi Bey. His voice is filled with excitement, but also a hint of disparity, as he hands you the letter. The letter looks to be officially stamped, written with an imperious language and foiled in gold and turquoise decorations. It is inviting all of you to a banquet, at the palace gardens. However, even at the onset, you feel that something is off. The date of the invite was almost a month ago. The foil shimmers at seemingly random spots of the letter, and there are frequent typos.*



If there is a character who knows Thieves' Cant, they immediately understand the message. If no one has that ability, you may allow the players to roll an Intelligence (Investigation) check to decipher the message (DC 15). Osman Hamdi Bey already found out thanks to his expertise in cryptography, and he will let out a heartfelt congratulations to any character who solves the encryption.

> *"We are to meet his Imperial Majesty tonight. At the construction site of the new palace, the Dolmabahce. I assume secrecy is of the essence, and I have a good guess why. Have you been following the news on the issue of the Kavalan's rebellion?".*

The characters can make a DC 12 Intelligence (History) check. On a success, they will recall the following information (if not, Osman Hamdi Bey will tell the story). Kavalan Pasha was an Imperial governor who was sent to Egypt. After seizing the nearby provinces with force, clever political manuevers, and assassinations, he raised the flag of rebellion with a veteran army under his command. For years, he was Mejid's father's nemesis, beating every Ottoman military force sent to stop his march to Istanbul. However, it was Mejid's diplomatic mastery that stopped him. He first lured Russia, also an archrival of the Ottoman Empire, to the negotiation table, promising naval access. This caused France and England to switch sides with a better offer for the Ottomans, leaving Kavalan alone, and Russia empty handed. Kavalan is to return to Istanbul, and offer his vassalization back to the Padishah in the following days.

> *"Kavalan is coming. He is a very dangerous man who–I bet my whole life and art on–will not go down without a fight against our young Padishah. The secrecy must be to keep whatever dealing we will have a secret. Whatever plans you may have, we are invited, and failure to show up would mean a slow but assured death sentence. On the flipside, the palace is quite a generous patron."*

The characters are allowed to reject the invitation, but doing so would deeply damage the relationship between the characters and Mejid.

If the characters choose to accept, they are to accompany Osman Hamdi Bey to the construction site of the Dolmabahce Palace.



The site is devoid of all motion and light, except for below the roof of a newly finished pavilion. There, a lantern illuminates the features of three people: two men, one in garments with gold finishes, the other wearing rather shadowy colors, and a woman, in well crafted velvet garments with a thin veil covering the lower parts of her face.

The characters may recognize the face of the woman from their dreams, but this would be quite difficult due to the dim light and the veil. To do so a DC 18 Wisdom (Perception) check is needed. If the characters successfully recognize her, this is Haseki Sultan, and she is, indeed, the woman who appears in their dreams. However, it is in their best interest to keep this information to themselves. If the characters, against all better judgment, decide to air this information out loud in the presence of Mejid, Mejid will ask his guards to arrest the characters and take them to Yedikule Dungeons for interrogation soon after this encounter.

As you approach the three, you are being greeted by the shadowy man, brandishing an awe-inspiring handlebar mustache. He introduces himself: "Aziz Sefa, chief officer ofTeshqilat-ı Mahsusah. You may know us as a Certain Community."

"As you may know, Kavalan Pasha, a rebellious vassal, will be attending his surrender talks here in our city. A very skillful politician, yet he is cornered by our Padishah's deft diplomacy."

Mejid is disinterested in flattery.

"We know that he has already sent out his top assassin to our city. He is planning something," finishes Aziz Sefa.

"As the Sublime Porte, we can't foresee any case that the servants of the state act against Kavalan right before our talks," the Padishah speaks. "But you, a group of vagabonds, may track down this assassin, settle a supposed past score of yours, and in the process, learn why he is here."

With a move of his hand, Mejid calls in Bergüzar. She is carrying a sealed scroll in a well crafted glass box.

Aziz Sefa says, "We do not want this man to forgo his plan. We will use his actions as evidence of Kavalan's roguish tactics to get a more favorable position with the other powers at the negotiation table. Within this scroll, Haseki Sultan has encased one of her own spells. With this, you may block the parts of his memory where he encountered you."

The characters are to track down the Assassin of Kavalan and learn of his plans. After doing so, they will need to cast the spell encased in the scroll to wipe the assassin's memory. However, this scroll hosts the same spell that was cast on Osman Hamdi Bey. Once the spell is cast, the characters may realize that Osman Hamdi Bey was struck by the same spell, tying the event to Bergüzar.

The quest is the following:

To Track Down A Quartz

The characters must search for the assassin: Hamit, the Quartz of Damascus. This information will be given by Aziz Sefa Bey. He will describe the man to the characters. They should ask around the city to extract information. If the characters ask about a man from Egypt in the Undercity and pay bribes of 150 gold pieces, or make a DC 18 Intelligence (Investigation) check, they will learn that The Quartz is frequenting the most famous brothel of the city: The Pearl.

Aziz Sefa will warn them of the man's power. He is a potions master and a dangerous gunslinger with an arsenal of seemingly endless guns and bullets. He advises the characters to keep as low a profile as possible, as other people may let the Kavalan know of the fate of the Quartz.

If the characters choose to take him on directly at the brothel, they must utilize bribery or their skills to find out which room the Quartz is in, without alerting him. To be able to assault the assassin and make sure no one blows the whistle on the operation is another thing. Luckily, the hostess of the Pearl, Mistress Manukian, can be convinced with sweet words, and with the mention that this is an official mission.

If the characters fail to catch him during intercourse, Hamit will quickly reach for his weapons and fight back. Otherwise he won't be able to defend himself. Once interrogated with clever use of tools or a DC 19 Intelligence (Intimidation) check, he will reveal his plan after some resistance: To assassinate Mustafa Pasha, the Vizier-i Azam of the Ottoman Empire to throw the peace talks into disarray.

Once the characters finish the interrogation, they are to cast the spell from the scroll given to them. No roll is required, and the character wipes the memory of Hamit ever encountering them.

Dungeon: In Defense of the State (Recommended Level 5)

THE MEETING

Once the characters figure out the plan of the Kavalan, they are tasked to attend a secret council inside the Topkapi Palace, immediately. The characters are escorted to the council chamber by four **white sentinel** guards. The secret council chamber is mostly empty as the characters enter the area. This huge room with two floors and empty space in the middle is usually designated for the military officials of the Empire to meet with the Vizier-i Azam, before they are introduced to the Padishah himself. This usually crowded room was packed with bickering cadets, but it is now empty except for a certain Aziz Sefa.

"You will be issued with a royal fund of 2,500 gold pieces to serve you in preparing the defense. You are tasked with protecting the Vizier and ensuring that the Quartz is captured, alive. It is known that Kavalan will strike tomorrow at midnight, so this gives you almost one and a half-day to prepare for the strike. The Vizier will be taken to Yedikule Dungeon, where you can trap the attackers - and capture the assassin. You are free to place the Vizier in any room you find to be the most defendable.

Quartz would have noticed if we used a body double, so the real Vizier has to be the bait. However, under no circumstances, shall Mustafa Pasha the Vizier be harmed. Otherwise, his imperial majesty will be deeply disappointed."

YEDIKULE FORTRESS

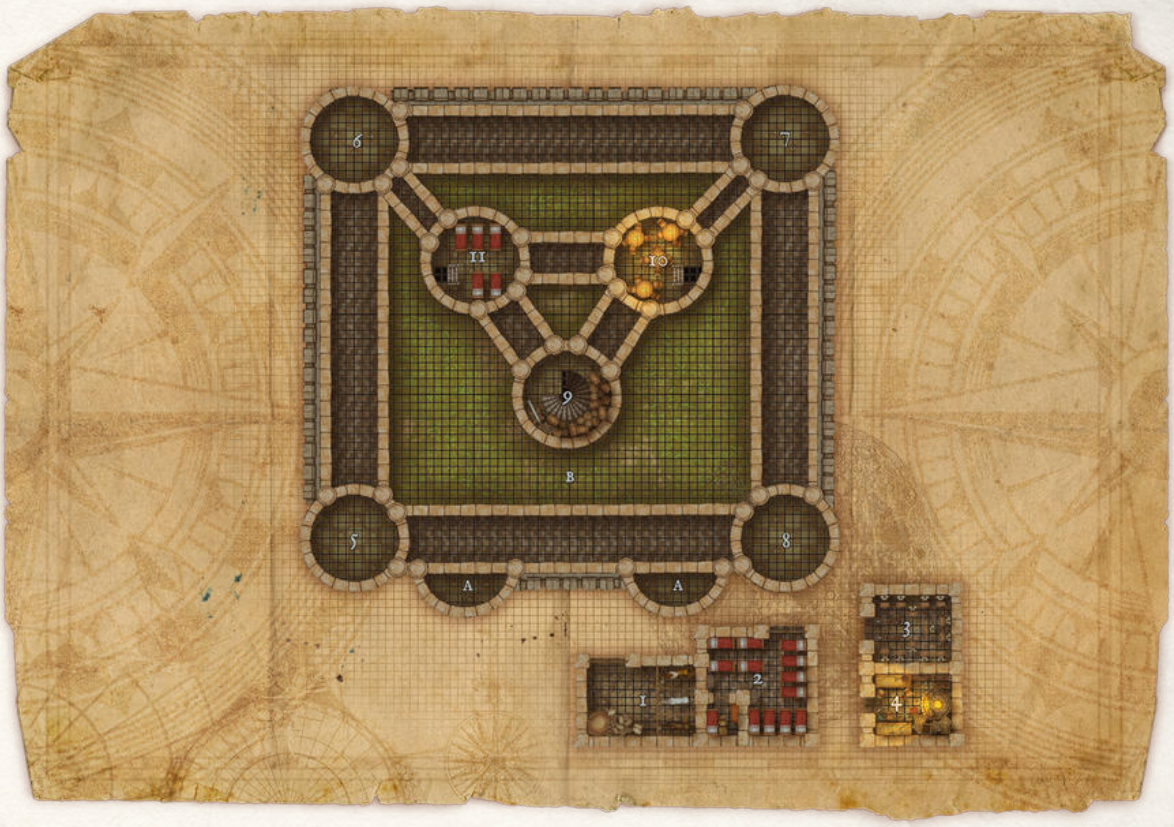
Yedikule fortress was built by Mehmet the Conqueror in 1458 as an official treasury fort of the Empire within the Theodosian walls. Each tower of Yedikule functioned as the storage of precious goods, documents, armament, and coins. The treasury was later transferred to the inner section of the Topkapi Palace in the 16th century, and soon after, the Yedikule Fortress became a prison for spellcasting captives.

THE PREPARATION

The characters can prepare for the night in three ways:

Purchase and Place Traps

There is a known trap master who owns a shop in the Grand Bazaar. Trap Maker Daniel is the best



trap master known in the city. He offers a collection of easy to use traps to the characters:

Acid Vial: This is a chemical trap. This trap activates when more than 20 pounds of weight is placed on a pressure plate, causing the hooks to release the acid vial in a 5 feet area. The creature in the area effect must make a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

Collapsing Roof: This is a mechanical trap. This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place. This trap needs to be placed on a doorway. The trip wire is 3 inches off the ground and stretches between two support beams. When the trap is triggered, the unstable ceiling will collapse. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Dart Throwers: This is a mechanical trap. When a creature steps on a hidden pressure plate, a series of darts shoot from spring-loaded tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts. The tiny holes in the walls are obscured by dust and foliage. The trap activates when more than 20 pounds of weight is placed on a pressure plate, releasing the darts. The pressure plate makes six ranged attacks with a +8 bonus against a random target within 10 feet of the pressure plate. A target that is hit takes 2 (1d4) piercing damage.

Falling Net: This is a mechanical trap. This trap uses a trip wire to release a net suspended from a ceiling. The net is hidden by foliage on the roofs. When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 12 Strength saving throw are knocked prone. A creature can use its action to make a DC 12 Strength (Athletics) check, freeing itself or another creature within its reach on a success. The net has an Armor Class of 10 and 20 Hit Points. Dealing 5 slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Firebomb: This is a gunpowder trap. This trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the hooks to release the bomb in a 30-foot-sphere of fire. Each creature in the fire must make a DC 16 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Sleep Snout Grenade: This is a chemical trap. This trap activates when more than 20 pounds of weight is placed on a pressure plate, causing the hooks to release sleeping gas in a 15-foot-sphere.

Each creature in the area of effect must make a DC 14 Constitution saving throw or fall asleep for five minutes.

Smokedust: This is a chemical trap. This trap activates when more than 20 pounds of weight is placed on a pressure plate, causing the hooks to release the pouch, obscuring any kind of vision in a 10-foot-sphere for five minutes.

Trap	Price	Number
Acid Vial	50gp	5
Collapsing Roof	50gp	3
Dart Throwers	75gp	5
Falling Net	40gp	10
Firebomb	125gp	5
Sleepsnout Grenade	100gp	5
Smokedust	50gp	5

Each trap will be installed in three hours by the workers Daniel will provide. If the characters mention they have to be hasty to install the traps, Daniel offers them more workers, which allows the traps to be installed in one hour instead, but at a 50% increase in the total price.

Hire Mercenaries

There are numerous mercenaries in the City of Crescent, and if the characters succeed on a combined Intelligence (Investigation) check, they can easily find some of them. Each character joining the Investigation will have to roll, and any extra hours will give them a +1 bonus on this roll (up to three hours total).

Investigation Roll	Result
Any 1's	-5
DC 10	+1
DC 15	+2
DC 20	+4
DC 25+	+6

When added together, the points the characters earned can be transformed into the table below:

Mercenary	Points	Price
Guard	1/3	25 each
Veteran	3	75 each
Humbaraci	3	75 each
Gladiator	5	125 each

Convince Prisoners and Conduct Repairs

Prisoners

Common Criminals in Criminal Holding Cells (Room Number 13): The criminals held in the fortress are mostly here because they are truly or falsely accused of dabbling with potent magic. Most of the criminals here are falsely accused and have absolutely no idea about matters of the arcane. However, there are some notable figures among them. All the criminals here will be armed with wooden clubs (1d4 bludgeoning) or shivs (1d4 piercing), and they will have no armor to protect them in the fight. A combined roll of Charisma (Persuasion or Deception, depending on the intent) rolled by any number of characters who will participate in the recruitment will net some of these notable figures:

Perception/Deception Roll	Result
Any 1's	-5
DC 10	+1
DC 15	+2
DC 20	+3
DC 25+	+4

Name	Intention	Points	Motivation
Common Thugs	Variable	1/2	Variable
Zuhayr Habib	Loyal	2	Freedom
Kifah Azzi	Trecherous	3	Revenge
Nuha Sadri	Fickle	2	Variable
Sharif Bahri	Loyal	6	Freedom

Common Thugs: They each have half of their hit points due to malnourishment and dehydration. Most of these **Thugs** are of non-human races. Their intentions, motivations, and allegiances are very fickle; thus there is a loyalty table for them. Their actions depend on a 1d10 dice roll, rolled at the end of each turn of combat:

1-2: Thugs disperse in random directions, apparently running away from combat after fighting starts.

3-4: Thugs don't move or take action due to fear.

5-6: Thugs use their actions against a randomly determined enemy in their reach. If there are no enemies within their reach, the thugs do nothing this turn.

7-9: Thugs act normally, moving, attacking, flanking, and defending.

10: Thugs use their action against a randomly determined character (or ally) in their reach. If there are no characters (or allies) within their reach the thugs move close to attack the next round (Stop rolling 1d10 after this result, this clearly means betrayal and there is no turning back from this).
He has half of his hit points due to malnourishment and dehydration. Zuhayr is a half-elven **druid** of 2 levels; he was caught by the guards and sent to prison, but he committed no crime other than his half-elven heritage. He just wants to be set free and leave the city forever. He will be loyal to the characters, even trying to save their lives, if they promise to set him free.

Kifah Azzi: He has half of his hit points due to malnourishment and dehydration. Kifah was an **assassin** working for The Ottoman Empire once, but due to hints of his unstable loyalty, he lost his job and was subsequently blamed for crimes he did not commit. He was sent to Yedikule Fortress as a political prisoner. He knows who the characters are and hides his intention under a perfect poker face. He will offer his help but will betray them as soon as he finds a chance. He will try to slay any knocked down character (or ally) without alerting anyone else. He will assassinate any ally he stays alone in a room (after the fighting starts) with, and he will instantly betray the characters and join the enemy ranks if things go sour.

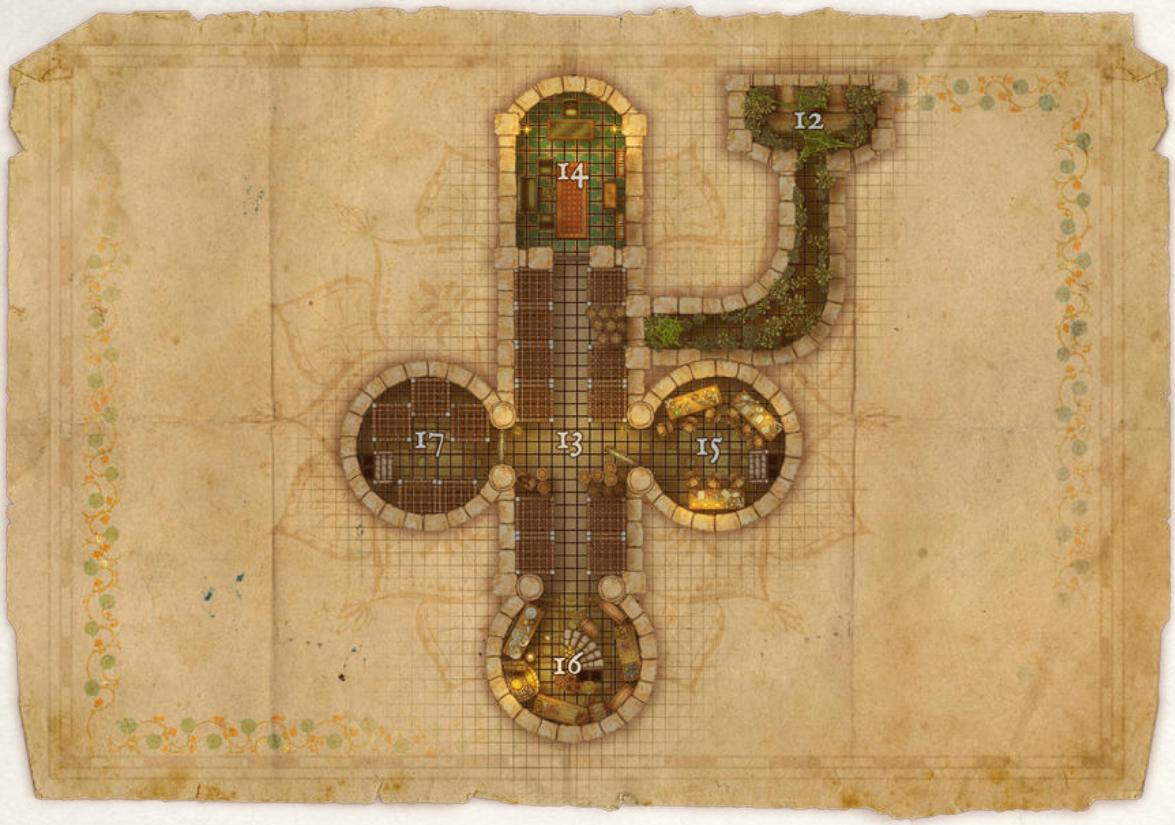
Nuha Sadri: He has half of his hit points due to malnourishment and dehydration. Nuha is a black dragonborn **bandit captain**, a vagabond, a truly evil and selfish person laying waste to many merchant caravans close to Istanbul. He was captured and was set up for execution, but he bribed the officials and was sent to Yedikule Fortress instead. His loyalties will be fickle and will change sides at the first sign of trouble.

Sharif Bahri: He has half of his hit points due to malnourishment and dehydration. Sharif is a **mage** with considerable power, but this power always brought him problems in the eyes of A Certain Community. His home was raided, and he was captured after he was falsely accused of devil worship by his neighbors. He just wants to be free and will serve gratefully and loyally to the characters if they promise him freedom. He still has these spell slots available: 2/1/1.

The characters may choose not to free any of the prisoners here; in that case, if freed by the attackers, they will join the ranks of their enemies. In that case, there will be no need to roll the 1d10 for the thugs since they will be loyal to the attacking forces.

Main Entrance (Gate): The portcullis is jammed in the upward position; the characters need to make a DC 14 Intelligence (Investigation) check to find a craftsman to unjam and repair the gate. This will take 8 hours and will cost them 250 gp.

Throwing Stones (Archer Gallery): The archer galleries are the higher ground from which to throw stones or shoot enemies with arrows or bullets. The characters need to make a DC 15 Intelligence (History) check to remember that stones were thrown when the defenders ran out of arrows and bullets. It will take 2 hours to



find some workers and pay them to resupply the stones.

The Fireplace (Main Hall): The fireplace looks like a security breach. The characters need to make a DC 16 Intelligence check (having proficiency in stonemasonry will decrease this check by 5). If they succeed, they will understand they have to find some stonemasons and fill the fireplace with stones. This will take 2 hours and 25 GP.

Rope Ladder (Tower 8): There is a long, rope ladder coming out of the top of the tower leading down out of the fortress. This is commonly used by some mansur enforcers to smuggle alcohol and women into the fortress. When investigating their defenses, the characters need to make a DC 12 Wisdom (Perception) check to see the rope ladder. It is easy to pull up or cut the rope ladder. If not destroyed or pulled up, this will be an entry point for the advancing enemy.

Repair	Time	Price
Main Entrance (Gate)	8 hours	250 gp
Throwing Stones (Gallery)	2 hours	25 gp
Fireplace Closure (Main Hall)	2 hours	25 gp
Rope Ladder (Tower 8)	-	-

OUTER FORTRESS

There is a stone wall around four buildings, small stables, a barracks, a forge, and an armory which is used to maintain the Yedikule Fortress. There is a cobblestone road leading both to the castle and this outer castle area; the stone wall is old, mossy, and crumbled in many places. Buildings are old and easy to access. This is not a good place to make a defense at all.

1. STABLES

The visitors to the fortress keep their steeds penned here. The stables are designed to hold eight horses at a time. Two stableboys work here, watering and tending the horses at day time and one stays and guards the stable at night. If the characters inform the boys, Alexie and Osman, that there will be a raid at night and ask them to report them if they hear something weird, one of the boys will run to the characters and warn them about danger when the forces of Kavalan approach, giving them **one minute** to prepare. If the boys are not warned, the boy staying at night will be killed silently (See "Yedikule Fortress: Conclusion").

2. BARRACKS

Lieutenant Harun and his personal retinue of twelve mansur enforcers use this barracks as their living quarters. Lieutenant Harun uses the

small room, and the rest of the mansur enforcer use the larger room bunking together. The barracks are tidy and spotlessly clean. Usually, six of the mansur enforcers housed here patrol the exterior of the castle at night, and the other six patrol during the day as Lieutenant Harun organizes their shifts and training. If the characters inform Lieutenant Harun that there will be a raid at night and ask him to report to them if they hear something strange, Lieutenant Harun and his twelve mansur enforcers will protect the Main Gate and prevent some of the forces from entering inside. If they are not warned, all of these men will be killed silently in their beds (See "Yedikule Fortress: Conclusion").

3. ARMORY

This is where the weapons and armor of Lieutenant Harun and his mansur enforcer guards are located. There are dummies and boxes for thirteen sets of leather armor, yatagan blades, and tüfeqs, but only half of them are present at a time. If the characters inform Lieutenant Harun about the raid, this armory will be empty at night.

4. FORGE

There is a small forge supplying the daily needs of Yedikule Fortress. Forgemaster Gurbuz (A Levent) and two apprentices Altug and Kontas (2 Levents) are working here to repair some old candelabra to be reused again.

INNER FORTRESS

The fortress is old, and many parts of it are crumbling due to the passage of time.

MAIN GATES

The main gates of the fortress house a portcullis gate jammed in the upward position. This gate can be repaired to prevent forces from entering. If the gate is repaired, Lieutenant Harun and his mansur enforcer will be housed in the Archer Galleries to prevent the main body of the forces from entering the castle. They will stay there until they run out of ammunition, at which point they will retreat into the safer parts of the castle to fight foes with their yatagan blades.

A. ARCHER GALLERY

The archer gallery is the primary defensive position for the fortress. This place is guarded by six mansur enforcer guards during the day and night. If the characters warn Lieutenant Harun about the impending danger, all twelve mansur enforcers and himself will be present. If the portcullis has been restored, the gates will be closed as these soldiers protect the main entrance from entry. If the throwing stones are restored, they will fight on after they run out of ammunition, too.

B. CENTRAL AREA

This is the main central area where the prisoners spend some time during the day in small groups. There is an old path. All archer galleries have ladders leading to the central area. This door is always barred from the inside at night.

OUTER TOWERS (5-6-7-8)

4 outer towers have only one ladder leading up. In Outer Tower number 8, there's a rope ladder that was mentioned above. Where the ladders lead there are old rooms that are used by the mansur enforcers.

9. CENTRAL TOWER I

This tower has one ladder that leads down. The upper way is sealed and can be opened with 50 gp and 1 hour of work. The upper room is empty. The ladder leads to Room 16.

Central Tower I contains supply crates full of rations, rusted cannons from the 16th century and gunpowder that can be used for 20 pieces of ammunition.

10. CENTRAL TOWER II

This floor of the tower is designed to be a room for the guards to spend time while they are off duty. There are a few circular wooden tables and four chairs around each table in the middle of the room. There is a circular stair leading down to the lower floor: Room 15, the barracks.

11. CENTRAL TOWER III

This is a small barracks for the guards who work in the fortress. There are ten beds, some of which are almost always full with someone sleeping. There are twenty mansur enforcers stationed in the fortress. If the characters warn them or their lieutenants, they will be ready for the fight. The ladders from here lead down to Room 17.

12. SEWERS

These sewers may be used by the infiltrators if not plucked by spending 25 gp and 1 hour. The sewer's entrances are chained. The chains may be broken by a Difficulty 20 Athletics check or using a DC 10 Thieves Tools check. The room con-

tains ball bearings and caltrops.

13. COMMON PRISON

There are many prison cells here as mentioned above.

14. ROYAL CELL

This cell is designed to hold royal "guests" of the fortress. There's a banker, a table and a chair.

15. BARRACKS

This room is the control center of the prison and on duty mansur officers spend their time here. There are tables full of documents, 5 tüfeq and 5 yatagan blades.

16. STORAGE

This is the main storage and the kitchen of the prison. There are 3 cooks here and the room is filled with knives, plates, vegetables and herbs.

17. HIGH SECURITY CELLS

There are cells for misbehaving prisoners in this room and 5 of them are currently occupied by common criminals.

The Strike Force of the Kavalan

The attacking force that strikes the castle will consist of four people. The assassins have worked with each other before, and will synergize in their combat tactics. They are expecting some resistance, so they will be careful of traps - unless they are being harassed or rushed by the party, or other defenders.

Hamit - The Quartz of Damascus

Hamit is one of the most trusted men of Kavalan. He is a potion master and an expert gunslinger. He knows etiquette and manners, and he speaks like a nobleman of Egypt. He is known for his elegant choice of words and well-planned actions. It is rumored that he plans every step he takes.

He is an assassin to be feared, acting from the shadows with precision. Kavalan found him on the streets of Damascus as a poor and injured boy and took him under his wing. His politeness and mannerism became his weapons.

Quartz of Damascus

medium humanoid, lawful evil

Armor Class 18 (The Vest of the Sphinx)
Hit Points 120 (12d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	20 (+5)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Dex +9, Int +8
Skills Medicine +5, Perception +5, Sleight of Hand +9, Stealth +9
Senses Passive Perception 15

Vest of the Sphinx: The user's Armor Class becomes 18.

Potions Master: He has these potions at his disposal and can drink any of them with a bonus action. He cannot have two potions' effects at once. The new potion will replace the older's effect.

Potion of Thick Skin: This potion makes the drinker's Armor Class 22 for 1 minute. He has one of these potions.

Potion of Eagle Eye: This potion gives the drinker advantage on ranged weapon attacks for 1 minute. He has one of these potions.

Potion of Life: This potion gives 6d6 + 10 hit points to the user.

Potion of Endurance: The drinker has resistance to piercing, bludgeoning and slashing damage. He has one of these.

Potion of Healing: 2d4+4 hit points restored. He has five of these.

Potion of Fire Breath: He has one of these.
Potion of Cold Breath. He has one of these.
Potion of Lightning Breath. He has one of these.

d10	
1-2	Fire
3-4	Lightning
5-6	Cold
7-8	Acid
9-10	Poison

Walking Arsenal: He has 8 pistols, 2 revolvers, 2 tufeqs, 2 hand crossbows. He can reload them using a bonus action.

Thorn of the Dune: This magic scimitar has +2 bonus to attack rolls and damage rolls.

Actions

Multiattack: He makes two attacks with either with his both one-handed guns, with a one-handed gun and with his magic scimitar, two magic scimitar attacks, or two tufeq attacks (considering his bonus action is used for reloading).

Thorn of the Dune: Melee Weapon Attack: +11 to hit, range 5 ft., one target. Hit: 8 (1d6+5) slashing damage.

Pistol: Ranged Weapon Attack: +9 to hit, range 30/90, one target. Hit: 5 (1d10) piercing damage.

Tufeq: Ranged Weapon Attack: +9 to hit, reach 150-600 ft. one creature. Hit: 12 (3d4+6, on each roll of 4, roll an additional 1d4, and add to the damage. Do not roll again for the additional damage) piercing damage.

Revolver: Ranged Weapon Attack: +9 to hit, range 20/60 ft., one target. Hit: 2d6+5

Hand Crossbow: Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6 +5) piercing damage.

Seyfeddin:
Seyfeddin is an old Janissary,who picked up the career of a mercenary after the Hearth was abolished and cast out of the Imperial Military. His professionalism is immense, and he does not protest working against the empire he once served. He is a powerful fighter, well-trained in close combat.

Seyfeddin

medium humanoid, neutral

Armor Class 23 (Plate Armor, +2 Shield, Defense)
Hit Points 100 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	11 (+0)	12 (+1)

Saving Throws Str +9, Con +8
Skills. Athletics +9, Acrobatics +6, Intimidation + 5, Survival +4
Senses Passive Perception 10

Defense: He has +1 bonus to Armor Class while wearing armor.

Action Surge: He can take another action on his turn.

Second Wind: As a bonus action, he restores 10d10 + 4 hit points. He can't use this feature until he finishes a long rest.

Champion: His weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete: He adds +2 bonus to Strength, Dexterity and Constitution checks that already don't use his proficiency bonus.

Dueling: When he is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon. (Included in his attacks.)

Indomitable: He can reroll a saving throw that he fails. If he does so, he must use the new roll, and he can't use this feature again until he finishes a long rest.

Silver Serpent: This magic longsword has +1 bonus to attack and damage rolls.

Actions

Multiattack: He makes two attacks with Silver Serpent.

Silver Serpent: Melee Weapon Attack: +10 to hit, range 5 ft., one target. Hit: 13 (1d10 + 8) slashing damage.

Ziya:
Ziya is a very capable assassin, and one of the agents of the Kavalan's rise. He was instrumental in Kavalan's assassination of the Mamluks of Egypt as he consolidated his power. Ever in the shadows, Ziya's loyalty is not in question, but his existence always was a wild debate among commentators.

Ziya

medium humanoid, chaotic neutral

Armor Class 17 (Studded Leather Armor)
Hit Points 70 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	20 (+5)	14 (+2)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +9, Int +7
Skills Athletics +3, Acrobatics +13, Perception +9, Stealth +13, Sleight of Hand +13, Survival +5
Senses Passive Perception 19

Sneak Attack: Ziya deals an extra 5d6 damage once per turn to one target when he has an advantage on the attack roll, and is using a weapon with finesse ability or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of him, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action: He can take Dash, Disengage or Hide actions as a bonus action on their own turns.

Uncanny Dodge: He halves the damage that he takes from an attack that hits it. He must be able to see the attacker.

Evasion: If he is subjected to an effect that allows him to make a dexterity saving throw to take half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Actions

Multiattack: Ziya can make two attacks with his short sword.

Shortsword: Melee Weapon Attack: +9 to hit, range 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Longbow: Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 9 (1d8+5) piercing damage.

Hamza:
The dreaded barbarian Hamza was hired by the son and commander in chief of Kavalan's army on their march north to Istanbul. Before getting under the command of the Kavalan, he was a feared raider, frequently assaulting freight trains to the East.

Hamza

medium humanoid, neutral

Armor Class 16 (Unarmored Defense)
Hit Points 107 (9d12 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +9, Int +7
Skills Athletics +3, Acrobatics +13, Perception +9, Stealth +13, Sleight of Hand +13, Survival +5
Senses Passive Perception 19

Rage: He can rage 4 times a day (He can't do so again until he finishes a long rest.) On his turn he can enter a rage as a bonus action. While raging, he gains the following benefits if he isn't wearing heavy armor:

- He has advantage on Strength checks and Strength saving throws.
- When he makes a melee weapon attack using Strength, he gains a +3 bonus to the damage roll (included in the attacks)He has resistance to bludgeoning, piercing, and slashing damage (even if the attacks come from magical sources)
- He can't cast spells and concentrate on them while raging.
- His rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end his rage on his turn as a bonus action.

Unarmored Defense: While wearing no armor Hamza's Armor Class is 10 + Dexterity modifier + Constitution modifier. He can use a shield and still gain this benefit.

Danger Sense: He has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Reckless Attack: When he makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.
Frenzy: He can go into a frenzy when he rages. If he does so, for the duration of his rage he can make a single melee weapon attack as a bonus action on each of his turns after this one. When his rage ends, he suffers one level of exhaustion.

Mindless Rage: He can't be charmed or frightened while raging. If he is charmed or frightened when he enters a rage, the effect is suspended for the duration of the rage.

Feral Instinct: He has advantage on initiative rolls.

Additionally, if he is surprised at the beginning of combat and isn't incapacitated, he can act normally on his first turn, but only if he enters a rage before doing anything else on that turn.

Brutal Critical: He can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Conclusion

Once the dungeon is cleared the characters are to take their captive to the peace talks as ordered by the Palace.

After they recover from the fight, they are presented with fresh garments and are escorted to the talks by the Bostanji guard. They are led directly to the room where dignitaries, Mejid and Kavalan are.

A Bostanji moves into the room. You hear from the closed doors the muffled voice of Mejid.

"Dear guests of this esteemed gathering, it seems we have a surprise attendance at the talks." Bostanji guards open the door one more time for you to enter, and immediately move on to a saluting stance facing the Padishah.

"As a last and puny act of vengeance, this rebellious vassal has tried and failed to assassinate my Vizier-i Aezam. Hamit the Quartz of Damascus, a known associate of Kavalan, was captured, and he will soon be interrogated." Mejid happily exclaims.

"Now, onto the matter of the Khedivate of Egy..."

"Your imperial highness, if I may." Kavalan ascends from his seat, approaching the Quartz.

With a deft move uncharacteristic of a man his age, he pulls off a hidden blade from his sleeves and slices the throat of the assassin. He continues, without pause, and bearing no concern for the Bostanji's rushing in. In a split second he casts a spell aimed at the now dying assassin. The man's eyes start glowing with a pale blue hue.

"I suspected foul play when Hamit told me that you did not even try to investigate our plans. I have learned that death is a good way to dispel unwanted memory effects. Quartz, my servant: Did anyone modify your mind?"

Kavalan moves on with his questioning, implicating the palace but leaving the characters alone. Your eyes gaze slightly to Mejid. It seems as if his mind is fixed on something else. He looks both relieved, and disturbed. You, and Mejid, also notice an official of the Palace leaving the talks with haste.

The talks resume - but with a bitter taste for every diplomat on the table. Although the talks are not at an impasse, Kavalan is still resisting many of the demands, trying to use Mejid's attempt at manipulating his lieutenants to his advantage. Many think it will take a long time for a lasting peace to be achieved.

Here, with the death and subsequent arcane-filled, post-mortem interrogation of the Quartz of Damascus, Mejid realizes that he does not need the journal of Osman Hamdi Bey. However, this alternative route means that the Royal Polymath must die. The official that left the talks in haste was an informant of the Sekbans. Of course, it is up to the characters to piece this event sequence together. Therefore, you should not reveal anything if the characters didn't catch up with what's happened.

Fate: Moment of Truth

After both free play sequences of the Undercity and the Palace, the characters are invited to a friendly gathering at the manor of the Royal Polymath. Unbeknownst to the characters, this is the final chance for them to talk with Osman Hamdi Bey.

After allowing the characters to see his latest work, the *Tortoise Trainer*, Osman Hamdi Bey sits down with them to talk about what happens next. He is interested in what the characters think of both The Ghost and the Padishah. He is personally conflicted on who to support, and wishes them to let him know what their thoughts are, as they got to know both leaders and their cause.

The Dungeon Master should debate with the characters as the Royal Polymath. Osman Hamdi Bey also reveals everything he knows about both leaders. He lets the characters know that he suspects that The Ghost is actually Alemdar Pasha, which is correct. He also explains that Mejid's tactics may be ingenious for imperial strategy, but his insistence on using potent magic without care of the rebound, his ambition, and his hastiness do more harm than good for the common people.

In the end of the discussion, the characters have to, at the very least mentally, decide on who to support: Abd-ul Mejid, or The Ghost of March. Their decision will determine their storyline for the last two acts.

Scene: Second Crescent - The Death of a Mentor

After the **Fate: Moment of Truth**, the characters can approach The Ghost of March to receive the journal of Osman Hamdi Bey. The Ghost, regardless of whether the characters align themselves with the Sekbans or the Palace, will hold up his end of the bargain and hand over the journal.

If the characters are on the side of the Mejid, The Ghost will make his lieutenants try to delay them as long as possible with questions about their past and their deeds in the city while he moves on to extract Mira's location from the mind of the Royal Polymath. If the characters ally with Sekbans, Mejid and the Bostanji Guard will do the deed while they are recovering the journal from the Undercity. In either case, by the time they reach the manor, the assassins will be gone, and Osman Hamdi Bey dead, for good.

As the characters approach the manor, they will receive no greetings, and find the entrance door ajar. After a brief investigation, they will notice Eshref the Tortoise, hiding in his shell. Osman Hamdi Bey is nowhere to be found.

The Royal Polymath's body has been taken by his murderers, to make sure his corpse does not give off information to the characters.

After coming to his senses, Eshref will explain what happened.

Endings for Osman Hamdi Bey

If the Characters Side with Alemdar:

In a surprise visit, his Imperious Majesty Abd-ul Mejid meets the Royal Polymath Osman Hamdi Bey in his atelier. Claiming to have come for a small talk with his mentor, the young emperor speaks of art and science, perhaps for hours on end. As the time comes for his departure, he approaches the old genius:

"For years you have served my family with utmost excellence. Now, I must ask that you serve one last time."

"House my work in a museum, will you? And get Eshref cared for."

The instrument of Osman Bey's demise, a hidden dagger, is drawn and bloodied in a flash. The Royal Polymath draws a pale red breath, and lets go, knowing that his spirit won't be left alone until after his Padishah gets the answers he seeks.

If the Characters Side with Mejid

Sipping his coffee, and debating on the nature of aberrations with Eshref, Osman Bey did not realize that he was enjoying the acrid and woody aroma of his very own brew of coffee for the last time. Out of nowhere came the crackling of a whip, and in seconds Sekbans filled the courtyard of the Royal Polymath's manor, with weapons pointed at the old genius.

The Ghost of March appears with a somber look on his eyes, his fingertips snapping at his embroidered dagger.

"I wish there were any other way, old friend."

Not waiting for a response, he pierces the throat of the restrained man. The Ghost's composure could not handle a response anyway.

After the talk, Eshref will direct the characters to the letter left to them by the Royal Polymath.

"My dear friends,

If you are reading this, it is of utmost probability that my mortal body is no longer with you. I fear that whatever happened to me will flare up the war that is ravaging this golden city even more. I, and the people of Istanbul, require your assistance one last time.

As a reward for your past services to me, and to show my eternal gratitude for your future efforts in confronting whatever danger the city now faces, I leave the entirety of my manor to you. Make use of my equipment and research as you will. Ask Eshref to give you a tour. Yes, Eshref–that includes the secret compartments. Yes, Eshref–even the artifact room.

Now, for the hard part. You are holding my journal, which holds the location of our Haseki Sultan Bergüzar's sister Mira which was wiped from my mind. She is a powerful diviner whose existence prevents Bergüzar from reaching her full arcane potential - and stops our Padishah from catalyzing his grand plan.

Do not try to decrypt my journal, as the words in it are locked with both magic and mundane means. Even if I explained how to decrypt the mundane locks, for the arcane ones, my living body is needed - which I believe is not an option at this point. There is one other way. I know of an encaged power with the mind and arcane prowess to decrypt my journal. Go to your ally. Ask of "Shahmeran." They will lead you to her. I leave you the key to where she is kept. This is the only way.

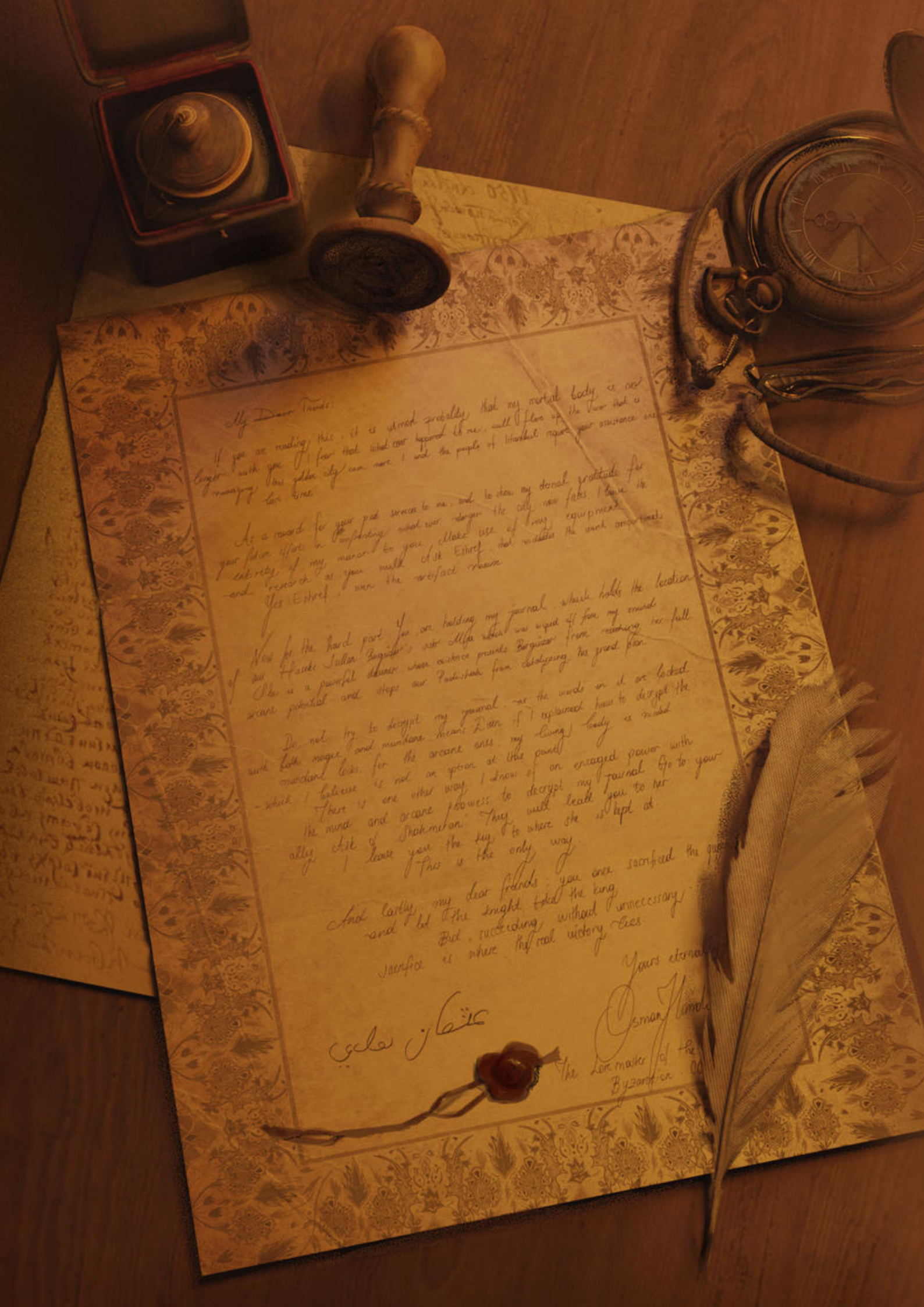
And lastly, my dear friends; you once sacrificed the queen, and let the knight take the king, but succeeding without unnecessary sacrifice is where the real victory lies.

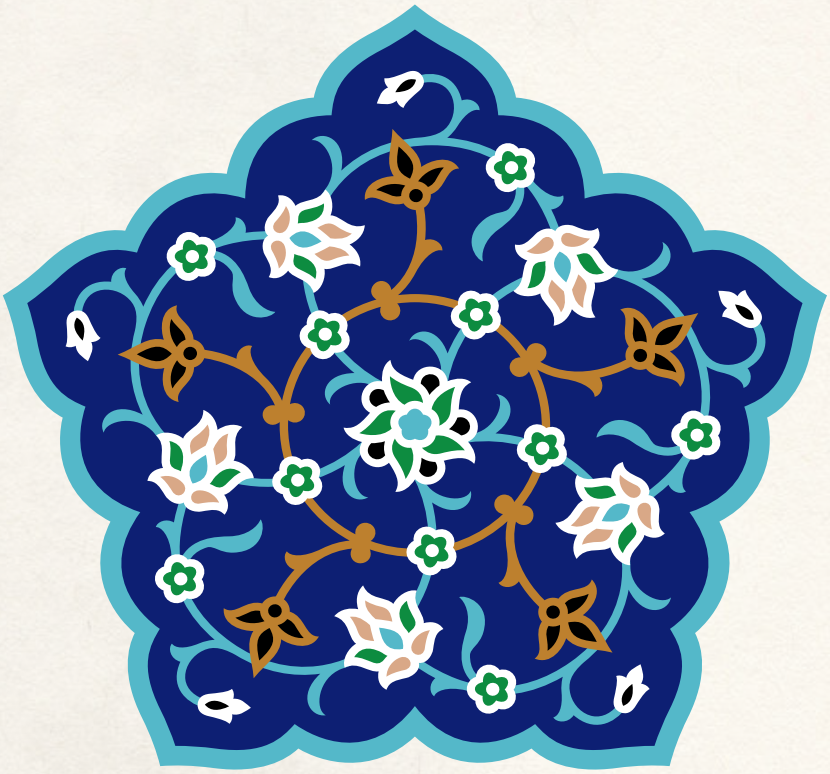
Yours eternally,
Osman Hamdi Bey,
The Loremaster of the Lodge of Byzantion, CCXVII"

Atop the letter lies a chess piece. A black queen. A metal snake is wrapped around her.

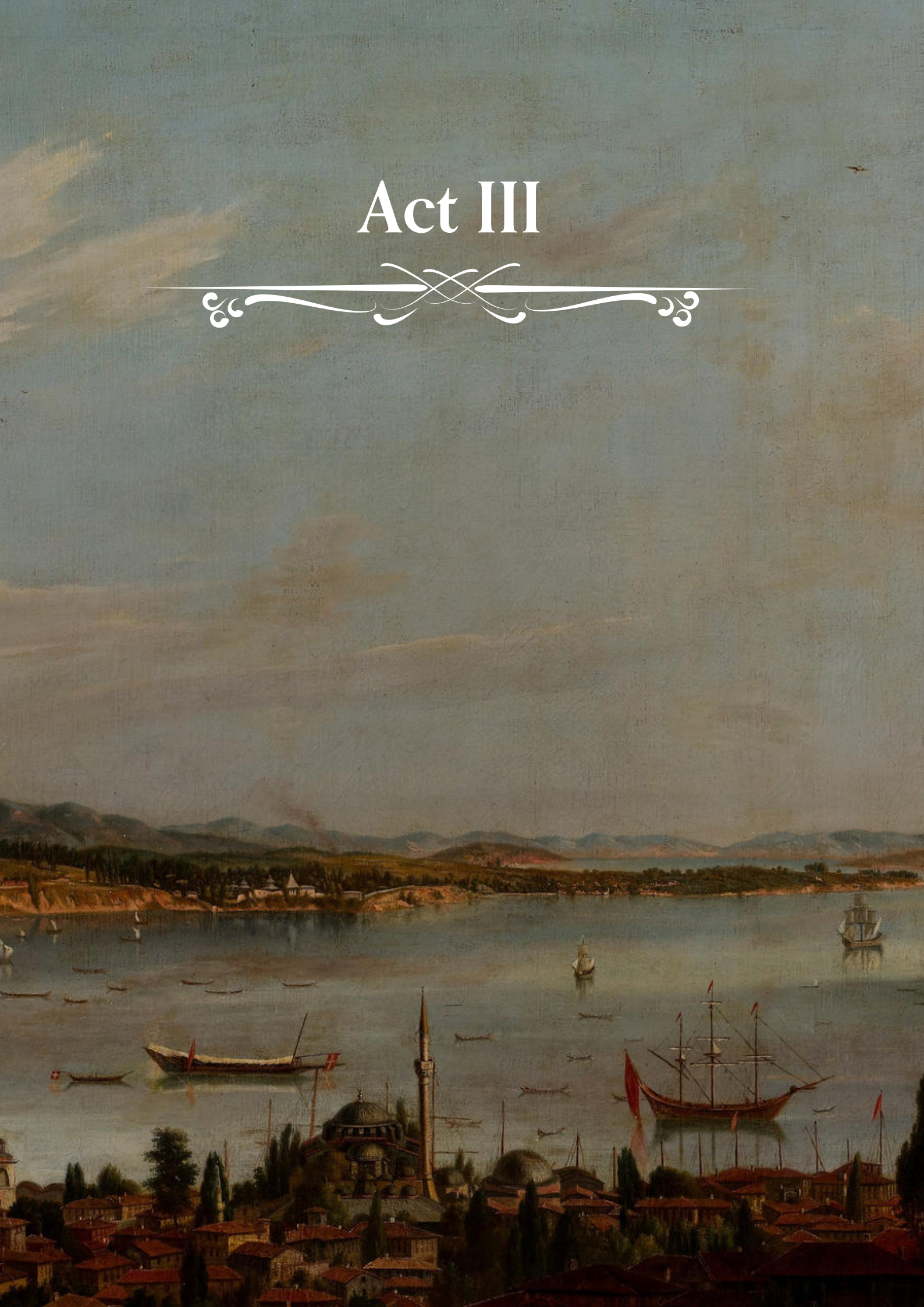
The characters may go to their ally, whether that is Mejid or The Ghost of March. They are to track "Shahmeran."



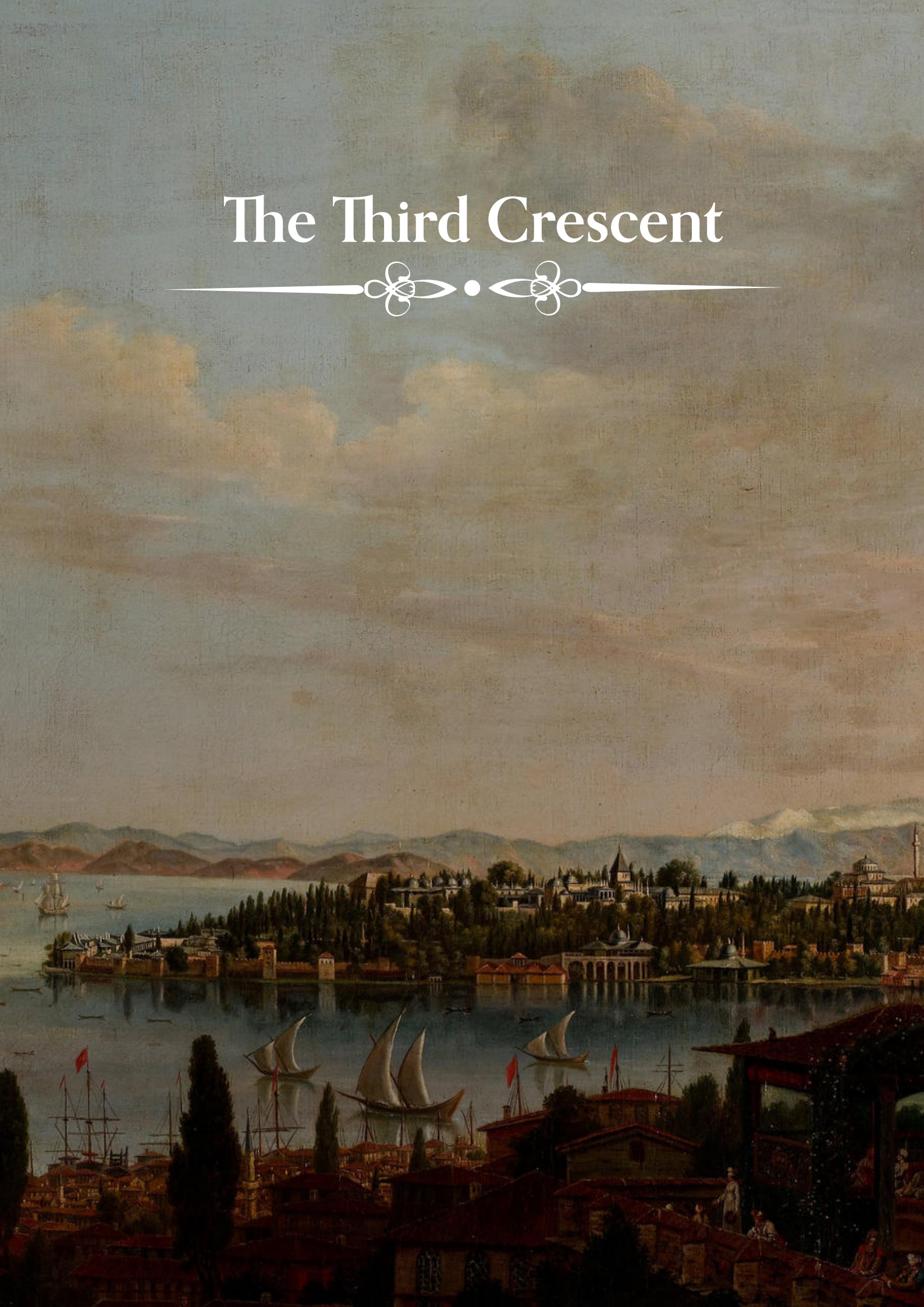




Act III



The Third Crescent



Act Three

Dungeon: The Den of Snakes (Recommended Level 6)

Although advisors cry out "Absolutely not!" the characters' ally is convinced that this is the only way. The Ghost, or Mejid, furiously exclaims that they do not have the time to argue, and even if they had so, that this is the late Osman Hamdi Bey's last wish.

The journal must be brought to Shahmeran. The queen of serpents, as called by your ally, is chained in the dungeons below the Basilica Cistern. The characters are told to bargain with Shahmeran to decrypt the journal, but if given the chance, either ensure that she remains a prisoner, or finish her off, as she is too powerful to be let loose into the world.

Basilica Cistern Dungeon

Centuries ago, Roman Emperor Justinian the First constructed the Basilica Cistern to feed the cities growing water and sanitary needs. However, hiding behind this façade lies a greater purpose. At the time of Justinian's reign, a powerful being from the lands of Mesopotamia made the bowels of the city its lair. Shahmeran, cunning and devilishly smart, plotted against the Basileos Justinian to take control of the empire from the shadows. After years of upheaval, Justinian persecuted the spellcasters who allied with his hidden enemy, and magi loyal to Justinian, headed by the Queen Theodora, managed to subdue Shahmeran. Shahmeran was imprisoned beneath the city, and the cell was placed beneath labyrinthine halls of the Basilica Cistern. The key to the prison was thrown away, seemingly lost to the whims of time.

History

Shahmeran's creeping influence remained even when she was chained. Creatures deep within the Cistern have been slowly enthralled, and morphed into **bichuras** and **merrows**.

During the 16th century, a scholar, Petrus Gyllius found out about the Basilica Dungeon during a scientific expedition and almost released Shahmeran unknowingly. Only by the wisdom of Gyllius' wife, Arcadia, a woman of some arcane prowess, who grasped the nature of the Cistern at the last moment, was Shahmeran remained chained.

As a retribution, the minions of Shahmaran, lying deep within the waters of the Cistern, attacked the group, and the serpentess, with her arcane influence brimming within the waters of the Cistern, morphed Arcadia into a petrified Medusa. This poor woman still stands like a statue, at the entrance of Shahmeran's cell.

However, as long as the enchantments placed on the Cistern stay, Shahmaran has little influence on the surface.

1. Entrance

The Basilica Cistern is below ground level. The character will need to walk down some stairs at the entrance. The Cistern has been out of commission for more than five centuries, but there are two **mansur enforcers** guarding it against intruders. These guards can be bribed with gold (at least 150 gp in total) or be persuaded with a successful DC 13 Charisma (Persuasion) check to access entry.

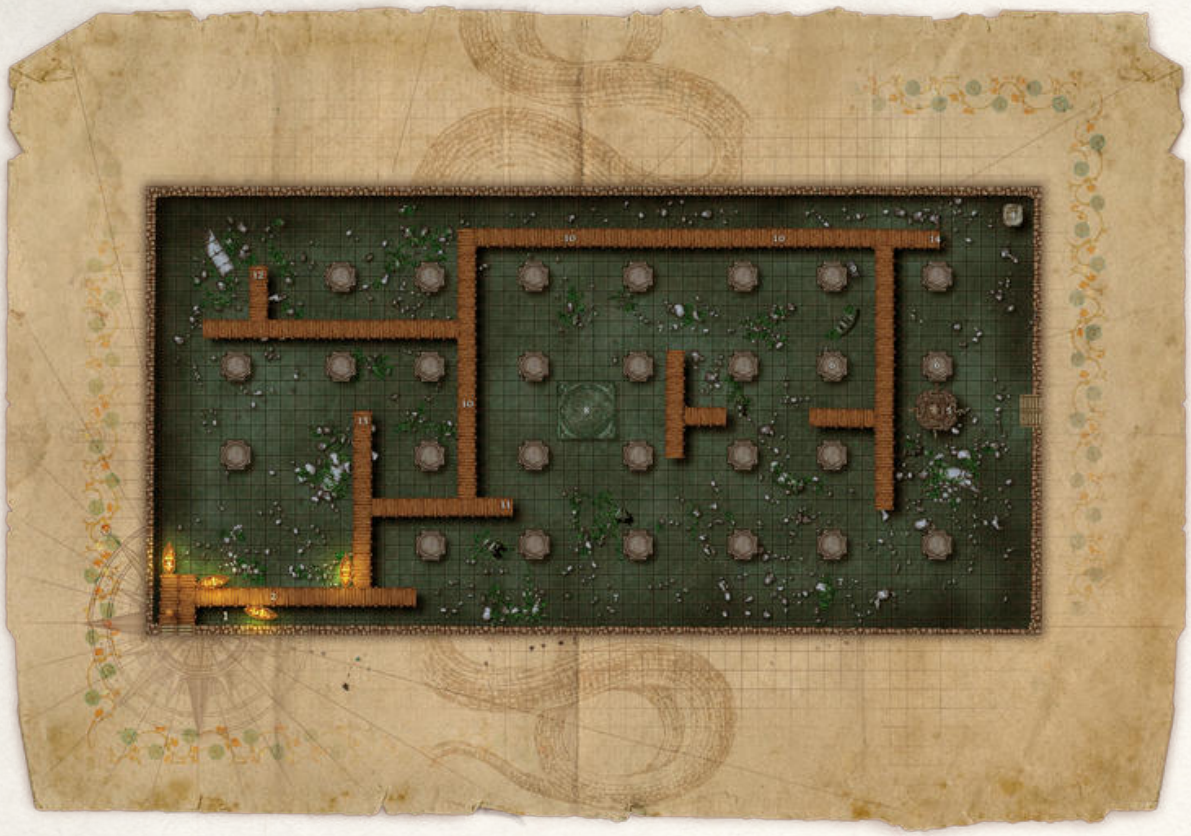
At the beginning of the staircase there is a carving on the wall with Latin letters, in French:

Beware the danger below. I have lost not just my work, but also my beloved.
-P.G.

Historical Note:

Petrus Gyllius is the one who discovered Basilica Cistern in 1544 and inscribed its plans on paper. He traveled by boat and took notes about the structure. He was a French scientist, topographer, and translator. The Ottomans had long abandoned this cistern, as they already had built their own water canals and sanitation systems.

After entering the Cistern, the characters can roll a DC 16 Intelligence (History) check to recall the Medusa statue and its location. If all rolls fail, the mansur enforcers can be bribed more (50 gp total) or persuaded again with a successful DC 15 Charisma (Persuasion) check to reveal information about the head's whereabouts. If those



options do not work, the characters will have to search the Cistern without any guidance.

The Cistern is pitch dark. Near the entrance, there is an old and withered wooden box with twenty torches and two flasks of lantern oil. All are dusty and old, but usable.

2. Platforms

There are some platforms built in the last century by the orders of Ahmed III in order to repair the Cistern. The platforms are 5 feet wide and 20 feet high, and some of them are damaged and rotten by the water; however, it is not easy to determine this in the dark.

There are two kinds of platforms that the characters can try to move on: the sturdy ones and the weak ones. If the characters ever try to walk on any weak platforms, they will need to roll a DC 17 Dexterity (Acrobatics) check (disadvantaged if they are heavily encumbered or wearing any Heavy Armor) to see if they fall down into the water.

The water is waist height for medium-sized characters and neck height for small-sized ones. All of this area, other than the platforms, is difficult terrain.

3. Boats

There are four wooden boats tied here on the platform. At first glance the boats look very old but usable, but if the characters succeed on a DC 17 Intelligence check (DC 12 for any characters who have proficiency in Water Vehicles or Carpenter's Tools), they will notice that only two of the boats are in usable condition. If the characters choose two boats at random, roll 1d4 (1 and 2 will be sturdy boats and 3 and 4 will be old ones). All of the four boats have one lantern full of oil enough for 1 hour. Each boat has 10 AC, 10 hit points, and damage thresholds of 5. If the boats have fewer than 4 hit points for any reason, they will start to sink.

4. Merrow Hive

At the furthest corner from the entrance to the Cistern there is a Merrow Hive. Water creatures affected by the unholy magic of Shahmeran are formed into merrow, and they have a meaningless war raging against the bichura for Shahmeran's favor. There are only five merrows left alive. If the characters ever press on the Medusa heads and drain the water from the cistern, the merrow will be disturbed by the lack of water and descend from their hive cave and attack the characters before they venture deeper.

5. Medusa Statue

If the characters learn of Medusa Statue's location from a History roll or from the mansur enforcers, they know the exact location. In case they do not know the location, it is not too hard to spot with a DC 12 Wisdom (Perception) check.



The Medusa statue is looking at a seemingly inconspicuous wall. However, the key given to the characters by the late Osman Hamdi Bey is shaking profusely. The metallic snake wrapped around the Chess Queen is causing this. If the characters approach the wall, they will notice a metallic slab with a snake-like carving. If the key is brought near the carving, the metallic snake will free itself from the Queen and crawl towards the carving, filling it. The water of the Cistern will start draining and the section of the wall which holds the metallic slab will move inwards, opening a flight of stairs below.

When all the water drains from the area the spell petrifying the **medusa** will be lost, and the medusa will attack them screaming that *"None should free the Snake-Demoness!"*

6. Damaged Pillars

These are the damaged pillars that were restored during Ahmet III's time, but since then they were damaged again. If the water is drained from the Cistern, these damaged pillars will collapse, dealing 11 (3d6) bludgeoning damage to any characters near them, unless they succeed on a Dexterity Saving Throw (DC 13). These areas will subsequently be considered difficult terrain.

7. Roaming Bichura

The bichura in this area are nothing more than a nuisance. There are a total of **8 bichuras** who stay here, fighting against the merrow. When the characters engage the merrow, the bichura will join the fight after the third round of the combat. Their first strikes will be with advantage due to their invisibility and from the longest possible distance. They will throw pieces of mosaic, rock and wood with their powers. Until their first attack, divination magic is the only way to detect the ever-invisible creatures. You are advised to use bichura as an element of suspense until their first attack: perhaps they can be heard watching and tailing the party as they make their way through the Cistern towards the medusa statue.

8. The Mosaic Area

In the far northwestern part of the Cistern, there is a mosaic on the floor depicting a snakelike female figure battling mages. A DC 10 Wisdom (Perception) check will reveal that one of the mages wears imperial clothing, from an earlier era, and is a woman. A further Intelligence (History) check (DC 13) will reveal that this woman is Queen Theodora of the Byzantine Empire.

9. Box in the Water

There is a small metal, water-proof box in the water concealed by one of the platforms. The box is slightly rusted and mossy on the outside, but the contents are quite fine. There are four small bottles, a diary, and a scroll. The bottles are anti-petrification potions. The scroll is a magical scroll of greater restoration. The potion of anti-petrification, when consumed, protects the drinker from petrification effects for 1 hour. The diary, which belonged to Petrus Gyllius, has detailed but somehow cryptic information about his exploits. The diary is written mainly in French and some parts in Latin. Most of the pages are filled with charts, drawings, and explanations about architectural exploits. If the reading character makes

a DC 10 Intelligence check, the following information can be accessed:

- There is another water tank which is placed at the northwestern corner of the Cistern. Petrus Gyllius found the mechanism for the water transference mechanism after an extensive search.
- He somehow managed to reach the "stairs" below but doesn't specify how to do this.
- Petrus Gyllius says that Justinian most probably killed some magic performers and dumped their bodies below the Cistern.
- Petrus Gyllius mentions a huge cage.
- Petrus Gyllius thinks that the prison below was ordered to be constructed by Justinian.
- Petrus Gyllius mentions that he was traveling with other people, referring to them as the members of the lodge, but he does not mention anything more about them.
- Hectic writing at the end of the diary curses at a "dreaded she-devil" in terror-filled sentences.

10. Trap

There is a hidden trap under one of the platforms. The merrow placed it to capture and kill at least one of the bichura, but the bichura are too light to activate the trap, so it has stood dormant, waiting for someone to activate it. When 2 medium-sized creatures walk on this platform, it will sink suddenly, revealing sharp and pointy bone stakes. Any character on the platform needs to make a Dexterity saving throw (DC 14) or take 7 (2d6) piercing damage, or half as much on a successful one.

11. Bronze Mirror

Below the water level, on the ground, the player characters may notice a reflection under the water with a successful Wisdom (Perception) check (DC 10). Also, detect magic will yield the location of the reflection.
The piece is guarded by a specter, only showing itself after someone touches the mirror. It resembles a Mongolian soldier.

12. The Glasses

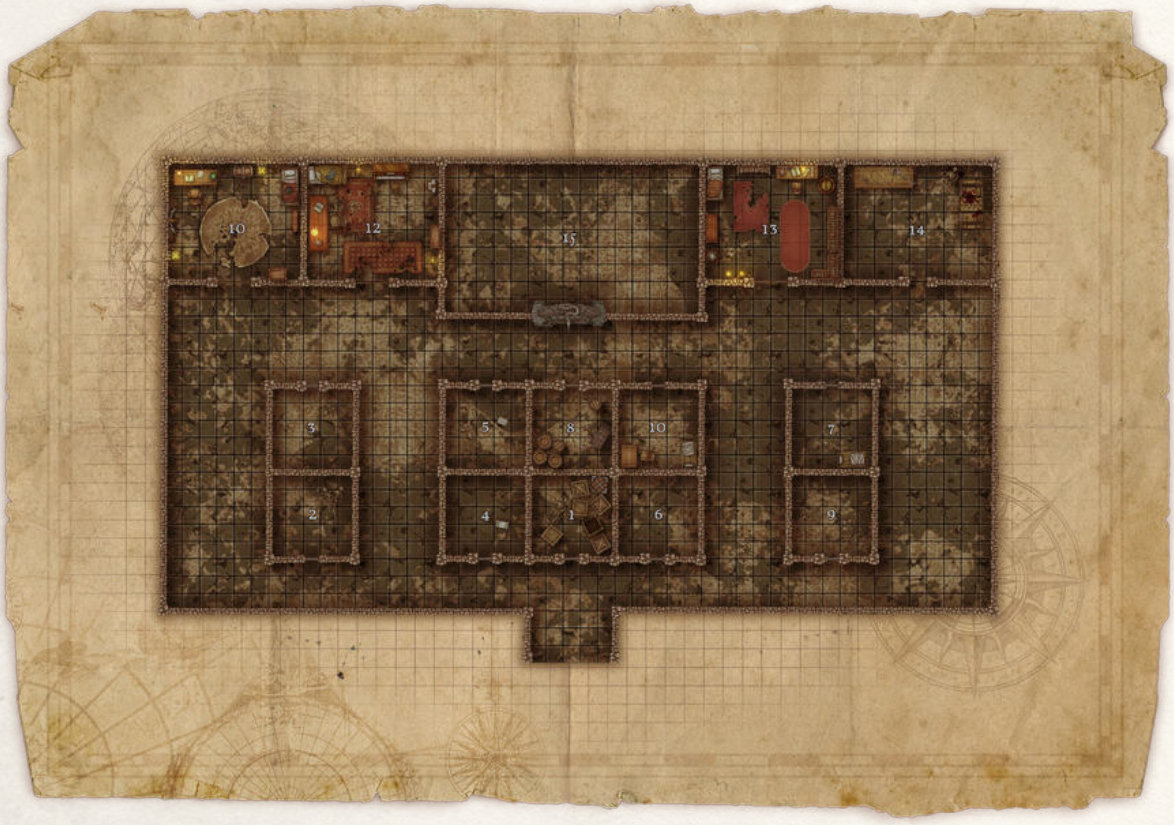
On the platform's edge, there lie old-looking spectacles, spectacles of reflection. One of the bichura always roams around this place.

13. The Drums

At the edge of the platform hangs a bag which appears ancient. The bag contains an abjuration spell which protects its insides from rot and time. Inside the bag, there's a shaman drum.

14. Skeletons

At the edge of the platform, there are two skele-



tons in the water appearing to have been drowned a long time ago. They wear nomadic clothes and have two Lydian coins with them.

The Underground Prison

Regional Effects: Time stands still in the cells. The people or creatures in the cells do not age and do not require any kind of sustenance; however, this spell is broken in some cells. The prisoners here exist in a state of imprisonment barring them from escape and devoid of any pleasure or sensation. When the characters go down the recently-raised stairs, they will reach a small prison area. The guardian of the prison is a celestial being, a type of collector of souls known as a naziat, bound to guard the prison. Petrus Gyllius once used a banishment scroll to banish the naziat, but when he escaped the prison and closed the stairs, the naziat returned to its duty. The naziat carries tattered clothing in Byzantine style and colors. Justinian bound this celestial monster to protect the prison against any intruders.

The naziat will return to its duty after 24 hours.

Architecture: The prison is made of stone, but the blocks used are irregular in shape, creating an eerie and confusing sight.

Antimagic Jails: The jails are antimagic as long as the doors are closed and locked. When the door opens, the antimagic effect fades.

1. Storage

The storage area houses supplies like rusty nails, dusty torches, chains, hooks, hemp ropes, and wooden buckets. In the middle of the room lies the skeleton of the first warden of this prison. A master cataphract, Manuel, was brought here by Justinian when the prison was being built. However, after the magi of Justinian summoned and bound a naziat here, Manuel felt useless and day by day his mind rotted away.

His madness and his sense of duty combined with the unholy arcane influence seeping away from Shahmaran's cell, forming a curse on the very item he clutched onto. The keychain he still holds to this day is cursed, and the curse is activated by a mere touch. This strong necromantic effect can be detected by a detect magic spell (casting identify leaves the caster cursed, as it is a touch spell). A DC 15 Intelligence (Arcana) check will also reveal that the keychain is cursed.

The holder of the keychain will be affected by the curse of the guardian, which bonds the keychain with the one holding it, and forces the holder to guard the prisoners from release. Also, the memories–too hazy for anything of value to be learned–of the Cataphract Manuel will replace the ones of the holder for the duration of the curse. The guardian will not in any way accept any of the prisoners to be released. The guardian will fight to the death if anyone tries to release a prisoner while he is cursed. If the remove curse spell is cast on the keychain, the curse will be lifted. Alternatively, if the guardian somehow drops to 0 hit points or is knocked unconscious, the curse will also be lifted, and the keychain can be used freely.

While the curse of the guardian is active, the character will have 55 temporary hit points and will be able to cast the following spells as long as they are cast to protect the prisoners from being released:

- *At will: arcane lock, see invisibility, shocking grasp*
- *3/day: command, darkness, hold person, shield of faith*
- *1/day: counterspell, lightning bolt, slow, spirit guardians*

The keychain opens any one cell in the prison without triggering any traps (if they are present).

2. Cell #1

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. There are two skeletons in this cell. With a successful DC 10 Wisdom (Medicine) check, the characters can understand that one of the skeletons belonged to an elven female and the other belonged to a human male. With a successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check, they can find two potions of healing and a spell book with four spells inscribed in it (disguise self, magic missile, shield, and silent image). The spellbook also contains some very damaged bits of information:

- Both lived during the time of Justinian.
- The elf and the human were lovers.
- The last intelligible entry reveals that the human was planning some kind of spell to save his lover from her "unnatural physiology."

3. Cell #2

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. The cell is empty. If a detect magic spell is used, the character will notice some lingering magical essence, the source of which has disappeared a very long time ago.

This cell once hosted many supernatural beings before their executions. If in any case someone enters the jail cell, this lingering magical energy will be disrupted. If a creature enters the room, all creatures within 30 feet of the cell must make a DC 14 Charisma saving throw. On a failed save, they will take 11 (3d6) necrotic damage, or half as much on a successful one.

4. Cell #3

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. There is an old scroll lying in the middle of the cell which has a perfect drawing of a man with deep fear in his eyes. The drawing is insanely realistic, especially so for the age of the scroll. With the aid of detect magic or identify spells, or a DC 14 Intelligence (Arcana) check, the characters can understand that this is not a drawing; instead there is a real human being trapped in there. This poor soul can be freed by a remove curse or a greater restoration spell. The man, Baghatur, was sent to prison by Emperor Leo due to a dispute in his presence with another official of the Byzantine court. The Byzantine official apparently found the cell, and prepared a fate worse than death for Baghatur. If freed, he will introduce himself in old Scythian. Baghatur is a warrior from Khazaria and a soldier of the Khazarian General Barjik who lived in the 8th century. He wishes to rejoin his commander, and inform him how Konstantinopolis can easily be sieged and conquered.

He can also be persuaded (DC 15) into joining the characters until they are done with the Basilica Cistern. If they fail to persuade him, he will walk out and leave the Cistern, never to be seen again. You can use the **veteran** stat block for him.

Historical Note:

In the 8th century, the Abbasid Caliphate and Khazar Khaganate were engaged in many battles. Especially at the Battle of Ardabil in 730, the army of the Caliphate commanded by Cerrah were defeated by Khazar soldiers led by Barjik. Both sides sent a great deal of envoys and spies to Konstantinopolis.

5. Cell #4

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. In the room, there is a skeleton with a letter next to it. The letter is cursed, and the first creature who touches it will be cursed and will not be able to let go of the letter even if they want to. While holding it, they won't be able to cast spells. The letter is written in Hebrew: "Your application to the Lodge is sadly but firmly declined." If the letter is burnt or the remove curse spell is used, the curse is broken.

6. Cell #5

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. The cell looks empty, but entering the cell will trigger an effect akin to the fireball spell (Save DC 13). This fireball spell is different from the original: in addition to the original fireball damage of 8d6, it acts like Greek Fire and must be put out by using an action, otherwise the affected creature(s) will continue to take 3 (1d6) fire damage each turn. When the spell explodes in the room, a **fire elemental** also takes shape, screaming: "Vengeance! Retribution! Salvation!" This is the spirit of a pyromaster working for the Byzantine Empire but was jailed here. His torment will end if the characters defeat him.

If defeated, the characters can loot the *Greek flamethrower* from the room.

7. Cell #6

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. The cell holds a good-mannered male Gnome. He kindly asks the characters not to open the lock of the door because, unlike the other inmates here, he is guilty of murder. The Gnome, Lupkis, is speaking the truth, and in his long time here, Lupkis came to terms with his nature, trying to purify himself from his destructive thoughts.

He will very kindly ask the characters to leave him out of their mission and be gone. He will reveal that he is a murderer, but won't reveal who, or what, he murdered. There is no way to persuade this gnome from his decision. He will literally beg the characters not to release him. If the characters still release him, he will do whatever it takes to kill himself screaming in Aramaic that "Death was never meant to be an end for us."

8. Storage 2

The storage room was once used as a pantry for consumables, but most of the sacks, boxes, and barrels are decayed and rotten now. With a successful DC 14 Wisdom (Perception) check, the characters can find 4 potions of healing in a small box which could hold 6 potions, but 2 of the vials have been broken, and the contents were spilled.

9. Cell #7

This cell can be opened with Thieves' Tools (DC 12), a *knock* spell, or with the keys found in the first Storage room. This cell contains two skeletons with tattered armor and clothing. With a DC

15 Intelligence (History) check, any onlooker can see that one of these skeletons once belonged to an Ottoman Janissary, and the other belonged to a Byzantine soldier during the 15th century. A DC 18 Wisdom (Perception) check will reveal the Ottoman has arrow wounds in his clothes and armor. They look like they killed each other; both of their hands still clutch each other's throats.

The bag of the Janissary has a pouch full of *dust of disappearance*; the Byzantine has *5 +1 arrows and 1 arrow of troll slaying* in his quiver and a *potion of hill giant strength and a greater healing potion* tucked under his belt.

10. Cell #8

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. In this cell there is a gorgeous woman in her mid thirties dressed in a form-fitting red dress to complement her scarlet hair. She is wearing golden rings and a pearl pendant. She begs, lies, deceives, and uses any means of subterfuge to be freed. She is, in fact, a sorceress in disguise (You can use sea hag stat block). Once freed, she will attempt to flee from the prison, attacking the characters if they try to block her path.

11. Cell #9

The lock to this cell is broken from outside, and thus it is impossible to unlock it. This cell houses a very luxuriously designed room with a comfortable bed, a reading desk, chairs, and a rug on the stone floor. This room houses Alaeddin, the elder brother of Mehmed the Conqueror. A DC 16 Intelligence (History) check will reveal that he was once the favored crown prince and his father Murad II was devastated by his death.
In reality, Alaeddin didn't die at the time. Apart from being a very capable ruler and general, he was also a powerful wizard. However, with no regard for the spell rebounds, he was weakened and was captured and sent to this prison by the Byzantines. A regrettable decision, as the other brother became the doom of the Byzantines.

The effect of the spell rebound causes him to change into different time periods of himself every 5 minutes (Roll d4).

1. A toddler, probably 3 years old. Unresponsive to communication, only moans, whines and cries.

2. Teenager, probably less than 19 years old. Slightly scared and needs reassurance, but responsive. Has almost no information to provide.

3. Middle Aged, late 30's. He knows what happened to him and why he is here. He knows who Shahmeran is and gladly shares information if treated nicely.

4. Old Aged, late 60's. He is fed up, demands to be set free, and does not allow any character to patronize him. He is rude and arrogant to the core.

Roll another d4 (reroll if same number) when the characters are returning to the surface and pass this cell, Alaeddin will have a different response.

12. Cell#10

The lock to this cell is broken from the outside, and thus it is impossible to unlock it. This cell is fit to house a royal. All the walls are covered with colored silk tulle curtains; both floor and ceiling are covered with gorgeous looking rugs; and the bed, chairs, table, and reading table are all perfectly built. A young woman wearing a silk green dress that fits her very well stands in the room with a clear glass of sherbet in her hands. At first she ignores the characters' attempt to interact with her. A DC 16 Wisdom (Insight) check will reveal that she seems to be in denial of the reality of her imprisonment. If the characters can get her attention with a DC 18 Charisma (Persuasion) check, she will pay attention to the characters for a few minutes.

Her name is Mahidevran Hatun, and she is the first and favorite concubine of Suleiman the Magnificent. She is the mother of the Shahzadah Mustafa, the heir favored by most of the Empire, and who was executed by his own father, Suleiman the Magnificent. If by chance the characters speak about the goings-on of the Harem or the current political situations of the era, she will comment about the pact between Suleiman and Hurrem:

"I am the last of the pure women of the palace. That witch and her vile tongue poisoned my Suleiman. She took my dear son away from me and doomed all of the Empire. Their witch coven will destroy all that is good in the world."

Mahidevran Hatun is slightly insane and delusional; she still thinks Suleiman the Magnificent will come back for her, and that it has only been but a few days since she was stuck in this prison. If the characters insist on trying to "fix" her delusions, they have to succeed on a DC 20 Charisma (Persuasion) check. If they succeed, her denial of reality will turn into suicidal madness. She will scream out incoherent and cryptic babbling about the Tower of Justice. She will then break the glass she is holding and commit suicide.

13. Cell#11

This cell can be opened with Thieves' Tools (DC 12), a knock spell, or with the keys found in the first Storage room. There is a man wearing a tur-

ban sitting in a modest-looking cell. He has a burly beard going down to his neck and chest. This man is Halil Pasha, once the grand vizier who was supposed to be executed on the orders of Mehmed the Conqueror. Instead, he was placed in this cell to rot away for eternity. Halil Pasha has a burning hatred towards any 'unnatural monsters', his way of saying non-humans. He will go into fits of rage if there are any non-humans among the characters. Despite his anger and hatred, he will still try to manipulate the characters into freeing him.

Halil Pasha is also twisted by the arcane essence seeping from Shahmeran's Cell. With all of his hatred towards the unnatural, his eyes are morphed into those of a serpent. If freed from his jail, he will attack the characters. The Stat blocks for lala can be used for Halil Pasha.

14. Cell#12 - Torture Room

The door to this cell was never installed. This room has been used as a torture room for the unnatural creatures brought here. There is a bloody torture table and a set of torture tools–hooks, knives, saws, pins, needles and many more. They are rusty but still usable.

15. Shahmeran's Cell

The door to Shahmeran's cell can only be opened by the key found in the first storage room.

> *The room is pitch black, but within the blackness you see two snake eyes looking towards you. "Baraqu!" yells the figure within darkness.*

The word is ancient Akkadian for "Enlight." Only through the use of magic, or with a successful DC 15 Intelligence (History) check can the characters decipher it.

> *The room lights up with torches emitting a greenish hue. There, you see the creature Shahmeran. She is held down by four chains, each of which is tied to a wall, under a Runic plate made out of clay, held upwards by a golden arc.*

Shahmaran will ask for her freedom in exchange for granting the characters any information she can provide, including decrypting the journal of Osman Hamdi Bey.

She will explain that she needed to take down Justinian for the sake of the people of Konstantinopolis. She will reason that this prison alone shows how paranoid the Basileos was. In truth, she is lying, as she was trying to reestablish the glory of her old homeland by taking over the Byzantine empire and using its military to take control of Mesopotamia.

She will only decrypt the journal if the characters start destroying the chains. She is held by four, and she needs the destruction of two for her to be able to move freely within her cell, and be able to cast spells. She will use this in order to negotiate

Once the characters destroy two (damaging the clay runes is enough for them to be destroyed), she will decrypt the journal within 15 minutes - revealing the location of Mira. She will remark how cleverly the journal was encrypted throughout the process.

If the characters do not fulfill their end of the bargain - Shahmeran will attack them, but will try to leave one of them as a survivor so that she can be freed. If the characters free her, she will still attack them and will attempt to leave no one alive.

Once the characters return to their ally with the journal, they will be immediately sent to the location highlighted in Osman Hamdi Bey's notes. Their tasks are separate, depending on who their ally is.

> *If the party goes to see Mejid;*
>
> *"Have you acquired what I asked for? Marvelous. I might have offered you a feast for this accomplishment, but we have a limited amount of time here. The Ghost of March already knows where she is, and you must get to her first." He pauses for a second and draws a heavy breath. "Though what I will ask from you now, you will not enjoy. I assure you, I will not enjoy uttering these words either. You must kill the girl. Before you protest, I know how distasteful it is to kill a small girl. But she is not a small girl, is she? She is a weapon. I would suggest you keep that in mind. So, go to the location and kill her on sight. Or you might not survive her powers."*
>
> *If the party goes to see The Ghost of March;*
>
> *"You have found the address? Solid achievement. But we are almost out of time. If we know, he knows as well. You have to hurry and save the girl. He will surely murder her. The only way of protecting her will be to bring her to the Undercity, to safety. She might not want to come, but capture her if you must. She might not know what awaits her if she stays. And be careful. She might be a small girl, but she is quite dangerous."*

SHAHMERAN

Living behind the shadows, just at the tip of your eyesight are the Shahmeran, the snake-woman. They are born in this cursed state and many scholars and researchers ponder the possibility that this curse may actually be one of the ancient heritage curses. They are the pinnacles of wisdom and the source of your nightmares. They can polymorph into different sizes of snakes. They have magic running through their veins and their beauty mesmerizes anyone who lays eyes on her.



Shahmeran

Large monstrosity, any alignment

Armor Class 16 (Natural Armor)
Hit Points 104 (11d10 + 44)
Speed 50 ft., 40 ft swim

STR	DEX	CON	INT	WISH	CHA
15 (+2)	13 (+1)	18 (+4)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Int +8, Wis +8, Cha +9
Skills Perception +8, Arcana +7, History +7, Nature +7, Intimidation +9.
Damage Immunities poison
Condition Immunities poisoned
Senses Darkvision 120 ft., Passive Perception 18
Challenge 9 (5,000 XP)

Magical Resistance: Shahmeran has advantage on saving throws against spells and other magical effects.

Shapechanger: Shahmeran can use her action to polymorph into a huge or smaller snake of its choice or back to its true form. Each form will have its own statistics. Any equipment worn or carried aren't transformed with her body.

Spellcasting: Shahmeran is an innate spellcaster. Her spellcasting ability is Charisma (Spell Save DC 17). Shahmaran can cast the following spells, requiring no material components:

Cantrip: *poison spray* (which she spits), *thaumaturgy, druidcraft*
(At will) *animal friendship, speak with animals, detect magic, detect thoughts*
(3/day) *hold person, darkness, suggestion, thunderwave, identify*
(1/day) *confusion, cone of cold, dimension door, lightning bolt, slow*

Spellstealer: She can use her reaction when a spell is cast within 60 ft. This reaction acts as a *counterspell*. Additionally, she can steal the spell if it is 5th level or lower. In order to do that, she must succeed on an Intelligence saving throw (DC = 10 + Spell's level). If she succeeds, she can cast the spell from the lowest spell slot possible on her own turn without spending a spell slot for it. If she fails, she will take 3d8 psychic damage. She can use this feature 3 times

Aura of Beauty: While Shahmeran has more than half of her hit points, other creatures have disadvantage against her attacks.

Aura of Antimagic: She creates an antimagic field with her eyes in a 10 ft. cone. She can choose to turn it on or off as a bonus action.

Actions

Stunning Beauty: Shahmeran may use her overwhelming mind and charisma on others. Every creature within 30 ft. must make a DC 17 Intelligence saving throw. On a failure, a creature takes 6d8 psychic damage and is stunned. Affected creatures can repeat the saving throw at the end of each of their subsequent turns, and this stun ends if the affected creature takes damage. On a success, a creature takes half damage and is not stunned.

Mind Shatter: Ranged Spell Attack: +9 to hit, reach 30 ft., one target. Hit: 11 (1d10 + 5) psychic damage



Scene: The House Lying in the Dreams (Recommended Level 6)

As revealed by the journal of the deceased friend and mentor of the characters, Bergüzar's sister is the only diviner who is as strong as the Haseki Sultan. She lives quite near to the Trojan digsite, where the adventure began. Now the characters are to bring her to their ally and do so before the assassins of Osman Hamdi Bey take her. Boarding the steamboat hastily arranged by their ally, the characters start their journey to the digsite. The boat ride suffers no perils, and neither does the tracking of the house. Yet as the adventurers get closer to the location, trouble stirs.

If the Characters are Allied with The Ghost of March

They will move towards the known location of Mira, and will be ambushed by the Palace's agents, led by Aziz Sefa. Aziz Sefa will choose a place full of trees for his ambush. He will bring 4 **bostanji** and **2 certain stalkers** with him. The bostanji have taken down a tree to form cover and will remain hidden as much as they can. Certain stalkers will hide as high as they can by climbing the trees. Aziz Sefa will choose a high ground or a good place to hide.

If Aziz Sefa drops below half of his hit points, he will run using his ring of cloud and will order a tactical retreat.

If any of the ambushers remain alive, they will come back for a second assault once the characters have taken hold of Mira and have to deal with the Living Manor.

If the Characters are Allied with Abd-ul Mejid

They will move towards the known location of Mira, and will be ambushed by the Ghost's Sekbans, headed by the lieutenants Mervhan and Kore.

Mervhan and Kore will bring 2 **sekban blademaster** and 2 **sekban musketeers**. They will choose a rocky background and a place they can take the high ground. Kore will most likely first try to deceive them by casting alter self. She will choose a form according to the motives and resolve of the characters.

They will let loose long-ranged attacks, but will flee before being confronted in melee range. If the Sekban flee, they will return once the characters enter the house, to take Mira before the characters do.

Once the characters defeat their ambushers for the first time, they see Mira gazing upon the now finished battle with fear in her eyes from a distance. She retreats away from the characters, and into her house. Once a beautiful two story countryside manor, it is now a moss stricken ruin. The characters should easily recognize the house Mira is hiding in. It is a decrepit version of the same house they saw in the dreams sent to them by the Bergüzar.

Mira will first try to lose the characters inside the house, moving from room to room with her spells and lair actions. If the characters try to capture her aggressively, she will resort to her damaging spells. If not, she will keep warning them that she

is too dangerous to be taken, and that they should leave if they don't want to get hurt, or worse killed! If the characters insist, or convince Mira to calm down, she will say that she, and her magical powers, are a danger to society, that she needs to be caged in the house, and that she took measures to ensure she won't leave the premises (but won't say what those measures are).

The Living Manor

gargantuan construct, unaligned

Armor Class 20 (Natural Armor)
Hit Points 144 (15d10+60)
Speed 50 ft.

STR	DEX	CON	INT	WISH	CHA
24 (+7)	10 (+0)	18 (+4)	5 (-3)	13 (+1)	6 (-2)

Saving Throws Str +10, Dex +3
Skills Athletics +10
Senses Passive Perception 11

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Condition Immunities: grappled, prone, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Threshold (5): The Living Manor has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the house's hit points.

Origin Point: If it moves more than 500 ft from its original space, it is compelled to return.

Actions

Multiattack: He slams two times. He can forgo one of the attacks to make a grapple check.

Slam: Melee Weapon Attack: +10 to hit. Range 10 ft., one target. Hit: 16 (3d6 + 7) bludgeoning damage.

Grapple: As an action, it can try to grapple a small or larger target with one of its huge hands. Only two targets can be grappled at the same time (one hand each).

If the characters manage to snatch Mira and try to leave the house, the manor will come to life and attack them. The manor's first priority is to capture Mira and place her back in the house.
Once the characters defeat or escape from the living manor, they will be able to venture back to Istanbul with no issues with Mira if they decide to bring her in.

Fate: The Grand Negotiation (Recommended Level 7)

After securing Mira, The Ghost of March is in a much stronger position than he was before. With the divining power of Haseki Sultan crippled, he sets his sights on securing an alliance with the Janissary before the final showdown.

The characters are sent on a mission to bring all the power brokers to the negotiation table: Ahra and the Janissary Remnants, Sheraf and the Council of the Ninth Life, Hano the Widow, Giannis the Cut, and Chic Manu. Here, cracks between The Ghost and his own Sekban lieutenants also appear.

Moreover, if Ahra agrees to be present at the table, she will forgo her plan of taking out all the crime lords to get in the good graces of the Palace. However, for her to agree, the characters must have done the previous quests of The Ghost of the March and brought her the "gifts" from the Sekbans.

Each faction will have different goals, and most will have conflicting interests. It is up to the characters' negotiation skills and previous deeds to make the most out of this negotiation.

Here are the most important debating points:

Non-Human Races:

Ahra & Hano want ant them confined to the Undercity due to their prejudice and hatred towards magic.

Sheraf wants them confined to the Undercity as they hold a very profitable trade route between the Upper World and the Undercity.

The Ghost wants them freed from their confinement in the Undercity but still wants to impose strict disguises.

The Rest of the Sekbans want full freedom for the Non-Human Races.

Role of the Janissary Guard:

Ahra wants the reinstatement of the Janissary Hearth (Can be convinced of a symbolic return of the Janissary after seeing Sekbans being the more effective fighting force.)

The Rest of the Janissary want the reinstatement of the Janissary Hearth and the return of the Imperial Military under strict Janissary command.

The Ghost wants the full abolishment of the Janissaries (Can be convinced to leave them a symbolic position in society after seeing how the Janissary is helping out the lower strata of the society.)

The Rest of the Sekbans want the full abolishment of the Janissaries and the exile of Ahra and her Lieutenants.

Fate of Harem & Bergüzar:

Ahra, The Janissary Remnants, and Hano want to see Bergüzar's head on a spike, and the full dissolution of the Harem institution.

The Ghost wants to either take out or subdue the powers of Bergüzar, but he wants the Harem to remain as a weapon in the Ottoman Empire's arsenal.

The Rest of the Sekbans and Sheraf want the Harem to be protected and to be expanded as a school of magic.

The Empire's Foreign Policy:

Ahra & The Janissary Remnants: Hawkish foreign policy, and the continuation of aggressive expansionism.

The Ghost & The Sekbans: Soft Power foreign policy, and the continuation of Mejidian way of playing great powers against each other.

Who Sits on the Ottoman Throne:

Continue with Mejid: By forcing his hand with a military coup, Mejid's authority can be limited, and an assembly of the people can be formed, protected by the military and a caste of the wealthy. This will be Giannis and Manu's choice, as they stand to gain the most. The Ghost can also be convinced of this outcome, as he feels, deep down, that who the Padishah Mejid grew up to be is his fault, and he thinks Mejid can be saved. If this outcome is selected, the characters are told not to strike the killing blow in the final confrontation, and the quest **To Kidnap a Shahzadah** is skipped.

Abd-ul Aziz: Westernist and reformist. Patient, calm and wise. Less ambitious than others but his cool temper and wits aid him greatly, especially when it comes to carrying on the diplomatic plays his predecessors enlist. Training in magical arts of a wizard. He will be the Sekbans' choice.

Bayezid: Traditional and a supporter of the old ways. A strong warrior, brave and ambitious. Wants to return the Empire to the years of glorious conquests of the previous centuries. However, he is not exceptionally anti-magic. He will be Ahra's choice.

Murad: Supports a balanced view about reforms and tradition. A materialist who isn't a spellcaster or a warrior, he believes that being a leader is not about fighting himself: it is about choosing the best warriors to fight for him. However, it is known that he is severely against magic and non-humans. He will be Hano's and the Janissary Remnants' choice.

Who will Lead the Final Assault on the Palace:

Alemdar & Sekbans: The Ghost believes that he has the most disciplined soldiers and the best commanders in their ranks. He thinks discipline is greater than all.

Ahra & the Janissaries: Ahra believes that to counter the witches in the Harem, she, The Wolf of the old ways, should take the lead. It is a great chance to prove that Janissaries have improved and the Hearth is still burning bright.

Hano & the Characters: Hano believes that she is the toughest among those in the negotiation and her power is needed more than ever. Endurance is what matters the most in a fight.

Free Play: To Kidnap A Shahzadah (Recommended Level 8)

Once a Shahzadah is chosen in the Grand Negotiation, the characters now have to find a way to take the future Padishah into a secure place before the coup d'etat.The Ghost and the Sekbans have a plan to do so. The characters can infiltrate the Harem, where the Shahzadahs are kept, and replace whomever they take with a shapeshifter.

Refer to the Imperial Harem section in Act IV: The Lunar Eclipse

Down in the lower stairs of the Pearl lives a doppelganger called Asfendaq. He has to be convinced to take part in the mission to ensure

Mejid does not realize that a Crown Shahzadah is missing. The good news is that this Asfendaq owes a favor to The Ghost. He prefers not to share information about the favor he owes. If the characters use this favor to convince Asfendaq, he will be quite pleased to hear that he no longer owes The Ghost anything.Asfendaq is playful. He prefers to take on the face of the character with the highest Charisma to mess with the party. Frequently drunk, and always seeking adventures of the rather erotic kind, Asfendaq must be made to understand the stakes of this mission, in which he is the key.

Free Play: Force the Snakes out of Their Holes - Part One (Recommended Level 8)

If the characters align themselves with the Palace and Mejid, their task, after securing Mira, will be to ensure that neither The Ghost and his Sekbans, nor The Wolf and her Janissary Remnants, are dealt with before Mejid's endgame begins.

Mejid will order the characters to approach Ahra and bring her to the negotiation table to talk to her about the Janissary support to the Crime Lords. However, Mejid warns the characters that he does not expect The Wolf to survive for long. Nonetheless, the characters are to arrange an incognito meeting between The Wolf at the Door and Mejid's spokesman, Aziz Sefa, on neutral ground. The recommended place for the meeting is Osman Hamdi Bey's manor.

The goal of the characters, and Aziz Sefa, will be to convince Ahra to pull all the support from the Crime Lords - which is something she was already inclined to do once the Janissary Hearth is reinstated. Thus, the challenge will be to reassure Ahra that Mejid wants to restore the honor of the Janissary and bring them back as the Imperial Guard. However, The Wolf at the Door is smart. If she senses that the negotiation is a ploy, she will be utterly hostile against the palace, and will support The Ghost and the Sekbans instead. Therefore, the characters must make it look like they are actually negotiating. When adjusting the difficulty (DC), spare a thought for how the characters put together their arguments and lies. Ahra is one of the most important characters in the game; therefore, it is recommended that many ability checks be rolled in order to convince her with Persuasion, Deception and any other social skills (Minimum DC is 17). Still, keep in mind that if the characters put a really good case in front of her, she may actually believe that the Janissary Hearth will be reinstated.

The table is full of fine wine, raki, kebab, borek, Turkish delight, and waiters constantly bring more.
The candles on and around the table light the room with an uneasiness. No one is troubled by the light, slowly accepting the beauty of the night and their raised glasses both salute each other and the beautiful crescent above the city of world's desire. Slow chattering and silent laughs fill the garden. The flow of the wine never stops and smiles brighten as more deals are shaken on, carving Istanbul and the money between the crime lords, protected by their old nemesis turned ally, the Janissary.

The most powerful faces of the city, mere sheep huddled around a Wolf. She has waited long enough. Her brethren ran disgusting errands long enough. This is the day that the Janissary will come back from the gutter. When she raises a glass in front of all the people and salutes the guests, she will give a speech about the coming days and her happiness for everyone's cooperation.

Her last words "To a bright future!" are the trigger. Everyone knows what to do. Every Janissary guard she puts on the ranks of the crime lord's guard will draw their blade and attack the unsuspecting crime lords. Their screams will be the last thing to be brought to the table. Last gift of the hostess, The Wolf at the Door, ever brought to her guests: their ultimate demise.

If the trick succeeds, Ahra will publicly execute the Crime Lords, sparing no one while the characters are present as Ahra's guards.

Unbeknownst to her, she just destroyed her last leverage.

Free Play: Force the Snakes out of Their Holes - Part Two (Recommended Level 8)

After Ahra's leverage is gone, and the Janissaries are falsely expecting to be rewarded, the characters are now tasked with bringing down the impromptu army of The Ghost while the Remnants sit still, allowing this to happen.

Aziz Sefa already infiltrated the Sekbans and found their weak link. Mervhan vehemently disagrees with The Ghost on the status of the non-humans in Istanbul after The Ghost takes over. He believes that all non-humans must be allowed in the Upper World, without any need for disguise. Mejid has already proven himself to be a supporter of progress, and his influence has already reached the denizens of the Undercity. Therefore, approaching Mervhan, and explaining the need for a change in the Undercity and Sek-

ban leadership would be an ideal move in order to cripple the Ghost.
Mervhan can be found alone in his special room in Araf Tavern. In order to reach him, the characters must convince the Innkeep to reveal his whereabouts with a successful DC 17 Charisma (Persuasion) check. This may vary depending on how the characters approach Mervhan. Mervhan will question their sincerity: if he suspects the characters are only there to hurt The Ghost and his operations, he may not be convinced. If he catches a lie, he will immediately terminate the conversation.

If Mervhan is not convinced, perhaps it is for the best that The Ghost will be forced to fight - this time, on Mejid's terms. Blocking the entrances to the Undercity and dismantling the smuggling routes would force The Ghost and his Sekbans to take hasty actions, and haste brings carelessness.

The characters' mission will be to help the Bostanji guard take control of the crucial entrances to the Undercity and ensure that no supplies reach down below. To complete this mission, the characters must learn all of the entrances. It is up to the characters how they will proceed and gain control of the areas. They may choose bribery, persuasion, or violence. In these entrances there are many people from below who are disguised as humans. Check the "Locations" section in order to check the details and apply any changes characters, or the events of the story, have caused:

- Grand Bazaar: Nazif's Shop
- Valens Aqueduct
- Sultanahmet Square: The Obelisk
- The Brothel in Karaköy
- The Court Restaurant in Karaköy

Fate & Dungeon: The Third Crescent - The Eye of Suleiman (Recommended Level 8)

The Tower of Justice

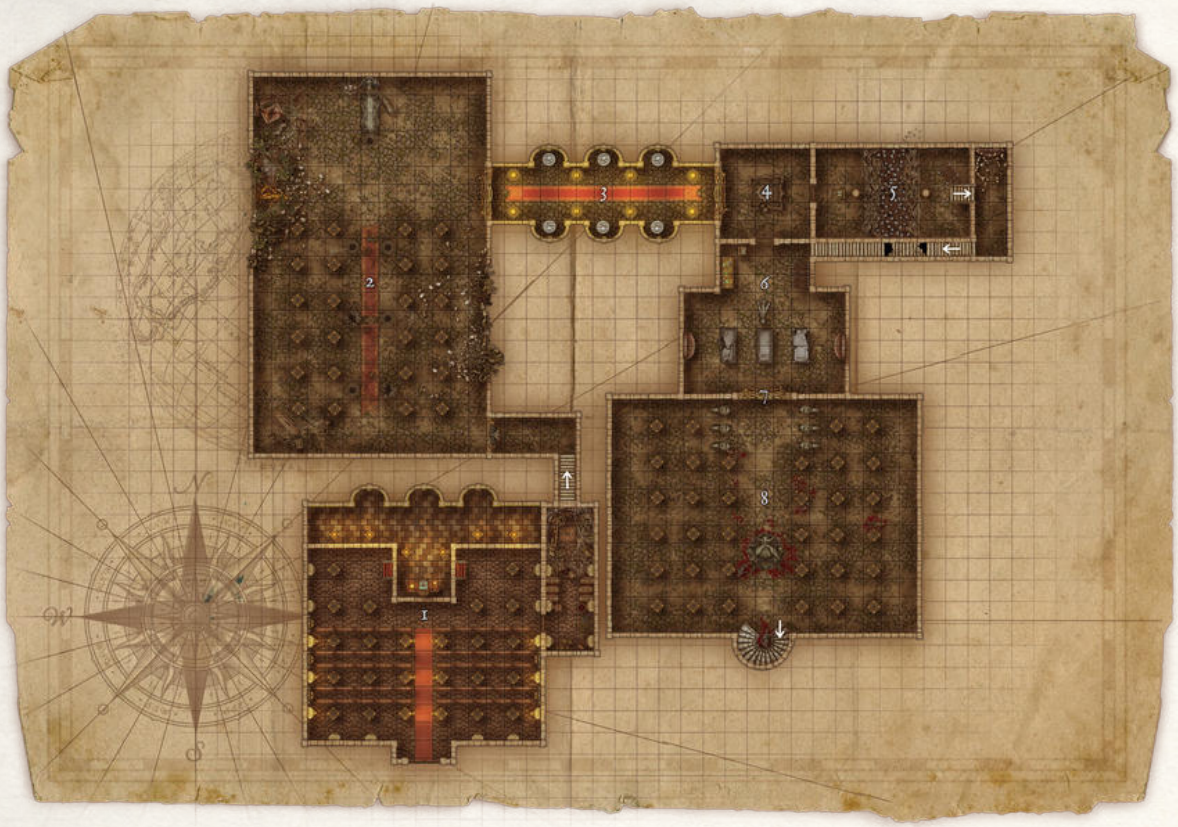
There can be two instances where the characters are to enter The Tower of Justice. First is if the characters decide on sparing Bergüzar and convince The Ghost of March. Second is if The Ghost succeeds in his revolution but does not spare Bergüzar, he will ask the party to accompany him to The Tower of Justice so that he can finally find peace.

The characters will need to reach the Tower of Justice that houses the Eye of Suleiman, and they will have to perform this task very discreetly through a secret entrance tunnel that can only be reached through Hagia Eirene Church. The Ghost of March will give information on the real use of the Tower of Justice and the nature of the Eye of Suleiman:

> *"It is a breathtaking sight to behold. The Tower of Justice is where the Padishahs climb to gaze upon the workings of the Empire from a glorious vantage point. It is due to fear that the Padishah is always watching that the officials of the Empire were dissuaded from bribery and corruption. Of course, as the Empire and the bureaucracy expanded, the Tower became a symbol rather than an actual tool.*
>
> *However, people do not know the real importance of the Tower of Justice. It possesses one of the darkest secrets of the Der-Saadet. The marriage between Suleiman the Magnificent and Haseki Sultan Hurrem rests on a magical pact. Hurrem, then known as Roxelana, was a sorceress, and a very powerful one at that. She wanted to shield her kind from the dangers of the outside world. Luckily, Suleiman the Magnificent, who encountered Hurrem, wished both to strengthen and protect his empire with arcane power. Suleiman vowed that no harm would come to Hurrem's kind, as long as they dwelled where the eyes of Suleiman could see that she and her kind pledged not to harm any soul from Suleiman's blood.*
>
> *The Eyes of Suleiman is another name used for the most trusted viziers of the Padishah. Suleiman the Magnificent and each Padishah after him summoned their most trusted servants to this very Tower, before their deaths, to bestow upon them a mission one last time. Pargalan, Sokolan - all the Viziers oversaw the magical pact binding the Harem Sorceresses and the Imperial bloodline, as specters, as The Eyes of Suleiman.*
> *If we need to break this enchantment and save Bergüzar from the bind of the Eyes of Suleiman, we need to disrupt this spell, for a brief time.*
>
> *The Tower will not allow passage to a living servant of the state, so you will need to break the seal of the Padishah at the final door where the Eye of Suleiman rests. Once you do so, I will join you."*

The entrance to the Tower of Justice can be reached through a secret room inside the wine cellar of Hagia Eirene Church. If the characters investigate before venturing into the dungeon, have them roll a DC 11 Intelligence (History) or DC Intelligence (Investigation) check; on a success, they will have this piece of information:

> *"Hagia Eirene Church was commissioned to be built by Constantine the Great in the 4th century. It was damaged by fires and earthquakes throughout its existence and was rebuilt during the time of Emperor Justinian I. Until very recently the church was used as a warehouse for military equipment and trophies of the janissary class. After the abolishment of the janissary, Hagia Eirene served as a military antiques museum."*



In the entrance of the church, characters can notice a stone tablet next to the door in Turkish, written in Ottoman letters:

"Kalmayı sardur cihan halkın ana dil bağlama
Padişah-ı dehr-iken kaldı mı gör İskender'e"

Which can be translated as:

"None mortal shall inherit the world, do not bind thy heart to it.
Even Alexander, who ruled all, at death, lost it."

Any character who knows Ottoman Turkish can make a DC 15 Intelligence (History) check to recall that this poem was written by Padishah Suleiman the Magnificent.

General Features

Ceilings: The ceilings are 15 feet high.

There are no light sources if the characters choose to enter at night. If they enter midday, the windows let in enough light to see anything easily.

1. THE ENTRANCE

There are two ways to enter the church. Characters can purchase a ticket for a tour during midday or they can pick the lock of the church's door (DC 15) at night. In either case, the church is not guarded. There are a few unlit and unused candelabra on each wall; some are holding candles, and some are not. There is another door on the side that leads into a short corridor and spiral stairs that lead into a very small and abandoned wine cellar.

2. LARGE PLAZA

Ceilings: The ceiling is 20 feet high in this plaza.

Light: There are no light sources except the ones the characters bring with them.

When the characters descend from the ladder, they reach into a large opening. There are absolutely no light sources, so the characters need to produce their own light (torches, lanterns, or magic) to advance from here. When the characters advance, they can see crumbling ruins at the right side of the plaza. These ruins are the home of a group of 2 sentient plague stricken and 5 semi-sentient plague stricken, and they have noticed the characters as they approach. The sentient plague stricken hide in the ruins and send the semi-sentient plague stricken to attack first, then join the combat taking the best positions to grant the semi-sentient plague stricken flanking bonuses.

If searched, the ruins won't yield much information about what they were in the past, but there is a stone door with vast carvings on it.

Any physical attempts to open by skill or brawn will fail. The use of detect magic will yield a strong abjuration aura protecting the door. The door is also immune to knock and similar magics. The door itself is a gorgeous sight to behold–there are silver inlays and engravings depicting the battle of Constantinople, and the stone is carved to make way for several lines of text.

This magically sealed and protected door, however sturdy, can be opened by only two ways. One is to use the phraseword depicted in Ancient Greek and the other way to open the door is to break through it with an explosion using 10 shots worth gunpowder. If the characters choose to blow the door up the fallen debri from the explosion and the ceiling will deal each character 11 (3d6) bludgeoning damage.

Any character who knows Ancient Greek can read this. Alternatively, the use of *comprehend languages* or tongues spells will also yield this information.

> *The first line of the carvings is a name, Ajax the Great.*
>
> *Below are a few lines of intelligible words.*
>
> *"Sing, O goddess, the rage of Mehmed, son of Murad!*
>
> *"But you, Mehmed, there is not a man in the world more blest' than you. There never has been, never will be one."*
>
> *The crumbling lines give way to another intelligible sentence.*
>
> *"But in the end, there was no Paris shot Mehmed. Name the truth, and enter."*
>
> *It feels like something is familiar and missing about these lines.*

With a successful DC 12 Intelligence (History or Religion) check, the characters realize the first two lines are actually from *The Iliad*, the epic of Homer. The word Achilles is replaced by Mehmed. Characters who succeeded the check will recall that Achilles was one of Mehmed's heroes when he was a shahzadah.

If any of the characters utter the word Achilles, the doors will open and two torches will magically light up at the entrance of the corridor.

3. CORRIDOR

Ceilings: The ceilings are 20 feet high.

Light: The two magical torches are high up on the wall. They can be dislocated and carried, but their magic will cease if they are taken out of the tower.

Six busts of Ottoman rulers stand here, all made from white marble, the details of their faces well made by a dwarven artisan. The busts have great worth, at least 200 Akche each. These are all of the Padishahs before Mehmed II. The characters can roll a DC 14 Intelligence (History) check to understand that they are Osman I, Orhan Bey, Murad I, Beyazid I, Mehmed I, and Murad II. There is another door at the end of the short corridor.

Bust Room Trap: The lock on the door ahead is not too hard to unlock with the use of Thieves' Tools, (DC 12), but the trap is impossible to detect. If the characters in any way tried to meddle with the busts, trying to dislocate or remove them, the magical trap will trigger. The busts will exhale poison gas through their noses, filling the room within mere moments. All characters staying in the room will have to roll a Constitution saving throw (DC 15) or be poisoned for 3 hours. The poisonous gas will disperse after three turns.

4. THE ANTECHAMBER

Ceilings: The ceiling is 20 feet high in this room.

Light: There are no light sources except the ones the characters bring with them.

This small room was once used as an antechamber but the walls and the floor are now covered with foul-smelling rot and mold. This antechamber is now a house for **2 sentient plague stricken**. These creatures are the result of nearby magic rebounds, siphoning their energy into this antechamber. There are two corridors, one to the south and one to the east.

5. THE FIRST TRIAL

Ceilings: The ceiling is 20 feet high in this room.

Light: There are no light sources except the ones the characters bring with them.

There is a large plaque at the entrance of this door:

Whoever enters this door should be shrouded in courage by virtue, in this a test of prudence. One should remember that there are no shortcuts in the path of dedication, if you are to be the Eyes of Suleiman

This is a test of wisdom: there is a hallucinatory terrain spell effective in the room. It looks like there is a deep pit that is filled with jagged stalagmites, and there is a very thin 3-inch wide line over it. There are three pressure plates on the other side. It seems like it is expected for the characters to balance their ways on the line and pass the pit and stand on the pressure plates. However, this is a trick: the integrity of the characters is being tested. If they somehow try to find a way to cheat this illusion by flying or by the use of transportation magic, they will fail.

If they don't try to cheat their way through the illusory trap, any character trying to balance their way across the line will have to roll a DC 12 Dexterity (Acrobatics) check. If the characters use ropes or get help from other characters, they will roll it with advantage. In any case, if a character falls down into the pit that character is simply knocked unconscious and will get up after a minute, but the illusion reflects a gruesome death scene.

If the characters successfully pass the test, the **Key of Dedication** appears as the illusion disappears. The key is one of the two keys to unlock the door to the tower entrance.

If the characters fail the test, the guardian (**ghost janissary fighter**) will appear. It will attack relentlessly, screaming:

Impudents! The path of dedication suffers no treason!

When the janissary dies, the Key of Dedication appears. The key is one of the two keys to unlock the door to the tower entrance.

6. THE SECOND TRIAL

Ceilings: The ceiling is 20 feet high in this room.

Light: There are no light sources except the ones the characters bring with them.

There is a large plaque at the entrance of this door. It is written in common, very distinctive characters:

Sad you are if you don't have me, alone in the world if you have so many...

My tail is gorgeous, shining in the morning sun.

My head is filled with thoughts of the ones who have been left behind.

Nonexistent is my body, for those who considered themselves holy.

They will beg you to not bury but share, when you let this world be.

There is a large altar next to the door and the plaque. The entering characters need to place every single coin they have on the altar before they continue into this room. Even one character can enter without any problem if it leaves all the wealth behind.

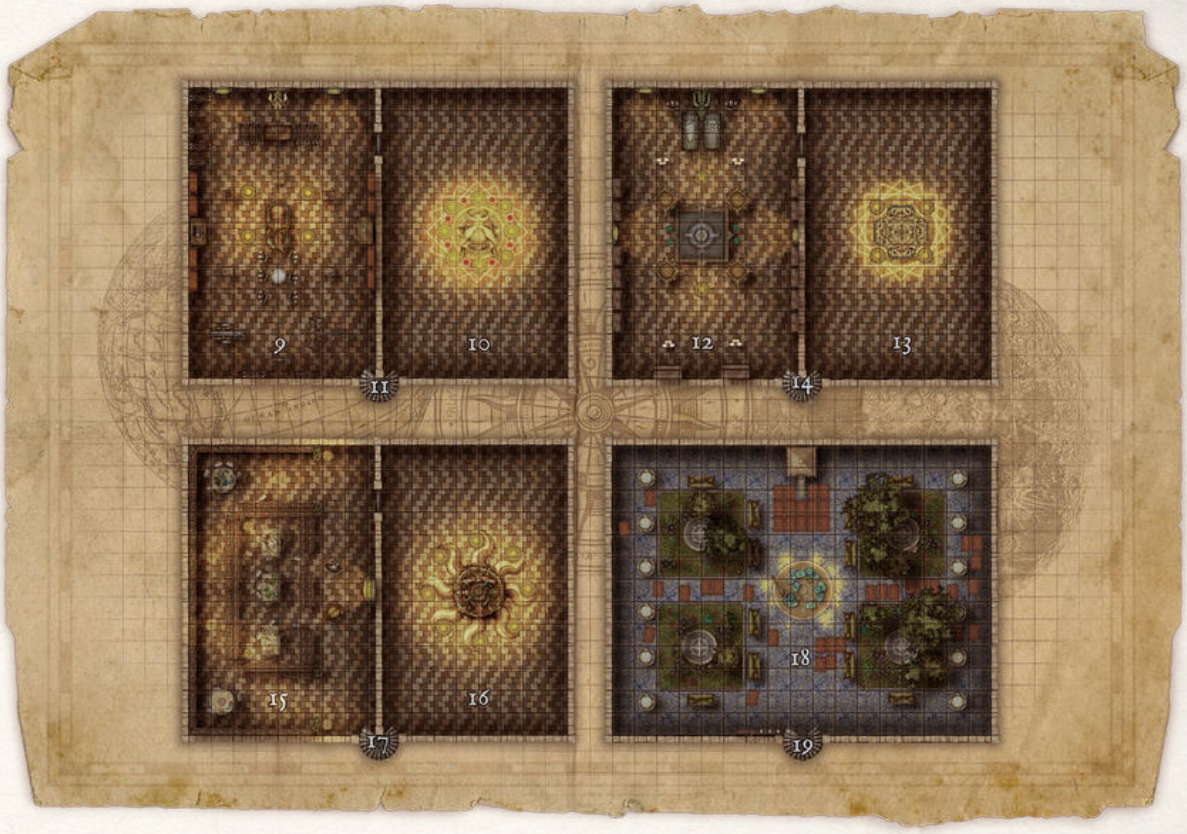
DM note: You can inform your characters that there is a strange feeling that's keeping them outside if they didn't leave their coinage on the altar. However, don't overdo it.

If the characters successfully pass the test, the Key of Humility appears. The key is one of the two keys to unlock the door to the tower entrance.

If the characters fail the test, the guardian (ghost janissary fighter) will appear. It will attack relentlessly screaming:

Greed! You can't purchase your way into heaven!

When the janissary dies, the Key of Humility appears. The key is one of the two keys to unlock the door to the tower entrance.



7. DOOR OF JUDGMENT

Ceilings: The ceiling is 20 feet high in this room.

Light: There are no light sources except the ones the characters bring with them.

This is the last door before venturing into the tower and can only be opened with both keys. There are keyholes for each key at opposite sides of the door. Each key needs to be inserted into their corresponding keyholes and turned simultaneously to open the door.

8. THE LAST GUARDIAN

Ceilings: The ceiling is 20 feet high in this room.

Light: There are no light sources except the ones the characters bring with them.

This room can only be accessed after both keys are inserted into the Door of Judgment and opened. A detect magic spell or a DC 15 Intelligence (Arcana) check will reveal that the marble statue is magical. There is a collector of souls, the naziat, inside this empty chamber. When the characters walk into the room, the statue animates and attacks them. The guardian needs to be defeated or to be passed without getting detected before climbing the tower. Invisibility spells, getting hidden (use Passive Perception for the naziat) and any kind of transportation magic will work. There is a circular stairway at the side of the wall leading up.

9. FIRST FLOOR - THE WEAPONS EXHIBITION

Ceilings: The ceiling is 15 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

The Tower of Justice is divided into two halves by a sturdy fake wall. One half is used for day-to-day usage of the Empire, and the other half leads to the Eye of Suleiman. The stairs lead to a room filled with different weapons taken from the enemies of the Ottoman Empire. There is a plaque under each weapon case explaining the origin of each weapon, of which there are hundreds in this chamber. If detect magic is used there is only one magical blade here, and it is **The Blade of Suleiman**. It is a magnificent blade with depictions of djinn and the realm of Al-Ghaib on it. Even without the use of magical detection, this yatagan blade stands out amidst the weapons hoarded in this room.

10. FIRST FLOOR - ARSENAL'S ROOM

Ceilings: The ceiling is 15 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

If the characters took *the blade of suleiman* and entered this room with it, the blade would glow with an ominous blue, summoning **a magical construct** called the Arsenal, made of whirling blades, maces, spears, daggers, and other weapons. Characters should roll an Intelligence check on DC 15 to gain insight into Arsenal's attack patterns before initiative is rolled. On a successful roll, the characters will gain insight into its attack pattern, seeing that surrounding it isn't a good tactic on a failed roll, they do not learn this information. The construct has these statistics:

Arsenal

Large construct, neutral

Armor Class 10
Hit Points 102 (14d8+39)
Speed 30 ft. hover

STR	DEX	CON	INT	WISH	CHA
24 (+6)	10 (+0)	1 (+3)	1 (-6)	1 (-6)	10 (+0)

Saving Throws Str +9
Senses Blindsight 30 ft.
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Actions

Multiattack: Arsenal does three attacks, once with each attack type, each attack lands on a different target. If there are fewer than three enemies to attack Arsenal attacks twice or once according to the number of enemies.

Puncture: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (1d12+6) piercing damage.



Bludgeon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d6+6) bludgeoning damage.

Slash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (3d4+6) slashing damage.

11. FIRST FLOOR - SPIRAL STAIRWAY

Ceilings: The ceiling is 15 feet high in this room.
Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

After the Arsenal is destroyed, the characters can advance into the next room which only has a spiral stair leading to the second floor of the Tower of Justice. The characters can choose to avoid fighting Arsenal and sneak their way past, but if any character comes within 30 feet of Arsenal, it will detect them.

12. SECOND FLOOR - ARMOR EXHIBITION

Ceilings: The ceiling is 10 feet high in this room.
Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

There are scores of suits of armor, shields, and other kinds of protective gear taken from the enemies of the Ottoman Empire. There is a plaque under each suit explaining the origin of each armor. If *detect magic* is used, there is only one magical suit of armor here, and it is a **Girdle of Courage**. Even without magical detection, this gorgeously made girdle, with its depictions of lions, stands out.

13. SECOND FLOOR - BULK'S ROOM

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

If the characters took *the girdle of courage* and entered this room with it, the girdle will glow with an ominous sickly red light, summoning an **animated armor** called the Bulk, made of layers of armor from different cultures. The construct has these statistics:

Bulk

Large construct, neutral

Armor Class 19 (Natural Armor)
Hit Points 133 (14d8+70)
Speed 30 ft. hover

STR	DEX	CON	INT	WISH	CHA
12 (+1)	10 (+0)	20 (+5)	1 (-6)	1 (-6)	10 (+0)

Saving Throws Con +8
Senses. Blindsight 30 ft.
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Special Traits

Regeneration: Bulk regains 10 hit points at the start of its turn. Bulk dies if it starts its turn with 0 hit points.

Slow to React: Bulk always goes last in the initiative order.

Actions

Pound: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d10+1) bludgeoning damage.

14. SECOND FLOOR - SPIRAL STAIRWAY

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

After Bulk is destroyed, the characters can advance into the next room, which only has a spiral stair leading to the third floor of the Tower of Justice.

15. THIRD FLOOR - MAGIC EXHIBITION

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night, bright light comes out of the windows if it is midday.

There is a huge magical laboratory in this room.

A huge and exquisite alchemy set stands in one of the research tables, there are research papers, scrolls, parchments, books, components, and other items to research, create and perform magic. There are at least 500 books, most of them written in Hebrew, Arabic, Latin, and Aramaic. If detect magic is used there is only one magical book in the room, and it is **Yasevi's Arcane Tome**. Even without magical detection, this elaborately ornamented tome stands out.

16. THIRD FLOOR - CATHARSIS' ROOM

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

If the characters took *Yasevi's Arcane Tome* and enter this room with it, the tome will glow with an ominous burning red light, summoning a **magic elemental** called the Catharsis. Swirling magical energies surround the elemental. The elemental has these statistics:

Catharsis

Large elemental, neutral

Armor Class 12
Hit Points 91(14d8+28)
Speed 30 ft. hover

STR	DEX	CON	INT	WISH	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Senses Blindsight 30 ft.

Special Traits

Magic Absorption: Each of its turns Catharsis drains 1 spell slot from the highest level spell slot of any enemy which is 5 feet to it, regaining spell level x 2 hit points.

Superior Magical Resistance: Catharsis has advantage on saving throws against spells and other magical effects. If the save is made by a 5 point difference than the exact difficulty, then the spell or magical effect is reflected back to the caster.

Actions

Drain Magic: Ranged Magic Attack: +4 to hit, reach 30 ft. one target. Hit: 8 (3d4) random damage type. (Roll 1d10 for 1 - Fire, 2 - Acid, 3 - Lightning, 4 - Thunder, 5 - Poison, 6 - Cold, 7 - Necrotic, 8 - Radiant, 9 - Force, 10 - Psychic) Drain Magic attack doesn't get disadvantage if there is a hostile creature in 5 ft. Catharsis always targets the spellcasters burning away 1 spell slot from the lowest level spell slot on a hit, regaining spell level x 2 hit points.

17. THIRD FLOOR - SPIRAL STAIRWAY

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

After Catharsis is destroyed, the characters can advance into the next room, which only has a spiral stair leading to the fourth floor of the Tower of Justice.

18. FOURTH FLOOR - THE PRAYER ROOM

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

This room is designed as if it is the inside of a mosque. The prayer room is designed to be modest and peaceful, and it is the only place the characters can have a peaceful moment in the Tower of Justice.

19. FOURTH FLOOR - SPIRAL STAIRWAY

Ceilings: The ceiling is 10 feet high in this room.

Light: There is dim light coming out of the magical lanterns if it is night; bright light comes out of the windows if it is midday.

The characters can advance to the next floor, which is the final floor of the Tower of Justice.



20. FINAL FLOOR - THE EYES OF SULEIMAN

The door before the final room is a sight to behold, and right in the middle of it is the Seal of the Padishah that the Ghost told you to crack open. It is a gold chain covering the door handles, with the Imperial family's insignia embroidered with jade on a plaque in the middle of it.

It can be broken with any kind of damage, leaving a keyhole that resembles a small ring.

Before long, the characters hear footsteps behind them. It is The Ghost. In place of his Sekban uniform, he is wearing his imperial grand vizier armor. He looks at you and then uses his ring to unlock the door.

Then he opens the gate with an earth shattering kick.

Intro

The door opens into a spiral staircase covered on each side by sarcophagi. The darkness of the night swallows up the light while the faint shimmer of the moon tries to enter through the windows, barely succeeding. The heat of the oil lamps caresses your skin and gives everything its flickering orange hue. The stone tombs of the great viziers of the past watch your every move, haunting you with their presence.

The Ghost, Alemdar, is a mix of anger and striking clarity. After all this time, he is right where he's supposed to be.

"I know who awaits us."

As the spiralling staircase leads into the final floor of the tower, two grim golems rise up to stop the intruders. You notice Alemdar waving his hand in the air, breaking whatever spell was animating the obsidian horrors. And with a flick of his wrist, he wraps his whip around one of the golems, slamming it into the other - with terrifying ease.

As you ascend to the top of the stairs, you see him. The dim light in the room and his slightly transparent form causes him to blend into the night, but there he is... Standing before the window, watching the shimmering lights of Istanbul.

"Look who it is. The servant has returned once again to meet his master." Mahmoud, the former Padishah, reveals his face turning towards Alemdar and the characters.

"Look around you. You're still in the same old place I found you, all those years ago. Still the same old boy hiding in the scaffolding, watching his family being slaughtered. How fitting..." Alemdar sneers.

"Do you think I wanted this fate? You were my friend; to be the Eyes was to be your reward. But you craved more. More than anything, you craved for the blood of my son!" Mahmoud raises his voice.

"I serve the Empire, not the throne. You are standing in my way, move!" Alemdar leaps forward to attack.

"The throne will suffer you and your band of rebels no longer." Mahmoud's spirit rises to the fight. His eyes start glowing.

Combat ensues after the dialogue between Alemdar and the spirit of Mahmoud II. If Alemdar is here to save Bergüzar, use his Paladin stat block. If Alemdar is here after the main story ends, use his Rogue stat block.

The characters may try to position themselves through the scene before the fighting begins. Below are the quips to run between Alemdar and Mahmoud II.

During the fight:

Alemdar: (If Mahmoud misses) I have taught you this, boy.

Mahmoud: (if Alemdar misses) It's quite sad that the teacher hasn't learnt the lessons he was supposed to teach.

Mahmoud: You were nothing but a servant, a pawn in my family's service!

Alemdar: Your family stood helpless while the world crashed down on the Empire.

Mahmoud: You don't know the burden of the crown. No one is strong enough to carry it.

Alemdar: But here I am, after all, drawing breath where you perished. Perhaps my strength prevails over yours.

Alemdar: Your foul character passed on to your son. You both mistake what is good for you, and what is good for the empire!

Mahmoud: The good of the Empire? We fought against the Janissary to stop the endless coups. And look at what you are doing now. You became the enemy!

Alemdar: After everything, you ended up alone, with no one to trust. You, the only Padishah,

amidst viziers. Shameful.

Mahmoud: I trusted you. Mejid trusted you. If I am here alone, it is because you never gave him the chance we gave you!

After the fight:

As the spirit of Mahmoud breaks, you see the glow in his eyes start to fade, letting go of this world. Alemdar, without saying anything, moves slowly towards the sarcophagus containing Mahmoud's body.

He places his hand on the tomb. "Rest, my friend. I will join you shortly."

Alemdar starts removing the bandages, revealing a burnt and scarred body.

"My story ends here, finally. In death, I shall find duty, and peace." As life starts leaving Alemdar's body, his eyes start glowing.

If Alemdar is here because he wants the characters to save Bergüzar:

"In two days, there will be a Lunar Eclipse. That is when I shall blink, and the Eyes of Suleiman will close for the first time in hundreds of years. This is all I will spare. Go, save the mother, and off the father."

Alemdar collapses. With his final breath he lets out a whisper: "He was a smart lad."

If Alemdar is here because wanted to confront Mahmoud before his end:

"He did what he thought was right. I understand. Once my final duty ends, I hope to meet him in the afterlife."

Alemdar collapses. With his final breath he lets out a whisper: "He was a smart lad."

Regent Of The Eye (Unyielding Spirit Of Mahmoud II)

medium undead, lawful neutral

Armor Class 20 (Natural Armor)
Hit Points 247 (15d20 + 90)
Speed 0, fly 30 ft. (hover)

STR	DEX	CON	INT	WISH	CHA
3 (-5)	16 (+3)	20 (+5)	18 (+4)	16 (+3)	21 (+5)

Saving Throws Wis +8, Cha +10
Skills Arcana +9, Perception +8
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses Passive Perception 18, True Sight 30 ft.
Languages Turkish, French, Arabic
Challenge 15

Summon the Golems: As an action Mahmoud II reactivates two Grim Golems calling them to aid himself in the battle. The magical energies that reactivate the Grim Golems are intertwined with Mahmoud II's unholy energies, if Mahmoud II is slain, Grim Golems will cease to exist too. The characters can make an Intelligence (Arcana) check on DC 18 to understand this fact.

Sultan's Mind and Body: If he fails a saving throw, he can repeat the saving throw and must use the second roll. He can use this ability 3 times/day.

Will of Selim the Grim: While he is below half of his hit point maximum, he regains 1d12 + 5 hit points at the start of his turns. When he takes radiant damage or he drops to 0 hit point this feature doesn't work next turn.

Unholy Strike: Mahmoud II may choose to deal 2d6 extra necrotic damage with a successful strike. This damage is reflected in the attacks.

The Crimson Blade: This spectral weapon can only be used by the Guardian of the Eye. It uses one's Charisma modifier for the hit and attack rolls, deals necrotic damage, and this damage isn't subjected to any kind of resistance or immunity.

Incorporeal Movement: The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack: He attacks with the Magnificent Scythe three times.

The Crimson Blade: Melee Weapon Attack: +10 to hit. 5 ft., one target. Hit: 23 (5d6 + 5) necrotic damage.

Deadly Swipe: Melee Weapon Attack: +10 to hit. Reach 5 ft., three targets. Hit: 12 (2d6 + 5) necrotic damage. The creatures that are hit by the scythe must make a DC 18 Constitution saving throw. On a failed save they are cursed. They can't regain hit points, and their Hit Point Maximum is reduced by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the remove curse spell or similar magic.

GRIM GOLEM

Built on the orders of Selim the Grim, these fierce marble golems were designed to protect the Tower of Justice. When Selim the Grim conquered Cairo, he paid a visit to the pharaohs of old and found the manuscripts of the golems. It is rumored that he fought one of them in the tomb of Akhenaton and impressed by their power, he wished to install some of these in his own capital saying: "They protected the most powerful emperors and the seat of the Caliph. The world's greatest emperor, and the Caliph himself, is now seated in Istanbul."



Grim Golem

Large construct, unaligned

Armor Class 14 (Natural Armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Turkish but can't speak
Challenge 6 (2,300 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

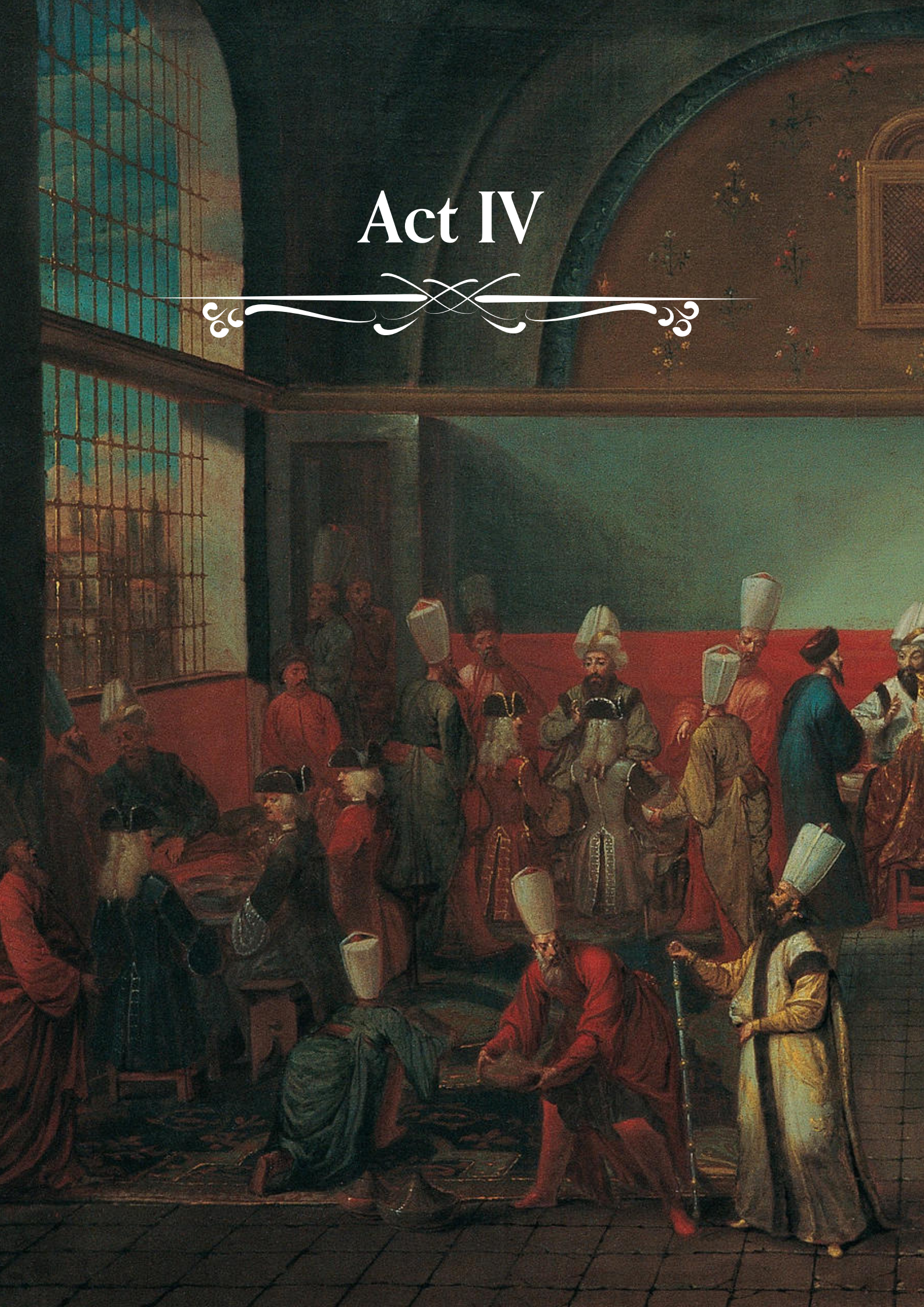
Magic Weapons: The golem's weapon attacks are magical.

Actions

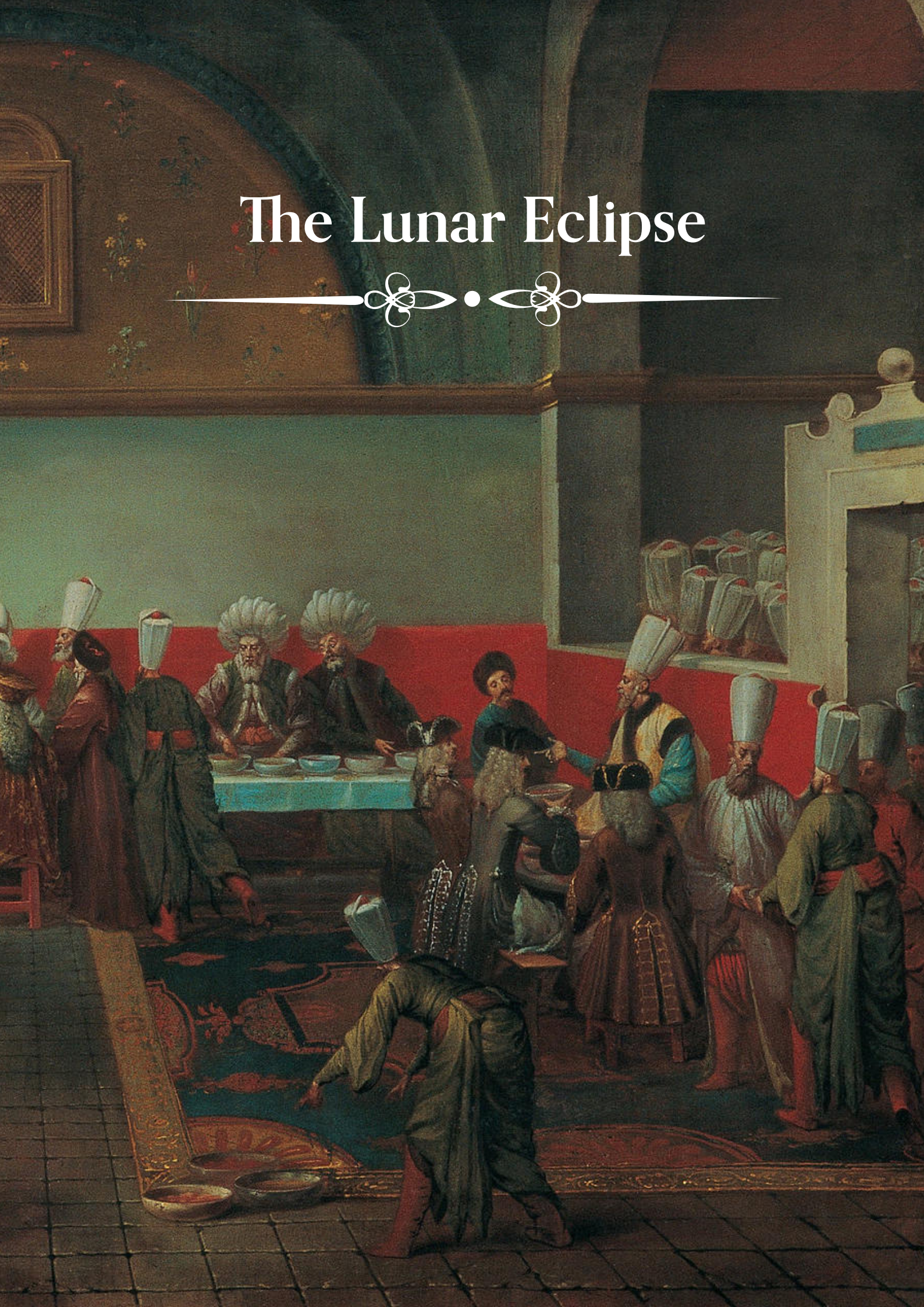
Multiattack: The golem makes two slam attacks.

Slam: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Act IV



The Lunar Eclipse





Act Four

Act Four - The Endgame:

The Ghost's Lunar Eclipse: No Loose Ends (Optional)

If the characters have failed to convince Ahra, or deliberately decide not to allow Janissaries to join Alemdar's rebellion, they are sent to the Janissary hideout to clear out all the Remnants. **Ahra**, **The Wolf at the Door**, waits in her regular room, accompanied by **three Janissary Ghazis**.

"I was wondering when you would show up. Betrayers, scum. I thought that we would work together to build something for the people of Istanbul. But you decided to bow down to the beast that started all of this. The Ghost of March, my God! What arrogance! He is nothing but an glorified state official that hides behind a mask. And you kiss the floor he walks upon. Embarrassing."

She raises her sword. "I'd rather fight until my dead body hits the floor, then to let the man who killed my father get what he wants!"



Padishah's Lunar Eclipse: Confronting The Ghosts of Past

Mejid asks characters to finally put an end to the troublemakers of the Imperial City - the Janissary, and the Sekbans. Accompanied by Aziz Sefa, the party assaults the Banished Angels, the Janissary Hideout.

OPTIONAL SITUATIONS

Apply these situations in appropriate places in the dungeon according to the choices, failures and successes of the players:

- If the characters have failed to convince Ahra that the Palace was reinstating the Janissaries, the Wolf at the Door will ally herself and the Janissary Remnants with the Sekbans and The Ghost of March in an act of desperation. As the final battle of the story, they will have to face off against both Ahra and Alemdar Pasha at the same time.

As you enter the room you will see The Wolf and The Ghost are sitting down waiting for you to come through the door, weapons drawn.

"Welcome, children. We were waiting for you," says Alemdar Pasha. Ahra jumps to the conversation. "How disappointing to see such a promising group to be sided with the enemy. We could have done great work together.""Alemdar agrees: "No matter our differences, we could have built something special." Ahra sighs, "Perhaps this is our final moment. I never would have thought to fight side by side with a Sekban." Alemdar smiles at Ahra, "What about fighting side by side with a friend?" Ahra shakes her head in agreement. "I'd be honored." They raise their weapons higher to strike.

- If the characters have done a spectacular job at convincing Ahra that the Palace was truly convinced of bringing back the Janissary Hearth, Ahra and the Remnants will be surprised by the characters as they enter the Hideout, guns blazing. Ahra will face off against them accompanied only by two Janissary Conqueror guards.

"I was wondering when you would show up? I was waiting for you, you know. Betrayers, the lot of you. I genuinely thought that we would work together to build something special. But you decided to bow down to that beast. The Ghost of March, my God! What grandeur! He is nothing but an over-glorified state official that hides behind his bandages. And you kiss the floor he walks upon. Embarrassing, really...You have come all this way to look me in the eye and tell me that this is the path you want to follow?"she grabs her longsword. "I'd rather fight until my dead body hits the floor than to let that crook get what he wants!"

Once the characters manage to take out Ahra, The Ghost of March will show up as the final battle of the story.

After Ahra dies you hear a clapping sound coming from behind the door. Alemdar Pasha, The Ghost of March, enters.

"Congratulations! Truly. I am surprised to see how far you have managed to get. Destroying the Janissary, finishing what I started. I did not see that coming. However, the choices you made have sided you with a corrupt tyrant who has no regard for his country. Alas...You have let the blood of the innocent to pour, and because of this, your blood will drain by my hands!"

Dungeon: Janissary Hideout - "Banished Angels"

The Janissary Hideout, also known as "Banished Angels," is in the Kasimpasha District.

The Entrance

The entrance of the hideout is tucked between an unfinished house construction and an empty building where homeless people live. After slipping inside the tiny alleyway, there is a small door next to some trash.

If the players are hostile towards the Janissaries, the trap system built into the walls can be activated once the characters set foot in the alley, throwing a flair of darts from hidden pipes between the trash: Players must make a Dexterity saving throw (DC 14) or take 13 (4d6) piercing damage, or half as much on a successful one.

The Labyrinth

The Janissaries call this the labyrinth because, to find the right door to go beneath the surface inside the actual hideout, one has to try many doors. And some are open to even stranger places and scenes. The actual door has a small sigil on its handle that can only be seen by a Perception check (DC 18) or by knowing what to look for. Also, there's a room with the ص symbol on it. It leads to the Secret Room, but this door can only be detected by a Perception (DC 20) check, otherwise, it is only known to Ahra and the Janissary Ghazis.

If the players fail to spot the door, read:

The door opens up to a long, twisted corridor full of many doors. Weird sounds are coming from some of them which indicate that they are probably not the hideout's true entrance. You open one door and there are three men drinking turnip juice. They look at you awkwardly and you close the door. You feel that it's going to take a while.

If the players act hostile towards the Janissary, then the soldiers waiting in the doors will be hostile: Roll a d20 to determine the total soldiers and divide them among the rooms as you wish:

d20	Total Number
1-3	4 Janissary Ghazi + 10 Janissary Chelebi
4-7	2 Janissary Ghazi + 10 Janissary Chelebi
8-11	1 Janissary Ghazi + 2 Janissary Conquerors + 8 Janissary Chelebi
12-16	4 Janissary Conquerors + 8 Janissary Chelebi
17-20	4 Janissary Magnificent + 5 Janissary Chelebi

Inner Chambers

If the players act hostile towards the Janissaries, the **janissary conqueror** that is responsible from the general authority can pull a lever and activate the Hideout's traps.

Flaming Stairs: Once the players reach the half of the stairs that lead to the second floor, flames burst under the stairs. Players make a Dexterity saving throw (DC 15). On a failed save they take 21 (6d6) fire damage, or half as much on a successful one. If the characters move using half-speed, they can roll for a Perception or an Investigation (DC 18) check to detect the step that activates the flames and pass through without activating it. If the flames are lit, the characters need to make a Strength (Athletics) check (DC 15) to pass safely.

Rain of Arrows: In the ceiling, there is a mechanism that shoots an arrow every round (Can shoot 20 arrows). Once the trap is activated, it shoots arrows on both floors. The players must make a Dexterity saving throw (DC 13) or take 14 (4d6) piercing damage.

Weaponry Traps: On the first and second floors there are some mechanized traps activated by stepping on floor tiles. A yatagan, a greatsword, or a spear might come down from the walls or the ground to strike whoever activated the trap. The characters has to make a Dexterity saving throw (DC 15) to avoid these traps or take11 (3d6) slashing damage.

Ambushes: In the rooms and in the hall, there are many janissaries. They will either retreat to the Armory to regroup against the threatening characters (as they are warned by Ahra to take heed of their powers) or try to ambush the party in appropriate locations, such as entrances to the rooms. Some are armed with longbows and try to keep their high ground to gain advantage.

There are at least **8 janissary chelebis, 3 janissary thunderbolts, 2 janissary grims and 1 janissary magnificent**. Those who have caught up on the second floor will try to bombard the characters with arrows and firearms.

The Armory

Behind the furnace in the arena chamber is a door leading up to the armory. It holds weaponry the janissaries took with them as they were disbanded and some additional special ones they found whilst patrolling the city:

Silvered Yatagan, Silvered Pala, Silvered Scimitar, 48 Silvered Bolts, 37 Silvered Arrow, 19 Shots of Silvered Ammunition, 3 Repeating Handguns, 4 Tufeqs, *+1, Trident*, and *+1 Shortbow*.

If the players are acting hostile towards the Janissaries, the retreating soldiers will make a defense here. They will quickly topple platforms and build their cover for suppressing fire. They will use bombs and more to keep the intruders away.

Secret Room

Ahra keeps a few magic items in her Secret Room. The room is only available through three locks and three traps and only through the Labyrinth (The door with the ص symbol.).

First Door's Lock: **DC 15**

First Hallways's Trap: This corridor is 5 ft. wide and 50 ft. long thus only one medium creature can walk through at a time. A large creature must be crouched to walk, which affects their speed (reduced to half). Once a creature walks 20 ft into the corridor, flames burst through. Creatures must make a Dexterity saving throw. On a failed save they take 28 (8d6) fire damage, or half as much on a successful one.

Second Door's Lock: **DC 16**

Second Hallway's Trap: This corridor is 5 ft. wide and 50 ft. long, thus only one medium creature can walk through at a time. A large creature must be crouched to walk, which affects their speed (reduced to half). Once a creature walks 20 ft into the corridor, poisonous gas fills the corridor. The creatures inside must make a Constitution saving throw. On a failed save they take 28 (6d8) poison damage, or half as much on a successful one.

Secret Room's Lock: **DC 18**

Last corridor's trap: This corridor is 5 ft. wide and 30 ft. long. In the ceiling there is a magical contraption, caging **3 Rot Bringers**.

Chest of Al-Jazari
wondrous item, very rare

Unless the command word is spoken, the only way to open the chest is through a wish spell. The chest is 1 meter wide, 30 cm high, and 30 cm long. The items inside the chest cannot be perceived from outside by any means.

Command word: "Open as Fatih opened Istanbul." (Fatih's meaning is not just "conqueror", it actually means "the opener". The term conqueror is about "opening the lands to Islam," which is why conquerors are named as such). This command word is only known by Ahra and Janissary Ghazis. The identify spell will not yield the command word unless it is cast by someone with martial weapon proficiency.

Magic Items in the Chest:

Janissary Musket
Janissary Shield
Tüfeq +1, Firebrand

The Wolf's Chamber

Ahra's personal chamber, filled with artifacts from the great Turkish empires, such as the Turkic Khaganate, Seljuks, Khazars. Her seat resembles a golden throne. Carpets that were brought from Iran and Central Asia fill the room. Two shaman drums can be seen on the wall. Some artifacts also resemble Chinese origin, especially a warrior's plate armor. There are Janissary borks obviously as a memorial, standing high in the room.

The Lunar Eclipse:
This is where Ahra would make her last stand. This room has a mechanic that makes it the lair of Ahra. If anyone acts hostile near her Chambers, she will activate its defenses and two Janissary Conquerors will be at her side all the time.

Poisonous Gas: A poisonous vapor fills the room (It will start as a 5 ft. sphere centered on the middle of the room. It will expand 5 ft every turn). Ahra and the Janissary (also The Ghost if he is Ahra's ally) stationed at this chamber are immune to this specific poison. Other creatures in the room must make a Constitution saving throw (DC 15). On a failed save any creature in the area of effect will take 35 (10d6) poison damage and are poisoned for 10 minutes, or half as much damage on a successful one and not poisoned. Unless a strong wind destroys the gas, every creature that starts its turn in the gas must make a Constitution saving throw or take 7 (2d6) poison damage and become poisoned.

Sharp Environment: This room is like an armory, thus there are many weapons that can work as traps. If a creature is shoved to the weaponries, they must make a Dexterity saving throw (Difficulty 10), or take 2d6 piercing damage.

The Ghost's Lunar Eclipse: The Regicide

There are two potential ways this quest unfolds. The party either has to assault the palace with the aim of saving Bergüzar, or killing her; in addition to the overall goal of taking down Abd-ul Mejid.

If the characters have decided to allow Bergüzar to escape, two things must have happened. The characters must have managed to storm the Tower of Justice, and Alemdar Pasha must have taken upon himself the position of the Eye of Suleiman, shutting down the spell during the Lunar Eclipse to allow Bergüzar to be taken out of the palace. In this scenario, they will have to encounter Mejid as the final boss of the City of Crescent.

If the characters have decided to take out Bergüzar, they will have to encounter both Mejid and Bergüzar as the final fight.

Whoever has taken lead on the palace assault will be their ally throughout the encounter, whether this is Alemdar (he must have not gone to the Eye of Suleiman), Ahra, or Hano. If Mira has been secured by the Sekbans, Bergüzar's divining powers will be crippled **(refer to Bergüzar's stat block for details)**.

The palace assault starts off in the Harem, as the Bostanji guard has thoroughly barricaded the main entrance.

Dungeon: The Imperial Harem

The Imperial Harem

The Padishah's concubines, wife, and mother live in this lavishly designed building. The Harem also houses most of the White Sentinel caste and almost all the Harem Sorceresses. Each room dedicated to Harem Sorceresses is guarded by at least one **white sentinel** or one **harem's elite blade** during day hours and one **white sentinel** outside the door during the night.

Regional Description: All of the Harem walls are adorned with eloquent tiles, most of which are blue, green, and teal in color. Each of the tiles has a golden and silver coating around and over them. The reliefs in them don't describe anything specific, but each of them is an intriguing piece of art. The ceilings are always high in the Harem; they are 40 feet to keep the rooms bright and always have access to clean air.

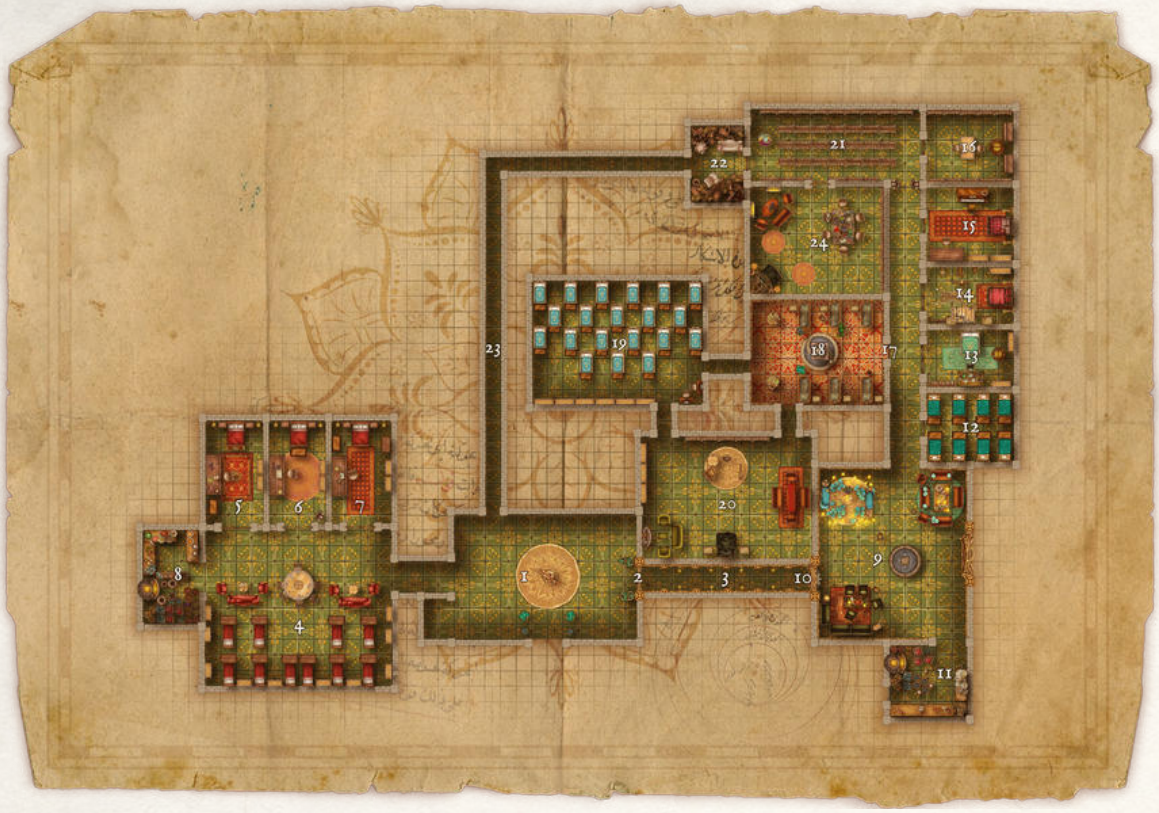
Regional Lighting: The Harem is always in bright light, day and night. Each room and corridor is illuminated by a bright, yellow magical glow.

Firearms: The use of any kind of firearm will draw the attention to the characters and most likely fail a stealth mission.

Skulking Advantages and Entrances

Accessing the Harem from the front door is not only illegal but also a true death sentence. The advantages which allow the characters to dismiss guards are only available in the first mission to the Harem–as when the characters assault the palace for the coup d'etat, all the guards will be on high alert.

There are two secret passages in the Harem. One of them is between the Main Area and the Secret Room behind the Great Library. The only person



who can reveal this information is the White Sentinel Sargeant Karanfil Agha. Karanfil Agha has business dealings with the Council of Ninth Life Guild and the characters can be directed to him by Sheraf. He can make the White Sentinel guards disappear for a brief 20 minutes for the characters to sneak into the Harem. He will require a fee of 1000 gold pieces, but a Charisma (Persuasion) check (DC 19) can lower this cost by a quarter.

The other secret entrance is usually used by the cooks of the Royal Kitchen to supply the kitchen with coal and resources. If the characters have good connections with Giannis the Cut and he is still alive and sympathetic towards their mission, he will direct them to this entrance under the guise of wine merchants.

If The Ghost is alive and sympathetic to the characters, he will tell them of a contact he has in the Elite Concubine Blades. Herzemshah Hatun is an Elite Concubine Blade and if she is approached with a secret password "The sun shines in a crimson light when the moon is a crescent," she will move the Elite Concubine Blades for a brief 10 minutes. The distinctive feature of Herzemshah is that she is the only half-elven woman in the Harem and that she wears a twin-headed snake brooch. She can be found patrolling the corridors of the harem and will be informed to be on the lookout for the characters throughout The Ghost's missions.

If Ahra is alive and is sympathetic to the characters she can guide them towards her younger cousin, who is a concubine in the harem. Linda works as a seamstress in the Harem washing and mending the clothes both for the White Sentinel guards and the Sorceresses. She is able to move in between Harem and the rest of the city, so she can be talked to while she is off duty. She can provide the characters with disguises fit to infiltrate the Harem. However, the disguises will only work if the characters can manage to look as close to human females as possible, which would be exceedingly difficult for exotic races.

1. Main Entrance

You pass through the wide and colorful gardens to a small side entrance of the palace. The door almost looks insignificant, but it opens to one of the most special places on the entire palace complex: the Harem. Going inside you find a small hall that leads to the inner depth of the Harem and the chambers of the Harem Keepers. The glazed tiles' blue hue takes over your senses. Even the entrance gives you a sense of the immense beauty the Harem promises.

Two **white sentinel** guards are stationed right outside the Harem during night hours and one a day. The White Sentinel stationed here have two-hour-long shifts, and they are replaced within a minute.

There are two huge 15 x 15 foot mirrors at the si-

des of this room. One of them is a normal mirror but the other one has a small (10 x 10 feet) secret room behind it. This second mirror has a glassy surface at the other side, and there is always a Harem Oracle watching through the mirror and inspecting anyone walking in. If she sees anyone suspicious walking in, she raises the alarm alerting everyone in the Harem to danger.

2. Recessed Arch
The Arch is very well made and is a sight to behold by itself. The Arch ties the Main Entrance to The Golden Path. There is always one **white sentinel** guard waiting inside the Golden Path side.

3. The Golden Path
The corridor here is adorned with golden reliefs. The walls, the high ceiling, the path, every part of this special corridor is decorated and embellished with golden adornments. This corridor is designed this way to show the superiority of the empire, the state, and the Padishah. The reliefs in this room depict an Oak that grew out of Western Anatolia and covered the whole world.

4. White Sentinel Barracks
The White Sentinels tasked to protect the Harem stay their nights in these barracks. The barracks have a musky smell, and the room contains 10 blanket-covered beds, chests for personal items, a table, six chairs, and other very mediocre furnishings. At any given time ten White Sentinels are resting here. Some sleep very soundly, some playing dice or cards around the table. If they hear the alarm or any noise from the main entrance, they quickly don their equipment, helping each other (1 minute), and attack the intruders.

5. White Sentinel Officer Room 1
The Captain of the White Sentinels is stationed here. Sümbül Agha is a kind and nice man (use the **muneccim** stat block for Sümbül Agha). Sümbül Agha knows a lot about magic and the arcane powers of the sorceresses living in the Harem. He serves the Empire with passion and loyalty, advising anyone under him to do the same. He keeps a *potion of growth* and a *potion of hill giant strength* in his room, locked in his chest in case of emergency.

6. White Sentinel Officer Room 2
The Lieutenant of the White Sentinels is stationed in this room. Kadife Agha is a regular White Sentinel who will do anything to rise in White Sentinel ranks. He has connections with smugglers and helps smuggle stuff in and out of the Harem. He hides a pouch under a loose stone that has 100 GP. An Intelligence (Investigation) or Wisdom (Perception) check (DC 14) will reveal the location of the loose stone on the floor.

7. White Sentinel Officer Room 3
The Sergeant of the White Sentinels is stationed in this room. Karanfil Agha is a regular White Sentinel and a very popular face amidst the Harem. He has great relations with all of the sorcerers and is both revered and loved by them for his sincere kindness towards them.

8. Kitchen
Bahri the Cook works day and night to feed the White Sentinels and Sorcerers here. The kitchen is always in chaos: two shifts of apprentices work with Bahri, carrying ingredients and stirring cauldrons. Twenty cooks work here, preparing food for the White Sentinels three times a day. The kitchen is filled with huge pieces of meat, a chest full of dried fish, and huge amounts of vegetables. At a high point of the kitchen, a parrot in a shiny cage stands. The bird, Masuq, mimics some of the orders Bahri gives to his apprentices even when he is not in the room.

9. Royal Living Room
This room is where the Crown Princes, Concubines, and the Walidah Sultan spend their days in luxury and pleasure. There are three pavilions, adorned with comfortable pillows and rugs, at three sides of this room; each Crown Prince has one pavilion reserved for himself.

The passage to The Garden of the Purest, where the final fight occurs, will be from here. This door will only open during the Lunar Eclipse.

10. The Golden Door
The Golden Door separates the Harem from the rest of the world. Two White Sentinel guards are positioned here day and night protecting the Harem from any intrusion. The door itself has golden reliefs and is adorned with precious gems, depicting the story of a man who has been adored by many gorgeous women and has saved many damsels in distress. A Wisdom (Perception) check (DC 18) will reveal some of the women depicted on the door are elves or half-elves.

11. Royal Kitchen
The royal kitchen works under the iron will and rule of a tyrannic cook. Her name is Akbai the Crimson. She is named as such because of her fits of rage if something goes wrong. The royal kitchen has a trap door opening outside to get coal and supplies necessary for cooking. There is an iron lock on the trapdoor. Anyone with the skill to use Thieves' Tools can open this door with a successful DC 15 check.

12. Elite Concubine Quarters
This is where the **Harem's Elite Blade** members spend their nights. 8 beds for Harem Elite Blade beds are present here; the Blades do not have any possessions other than their equipment. They

each have one chest dedicated to their militaristic equipment, clothes, and other components. One of the Elite Blades, however, secretly has a potion of speed stashed under her clothes. An Intelligence (Investigation) check (DC 16) must be passed to find this potion. Herzemshah Hatun can be found in this room. If approached with the password, she will act sympathetically towards the characters.

13. Abd-ul Aziz's Room

The door of Abd-ul Aziz's room is always locked whether he is in the room or not, and only he holds the key. The door can be opened by a knock spell or by the use of Thieves' Tools (DC 19). A large ottoman rug covers the floor, and a brazier with hot coals makes the room warmer. There is a large bed and a writing desk filled with documents, drawings, books, quills, and many-colored special inks. At the side of the writing desk, there is a wooden bookcase. The bookcase is filled with mostly Arabic, Turkish, and French books on methods to improve magic. If an Arcane check (DC 12) is passed, the onlooker can understand that most of the information here is on Divination and Abjuration schools.

He can easily be convinced to join the characters as he believes the safety of the Empire and his well-being is being threatened by his older brother, the Padishah.

14. Bayezid's Room

The room of Bayezid is a simple room with very few personal objects other than training blades, a training dummy, and a set of extra heavy training armor. The bed is always clean and prepared in the discipline. The room is tidy, and every item is carefully placed in the exact spot that will be the most beneficial to the owner of the room. If an Intelligence (Investigation) check (DC 19) is passed, the onlooker can understand that the owner of the room is suffering from a slight case of obsessive-compulsive disorder.

Only by mentioning that the Janissary Remnants are supporting the Sekbans can he be convinced to join the characters. Otherwise, he needs to be restrained. His stats are that of a Janissary Grim.

15. Murad's Room

Crown Prince Murad's room is a little bit more spacious if compared to the rooms of the other Crown Princes'. There are three portraits of poets and writers popular in that era. An Intelligence (History) check (DC 16 for non-European characters, 14 for European characters) will reveal these writers to be Mary Shelley, Lord Byron, and John Keats. There is a lute and a harpsichord at one side of the room.
He will willingly come with the characters, as he is not one to miss the chance of becoming the Padishah.

16. Crown Prince Reading Room

This room is where the Crown Princes have their private lessons with their Lala. There is one pavilion for each Crown Prince, The far sidewall to the entrance has a huge library containing books on history, diplomacy, philosophy, and a very few selections of low-level esoterica. Each pavilion has intricately woven rugs, comfortable pillows, and personal items for each Crown Prince.

17. The Maiden's Door

Like the other two special doors (Recessed Arch and The Golden Door), The Maiden's Door is a sturdy and gorgeously designed door. This door depicts the reliefs of many gorgeous women and tells a story of a young concubine serving her empire loyally. There are always two **Harem's Elite Blade** guards waiting outside of this door, watching vigilantly against any kind of intrusion.

18. Private Sanctum (Baths)

This is where concubines of any kind socialize among themselves. There is a marble statue of Hürrem Sultan in the middle of this room. This room also serves as a hamam, a bathing place for all the concubines. There is always warm water; nobody questions this, but the warm water is provided by a permanent magical enchantment placed here ages ago.

19. Concubine Sanctum

The sanctum is where concubines except the Elite Blades sleep and study. There are very comfortable beds for 20 concubines here. 16 of them are **Harem's Young Sorceresses**, and 4 of them are **Harem's Oracles**. Each concubine has a small chest and a huge wardrobe for personal clothes and items. Ahra's cousin, Linda, is among the Young Sorceresses here. If the characters somehow convince her that Ahra has sent them, she can supply the characters with clean clothing that can be used to access the Harem.

20. Walidah Sultan Sanctum

Bezmialem Sultan, the mother of the Padishah, died a couple of years ago due to apparent disease, so this room is empty. It is a huge room with a delicate sewing table, numerous pillows, rugs, and a small bookcase of literature books.

21. Great Library

The great library is filled with hundreds of books, and there are some spell scrolls hidden among the books. An Intelligence (Investigation) check (DC 17) will reveal some magical scrolls: A s*croll of mage armor, a scroll of augury, and a scroll of protection from energy*. Another Intelligence (Investigation) or Wisdom (Perception) check (DC

19) will reveal that one of the bookcases can be moved to reveal a secret room.

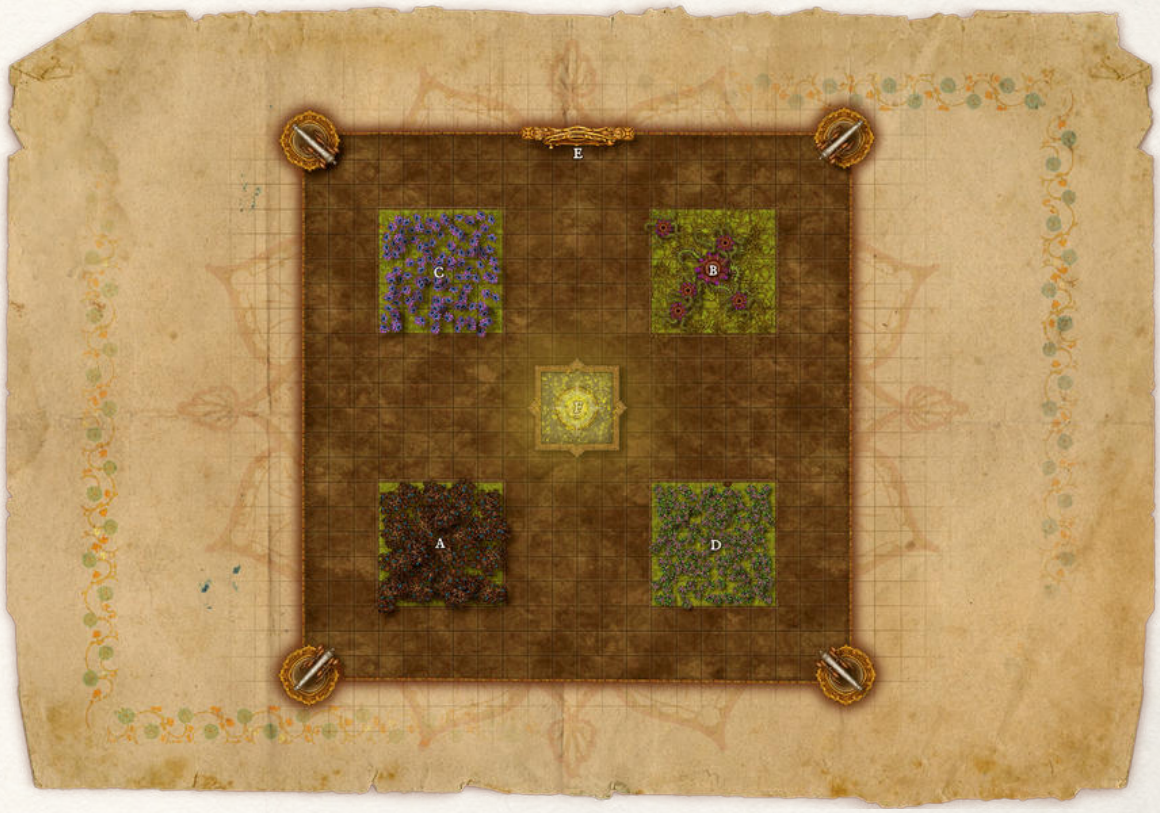
22. Secret Room
The secret room is the only room in the Harem which has no magical light. It is a dusty room with empty cupboards, a few empty chests, dusty buckets, wooden ladders, and many forgotten and moldy items. The room has a dank smell and mold-covered walls.

23. Secret Passage
A musty and dark secret passage opens to the Main Entrance. There is an unlit torch placed above the wall every twenty feet. The stone walls and the floor are very well made by the finest stone smiths, the moldy smell from the secret room continues 20 feet into the tunnel then dissipates away.

24. Bergüzar's Room (Accessible only in Act 4)
The room can only be accessed from the Great Library, and there are no other alternatives. Under regular circumstances, this room is always heavily guarded, no matter what. Bergüzar Sultan dwells in her well-lit and luxuriously designed room. Bergüzar seldom leaves the confines of this room, and when she leaves, she leaves to accompany Mejid or to tutor young Sorcerers. There is a huge bookcase from one wall to the other, housing at least four hundred books in many different languages. Most of these books, tomes, and parchment are in diverse languages (Arabic, Hebrew, French, Latin, Turkish, and Armenian) and diverse subjects. (magical theorems, divinations, how to break enchantments, history, geography, literature, and linguistics) There is a huge table filled with spell components, weird mechanical contraptions, and vials filled with a multitude of liquids and oils. There are six comfortable chairs around the table, but all are filled with parchment, scrolls, precious inks, and ivory scroll cases. Her bed is small but luxurious. The chandelier on the ceiling is huge and shines with a magical continual light. The code word for opening up the light is "Yashuk" which means light in the old Turkish language. If a detect magic spell is used the caster can see a scroll of divination, a scroll of augury, and a scroll of protection from energy. On the table, there is an elegant mahogany box containing 3 uses of restorative ointment and 1 potion of supreme healing.

If the characters have infiltrated the Harem to kidnap a Shehzadah, Bergüzar - via visions - will invite the characters to her chambers. This is the opportunity for her to discuss and understand what they are thinking, and to see they have truly understood the gravity of her dilemma. She will not harm the characters unless they strike first.

If the characters are here to kill off or free Bergüzar in the final act, she will not be present in her room. She will be replaced with 3 **Certain Stalkers** and 2 **Certain Agents**. They are aware of the characters and will try to surprise them as



best as they can. If the characters intended to kill off Bergüzar, she would be assisting Mejid in the last fight. If the characters arrive here during the Lunar Eclipse, they can find a chest, which has four special and magic stones in it. The chest is magical and guarded with an arcane lock spell. If it is opened, the characters can find the stones. The stones can be used with an action and restores half hit point maximum to the characters.

25. Garden of the Purest - Has Bahçe

The garden is vast and designed to be a harmonious and peaceful place that both the Padishah and his guests can spend time in. There are numerous kinds of exotic plants, flowers, trees, and shrubbery brought to the Palace according to the taste of the ruling Padishah and the Haseki Sultan. The garden has been enriched by a *plant growth* spell to reach its peak beauty.

A majestic fountain sits at the epicenter of the garden, while there are small labyrinthine pathways that move through the flora of the garden. These pathways lead to several pavilions.

The main pathway leads into the Chambers of the Purest - the Padishah's Personal Quarters.

There are cannons in the four corners, one for each. These cannons are facing the other direction, but by using an action they can be put to face the garden. All cannons are loaded, but there is no other ammunition, so they can be fired once.

A. Antimagic Field

Ottoman Cannon

Large object

Armor Class 19
Hit Points 70

STR	DEX	CON	INT	WISH	CHA
3 (-5)	11 (+0)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Damage Immunities poison, psychic

Cannon Ball: *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

One four of the garden contains special flowers that are called Göğebakan which means "The One That Looks to the Sky" These special flowers are blue and resemble a rose. They absorb magic and create a field containing the features of an antimagic field spell. Whenever a creature casts a spell inside the area or targeting the area, the spell fails and its magical energy is absorbed in the flowers. The characters easily notice this. The flowers start to shine and vibrate with magical energy. When the spells that are cast in the area or targeting the area exceed the level 5 (cantrips also counted as if level 1 spells for the purpose of absorbing magic), the flowers unleash the magical energy they absorb and deal 1d10 force damage to the creatures in the area. This area is considered as difficult terrain.

B. Grappling Flowers

In this area, whenever a creature takes a melee or a ranged attack action (excluding spells) the flowers attempt to grapple them. The creature must make a Strength saving throw (Difficulty 13) or be grappled by the flowers. If the area is affected by area spells or effects such as a fireball spell the magic starts to fade. If the area takes 50 damage total (excluding thunder and psychic damage), the flowers will wither and lose their magical ability. For every 10 damage until 50, the difficulty of the grapple decreases by 1. This area is considered difficult terrain

C. Sunflowers

In this area there are magical sunflowers. Whenever a creature takes a melee or a ranged attack action (including spells), the sunflowers will unleash their magical power for the next minute. The creatures in the area must make a Constitution saving throw (DC 12) or take 1d8 radiant damage, when they start or end their turn in the area. This area is considered difficult terrain.

D. Blinding Flowers

This area contains magical flowers. When a spell is cast or an attack action is taken in the area, the flowers unleash their dark and shadowy mist. Creatures in the area must make a Constitution saving throw (Difficulty 13) or be blinded for 1 minute. They can repeat the saving throw at the end of each of their turns. This effect can be triggered once an hour.

E. The Gate

If the gate is not locked, two Bostanji will enter the garden every 5 rounds. If the gate is locked, Bostanji troops will leave and try to bring a ram to destroy the building, they will be back in 5 minutes. Creatures can use one action to seal the gate.

F. The Fountain of Purity

This magic fountain offers a one time healing. By spending one action, a creature that drinks the water will heal for 4d8. If Abd-ul Mejid wants to escape, he can use an action to put his sword in the keyhole that is visible from the outside to open up a 60 ft. ladder that leads down. Additionally, if 3 of the cannons are used, the fountain also opens and leads to the underground catacomb.

G. Byzantine Catacombs

These catacombs are pitch dark and the ceiling is 60 ft. high. Its special magic can be activated by the Padishah, with the command word: "Terse dön arz" meaning "World, turn upside down.". The Padishah can choose the point of origin for the reverse gravity spell. No concentration required by him, as this spell is the feature of the catacombs.

Lunar Eclipse

Here, in the Garden of the Purest, the characters shall face off against their final foe of the City of Crescent.

1. The Witch Must Be Killed

Bergüzar foresaw her doom at the hands of the characters and now knows that her attempts at avoiding this fate have not borne any fruit. Rather than laying down and accepting the impending doom, she stands by the Padishah Abd-ul Mejid, her husband, in his darkest hour.
For the final confrontation, the characters face off against **Padishah Abd-ul Mejid Khan** and **Haseki Sultan Bergüzar Hatun**, and two **White Sentinels**.

As the sounds of bloodshed fill the corridors before them, Bergüzar slowly holds Mejid's hand.

"After all this time, here we are fighting side by side. Aren't you thrilled to see what I'm capable of, my dear?" whispers Bergüzar to Mejid. Mejid cracks a small smile. "I've always known exactly what you are capable of, beloved. But stand back this time; protect our son. He needs you more than I do. And know, before we start this, that I have always loved you ever since I laid my eyes upon your face all these years ago. I vowed to protect you until my very last breath, today I might actually get to do that. But I forbid you to die.'

The footsteps boom as the characters approach, the guards aim their guns to the door. Bergüzar falls behind one of the pavilions. With a loud crack, the door falls to the ground.

If the characters enter with Alemdar Pasha;

Alemdar Pasha walks in and snaps his whip. 'It is an honor to be in your presence again, your Grace. I wish we could meet under better circumstances. Alas...lay down your weapons and you may remain on the throne.'"Mejid laughs. "I knew it. All along. I had this inkling that you couldn't have died. Not that easy. But what an exit that was! Now you have come to betray me, I see...perhaps I thought better of you than you deserved." Alemdar starts to get angry. "My promise is to the throne. You have spoiled what you had, and it is my duty to clean up your mess." Alemdar then turns to the characters. "Don't spill his blood. There will not be disrespect towards the royal bloodline on my watch. Let me end this."

If the characters enter with Ahra;

Ahra walks in the door with her sword drawn. "Finally!" she yells. "Finally, I am before you to avenge my father. Do you know how long I waited for this?" Mejid laughs. "Do you know how little I care? I am genuinely surprised that a rotten, incapable organization like yours managed to infiltrate one of the most guarded places in Istanbul. Bravo, truly. But this ends now!" Ahra scoffs. "Bravo? Do you even know how to speak our language anymore? This rotten organization has protected your heads for the past 500 years. All the soldiers who have fallen under your name deserve some respect!" Ahra turns to the characters. "Don't spill his blood. There will not be disrespect towards the royal bloodline on my watch. Let me end this."

2. The Mother is to be Spared

With the loss of the Eyes of Suleiman, Mejid understood what his old tutor had in store for his reign. Bergüzar is taken to Mejid's chambers, and the Padishah, while his soldiers are thwarting the rebellious Sekbans and their allies, defends the gate with his personal guard. Mejid knows his empire, and his life, is at stake.

The characters face off against **Padishah Abd-ul Mejid Khan**, and his elite guards, three **Munecc-im Bashis**, two **White Sentinels**, and five **Bostanjis**. Also lying in ambush are **Aziz Sefa Bey** and three **Certain Stalkers**.

While the characters are facing off against Mejid and his personal guard, it is very important for them to remember that the Eyes of Suleiman will only remain closed until the end of the Lunar Eclipse. Therefore, they must take Bergüzar out of the Palace grounds - or by the nature of the pact, she will be forced to defend Mejid with her life.

If the characters enter alone;

The characters enter through the doors to face a furious Mejid. "You have taken my wife, my life, my son. My son! I laid the world beneath your feet. You could have had every opportunity. Haven't you heard what it's like to be on my good side? You almost were. Now you destroyed everything! I promise you, you will pay.'"

If the characters enter with Ahra;

Ahra walks in the door with her sword drawn. "Finally!" she yells. "Finally, I am before you to avenge my father. Do you know how long I waited for this?" Mejid laughs. "Do you know how little I care? I am genuinely surprised that a rotten, incapable organization like yours managed to infiltrate one of the most guarded places in Istanbul. Bravo, truly. But this ends now!" Ahra scoffs. "Bravo? Do you even know how to speak our language anymore? This rotten organization has protected your heads for the past 500 years. All the soldiers who have fallen under your name deserve some respect!"Ahra turns to the characters. "Don't spill his blood. There will not be disrespect towards the royal bloodline on my watch. Let me end this."

26. The Chamber of the Purest - Has Oda

This is the room of the Padishah. The room is covered with extremely potent anti-magic incantations - nulling the arcane senses of all spellcasters among the characters. As the characters enter the room, Bergüzar will be here, meditating.

"It is done, isn't it? He is gone?" she asks with deep sadness. "Do you know where Mira is? You kept her safe, didn't you?" she asks with worry.
"I guess it's time to go now." She scoffs. "I will never be free of this. But now, I must leave my home and my love to save my son." She stops for a moment. "I remember what it was like to love him. Once upon a time. I feared him, I'll admit. But I also loved him. I will never forget that. But you must forgive yourselves, and I must too." She rises to her feet. "Maybe one day..."

They can take her and flee the palace, thus concluding the story.

Endings

As the Lunar Eclipse lets loose a moon crescent, the city has changed, and along with it, its inhabitants. It is now up to those who were a part of the revolution to carve their own paths.

Although there are potentially hundreds of permutations of how the game could end, we wanted to add our own flavor to the endings for the main characters.

Endings for Alemdar

If the Characters Side With Alemdar and Convince Ahra to Forgive Alemdar:

The Ghost of March, Alemdar Pasha, after all the betrayal he has been through by the hands of his ruler and mentee Mahmoud II, has retreated to the Undercity to raise his arms for a much-needed revolution. His modern ideology and his promises to free the hidden people of the Undercity helped him raise the Sekbans.

After all his sacrifice to make his vision come true, Alemdar Pasha, The Ghost of March, finally reached the great honor many of the viziers had the pleasure of being bestowed before him: becoming the Eye of Suleiman. His last fight with his old friend and enemy Mahmoud II results in him taking his rightful place in the Tower of Justice. As he closes his eyes to keep his promise to the party, he sends them off to free Bergüzar with the help of an unexpected ally, Ahra.

His sacrifices allow the characters to save Bergüzar. He draws his last breath and lays to rest among the spirits of other servants of the Empire.

If the Characters Side With Alemdar but fail to Convince Ahra:

The Ghost of March, Alemdar Pasha, after all the betrayal he has been through by the hands of his ruler and mentee Mahmoud II, has retreated to the Undercity to raise his arms for a much needed revolution. His modern ideology and his promises to free the hidden people of the Undercity helped him raise the Sekbans.

Along the way with the help of the party, he got his chance to march to the palace. He couldn't find it in himself to trust someone as close-minded as Ahra to guide the party to their final showdown with Mejid, his arch-nemesis. With the fire of all

the betrayals he faced and the vision he has for a better Ottoman Empire, he marches onto his battle against Mejid and Bergüzar. He knows in his heart that if Bergüzar lives, the Ottoman Empire will never be free from the chains of Mejid's toxicity. If the party opposes the killing of any one of them, Alemdar won't hesitate to strike back. He rids the world of all he views as rotten in this final battle and asks the party to take him to the Tower of Justice to his final resting place.

Endings for Mejid

If the Characters Side with Mejid

His Grand Imperial Majesty Abd-ul Mejid asks the superpowers of the world to meet him at a European Congress to talk about their stance after the Crimean War. However, he plans to use more than his sweet tongue in these political meetings. He wants to know exactly what every world leader is planning, what their weaknesses are. There is no better weapon than Bergüzar to use for this. As he enters the room for the discussions Mejid spends a few moments alone with his beloved wife. She fills his mind with the ability of foresight that allows him to see his European allies' and adversaries' moves on the chessboard before they make them. He peers through the veil and into the minds of the leaders, delicately, like a surgeon with a scalpel, cutting into their thoughts, fears, and hopes. With his newfound ability, Mejid turns the tables to his pleasure and uses every country's secrets to turn them onto one another.

...and Refuse to Help Bergüzar

His Grand Imperial Majesty Abd-ul Mejid, the First of His Name, after the many years of strife, has managed to unite the faltering empire under his iron grip. Borders secured, internal instability waned, sycophants hypothetically and sometimes literally beheaded, a New World Order for the Eternal Empire awaits. Yet the cost was the utter magical destruction of the once-mighty capital under the reality rebounds of exceedingly potent magic ordered by the reigning Padishah.

After three-quarters of a year of the characters meeting with the Imperial House, new dawn rises as a male heir is born. The Queen Mother is devastated, for reasons the courtiers are not privy to. Perhaps, only the characters will know that Bergüzar's visions came true, and Mejid's heir will use his powers to inadvertently bring devastation to the whole world.

...and Agree to Help Bergüzar

Without the tenacious arcane powers of his Queen Haseki Sultan, Mejid's master plan of diplomatic dominance through magic is left in tatters. Mourning the loss of his wife and unborn heir, his Imperial Majesty the Padishah retreats to the summer palace, to recover, to replan, and to reminisce. A critical setback, but Mejid, the young emperor who shoulders the weight of a crumbling empire, refuses to become yet another Constantine Palailogos, yet another Romulus Augustulus.

Coming back as a statesman who truly wears the reformist mantle, Mejid continues his reign with a stern modernist attitude, showing no sincerity to the old and decrepit institutions of his predecessors. Until his demise, the emperor rules the country with a strict mandate, with a clockwork bureaucracy and very little regard for the concept of mercy, all for the good of the country.

Those who are close to him know that Mejid's sky high ambitions, approachability, and curious side died when he lost his beloved.

Endings for Ahra

If the Characters Side with Alemdar and Ahra is Convinced

Ahra is changed, and through her, the Janissary Hearth is changed. The Wolf at the Door and her Janissary stood behind Alemdar to bring about a change that will last longer than their lives.

Melding into the state as local leaders, military cadets, and spokespeople of the common folk, the Janissary Hearth slowly adapts to the brave new world, keeping their traditions that make them resilient and united and ditching those that fail to catch on with the spirit of the times.

If the Characters Side with Alemdar and Ahra is not Convinced

Ahra stood resolute in her beliefs, and the Janissary Hearth stood by their Wolf at the Door. Ahra thought she was playing her cards right, and when the time was right, the change would come that does not knock the people that she holds dear. However, the change knocked on the Janissary Hideout's door much earlier than she anticipated. Now the last of the Janissary lies dead, and the Hearth is destroyed, perhaps never to return.

If the Characters Side with Mejid

Not one to be convinced by the sweet delusions of change, Ahra stuck to her grand plan of restoring the honor of the Janissary. However, a strict modernist like Mejid needs more than increased crime rates to be convinced of the necessity of an

old and seemingly inept military force. The fallen Ahra lies side by side with an old enemy, and the Janissary Remnants are hunted down by the palace.

Endings for Bergüzar

If the Characters Ally with Alemdar and Spare Bergüzar

Bergüzar, beating all odds, manages to flee her life as the Haseki Sultan, and disappears to the wide world without a trace, as she promised to Alemdar and the characters.

It is told that she gave birth to the heir of the throne, to a son who is blessed with immense arcane powers. Years went on, and the world has not perished as Bergüzar divined while she was in the palace, nor did we witness horrific magic rebounds.

Either she managed to contain the powers of her child, or the fate that they cheated finally caught up to them.

If the Characters Ally with Alemdar and Condemn Bergüzar to Death

A mother's cries were heard in the palace, as she tried to protect not just her life, but also the life of her baby, to no avail. Lying, bloodied, and covered in wounds from a fight to the death, Bergüzar finally lets go. Her final breath frees her from a guilt that befell her shoulders from her visions of the future. Now the guilt rests on you - condemning a woman carrying a child to death without giving him a chance to live.

If the Characters Ally with Mejid

An heir to the imperial throne is born with powers beyond any of the magi those in the occult world have witnessed in hundreds of years. Raised under the strict training regimen of the palace, and taught a vision of the world by his father the Imperial Majesty Abd-ul Mejid, the child became everything Bergüzar feared he would be. After the Haseki Sultan's forlorn attempts at changing the future of the boy become more desperate, and visible, Mejid finally exiles her from the palace. A dark future grins.

Endings for the Characters

If the Characters Allied with Abd-ul Mejid, and Succeeded in Dealing with Alemdar's Rebellion

Armed with the supreme and unfettered divining powers of Bergüzar, Mejid exploits each and every weakness of the dignitaries and royalty of Western Powers, to place his Empire at the top of world diplomacy. Although his Majesty the Padishah is seemingly successful in reverting the decline of his Imperial Domain, it soon becomes apparent that it is the regular folk of Istanbul who have to pay the price of reality-breaking arcane powers.

The characters are offered high-end places around the empire and wealth is now in their grasp. They may choose to stay close to the palace as important individuals or try out new lives with their new found wealth.

If the Characters Allied with The Ghost of March...

...and united Ahra and Janissary Remnants with the Sekbans

A new sultan sits on the throne. The political balance of Europe changes and evolves into a new kind of warfare, but the Ottoman Empire and its people are safe for now. The Harem is purified from spellcasters, and reality's breaking is no longer a threat to the nation. The Ghost of March is now resting in his well-deserved place as the new eyes of the Suleiman, finally at peace, and having fulfilled his duty as the humble servant of the state. The empire is saved from a darker future. The Janissary Hearth is finally restored to its dignity and honor. Perhaps a brighter future awaits the empire.

... and did not unite Ahra and Janissary Remnants

A new sultan sits on the throne. The political balance of Europe changes and evolves into a new kind of warfare, but the Ottoman Empire and its people are safe for now. The Ghost of March is now resting in his well-deserved place as the new eyes of the Suleiman, finally at peace, and having fulfilled his duty as the humble servant of the state. The only ones lost during this journey are Ahra and the Janissary Remnants. With their stubborn honor and their unfaltering ideology, they found themselves even more lost than they ever were before. Without the binding power of Ahra, the Janissary Remnants have turned to simpler aspirations with no hope of going back to their glory days.

...and Failed to Overthrow Abd-ul Mejid

The war is over. The crimson in the sky takes a new shape in the streets as the blood of the rebels.Abd-ul Mejid is standing in the high ground, proud and tall, addressing the people of the city: "Let this be an example to all the enemies

of the Eternal State! Long live the Ottoman Empire!" The rebel The Ghost of March's body is being wrapped in a white burial cerement, and Bergüzar is standing beside his sultan. The city roars with the name of the Padishah. The sun is rising but the city is now darker than it should be. Reality itself is in danger.

If the Characters Fail to Heed Any Warnings and Cause a Political Power Vacuum

If the characters choose not to listen to the wise advice and guidance about the overthrowing of Mejid (or the Ghost, Janissaries, Crime Lords, etc.), the political affairs, the balance of the political affairs or crippling the Eternal State, there may be severe consequences. This story offers as many routes as it can, but the characters can create their own paths with extreme differences that are not overseen in this storyline.

These actions, such as killing Mejid without appointing a new ruler and securing succession, may severely damage the balance of power in the European continent. Ensure that the characters experience the results of these actions. Recalling the events in the 1900s and 1910s before World War I began, you may prepare a scene where one of the shahzadahs is assassinated at the hands of extremists from the Undercity, and this blame could fall on the Tsar of the Russians. Or by killing Mejid on their own, they may have killed their very own version of the Archduke Franz Ferdinand, whose assassination in Sarajevo lit the fuse that led to WWI. The possibilities are endless for such a grave mistake, in the City of Crescent...



Side Quests

AHRA

1) Stealer of Breath (Tags: Mystery) (Profession: Bounty Hunter) (Recommended Level 2)

Seeing that some of the Janissary are experiencing a strange shortness of breath, Ahra asks the characters for help. If role-played carefully and investigated with the Janissary to get to the bottom of this situation, it will be clear that the common point of all the Janissaries' statements is the fact that they all met a Cleric of the Bektashi order very recently. This Bektash, is a man who has not been seen for a week. The characters must try to find him.

> Janissaries followed the way of Bektashi as one of their prime aspects and beliefs. The Bektashi usually follows a strictly spiritual understanding of Islam. Their philosophy stems from a deep belief of unity of being, and the bond all living creatures share. However, their cult-like behavior also produced many warrior orders within their ranks - hence the Janissary's adherence to the Bektashi.

This Bektash named Cevahir is actually a pro-magic zealot, who managed to infiltrate the Janissary Remnants using his religious contacts. He plans to poison the Janissary Remnants to punish their oppression of magic users and non-humans. He eventually chose Ahra's men as his test subjects for the poison experimentations; however, the experiment failed.

Further arcane research will reveal that the poisons are created using a combination pact magic and essence from Al-Ghaib, which will show that Bektash is a warlock who has made some sort of a deal with a Djinn. He is also a low-level magic performer who has devoted himself to the Bektashi order (His stats are that of a **tiefling dealmaker**).

The characters can trace the Bektash by following the origins of the ingredients used in the poison.

If the characters prioritize chasing after the Bektash, they will catch him by the Golden Horn, going fishing with a friend (who is a **sekban musketeer** half-elf hiding his features). If not, they will find him in his quarters in the Kasimpasha District. His quarters show signs of preparation, with ropes and torches prepared, along with daggers and vials of colored fluids - hinting at a possibly long and perilous mission.

The characters may kill the Bektash or persuade him to end his vengeance against the Janissaries. If they further investigate (with a Charisma check of DC 15), he will reveal that he intends to attend an illegal auction at the House of Falci Baci with an invitation acquired from his Sekban musketeer friend, to gather a specific ingredient for his experiments. He also tells the password required to get into the auction: "I am nothing but a humble servant."

If killed, the characters find the invitation and a 1 *potion of healing*.

Reward: 25 gp for each character from Ahra.

2) The Unearthly Auction (Tags: Intrigue) (Profession: Spy) (Recommended Level 2)

Ahra, suspicious of the events that might take place in the House of the Falci Baci, wants the characters to check the place and find out what is being auctioned. She also scolds the player characters, telling them they were trailed along the way. She also wants them to find this stalker at the auction. Ahra suspects that they will take action at the auction

After a brief investigation, they find the entrance they are looking for. If the characters do not draw much attention to themselves, they will notice a shady individual at the door, knocking. A voice heard through the small compartment of the door asks “Who are you, my lord?” With a successful DC 17 Wisdom (Perception) check , they can hear the password: “I am nothing but a humble servant.”

If there's no one besides them when they knock on the door, the same question will be asked. If they fail to answer with the code, with a successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check , they will notice a window that they can climb in from (which has a lock with DC 12).

Inside is an auction organized by Giannis the Cut. Various exotic items are being sold. From the look of all the items, characters can easily tell that they are either magic items or very valuable pieces. With a DC 13 Intelligence (Arcana) check, a character may recall these magic items are simple items like helmets that don't rust, or candles that never burn out unless a command word is spoken.

At the centerpiece of the auction is a small, well crafted mirror, brimming with arcane energy and held in a tinted glass display: the *Mirror of Roxelana*. The characters should roll a DC 15 Wisdom (Perception) check to determine the highest bidders for it. The buyer of the item will end up being Mazhar Selim Bey, who is a **certain stalker**. After acquiring the mirror, he will rush out of the auction. A few moments later, Giannis will cry out to his guards, and the characters that he must be stopped, as the funds he paid are counterfeits.

If the characters try to follow Mazhar Selim Bey, they will catch up to him at the end of the alleyway, just out of their reach. If a chase occurs, Mazhar will take to the rooftops, and he will send two shady figures (both are **certain stalkers**) to delay the characters. If the characters lose sight of Mazhar, they can find a few clues to his whereabouts by succeeding on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Mazhar Selim Bey dropped his money purse that also contained a piece of paper that has his address written on it.

If the characters manage to catch him and defeat him without killing him, the characters need to succeed on a DC 16 Charisma (Intimidation) check to learn that these agents are actually working for Kavalan and are plotting to silently replace Aziz Sefa.

Reward: 25 gp for each character from either Ahra or Aziz Sefa (if they manage to get in contact with him) - depending on who they turn in the information to.



3) The Silence within Catacombs (Tags: Action, Exploration) (Profession: Archeologist) (Recommended Level 3)

The previous quest has much more hiding under its sleeve, and the characters are to investigate Mazhar Selim. The House of the Falci Baci perhaps holds more information than it lets on.

With either 20 gp as a bribe or a DC 15 Charisma (Persuasion) check, the beggars around will provide information about where Mazhar Selim Bey came to the auction from: a deserted house within the Kasımpasha District.
The house has a small garden, covered on all sides. After entering, the characters will be followed around by a small kitten - that at the first glance appears to be a regular cat. However, once the characters fail to find any additional information, it will start talking, offering the characters that the secrets of the people who owned the house are "for sale." The characters can offer any amount of money that is no less than 5 GP to learn that there is a hidden compartment in the house. The kitten will negotiate, trying to get as much gold as possible. In the hidden compartment that lies behind a bookcase, which is in fact impossible to detect without the cat's help, are the documents and letters outlining the plan against Aziz Sefa, as approved by Kavalan.

Investigating the documents will reveal a secret meeting location hidden by a riddle. "It lies with the man who brought the crescent to Istanbul." With a DC 18 Intelligence (History) check (DC 18), or by asking Osman Hamdi Bey, the characters can figure out the crescent represents the Caliphate, and Selim the Grim is the one who made the Ottoman Empire the seat of the Caliphate. Therefore, the riddle most likely refers to his tomb.

In the storage room underneath the Yavuz Selim Mosque, Mazhar Selim (or other agents of the Kavalan, in case Mazhar has been killed) is trying to create a potent spell to manipulate the memory of Aziz Sefa and slowly take control of a Certain Community. If the characters do not directly attack, they will catch the hooded shadowy figures chanting: "A new bloodline will awaken the eter-



nal state! Long live Kavalan! Long Live the New Bloodline!"

If the characters wait long enough the enchanting group will attack them. 3 **devotees** and Mazhar Selim Bey (**certain stalker**).

With the defeat of these people, the characters will catch the attention of Aziz Sefa, kicking off the Palace Quests of the second act, if they haven't started already.

Rewards: A pouch of 50 gold pieces for each character, awarded by Aziz Sefa.

GIANNIS

1) The Friendly Tradesman (Tags: Heist, Adventure, Fun) (Profession: Burglar) (Recommended Level 2)

Giannis the Cut is one of the crime lords of the city. After the characters are introduced to Ahra and her missions, they can be sent to meet with him in his Manor in Pera District.
Giannis, in his eloquent way of talking, greets the characters and offers them a quest that kicks off his storyline.

> *"I've been paid a good deal of money from my friends abroad for a unique piece of history. And I offer you a piece of that deal: An offer you can't decline... A piece of talisman from a good friend of mine, to each of you, that will protect you from harm; as well as a handsome pay."*

With a successful DC 12 Wisdom (Insight) check, the characters may notice things about Giannis. He seems to have knowledge, albeit limited, on arcane matters. If there's a rogue among the characters, they will notice he uses Thieves' Cant here and there, especially when it comes to describing the job, possibly to see if any of the characters understand it.

If the characters accept the quest, they are to visit a new museum about to be opened in Beyoglu, near Pera Palace called the Art Ancient Museum. In there, they are to find a mosaic of Dionysos and Hermes, extracted from the Bergama Digsite. The mosaic on display is a fake one, and the real one is held in the lightly guarded vault of the museum, downstairs. It is the characters' job to steal the original and bring it back to Giannis unnoticed.

The mosaic is a large stone slab, brimming with arcane energy. Between the figures of Hermes and Dionysus is a text, written in Ancient Greek, that says "Drink, Talk and Be Light." It can be read if any character knows Greek, or can cast comprehend languages or tongues .

Normally, the mosaic is too heavy to be able to be carried. However, if any member of the characters are drunk, the mosaic feels light as a feather. This can be understood with an *identify* spell or a DC 19 Intelligence (Arcana) check. More interestingly, both Dionysus and Hermes start talking with the drunk characters. Although they are constructs that can't leave the stone, given life by arcane instability of various rituals that took place near the mosaic, they think they are actual gods.

The regular guards for the vault are **4 kabadayi** and one **arcane researcher**. They can be bribed with 25 gold pieces each, or avoided with a DC 14 Dexterity (Stealth) check.

Reward: *Talisman of Nazar*, and 25 gold pieces for each character.

2) Mysterious Excavation Site (Tags: Exploration) (Profession: Antiquarian, Archeologist) (Recommended Level 3)

Giannis mentions to the characters about an excavation site for a Byzantion settlement located not too far outside Istanbul's walls. He has heard rumors about a crystal inside a glass box that can't be opened. He wants the crystal to be taken and suspects arcane matters are at hand - which triples the value of the crystal!

Giannis has arranged a carriage for the characters to travel to the excavation site. There awaits Necdet, the keeper of the excavation site. He is half-asleep in front of the tents with a coffee gone cold from hours sitting in his hands. He is quite a big man but doesn't look much of a fighter. If the characters indulge him in idle chatter and make a DC 12 Charisma (Persuasion) check, he will forget his duties and even let the characters peek inside.

Inside the large tents stretched to protect the excavation site, the characters can't see anything out of the ordinary. However, if they look closer they might find some small antiques.

Further away, the characters see another smaller tent. This one, however, is occupied. A faint oil lamp flickers inside and a shadow of a man walks back and forth with tension. With a careful peek inside you can see another man sitting at the desk writing on a piece of paper.

"Don't they understand the power we are witnessing? What a bunch of idiots! Write, write to them." Between his strides, he points to the man sitting at the desk. "This is one of the most important findings the human species has ever made. But if we wish to go further, we will need more funding. The current financial situation is not enough to keep the men working. We are sitting on one of the most precious items ever discovered and a drunk dimwit is guarding the door of the site because he was the biggest man I could find in the nearby village. How will we find more, Cevdet?" Cevdet, the man sitting, clears his throat. "You know I can't write 'dimwit' in a letter sent directly to the palace, right, Anto?"Anto sighs. "Well, obviously. Just give it the flair it needs. I am the brains and you are the tongue of this operation for a reason."

While listening inside, you can hear shuffling sounds coming from a bit further down the site. A group of **bandits** is roaming inside the site. Seems like they also were able to get past Necdet. "A glass box with a crystal inside, I say. They found it last week. Looked expensive. There are only two skinny men in there. We can just snatch it and go. I even arranged a pawn shop to sell it. Come on."

A fight will brew between the two men (both are **arcane researchers**), and the bandit group (**4 bandits**). Necdet, the guard, will flee screaming at the slightest hostility. The characters may join either side, or act as a third one.

After the fight with both the men inside and the other group, the characters will have the chance to grab the glass box. As they leave, Anto, one of the Arcane Researchers, will shout, "I found the secret of the glassbox. Runes! But you have to take me with you. I won't leave the one thing that will make me famous! I know a lot more. I will be valuable. Take me." The characters can either beat the secret of the glassbox out of Anto or take him to Giannis with the crystal. In either case, Anto will reveal the magical runes needed to open up the glass box. If the characters do not heed his advice and try to open the box themselves, the box will shatter, and the crystal within will be lost to them..

If the characters decide to keep the crystal for themselves, it can be used as a *Pearl of Power* but Giannis won't be too happy about it.

Reward: A *Pearl of Power* or 75 GP and favor of Giannis

3) Almost Magical (Tags: Intrigue, Action) (Profession: Spy) (Recommended Level 4)

Giannis would like to hire several double agents that can infiltrate the entourage of Heinrich Schliemann and gain access to his artifact smuggling operation. However, according to a fortune-teller who has served his family for decades, he shouldn't choose these agents on his own. There are three candidates, and Giannis would like the characters to reveal their secrets, dirty sides, dark desires, or other information which could be used as leverage.

First candidate: She is a woman called Despina, daughter of the antiquarian Yorgo. She looks like a sweet, cute, and easy-going person. She frequents the streets of the Grand Bazaar.

Her secret: Her interest in magic led her to a dark path. She killed two members of the clergy in order to acquire their medallions bearing infernal runes. These items supposedly helped her gain some magical powers. She wishes to strike a pact with a dark power for even more arcane prowess.
Second candidate: A woman named Nergis. She is known as a kind, merciful and beneficent woman. She runs a coffee shop with her father Halit. She frequents Pera District.

Her secret: She holds two fey, a **pixie** and a **sprite**, in the basement of her father's coffee shop. Her father Halit has an illness that no doctor can cure. She tortures these poor creatures to make healing draughts for her father.

Third candidate: Sevgi, an aspiring singer and the daughter of one of the merchants working abroad. She frequents the Pearl.

Her secret: While she was digging through her father's bags, she came across a pretty bracelet with a ruby stone. She can't take the bracelet off even if she wanted to. This ruby contains the essence of Al-Ghaib. Sometimes she has blackouts in her memory - as a Djinn takes over her actions, albeit momentarily.

No secrets: No reward
One secret: A simple healing talisman that heals 1d4 hit points then crumbles to dust.
Two secrets: The healing talismans and a box of sweets
Three secrets: The fortune teller (**muneccim** stat block) attempts to ambush the characters. After defeating her, the characters figure out that the fortune teller started to work for Heinrich Schliemann and betrayed Giannis a long time ago. 200 GP, all the previous rewards, and Giannis' favor.

4) Murder at Pera Palace (Tags: Mystery) (Profession: Burglar) (Recommended Level 4)

Giannis will ask the characters for one final task.

Sir Arthur Conan Doyle is in Pera Palace to promote his new book that takes place in Istanbul. Accompanying him is Erline Read, his muse for the protagonist of the book. La Dorée, one of the oldest jewelry brands in Paris, is planning their new launch to the Istanbul market and lent Erline a beautiful and very expensive necklace to wear to the event. The characters need to enter despite not being on the guest list, steal this piece of jewelry, and leave Pera Palace without getting caught.

Upon entering the hotel, they are met with a huge crowd of Istanbul and European socialites, foreign diplomats and leading writers of the time. In the middle of the room struts Erline Read with her burgundy dress and shimmering necklace. She is talking to everyone, laughing and drinking champagne. Everyone has their eyes on either her or Sir Arthur Conan Doyle. Some are chatting with Doyle on the corner, congratulating him on his wonderful piece.

At one point during the event, Erline spills some champagne on her dress, creating a nasty stain. She makes her way to the private salon arranged only for the inner circle of the book tour, smiles at the bodyguards standing outside and says 'Time for a little costume change.' The bodyguards stand outside the room chatting amongst themselves. About twenty minutes later, they knock on the door to check up on her, just to be met with her dead body sprawled on one of the sofas, still in her stained dress.

From the back of the room appears Sir Arthur Conan Doyle, with a hotel representative shadowing his every step, apologizing about the terrible incident that ruined his launch. He shuts the man down and runs to Erline's side. He looks broken, yet keeps his cool. He rises to his feet, and says 'Lock the doors. No one gets out, no one comes in besides the police.' Their goal, the necklace, still shimmers on the deceased Erline's neck.

After a while, **mansur officers** arrive at the scene. They gather the guest list to cross check everyone in the premises. The characters are not on the list. They immediately become suspects in the eyes of the police.

The officers also ask one Agatha Christie, one of the attendees, to help with the investigation. Both giants of detective novellas are now tasked with finding out the murderer, and their prime suspect, the characters, have to convince them and the police that they were not the ones to do it; while stealing the necklace from a woman whose deceased body is under careful examination of all!

After a brief interrogation, Conan Doyle is convinced the characters did not do it. 'The police will not let you go, even if we said you were innocent. So, if you wish to leave this place without a murder charge on your heads, help us solve this case.'

A DC 10 Wisdom (Medicine) check will reveal that the knife used in the murder isn't of Turkish make. Conan Doyle suspects that it is most likely a British one, which was longer but sharp. They must interrogate British people in the Hotel. There is a painter named William Henry Bartlett, a diplomat named Richard Wood, a tea trader named William Gill from the East India Trade Company, Miss Agatha Christie, and Sir Arthur Conan Doyle.

Agatha finds out that William Henry Bartlett



painted Erline's portrait a few years ago and has a complicated relationship with her family. She is suspicious of Bartlett. She points out the red splatter on his watch, surely the blood of the victim. The characters examine Bartlett's room to find the dagger hidden in one of his trunks with Erline's blood and champagne stained handkerchief laid beside it. However, all of this seems too convenient to be true. If the players try to get to the bottom of this, they will realize that one of the hotel workers has seen Miss Christie exit the room.

Further investigation by Conan Doyle reveals that there were multiple witnesses that were chatting with Bartlett throughout the absence of Erline Read.

The mystery: Agatha Christie killed the woman to take the prime inspiration of Sir Arthur Conan Doyle, who was very much so inspired by Erline, away from him. She killed Erline entering through a hidden kitchen access the maids only use with a dagger she stole from Bartlett, slashing her throat behind her back. Then she slipped to Bartlett's room to plant evidence and returned downstairs before anyone noticed.

If the characters are able to solve the murder, they will have to find the opportunity to steal the necklace during the arrest of Agatha Christie and bring it to Giannis.

Reward: Continuation of main questline through Ahra. Aziz Sefa observed the entire investigation. He will give the characters the main questline in the Second Act.

HANO

1) The Dreams Fade (Tags: Exploration, Action) (Profession: Bounty Hunter) (Recommended Level 3)

The characters are summoned to Hano's side by Ahra's recommendation. One of the bounty hunters of Hano has fallen into a coma caused by "Scarlet Fever." As arcanists are called to examine the comatosed woman, they reveal that it is a **devourer of dreams**, *albasti* in Turkish, who caused the sickness.

When they go into Hano's territory, they learn she is in the Hürrem Sultan Hamam, taking a bath and there are many of her hunters gathered around. She will be skeptical around the characters if they are mostly spellcasters.

She will give them a starting point: That Albasti usually feed on the homeless, so they can start from a poor neighborhood. She suggests they investigate an area inside Melekgirmez District, a soup kitchen that a nearby mosque cares for. Almost all of the homeless in the area find their way there for a hot meal.

When the characters find their way to the soup kitchen, they will see a scrawny man leading the homeless away with promises of shelter. If the characters follow the man (**devotee**), they will be led into an abandoned construction site, where they will be ambushed by the Albasti. They will later learn that he is charmed by the Albasti and brings the creature new victims.

If the characters go back to Hano without proof of the hunt, she will scold them: "A monster slayer always brings back a trophy!" Hano will tell them if they ever want to hunt monsters again, her doors are open.

Reward: A Hand Axe +1 and 25 gp each.

2) Bad Fairies! (Tags: Fun, Action) (Profession: Bounty Hunter) (Recommended Level 3)

Hano will ask the characters to visit a small graveyard in the upper city. She heard some complaints and one of the grave keepers came looking for monster hunters. The gravekeeper claims that there are some serious evil spirits dwelling there and committing atrocities. He almost lost his life, barely managed to escape. Just before the characters are about to leave, Hano will quietly warn the characters: "The man is probably exaggerating. If there are some small fey or weakling beasts, just make an example of some, and the rest will run away."

When they arrive at the graveyard, they will notice it is infested by little creatures called **scavengers**. They stole alcohol, hookah, and coffee from the locals, and the neighborhood is in a small state of chaos. The locals believe a thief is at hand, but they mostly ignore the voices coming from the graveyard.

If approached nicely, scavengers will ask several interesting things. If there is a druid or a ranger among the characters they may ask simpler things, out of respect and fear. Otherwise their requests will include:

- A song that will amuse and entertain them, requiring a DC 15 Charisma (Performance) check.
- Helping them to make hookah taste better or some good tobacco. Alternatively, players

may roll a DC 13 Wisdom (Survival) and find some herbs that will numb the minds a little.

- Something they have from their childhood; two items will suffice.
- One of them who has never kissed anybody will kiss one of the scavengers and will swear to kiss nobody ever again. If there's no such person, then two people from the characters will kiss two of the scavengers and take the same oath.
- Kazandibi Dessert for all!
- Protection from the bad witch who has taken their trees!

If the characters do not want to do this and try to scare them, they must roll a DC 17 Intimidation (Difficulty 17). Alternatively, they can also attack the Scavengers (5 of them will fight but all will flee if they are severely beaten).
If all the favors except the last favor are complete, the scavengers will guide them to the tree they mentioned; it is invaded by a **bichura**, which Hano would probably want dead.

Reward: A Silvered Yatagan, 30 Silver-tipped Arrows and 200 gp total.

3) Blood Hunt (Tags: Horror, Action, Tracking) (Profession: Bounty Hunter) (Recommended Level 4)

Hano will ask the characters to investigate a murder which happened in her neighborhood. The house is full of blood and many body parts are scattered around.

With an Investigation check, the characters will learn:
When the characters follow the blood tracks they will lead them to a small whorehouse in Karaköy. There's a woman named Ayshe, obviously struck by a Djinn, and it is her who has been beating and killing people. The characters can try to intervene by either by soothing the possessed woman with a DC Charısma (Persuasion) check, or by fighting the poor woman.

If the characters choose to fight they can kill the Djinn but learn nothing about her story. On the other hand, if they soothe the woman and talk, djinn retreats deep inside her mind and falls into a state of panic because of the characters, causing the woman to talk freely. The characters will learn that the woman was forced to prostitution, and when she got pregnant, she ran away. She was found after a couple months when her baby was born. The moment her old bosses came into the house, in a moment of great horror she became possessed by a **horrorist**. She beat up her old boss, but she couldn't save her child. The Djinn then possessed her fully, and she started her killing spree.

If the characters fail to exorcize the Djinn, it suddenly takes control of the woman and attacks them. Hano appears during the fight, charging at the woman. If no one intervenes, she strikes her and both Djinn and the woman die. If characters try to intervene she warns them, "I do not spare monsters."

If the Djinn leaves or is somehow exorcized, Hano can be convinced to allow the woman to join her ranks.

Investigation check total	Result
1-8	Nothing much. Maximum of one creature committed this massacre.
9-12	That one creature doesn't have fangs and claws.
13-19	From the appearance of marks and bruises, the culprit is a humanoid.
20+	Whoever did this is definitely a humanoid and more likely a human. There's a necklace–which had fallen in a place where it was difficult to spot, probably while someone was fleeing the crime scene–covered in blood and containing a locket with a baby's photograph in it. Near it, there's a finger, probably from a child.

Reward: *2 Exorcize* Djinni scrolls and 200 gp total

4) The Snowy Night (Tags: Horror, Action) (Recommended Level 4)

Hano tells the characters that a few of her hunters have gone missing. She asks the characters to investigate the situation.

A bounty hunter pack of four have been looking for a strange monster that dwells in the streets near Sultanahmet Square. There are some tracks that lead to a poor neighborhood, and if the characters succeed on a DC 14 Intelligence (Investigation) check, the locals may give them information on how mysterious ice appears in the streets even in warm weather.

In the street, a mysterious woman that looks like a beggar, named Umay, will approach them: "I know what you seek. I can help." If the characters inquire how she will be of help, she points to her corner of the street and walks towards the fire. She will start to prepare Turkish coffee with an old cup and a small amount of coffee. She says she got the coffee from a generous coffee shop owner named Halit (see "Almost Magical" quest).

If they take her up on her offer, she will look at their fortunes. The Dungeon Master can use this as a tool to foreshadow some other events in the story. In the end, the characters will learn that the monster will appear two nights later, in the very street they stand on, next to a building two blocks further down the street. The beggar will ask for a small amount of gold in exchange for this information.

When the characters reach where the murder transpired, they will find the corpeses frozen, as if they all died of hypothermia. The characters can call for Hano to examine the bodies. With a chill down her spine, she will decide that this is way too dangerous of a mission for the characters to attend alone. After some deliberation and explanation, she will lead the characters into a small and old wine cellar a few blocks away from where she inspected the bodies. In the wine cellar they find a **karbuga**. She is in fact a small, frail girl who seems to be very upset about how the events transpired.

> *'I never intended to kill them. Believe me, I'm not a killer. I can't control this...Urgе!. This cold. Please stay away. I don't want to freeze you as well. I don't know what to do!'*

She slowly starts crying. Hano will insist on attacking the girl, stating that no matter what shape or form, she is still a monster. The Karbuga will fight the characters and Hano. If the characters object to slaying such a small girl, Hano will finish her off alone..

Reward: If the players didn't quarrel with Hano, she will reward them one *Lydian Coin* and 100 gp each.

THE COUNCIL OF NINTH LIFE

1) Palace of the Depths Prequel: The Door Unopened (Tags: Mystery, Exploration) (Profession: Alchemist, Antiquarian) (Recommended Level 4)

Sheraf will approach the characters after their first trip to Undercity and will say that "Four cats of my guild are gravely sick, all resting with a strong fever in the Chained Inn. I suspect there is something arcane involved. Let me know the cause of this, and the guild will reward you."

The cats are poisoned. The investigation reveals the poison to be of magical nature. If the characters try to talk with the semi-conscious cats, they will find out that all the cats ate red easter egg shells that appeared in front of some of the doors of the city.

With a successful DC 14 Intelligence (History or Religion) check, the characters will find out about a myth: The last patriarch of Istanbul, during the fall of the city, left from a red door in Hagia Sophia, and every Easter, these eggshells would mystically appear in front of doors. However, nothing of poison is told about this myth.

When they go to the verydoor in Hagia Sophia mentioned in the myth, the characters will find a kitten with snow white fur across the door, looking intently at the door, never breaking eye contact. The kitten, Snowball, reveals that she senses that behind the door, is a small girl named Kübra, who is the kitten's previous owner. She was lost a few months ago in the catacombs below the Hagia Sophia. The kitten seems to be hiding something that can be discovered with a DC 15 Wisdom (Insight) check. If the characters succeed, they will at least understand that Snowball is hiding something, but no matter what she will not share any information with the characters.

The characters can open the door by bashing it down with a DC 15 Strength (Athletics) check or by using a knock spell. Once the door is open, the characters will see a small girl wearing the shroud of the patriarch mentioned in the myth. She, without knowing, unleashed a **rot bringer - shamhuresh** to poison the cats of the Guild. She hates the Guild because her little kitten ran away to join them, and she was lost after she chased

Snowball down into the catacombs. Somehow, she found an opening into the room with the red door in Hagia Sophia where she couldn't leave. Luckily for her, there was an immense magical essence seeping from the shroud of the patriarch which allowed her to survive.

The girl can be convinced to stop, but even so a **rot bringer - shamhuresh** will show up to attack the characters. Once it is defeated, the cats can be cured regularly or with simple magical healing.

Reward: The cats will reward the characters with 2 *potions of diminution*.

Historical Note:
Both the patriarch's red egg shells and Magical Closet in Hagia Sophia are recorded legends.

2) Palace of the Depths Prequel: Treasure from a Faceless Ghost (Tags: Horror, Mystery, Action) (Profession: Spy) (Recommended Level 3)

After the previous job is done, Sheraf will talk to the characters one more time. He will let the characters know that in the racing tracks in the undercity lies the location of a powerful item."It is said that this information is guarded by a faceless ghost. Bring it to me."

The ghosts of Blues and Greens still shout at each other as the unending horse races carry on day after day. After a brief investigation, they will find out that one specific ghost looks only to the wall behind him, and never towards the horse race - or anyone else for that matter. The ghost can be stricken and killed with one stroke if the characters wish it. If they choose to talk, however, they will learn of his story. He was tricked by Justinian into giving his property when Hagia Sophia was built. Then the characters will hear all the echoes of the crowds past screaming the ghost's name.

Historical note:
A legend from the Byzantine period claims that there was a man, a shoemaker, that didn't want to give up on his estate when Justinian asked for it, when the construction of Hagia Sophia started. With the insistence of the emperor the shoemaker asked for one thing: Every time he enters the Hippodrome, the crowd has to shout out his name. Justinian accepted the request, but he made the man turn his back and the crowd shouted his name with a ridiculous tone. He lived his life in shame.

If the characters ask what he wants, the man will say: "The death of Justinian." If the characters explain to the poor soul that he died centuries ago, the ghost will stammer and say:

"Well, no one thought to mention this bit of information to me. I could have been laid to rest centuries ago. Outrageous! And I have been trying to find a way to enter the palace below the Maiden Tower to acquire the Crown of Sa... Oh well, that is not necessary anymore."

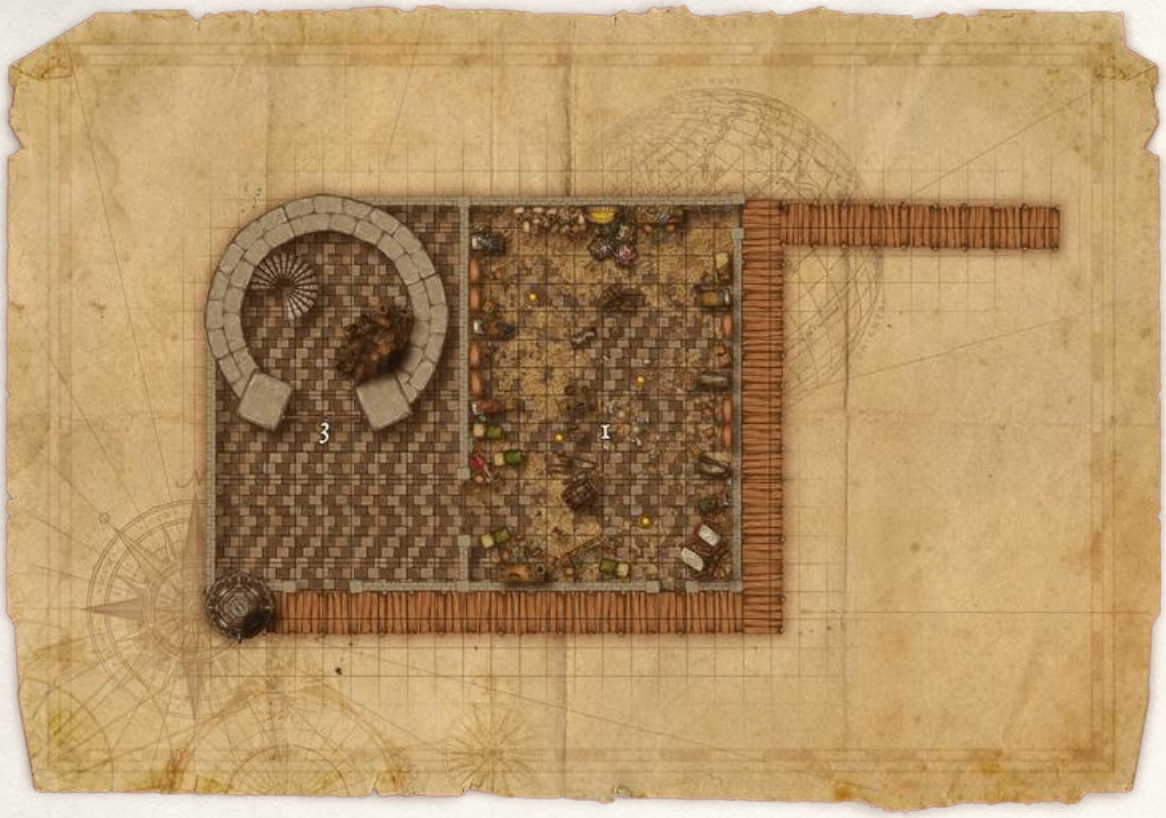
3) The Palace of the Depths (Tags: Horror, Action, Dungeon) (Profession: Antiquarian, Burglar, Archeologist) (Recommended Level 5)

After the characters reveal the item Sheraf is looking for is in the Maiden's Tower, he will arrange a small fishing boat for them to be taken there.

The Maiden's Tower has been used as a quarantine zone when a plague hits the city. By the time the characters arrive at the tower, the tower will still be a quarantine zone.

The Bostanji Guard guarding the tower are forbidden to enter the tower itself, but they will not act hostile towards the characters when they arrive at the tower. The Bostanji guards warn the characters nicely about the quarantined people inside the tower and will refuse to admit them inside.

The characters need to either bribe (50 gp) or roll a DC Charisma (Persuasion) check to get inside the tower.



1. Nursery
The Nursery gets lots of light during the daytime. The room holds the constant pungent smell of sickness and misery. A strong breeze can get rid of the pungent, toxic vapors, but if the characters walk in without any kind of protection, they will have to roll a Constitution saving throw (DC 8) or become nauseated and poisoned for one hour. A successful save will mean the character will be immune to poison for 24 hours.

There are six beds with plague patients in them, and there are numerous straw mattresses on the floor with other patients. A total of twenty patients lie in the nursery in dire condition. There are eight physicians working to save the plague victims. Moans and wails fill any sympathetic ear, but there is nothing much to do without magical healing (remove disease or equivalents).

2. Upper Floor
Circular stairs lead to the second floor of Maiden's Tower. During daytime hours, this circular room gets a lot of light. There are sixteen straw mattresses in this room, full of more plague victims. Three physicians are working hard to save them, with little success. If the characters move along the mattresses, a young woman in her mid-twenties will wake up and mumble unintelligibly in broken Italian, then fade back to sleep.

3. Trap Door
There is a locked wooden trapdoor on the floor leading down. It can be either opened with a Thieves' Tools (DC 12) or broken down with a Strength (Athletics) check (DC 14), but breaking the trapdoor will alert anyone or anything downstairs of the characters' presence.

The trapdoor is actually enchanted with a trap, and a DC 15 Intelligence (Arcana) check or DC 17 Wisdom (Perception) check will reveal it. It needs a separate check to disarm (DC 16) the trap. In a case of discharge or a failed disarming attempt, each creature in the area of effect must make a Constitution saving throw (DC 12). On a failed save, a creature takes 23 (5d8) thunder damage in a 15 feet cube as the trapdoor explodes. On a successful save, the creature takes half as much damage.

4. Downstairs 1 - Research Laboratory
The circular room gets only a small amount of light in daytime from the trap door. Therefore, unless the characters bring a light source with them it is dimly lit. This circular room is designed to be a laboratory of sorts; a DC 13 Wisdom (Perception) or Intelligence (Investigation) check will reveal an Alchemy Set on one of the tables. There is a potion of healing in one of the drawers. There is also an intricate looking chest next to an empty bookcase. The chest is actually a **mimic**, and it is going to surprise the characters if they broke down the trap door or activated the trap.

There are circular stairs going down.

5. Downstairs 1 - Shrine
There is an alien-looking shrine dedicated to an unknown draconic deity in this room. Skeletal draconic pieces are placed on top of the altar. If this altar is somehow desecrated or destroyed, any character taking part in it will be the target of a bestow curse spell. The targets will have disadvantage on all attack rolls under the effect of this curse. The effect of the curse is permanent until it is lifted with a remove curse spell.

6. Downstairs 2 - Kitchen and Storage
Both the kitchen and the storage are well stocked with food and beverages. A Wisdom (Perception) check (DC 10) will reveal that there is a feminine touch of discipline in the kitchen.

7. Downstairs 3 - Helena's Bedroom
When the characters open the door to Helena's room, they will encounter a
, who will fight to the death. After the ya'is is defeated, the spirit of Helena emerges from the creature's remains and warns the characters of the danger below.

If the characters somehow understand Greek with skill or magic, her withered and tired spirit will reveal the story of the Maiden's Tower. Princess Helena was the daughter of Basileos Constantine. She was imprisoned in this tower for ages by an entity she calls "The Serpent," and the creature's sick vengeance against Constantine for reasons Helena isn't privy to. The serpent has been absent from the tower for years now. Helena doesn't know the reason.

If pressed, Helena will reveal two more details. She claims that one of the names of the creature she calls the Serpent is Yutba. A DC 15 Intelligence (History) check will reveal that Yutba is one of the dragons known in Turkic mythology.

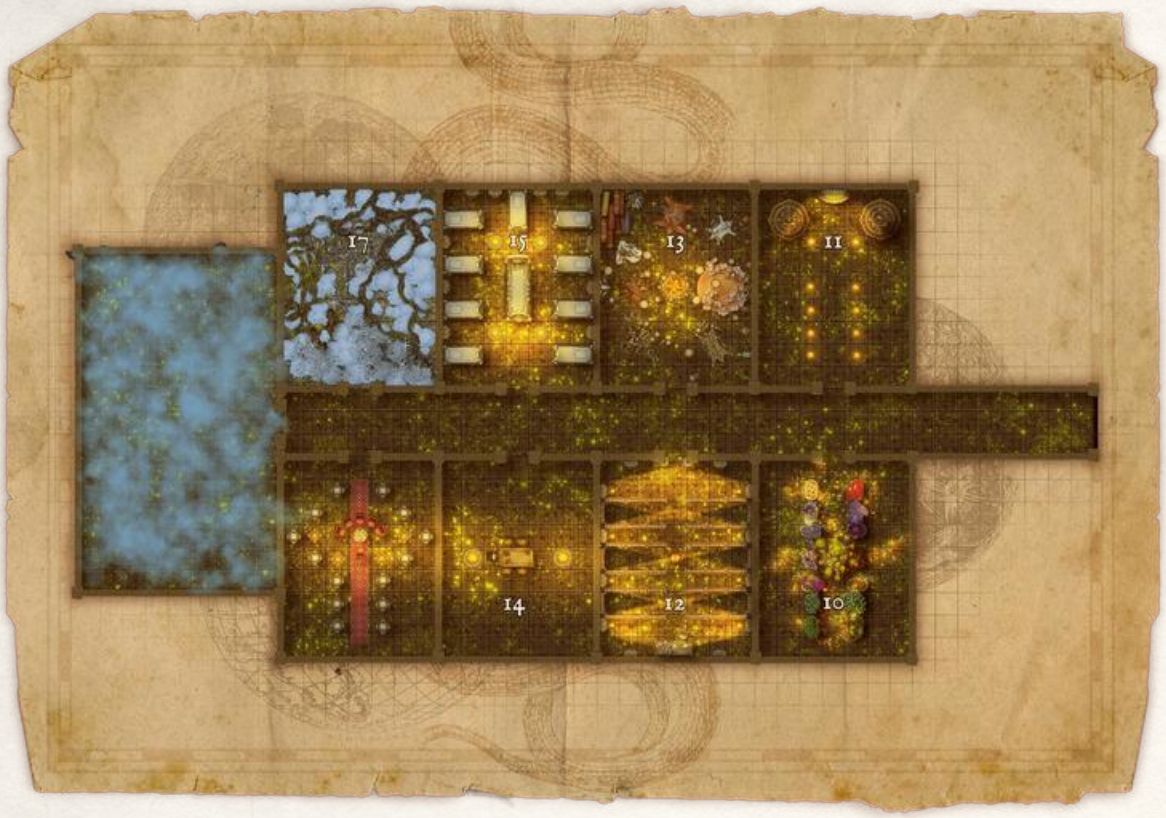
Moreover, it was her father that placed her into the Maiden's Tower out of fear of this Serpent.

8. The Palace of the Serpent
Moving deeper into the dungeon, the characters will come across a majestic door embroidered by serpentine carvings. A DC 12 Intelligence (History) check will reveal that there are multiple different styles of the carvings, from different time periods and cultures.

The door opens up to a hallway, with many doors covering the walls. Yutba built the rooms out of the artifacts he collected from all around the world. This lair is designed by Yutba as a time and art exhibit.

There are eight timescapes prepared by Yutba, and each has its own perks and traps that go alongside it. Each timespace can be accessed by moving through their respective doors.





9. Babylon Timescape
There is a sweet smelling and alluring garden full of many colorful pots and archaic tablets. Trees are of a different, ancient kind. Any character not immune to charms needs to roll a DC 10 Wisdom saving throw or be charmed by this room into a complete torpid, sleeplike state.

A character can reroll this saving throw three times in successive turns, but if any character fails all of these saves someone else needs to wake them. Any non-torpid character can use an action to wake a torpid character. The magic originates from a bright blue lapis lazuli charm. The charm can easily be destroyed by a bludgeoning weapon by dealing 5 points of damage. This will end the magic.

The destruction of the lapis lazuli charm will summon a ghostly draconic figure to attack the characters relentlessly. You can use **blue dragon wyrmling** as a stat block for this, but it is ghostly, alien looking and very weird for the characters of this campaign.

10. Ur Timescape
Ur, the capital of the Sumerian Empire. This timescape resembles the inside of a ziggurat; the stone looks ancient and dusty. There are two very intricately built statues. A DC 12 Intelligence (History) check will reveal that they are statues of Gilgamesh and Ishtar.

When the characters come close, the statues will start to move and ask the characters about their exploits, travels and adventures - magically, in their respective languages. If the characters show reverence and respect towards them, they will not attack.

On a successful Charisma (Performance or Persuasion) check (DC 15 for only one of them, or DC 20 for both of them), the statues will bestow their boons to the characters.

Gilgamesh will bestow upon them the *Blessing of Fortune* for 10 minutes. Each character can reroll one attack roll or one saving throw if they fail one. The blessing will fade away after 10 minutes.

Ishtar will bestow upon them the *Blessing of Compassion* for 10 minutes. Ishtar will heal all characters who have less than half hit points to full. The other characters who have more than half hit points will receive 1d4 on all Ability checks for 10 minutes.

If the characters somehow disrespect the statues, they will reassemble into a stone **shield guardian** and attack the characters.

11. Alexandria Timescape
This timescape resembles a library with books, tablets, scrolls written on deep hide, parchments and paper all around. There is a spectral librarian guarding this room. He will kindly warn the char-

acters in ancient Phoneician at first, then tries more languages until it finds a language it can communicate with. He still remembers the days he had as a living human and is very much aware of his undead nature. He will let the characters read any book they can read in the library as long as they behave themselves.

The DM is advised to make some of the books especially important or granting magical powers to tempt the characters into trying to steal them.

If the characters act in reverence toward the librarian, he will present them with a book from the library: A tome on dragons telling about their kinds, their natures, and their habits. This tome assumes (wrongly) that dragons were a natural race of the earth. However, the information regarding their kinds and habits are correct.

If the characters try to steal a book or act hostile towards the librarian, he will do his best to protect the library from them. You can use the stat block for **muneccim bashi** for him. If in any way the librarian is destroyed, the library starts burning profusely. The characters are spit out of the door, and the door is permanently sealed. Each character is dealt 18 (5d6) psychic damage.

12. Karakorum Timescape

This timescape resembles a nomad war tent, inside which are a skeletal undead shaman and two warriors. You can use the **druid** stat block for the shaman and **berserker** stat block for the warriors. The tent contains many sizes of drums, bottles of kumys (an alcoholic drink made from the milk of horses), some leather barding and other riding equipment for horses, longbows, and arrows.

The undead will not attack the characters but instead will want to test them in three ways:

1. **Archery:** One of the Berserkers will compete against one of the characters. Each contestant will shoot three arrows. A failed roll against AC 10 will be a miss and will net 0 points. A hit against AC 10 - 14 will hit the outer ring of the target and will yield 1 point. A hit against AC 15-19 will hit the middle ring of the target and will yield 2 points. A hit against AC 20 will hit the center ring of the target and will yield 3 points.
2. **Kumys Drinking:** The other Berserker will compete against one other character. Each contestant will start drinking Kumys and start to make Constitution checks, first against 10, then against 12, 14, 16 and so on...The last standing will win this challenge.
3. **Arcane:** The shaman himself challenges any spellcaster to a duel of magic. The damage dealt here will be non-lethal but don't reveal this information to the character.

Any use of magic in the first two challenges will result in a loss for the character. If the characters manage to win at least two challenges, the shaman makes a speech about them being brothers of the steppes and awards them with 2 potions of greater healing before they return. If the characters lose two or more challenges, the timescape ceases to exist, permanently sealing the door and spitting out the characters. Each character is dealt 18 (5d6) psychic damage.

13. Samarkand Timescape

This timescape is set in a very well lit room with a huge table in the middle. Two huge brass braziers at the side of the table and a chandelier light the room. If the characters succeed on a DC 15 Intelligence (History) check, they can understand that this timespace is designed to take place in a Persian palace. There are miniatures of infantrymen, archers, cavalry, and elephants on the table. There are vivid and quite understandable voices speaking in the background, but the owners of the voices are not present. There are three people speaking. If by skill or magic the characters can understand Persian, they will understand what the conversation is about.

The conversation is between Timur and his generals. The Persian Warlord is planning a campaign against the Ottoman Sultanate in the west. Timur mentions Beyazid the Thunderbolt's eagerness and points out that he will probably act carelessly. If the characters try to interact with them in any way, Timur will cry out: "Intruders!"

A Djinn, **nar as-samum** will appear and attack the characters. After the Djinn is defeated the voices quiet down, permanently sealing the door and spitting out the characters. Each character is dealt 18 (5d6) psychic damage. If the characters show the virtue of patience and wait until the talks end without interrupting Timur, the scene will end and the characters will appear back in reality without taking any damage. If the characters fail the Djinn fight, they are also ejected into the reality, unconscious.

Historical Note:
In the Battle of Ankara (1402) Timur defeated Bayezid and forced the Ottomans into an Interregnum Period by crowning many Shahzadahs in different cities. It is rumored that Bayezid the Thunderbolt caught Timur off guard and unprepared but didn't strike due to his understanding of honor; he fought on equal grounds and eventually lost the battle.

14. Baghdad Timescape

This timescape resembles a cemetery. There are at least ten tombstones with writing so old that it can't be read any more, but there is one larger, more important looking tombstone with an Arabic name on it. If any of the characters name out the name (Al-Musta'sim), an elderly voice will ask a riddle in Arabic: *"Tell me O young ones, tell me of that, one who is greater than the Padishah!"*

There are many answers to this question, as long as the answer is given in humility it will be considered correct.

- His wife
- His servants
- His country
- His people
- The laws
- Justice
- God

These are all answers which can be considered correct, but any answer that glorifies the person will be considered as a wrong answer. If the characters provide the voice with a correct answer, they will appear back in reality without taking any damage. If the characters give an incorrect answer, this will permanently close the portal, spitting out the characters. Each character is dealt 18 (5d6) psychic damage.

15. Beijing Timescape

If the characters can succeed at an Intelligence (History) check (DC 15, DC 13 with Stonemason's Tools proficiency) they will realize that the timescape is a Chinese palace. There is a Chinese warrior wearing full armor sitting in the room, offering the characters to sit down, chat, and have some tea. After traditionally serving tea to each character who desires to have tea with him, he asks them a philosophical question: "What is the hidden secret of the blade?"

Each character can give out one answer and the warrior, Yue Fei, will let them discuss among themselves as long as they act civilly towards him. Yue Fei doesn't expect a specifically correct answer for this, but he wants to hear about the philosophy behind their fighting and warfare tactics.

He will smile gleefully and say: "The ultimate ideal behind the art of the blade is that the blade you are holding disappears from this world. The warrior embraces everything around him. His ambitions, craving, passion, and yearning are gone. Only peace remains."

If the character can't please him in any way, he will sadly dismiss them back to the hallway. However, if they please Yue Fei, any character who partakes in the tea ceremony will be healed 10 hit points each.

16. Lhara Timescape

This timescape resembles a cave with many primitive cave paintings, white hand signs, random looking marks on the wall. A DC 15 Intelligence check followed by a Wisdom (Survival) check (DC 20 if the Intelligence check failed, DC 15 if it succeeded) will reveal these are cave writings depicting a hunt for a wooly mammoth. There are two frozen skeletons in the cave who look like the bodies of the first humans on earth, dubbed as cave people by sages. There are also two open graves by the entrance of the cave.

The characters have a chance to bury these poor souls outside the cave. If they perform such an action they will be sent back to reality peacefully. If they desecrate or harm the bodies in any way or spend too much idle time (The DM is the final judge of what can be deemed as too much), this will permanently close the portal, spitting out the characters. Each character is dealt 18 (5d6) psychic damage.

Conclusion

Babylon: There is no way to fail this timescape, if the characters somehow fail it. This means the end. There are no particular bonuses at the final battle.
Ur: If the characters revered and respected Gilgamesh and Ishtar, the dragon will only have 1 Legendary Action (Detect or Tail Attack) in each of its turns instead of 3.
Alexandria: If the characters acted kindly towards the librarian or didn't try to steal any books from the library, the dragon will have only 1 Legendary Resistance instead of 3.
Karakorum: If the characters manage to get at least 2 victories in the challenges, the Acid Breath of the dragon will only be recharged at 1-10 (10) and deal half damage.
Samarkand: If the characters manage to per-

form the virtue of patience, the dragon will have 120 hit points instead of 195 hit points.
Baghdad: If the characters manage to answer the riddle correctly, the dragon will have -2 on all saving throws.
Beijing: If the characters manage to satisfy Yue Fei with their answers, they will be immune to the dragon's Frightful Presence action.
Lhara: If the characters manage to perform the virtue of selflessness, the dragon will have -2 on its Armor Class.

Final Room: The Lost City

The door to this timescape opens only after the characters finish the other timescapes.

As the characters enter this timescape, they will be led to the pinnacle of a Ziggurat. In front of them will be skeletal remains collapsed upon very fine cloth. Between the dried bones rests a skull and atop the skull is the Crown of Sargon. If the characters try to reach out for the Crown, a roar will pierce the sky. Flying towards them will be an **adult black dragon**, swooping down to attack. The dragon will be penalized according to the previous actions of the characters.

When the dragon is defeated, the characters will be returned to reality and a translucent visage of Yutba will appear before them, angry, demanding that they leave everything they took from his lair (if the characters have taken anything - including the Crown) and leave before he appears to destroy them. A successful DC 20 Charisma (Persuasion) check is needed for the characters to talk to him, peacefully. If this happens, Yutba will briefly mention that the draconic bloodline comes from the Akkadian Empire.

If the characters wish to free Helena, another Persuasion check (DC 22) will be needed.

Yutba will remain as long as there is something to discuss and then disappear, never to return. If Yutba spots a Stargazer among the characters, he will say: "My brother Abra loves the skies as much as you do." Yutba will close all of the portals after he speaks with the characters.

If the characters manage to save Helena, she will show one last secret of the Palace of the Serpent, opening a secret door that contains a bookcase with mostly mundane books, but also two hidden magical scrolls: *scroll of wall of ice* and *scroll of teleportation*.

CHIQUE MANU

1) Odds are in our favor (Tags: Fun, Chasing) (Profession: Burglar) (Recommended Level 2)

Manu will ask the characters to guard him while he plays poker or other card games in one of the most famous casinos in Karakoy: The Casino of Ömer Lütfü. Manu will arrange a carriage for him and the characters to ride. When Manu and the characters arrive at the casino they are received as honored guests. Manu starts to play poker with a gloomy looking, dark skinned man with a short fuse. The guy keeps losing and if any of the characters are proficient in Gaming Set (Gaming Cards), they will notice that the guy, Reshad, is cheating and still losing to Manu. Manu is a great poker player and even though his opponent cheats, he keeps winning.

At one point during the game, in a flashing speed Reshad will pull out a dagger and place it on Manu's neck, terrifying all other customers. Reshad will back off to the door and the guards at the entrance, fearing for Manu's life will let him out. If the characters follow them, Reshad will force Manu into one of the empty carriages and get on it to ride it. The characters can follow the carriage with another one. The character driving the carriage will have to succeed on a Wisdom (Animal Handling) check on DC 14 to get before Reshad's carriage and stop it. If the character who drives the carriage is proficient in Vehicles (Land) this check will be made with advantage.

When caught, Reshad will put up a fight, he is a **kabadayı** and will fight until knocked unconscious or dies.

Manu will thank the characters and award them.

Reward: 200 gold pieces.

2) Killing the Shadows (Tags: Action, Funny) (Profession: Bounty Hunter) (Recommended Level 3)

The characters are invited by Chic Manu to his table during the Festival of Candles. The festival is in full swing and people everywhere are celebrating the festival. The shadowplay shows everywhere are captivating the people of the city, especially the children. When the characters join Manu, they also see that he is captivated by the show of one of the most important shadowactors of Istanbul, Mihrimah Hatun.

While the characters and Manu are discussing about how the Festival of Candles is going or another mundane subject, Mihrimah Hatun will abruptly yell out: "The Shadows are loose! They are running away!" The shadows, however, will do more than running away. They will rush towards Manu, and grab his ring, pulling it away from his finger. Then they will rush back out of the building:

> *"I love shiny things, don't you, Karagöz?"*
> *Karagöz, the Shadow, giggles, "Everyone does. You know what this smells like, Hacivat?"*
> *They both smell the ring.*
> *"Money!'" they yell simultaneously.*

Manu asks the characters to recover the ring which is very dear to him. With a successful Charisma (Persuasion) check on DC 14 the characters can learn that this ring originally belonged to Manu's grandfather, and he falsely believes his good fortunes are a result of this ring.

If the characters decide to follow the shadows, the shadows will rush outside and use a jumping ability similar to misty step spell and take the chase to the rooftops. The characters need to make a Strength (Athletics) check on DC 13 to climb to the roofs, and make a Dexterity (Acrobatics) check on DC 14 to avoid falling down. If the characters fail the Strength check, they can use another trick, but be advised; the scene is full of many people who may very well despise magic and spellcasters.

After a few minutes of chasing the shadows the characters will reach the shadows. You can use **shadow** stat blocks for Hacivat and Karagöz. Once they are dealt with, they utter their last words and vanish:

> *"I see myself in them, you know."*
> *"Unnamed, anonymous, dead. How sad."*
> *"How sad indeed, Karagöz. Look at where we ended up."*
> *"Well Hacivat, it never was your fault." He laughs.*
> *"Oh dear! The time for amusement is over!"*

The characters can bring Manu his grandfather's ring and get their rewards for this. The shadows went rogue because of a magical rebound. Mihrimah Hatun didn't steal Manu's ring on purpose.

This quest can tie into the first appearance of The Ghost of March in the Scene: The Ghost of March Shows his face.

Reward: 100 gp each if the characters bring the ring back and nothing if they don't.

Note for the Dungeon Master:

> It is traditional that these shows start with "Oh dear! Time for amusement now!" and end with Karagöz blaming Hacivat for all that has happened. The show ends with a Turkish idiom: "Sürç-ü lisan ettiysek affola." which means "Forgive us if we slurred." / "May our transgression be forgiven."
>
> You may give the original line for the last one and have your characters roll a DC 7 Intelligence (History) to realize it is the ending line of the game. If there's a Shadowactor among the characters, no roll is required.

3) Collector of Souls (Tags: Horror, Action) (Profession: Bounty Hunter) (Recommended Level 5)

> *One of the people who owed me a great deal of money handed me a very fine piece of art. A picture of a burning monastery. The children painted, who once were in front of the burning temple, are now gone, erased entirely. I can't find the man who gave it to me, or the artist who painted it. I would look for it myself. But as you know, I'm a busy man. Such an arcane potential would triple the value of this painting - and you would certainly get your cut from the sale. Do this for me, will you?"*

The art piece depicts the Terk-i Dünya Monastery that was burnt to the ground by locals because of the rumors of dark dealings of arcane nature within. The only darkness was that no one knew of the children sleeping inside while the arson was committed. The characters are to trace the painting by tracking down who burnt down the Monastery. The ruins of the Monastery are on one of the Prince Islands, a stone's throw off the coast of Istanbul.

The characters are to investigate the ruins of the monastery and the locals who remember the event. After a series of questioning they will learn that one of the surviving kids, Adem, who managed to get away from the raging fires, now resides in the isle, and paints with utter passion. He can easily be noticed as the right half of his face is covered in burn marks.

Adem (**arcane researcher**) lives in a small, destitute two story house at the outskirts of the island. The house, unkempt, smells of paint and turpentine with unfinished paintings - all depicting the burning monastery - covering the walls. Adem is quite introverted, fleeing deep into his house at the first sight of the characters. He will refuse to let the characters into his house - and rightfully so.

Adem, as a small child with so much untapped arcane power, brought to the world a **collector of souls - the naziat**. The Naziat, not visible to anyone except Adem - until it was fed with souls, corrupted the kid's mind, and led him to burn down the Monastery. Adem - noticing what he had done, managed to banish the Naziat - and fled into obscurity.

However, the Naziat returned to haunt him. It is with the Naziat's return that all the children in the painting are gone. Adem, now always seeing the Naziat in the corner of his eye, is mindful of everyone he talks to.
The naziat will strike when the characters enter the house and talk to Adem. If it manages to kill him, he will disappear from this plane, and all the kids will return back to the paintings - except for one, Adem. If the characters manage to kill the Naziat before it finishes off Adem, none of the kids will return to the painting. Instead, a man holding the hands of a young boy will appear in front of the depiction of the burning monastery. The young boy is definitely Adem, and the man's features are entirely indiscernible.

Reward: 1 pot of Marvelous Pigments; Manu will tell the characters this paint was used to paint the painting and this is all that remains of the paints.

4) Blues and Greens (Tags: Race, Fun) (Recommended Level 3)

Manu summons the characters to his manor and informs them that he needs their services one more time. He speaks of one of the oldest traditions of the city.

> *"By old, I mean millennia old. The chariot races. It used to be dealt above ground but after their fanaticism almost destroyed the previous empire, the Byzantines, the races were slowly outlawed. However, the spirit of the racing - and the actual racers and the fans, never died. For a thousand years, the races continued down in Undercity.*
>
> *The favorite teams are still the same after all this time. The Blues and Greens. They own all the best chariots and everybody bets on one of the two. I, myself, don't trust either of them - but I think this betting ring can be an incredible source of income for our operations. So, I struck a deal with the Blues this time around and you know I never lose. And do you know how I never lose? I commission people like you to make me win. Meaning you need to rig the game however you can so that the Blue chariot wins this race. Then we will divide up our earnings."*

The place where the races are held is close to the center of the Undercity. There are a few stables at the back of the horse track, the Hippodrome, where the spectral horses are placed during the times where they are not racing.

It is up to the characters to figure out how to rig the races. Both the horses and racers are spectral undead which are not hostile, but will be hindered by any slight use of any magic dealing Radiant damage. Clever use of necromancy spells is also another way to manipulate the races. The characters need to succeed at an Intelligence (Arcana) check on DC 15 to understand these facts.

If the characters fail to manipulate the undead horses or the racers, alternatively they can also rig the chariots by succeeding at a Dexterity check on DC 17. Any character proficient in the use of Wood Carver's Tools can make this check in advantage.

The DM is advised to award clever thinking as a success for this task.

Reward: 200 GP

THE GHOST OF MARCH

1) The Suspicious Eyes (Tags: Mystery) (Recommended Level 3)

While the characters are talking with The Ghost of March about how he would like to use their services for some tasks above and under the city, a Sekban officer comes in and explains that they have found a dead body within the headquarters' premises.

One of The Ghost's spellcaster officers casts speak with dead to illuminatethe murder. The dead soldier only reveals that he was killed by a man with the eyes of an eagle. The Ghost of March turns to the characters and says "Guess we will use your special set of skills right away."

The Ghost mentions a small settlement within the caves of the Undercity, populated with mutated people caused by the regular use of magic, a small village of a hundred or two. It may be a good place to start.

The village is a giant system of caves with carved houses and it hosts many Byzantine-era Greek architecture. The characters feel as if they are not welcome in the village from the whispers and side glances they receive from the locals. There are three locations they may get information from: A small tavern with no available rooms (for them); the old sacrificial area where some priests and healers attend to people's needs and where the village folk gather to pray; a small byzantine-era theater where the locals hold their entertainment events. With accurate checks they may learn the following information: (You may alter the DC depending on your wishes, or if your characters don't approach the village directly)

- (DC 8 Insight when they talk about general stuff with the locals): The Ghost of March is not the village's favorite person. Humans are not liked around here.
- (DC 10 Perception): There are no humans in this town. Many tieflings, dragonborn, half-elves, half-orcs, and others.
- (DC 20 Perception or Insight, depending on the context): Most of the people are spellcasters one way or another. If they trick the village folk that they are on their side, some locals may reveal that all of the village uses magic. Those who cannot were encouraged in the past.
- (DC 13 Persuasion or Deception with the locals, if they can convince them to talk about the village): Eve the Unchained is admired by the people and she is away on a mission.
- (DC 15 Persuasion or Deception with the locals, if the locals are convinced that the characters are to be trusted): Ehremen the Arcane was killed by the sekban officers last year. He was important to the village.
- (DC 10 Perception on multiple locations): There's no person with the eagle-eyes.

After the characters decide that their investigation is done, they will receive a message through a *sending* spell from a tiefling called Byzas, whom they encountered in the village briefly. "I want to help you, come find me at the Lake of Sukut. Beware of the ambush they set." Whoever got the message can answer back in 25 words or less.
If the characters choose to approach the Lake of Sukut - they will feel that they are being trailed by several creatures. The creatures will attack after they circle the characters a couple of times - and especially if they sense a weak spot in their composure.

The ambush consists of **3 gulyabani**, and **1 obur**. After the fight is won, they will see a heavily wounded, and worse, poisoned, Byzas on the shore of the Lake. He can't be healed. At his last breath he manages to say, "Eve. She is hateful, mournful, dangerous, bane to humanity..."

If the characters returns back to the village they can learn:

- Greenhat (an elf druid) is Eve's foster parent, but only this village knows Greenhat's loyalty to Eve. He rescued her from slavery.
- Nobody likes Byzas. He usually hangs around by the lake.

Rewards: The Ghost of March will reward them with a +1 *yatağan* and a +1 *pala*.

2) The Fruit in Chains (Tags: Mystery) (Recommended Level 3)

When they report to The Ghost of March, he will ask them to rest and continue the investigation tomorrow. If they retrieve the body of Byzas, Alemdar's subordinates will find additional clues: The poison belongs to an underground fungus and is crafted through druid magic. There are only two druids who are powerful enough, Alemdar informs them: Greenhat and Artemis. "Greenhat takes no sides. Go to him first, and make sure that he's still the pacifist he always was."

If they didn't bring Byzas's body with them, Alemdar asks for the characters to find a druid or an alchemist, possibly Greenhat, to learn about this poison. Lack of Byzas's body and the possibility of Greenhat's betrayal will lead the characters to a trap.

When they arrive at his little cabin, Greenhat is tending to a small labor of moles, feeding them and singing soothing songs in elvish. Unless they enter completely hidden, Greenhat will notice them. Greenhat is accompanied by a beautiful half-elf woman from the African regions of the empire, Eve. If the characters approach peacefully she would talk about how much she despises The Ghost, as his ideals are simply to bring the world above to the Undercity. Eve is quite frustrated with all the non-humans and spellcasters flocking under the Sekban banners. During the conversation, she is especially hostile against hu-

mans and non-spellcasters.

If the characters somehow offend her, or reveal that they are working for the Sekbans, she will assault them. The druid will not join the fight, but he will heal Eve when she drops to a low HP.

Before she drops to 0 hit points and provided that Greenhat is not murdered, she will run away while threatening the characters. "Don't follow me, or you will be dead." If the characters follow, they will be stopped by a *wall of stone* spell.

They will hear the druid say with tears in his eyes, "She's gone to the garden, to eat the fruit in chains." He will not explain what it meant, if the characters force him, he would only yield to mind altering and affecting magic.

If they return to Ghost of March, he will know where the garden is. Any Arcana or History checks will not reveal the exact location.

Rewards: 1 use of restorative ointment and a *wand of magic detection*.

3) The Garden of Eden (Tags: Mystery, Action) (Recommended Level 4)

The garden is a legendary location in the eyes of the Undercity locals. It is said to have a magical tree with one fruit only said to have unimaginable powers. It was forbidden to seek the fruit by a proclamation given to the denizens of the Undercity by Constantine IV: "Do not call forth the doom of the empire upon you, for we have the power to fill the holes we granted you with pounds of dirt."

The Ghost briefly speaks about the history of the Garden. He says:*"I have seen the garden and it is not what many claim it is. I will take you there, but be wary, this Eve is most likely not acting alone."* He then personally takes the characters to the Garden.

The garden is filled with many supporters of Eve. There are many chains and a silver-shining tree with an apple-like fruit hanging from its branches. There's a gravestone with Arabic letters and it contains the name "Ayyub al-Ansari."

Eve speaks of the freedom of non-humans and oppression the humans have caused on spellcasters. Her ideas are about the destruction of human-sovereignty and establishing a rule where non-human spellcasters control the world.
However, as the characters enter the Garden with The Ghost of March, followers of Eve flee with fear. Eve stands alone, cornered. However, she is resolute. She will look up to the sky "I accept the serpent's blessing!" she will yell, and grab the fruit.

The Ghost shakes his head.

> *"She thinks she is Eve, the first woman. Fool."*

"As the sky once banished our mother, I will banish thee." she will yell out. The fruit dies in her hand, so does the tree behind her. Her cries summon **4 tall spirits**. Eve (She is a **harem's elite blade** - hinting at her past) also joins the fray. The Ghost will allow the characters to handle the fight, advising them from the back as the fight moves on. He will interfere only if the characters are in dire straits.

After Eve is defeated, a specter appears from the gravestone near the tree: "I am Abu Ayyub. I was entombed here. It was my dying wish."

The Ghost will converse with the specter in Arabic:

> *"What is the power of the apple?"*
>
> *"I desired to understand the reason why the Prophet pointed his finger at this city. Yes, it is indeed true that this city is the capital of the old world, the shining jewel that connects all the peoples of the world. But there had to be something else that would justify bloody conquest.`` He takes one step further. "I thought it must have been this, the fruit below. But it seems I was mistaken. Now I shall depart."*
>
> *"Be at God's peace, Abu Ayyub. May your name be praised."*
>
> *The ghost looks back to The Ghost: "Before I go, promise me."*
>
> *"What is it?"*
>
> *"Don't let the city fall."*

Reward: *shield* +1 and 200 gold.



The Wonders of Creatures and the Marvels of Creation

Aja'ib al-Makhluqat wa Ghara'ib al-Mawjudat

"The moon remains bright when it doesn't avoid the night," Rumi once said. Every inch of the earth is filled with people who do not hesitate, not even once, to look at the sinister darkness under their beds, people who have left their souls to the sound compass of wisdom during the night when only the stars are visible. These people smile as they look into the eyes of the darkness and shadow, and they laugh in the face of death. Some choose to live in the heart of danger unhinged; some merely find themselves in the middle of an adventure. Some welcome death as an old friend; some desperately but ambitiously seek a way to defeat it. No matter who they are, their souls are surely beautiful in their essence. Their beauty and brilliance originate from this seemingly endless courage that they possess.

It all started with this mysterious book that I found years ago. It claimed to hold the secrets of the universe. I have met so many people who are like those I have just mentioned over the years. They all were artists who danced skillfully in the ruthless claws of death. The dusty pages of the past have been drenched with their blood and tears. You may not notice most of them, but that does not mean they are not there. They hide behind the splatters of ink describing the ancient kings; they lurk in the shadows of the last breaths of empires which rise and fall and shape the history itself. I am sure many people like them will come and go, and as a humble loremaster, I hope to be of service to these people who desire adventure more than anything.

-Osman Hamdi Bey

ARMSMASTER (OF THE PALACE)

As the Armsmaster looks upon his young troops ready to die at the will of their commanders, he is plagued by the memories of past wars. Yet behind his old facade there still lies the eager youngblood marching onto his first battle, cutting, slashing and hammering his way across the enemy lines. The wounds and the echoes of old age now bind him to his new task: to train new troops, to take care of war equipment, and supply the brave men in the heat of battle with the necessary weaponry.

Armsmaster

Medium humanoid, any alignment

Armor Class 16 (Chain Mail)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +4, Con +4.
Skills Athletics +4
Senses Passive Perception 11
Challenge 3 (700 XP)

Good Aim: The armsmaster has +2 to attack rolls made with firearms.

ACTIONS

Multiattack: The armsmaster can make two attacks with any combination.

Yatagan: *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. Hit 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.
Repeating Handgun: *Ranged Weapon Attack:* +7 to hit, range 120/300 ft., one target. Hit: 7 (1d6+3) piercing damage.
Tüfeq: *Ranged Weapon Attack:* +7 to hit, reach 250/750 ft., one target. Hit: 9 (1d8+3) piercing damage. (Reroll on a roll of 8 and add the damage)

Humbara Bomb: It can be thrown up to 40 feet as an action. Any creature within a 10 foot radius of the impact must succeed on

a DC 13 Dexterity saving throw. On a failed save they take 15 (5d6) fire damage or half as much on a successful one. Flammable objects catch fire in the radius.

ARCANE RESEARCHER

It is true that since Constantine I looked upon this beautiful city and decided to shape the earth from his reign here. The City of Crescent has been the center for not only politics and war but also occult and magic. Locals and foreigners alike, who dwell in secret arts, are drawn to this place as if there is a magnetic force pulling them. They are those who have devoted themselves to researching the enigmatic nature of magic in this beautiful city.

Arcane Researcher

Medium humanoid, any alignment

Armor Class 10
Hit Points 11(2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	11 (+0)	12 (+1)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Int +6, Wis +5.
Skills Arcana +6, History +6, Nature +6, Religion +6
Senses Passive Perception 13.
Challenge 1/8 CR (25 XP)

Spellcasting: The arcane researcher is a 2nd-level spellcaster. Its spellcasting ability is Intelligence. It has the following spells prepared.
1st Level: (3 slots) Identify, Detect Magic. Alarm.
Hoarder: The arcane researcher always has some minor trinkets of some kind for sale. The Game Master can choose 1d4 from the trinkets table for an occultist to have.

Actions

Quarterstaff: Melee Weapon Attack: +2 , reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

THE AVIANIST (OF THE PALACE)

The avianists are experts at training warbirds. They are adept at the art of stealth and subterfuge and they use mighty sparrowhawks to aid them in combat. They send our word across vast lands, see what is unseen to the eyes of earthlings, and kill with the precision of their avian partners.

The Avianist

Medium humanoid, any alignment

Armor Class 14 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +5
Skills Animal Handling +5, Perception +5, Stealth +5.
Senses Passive Perception 15, Avian Sight.
Challenge 1/2 (100 XP)

Avian Sight: While the avian companion is within one mile of the avian master, the avian master can communicate with it telepathically. Additionally, as an action, the avian master can see through its avian companion's eyes and hear what it hears until the start of its next turn, gaining the benefits of any Special Senses that the avian companion has. During this time, the avian master is deaf and blind with regard to its own senses.

Avian Companion: The avian master can use its bonus action to guide its avian companion to perform a Help action by doing a flyby attack, granting advantage on any ally's attacks.

ACTIONS

Longbow: *Ranged Weapon Attack:* +5 to hit, range 150/600 ft. one target. Hit: 7 (1d8 + 3) piercing damage.

Shortsword: *Melee Weapon Attack:* +5 to hit range 5 ft., one target. Hit: 6 (1d6 +3)

BOSTANJI-BASHI IBRAHIM OF THE BLACK HELLS

A man of African origin, he entered the direct service of the palace when Mahmoud II destroyed the Janissary. He received his nickname in the 'Happenstance of the Greatest Good' as an artillery officer, fighting for the palace, bringing what he called "black hells" to all the Janissary resistance after Alemdar and his Sekbans were defeated. He later joined the ranks of Bostanji and ascended to the leader position. He now reports to the leader of A Certain Community, Aziz Sefa Bey.



Bostanji-Bashi Ibrahim of the Black Hells

medium humanoid (human), lawful neutral

Armor Class 18 (Bostanji Armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
20 (+5)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +6, Cha +5
Skills Athletics +8, Perception +6, Survival +6
Senses Passive Perception 16
Challenge 5 (1,800 XP)

Artillery Officer Training: Ibrahim has advantage on melee attack rolls if there are allies within 5 ft. of him.
Bringer of Blackhells: Bostanji-Bashi Ibrahim has +2 to attack rolls made with ranged weapons. (Included in the attacks)
Bostanji Armor: This special armor of the palace guard makes his Armor Class 14 + Dex modifier (max 3). It can be donned and doffed in one minute and doesn't impose disadvantage on Stealth.

Actions

Multiattack: He can attack with his tüfeq and then with his Bayonet, or he can use his Great Sword two times to make an attack.

Great Sword: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) slashing damage. It is a silvered weapon. It overcomes magical resistance to bludgeoning, piercing and slashing damage.
Tüfeq: *Ranged Weapon Attack:* +9 to hit, reach 250/750 ft., one target. Hit: 8 (1d8 + 4) piercing damage. (Reroll on a roll of 8 and add the damage)
Bayonet: *Melee Weapon Attack:* +7 to hit. Reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.



BOSTANJI

The Imperial Majesty is safe under the protection of the Bostanji. Although they are the mighty imperial guard, their name Bostanji hosts a vast tradition that is a far cry from their profession as soldiers.

Bostanji means gardener, and the name stuck with the imperial guard, who stood guard in the Palace gardens, to make sure no threat would approach the Sultan. The legend says that while they stood guard, they also cultivated skills for gardening as taught by their commanders to emphasize the importance of discipline and patience.

One minute they take care of the lilies in the vast gardens of the Imperial Palaces, and the next they slash throats with their yatagan blades, and fire deadly volleys of shrapnel lead with their tüfeqs.

One other rumor is that the name Bostanji comes from the fact that they weed out the unwanted for the Padishah.

Bostanji

medium humanoid (human), any lawful alignment

Armor Class 17 (Bostanji Armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
19 (+4)	16 (+3)	14 (+2)	11 (0)	12 (+1)	11 (0)

Saving Throws Str +7, Con +5
Skills Athletics +7, Perception +4, Survival +4
Senses Passive Perception 14
Challenge 2 (450 XP)

The Palace Guard: The bostanji has advantage on melee attack rolls if there are allies within 5 ft of them.

Good Aim: The bostanji has +2 to attack rolls made with ranged weapons. (Included in the attacks)

Bostanji Armor: This special armor of the palace guard makes his Armor Class 14 + Dex modifier (max 3). It can be donned and doffed in one minute and doesn't impose disadvantage on Stealth.

Actions

Multiattack: He can make a ranged attack with his tüfeq and can make a melee weapon attack with his bayonet as a bonus action.

Tüfeq: *Ranged Weapon Attack:* +8 to hit, reach 250-750 ft. one creature. Hit: 7 (1d8+3) piercing damage. (1d8, reroll on a roll of 8 and add the damage)

Bayonet: *Melee Weapon Attack:* +7 to hit. Reach 5 ft., one target. Hit: 10 (1d6 + 4) slashing damage.

DEVOTEE

The City of Crescent is a melting pot for all religions of the world. In almost all the streets you walk, in almost all the houses you visit, you can sense a reverence for the divine, regardless of its origin. Among people are the representatives, the guides, and the clergy of these religions. They help people to make sense of the world around them and interpret the word of their religions. They take the responsibility of guiding, protecting, and serving their people by shielding them from the sins that surround them in the darkest streets. While they may not know the art of combat, their words hold great power, and some are practitioners of arcane arts.

Devotee

Medium humanoid (human), any alignment

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
11 (+0)	12 (+1)	12 (+1)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Wis +4.
Skills Religion +4, Persuasion +4.
Senses Passive Perception 12

SPECIAL TRAITS

Spellcasting The Devotee is a spellcaster. Its spellcasting ability is Charisma. It has the following spells prepared.
Cantrips *spare the dying, guidance, resistance.*
1st Level (3 slots) *bless, cure wounds, sanctuary*

Actions

Morning Star *Melee Weapon Attack:* +2 to hit. Reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage.

EPHE

Ephes, the rulebreakers. They are the anarchists of our city. You can find them in small groups, hiding in the mountains. They feel most alive when the cold winds of the mountain side brush their faces while they prey on traveling merchant caravans and fighting against the rural cast. From the eyes of the urban folk they are 'terrorists' but if you have the chance to talk to one of them, they will most probably claim that their "tireless work" is for the freedom of the people.

Ephe

Medium humanoid, any non-lawful alignment

Armor Class 17 (Splint Mail)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +3, Con +4.
Skills Athletics +5, Perception +2, Survival +2.
Senses Passive Perception 12
Challenge 2 (450 XP)

Actions

Multiattack The ephe makes two pala attacks.

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

Tüfeq *Ranged Weapon Attack:* +3 to hit, reach 250-750 ft. one creature. Hit: 5 (1d8+1) piercing damage. (1d8, reroll on a roll of 8 and add the damage)

THE TULUMBACI (THE FIREFIGHTER BRIGADE)

Thick gray smoke ascends from the streets, and so do the screams for help! Can you hear them coming to save everyone? They are the Tulumbaci. Our saviors, firefighters. They come running when the tongue of the red beast feeds on our streets and turns it into ashes. The Tulumbaci brigade's effort of putting out a fire is an iconic sight in Istanbul. They are mostly strong and in a good-shape as a result of carrying their fire fighting equipment. In the past, the Tulumbaci brigade saved the city from turning into ashes during great fires, thus the people of Istanbul regard them with respect.

Firefighter

Medium humanoid, any lawful alignment

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4
Senses Passive Perception 10
Challenge 1/2 (100 XP)

Spray Water: The tulumbaci carry large devices to spray water into fires.

Actions

Handaxe: Ranged Weapon Attack: +4 to hit, reach 20/60 ft, one creature. Hit: 4 (1d6 +2) slashing damage.



HUMBARACI (OF THE JANISSARY CORPS)

When they walk into the room, all you can smell is the overpowering stench of gunpowder. They are the masters of explosives. These elite, powerful soldiers girt their bomb-like weapon Humbara to explode their way into the most impenetrable places. They are who you call for during a siege.

Humbaraci

Medium humanoid, any alignment

Armor Class 16 (Studded Leather)
Hit Points 65 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +6, Con +4.
Skills Perception +3.
Tools Alchemist's Supplies
Senses Passive Perception 13
Challenge 3 (700 XP)

Special Traits

Damage Resistance Fire.

Expert Bomb Thrower Long range doesn't impose disadvantage on the humbaraci's ranged weapon attack rolls. It ignores half cover and three quarters cover.

Actions

Multiattack: The humbaraci makes two attacks: one with yatagan and one with bomb, or two with its yatagan.

Yatagan: *Melee Weapon Attack:* +3 to hit, reach 5 ft. one creature. Hit 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Humbara Bomb: *Ranged Weapon Attack:* +6 to hit, it can be thrown upto 40 feet as an action. Any creature within a 10 foot radius of the blast must succeed on a Dexterity saving throw (DC 13). On a failed save, they take 15 (5d6) fire damage, or half as much on a successful one. Any flammable objects in the radius catch fire. At any given time, the humbaraci carries 5 bombs.

Reactions

Fiery Explosion: The humbaraci will not give out the secret of its bombs to the enemy. As a reaction, humbaraci detonates all the bombs in its inventory. Any creature within 5 feet of the humbaraci will have to roll a DEX Saving Throw (DC 14) or take 20 fire damage per bomb left.

KABADAYI

When Istanbul's streets rumble with the powerful voice of a strong warrior declaring his courage, you might have met a Kabadayi. They care for the code and honor of the streets, protect their own, and fight if needed. They roam the streets looking for trouble, and try to prove their worth to others while constantly seeking challenges with formidable opponents. With their self-confidence and capable hands, local folk consider them highly. Although some of them are troublemakers and use their power to oppress the weak and old.



Kabadayi

Medium humanoid, any lawful alignment

Armor Class 13 (Leather Armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +5
Skills Athletics +5
Senses Passive Perception 10
Challenge 1/2 (100 XP)

Rage: The kabadayi can enter a rage using a bonus action 2 times a day. While in rage, the kabadayi has the following features:

- Has resistance to bludgeoning, piercing and slashing damage.
- +2 bonus to damage rolls with melee attacks using Strength.
- Advantage on Strength checks and Strength saving throws.

Rage lasts for 1 minute. It ends early if the kabadayi hasn't attacked against a hostile creature since its last turn or taken damage since then. He can't cast or concentrate spells while raging.

Wrath of the Vagabond: The kabadayi's rage invokes fear in the hearts of his enemies. This fear can affect a number of people equal to the kabadayi's Charisma in his direct line of sight and can be used only on the first round of combat; the targets of this effect will roll a Wisdom save (Difficulty 13) or be frightened for 1 minute. He can use this feature once per rage.

Actions

Pala: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. Hit 6 (1d6+2) slashing damage.

LALA

When you see them, greet them with respect and dignity. Be mindful that their intelligence may hide behind their frail demeanor and stately garments. They are the tutors and mentors of the Padishah and the Shahzadahs. Their vast experience equips them with a deep well of information and stories. Don't be fooled by their old exterior: almost all of them are trained to perfection in the arts of war.



Lala

Medium humanoid, any lawful

Armor Class 10
Hit Points 46 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	11 (0)	12 (+1)	18 (+4)	16 (+3)	17 (+3)

Saving Throws Int +7 Wis +6
Skills Arcana +7, History +7, Investigation +7, Nature +7, Religion +7, Insight +7, Perception +7, Persuasion +6.
Senses Passive Perception 13

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

Cantrips: Minor Illusion, Message, Guidance, Fire Bolt

1st-level (4 slots): Comprehend Languages, Detect Magic, Magic Missile, Shield

2nd-level (3 slots): Detect Thoughts, Hold Person, Suggestion

3rd-level (3 slots): Counterspell, Sending, Slow

Expert Tutor: Lala can cast Guidance as a bonus action and the spell's range is 30 ft.

Helpful Hands: The lala teaches with perfection. Lala can use his action to choose one of his allies. That ally will have advantage on the ability checks in the next 10 minutes. Also, that creature rerolls the first 1 on an ability check.

LEVENT

The City of Crescent is surrounded by sea as far as the eye can see. Many dangers await the ones who are not careful. The marine soldiers – the Levent – are here to guide you through the arduous water of Bosphorus.

Levent

Medium humanoid, any alignment

Armor Class 15 (Studded Leather)
Hit Points 33 (6d8 + 6)
Speed 40 ft. climb, move and swim

STR	DEX	CON	INT	WISH	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +5, Athletics +3, Survival +3,
Tools Vehicles (Water)
Senses Passive Perception 11
Challenge 2 (450 xp)

Cunning Action: Levents can take Dash, Disengage or Hide actions as a bonus action on their own turns.

Swashbuckling Finesse: During the levent's turn, if it makes a successful melee attack against a creature, that creature cannot make attacks of opportunity against the levent until the end of levents turn.

Actions

Multiattack: The levent makes two pala attacks: one with its main hand and one with its bonus action. Or it can make a Repeating Handgun attack as a bonus action.

Pala: Melee Weapon Attack: +5 to hit, reach 5 ft, one creature. Hit 6 (1d6 + 3) slashing damage.

Repeating Handgun: *Ranged Weapon Attack:* +5 to hit, range 120/300 ft., one target. Hit: 7 (1d6+3) piercing damage. (Reroll on a roll of 6 and add the damage)



THE MASQUERADING MERCHANT

Through the streets of the City of Crescent, merchants flow through, racing to attract customers, and with each passing day their numbers grow. With merchants, what you see is not always what you get! Under their cloaks and magical words lulling you to a purchase, something non-human may lurk beneath the surface. By all means, lift their mask if you dare! You may encounter an elf, a dwarf or a tiefling. You could even see two halflings disguised as one! Masquerading merchants roam the world above in disguises to ensure their safety from suspicious eyes. They usually sell interesting goods, gems and other riches of the Undercity or far lands. Their small knowledge in arcane matters makes them a useful guide for the daily matters of the world below. They may know the entrance to the Undercity as well as the dangers the ways possess.

Masquerading Merchant

Medium humanoid (any non-human race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

Senses Passive Perception 11
Skills Insight +3
Challenge 1/8 (25 XP)

Spellcasting The masquerading merchant is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips: *prestidigitation, mending*

1st-level (3 slots): *disguise self, goodberry*



MUNECCIM

Gaze upon the stars. See the future. Ever since ancient times, it has been a tradition to read the stars to acquire knowledge. The words of the fortune tellers and astrologers come from the ancient mathematics of stars, and rulers use them as advice. Behind the doors of Topkapi Palace, we call these insightful men 'Muneccim.' It is your call whether to believe them or not, but do not forget that among them were some who had the slight magic ability to see the misty compass of the future clearly.



Muneccim

Medium humanoid, any lawful alignment

Armor Class 10
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	11 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Wis +6
Skills Insight +6, Perception +6 Religions +6.
Senses Passive Perception 16
Challenge 1 (200 XP)

Special Traits

Spellcasting: The muneccim is a spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips: *druidcraft, guidance, prestidigitation*
1st level (4 slots): *comprehend languages, detect magic, identify*
2nd level (3 slots): *augury, detect thoughts, enhance ability, see invisibility*
3rd level (2 slot): *clairvoyance, sending*

Fortune-telling: The muneccim have the Fortune-telling feat.

Summon Zodiac Spirit: As a reaction, the muneccim can harness the power of Zodiac to help itself or its allies. Each horoscopic constellation will aid differently (these effects last for 1 hour unless stated in the description. If one creature has an active constellation on them, you can't give them another constellation):

Aries: Aries surrounds the target with energy, making the next Charisma skill check the target makes rolled with advantage.
Taurus: Taurus surrounds the target with determination, making the next Wisdom saving throw the target makes rolled with advantage.
Gemini: Gemini surrounds the target with tenacity, summoning a perfect replica of the target as an illusion, making the next ranged attack roll with disadvantage.
Cancer: Cancer surrounds the target with restraint, making the next Insight skill check the target makes rolled with advantage.
Leo: Leo surrounds the target with confidence, making the next saving throw against fear succeed automatically.
Virgo: Virgo surrounds the target with recognition, making the next Perception skill check the target makes rolled with advantage.
Libra: Libra surrounds the target with joy, summoning a spiritual armor which will give resistance to one damage type from any source or any type for 1 minute.
Scorpio: Scorpio surrounds the target with vigor, making the next Constitution saving throw the target makes against poison with advantage.
Sagittarius: Sagittarius surrounds the target with guidance, making the next ranged attack roll the target makes with advantage.
Capricorn: Capricorn surrounds the target with purpose, making the next Wisdom saving throw against any charm effect rolled with advantage.
Aquarius: Aquarius surrounds the target with mettle, making the next melee attack rolled

against them be rolled with disadvantage.
Pisces: Pisces surrounds the target with brilliance, making the target make the next Intelligence check with advantage.

The muneccim can keep only one Zodiac sign active at one given moment. It can use this ability 3 times and will regain expanded uses at a long rest.

Actions

Quarterstaff: Melee Weapon Attack: +2 to hit, reach 5 ft, one creature. Hit: 3 (1d6) bludgeoning damage.

MUNECCIM BASHI

The eyes of Muneccim Bashi can read the celestial bodies effortlessly and give you the secrets their alignments hide. For the common people, Muneccim Bashi is a force to be reckoned with. Their knowledge of magic rebound puts them at an important position and they act in accordance with the natural laws. There can only be three Muneccim Bashi working in the palace at the same time.

Muneccim Bashi

Medium humanoid, any lawful

Armor Class 15 (Mage Armor)
Hit Points 66 (12d8 +24)
Speed 30 ft.

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

Saving Throws Int +7, Wis +8
Skills Arcana +7, Perception +8 Nature +7.
Senses Passive Perception 19
Challenge 5 (1.800 xp)

Fortune-telling: The muneccim have the Fortune-telling feat.

Spellcasting: The muneccim bashi is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips: *guidance, mending, resistance, true strike*
1st level (4 slots): *comprehend languages, charm person, detect magic, identify*
2nd level (3 slots): *detect thoughts, hold person, see invisibility, suggestion, augury*
3rd level (3 slots): *clairvoyance, counterspell, slow*

Actions

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

Summon Zodiac Spirit: As a reaction, the muneccim bashi can harness the power of Zodiac to help itself or its allies. Each horoscopic constellation will aid differently (these effects last for 1 hour unless stated in the description. If one creature has an active constellation on them, you can't give them another constellation):
Aries: Aries surrounds the target with energy, making the next Charisma skill check the target makes rolled with advantage.
Taurus: Taurus surrounds the target with determination, making the next Wisdom saving throw the target makes rolled with advantage.
Gemini: Gemini surrounds the target with tenacity, summoning a perfect replica of the target as an illusion, making the next ranged attack roll with disadvantage.
Cancer: Cancer surrounds the target with restraint, making the next Insight skill check the target makes rolled with advantage.
Leo: Leo surrounds the target with confidence, making the next saving throw against fear succeed automatically.
Virgo: Virgo surrounds the target with recognition, making the next Perception skill check the target makes rolled with advantage.
Libra: Libra surrounds the target with joy, summoning a spiritual armor which will give resistance to one damage type from any source or any type for 1 minute.
Scorpio: Scorpio surrounds the target with vigor, making the next Constitution saving throw the target makes against poison with advantage.
Sagittarius: Sagittarius surrounds the target with guidance, making the next ranged attack roll the target makes with advantage.
Capricorn: Capricorn surrounds the target with purpose, making the next Wisdom sav-

ing throw against any charm effect rolled with advantage.

Aquarius: Aquarius surrounds the target with mettle, making the next melee attack rolled against them be rolled with disadvantage.

Pisces: Pisces surrounds the target with brilliance, making the target make the next Intelligence check with advantage.

The muneccim bashi can keep only three Zodiac signs active at one given moment. It can use this ability 3 times and will regain expanded uses at a long rest.

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

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

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

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

WHITE SENTINEL - AK AGHA

Go near the palace and you will see the guards staring straight into your soul guarding the gates with all their might. Their shining white garb gives them the name 'White Sentinel,' also known as the 'Ak Agha.' They are the guardian eunuchs of the Harem and among the very few that have seen its forbidden halls. There are 50 white sentinels at a given time, and if one is slain in combat somehow, another one is promoted amidst the ranks of the eunuch workers of the Palace.

White Sentinel

Medium humanoid, any lawful

Armor Class 17 (Scale Mail)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throw Str +3, Con +4.
Skills Investigation +2, Insight +2, Perception +2.
Senses Passive Perception 12
Challenge 4 (1,100 XP)

Everready: The white sentinel has advantage on all initiative rolls.

Tactical Prowess When the white sentinel makes an Investigation, Perception or Insight check they roll a d6 and add it to the result of the roll. The white sentinel can do this 3 times and regain expanded uses after a long or a short rest.

Actions

Multiattack: The white Sentinel makes two yatagan attacks.

Yatagan: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one creature. Hit 8 (1d8 + 4) slashing damage or 10 (1d10+4) slashing damage if used with both hands.

Tüfeq: *Ranged Weapon Attack:* +5 to hit, reach 250/750 ft., one target. Hit: 9 (1d8 + 3) piercing damage. (Reroll on a roll of 8 and add the damage)

Repeating Handgun: *Ranged Weapon Attack:* +5 to hit, range 120/300 ft., one target. Hit: 7 (1d6+3) piercing damage. (Reroll on a roll of 6 and add the damage)

THE IMPERIAL MILITARY (THE VICTORIOUS SOLDIERS OF THE PROPHET)

After the destruction of the Janissary Corps, Mahmoud II established a new army: Asakir-i Mansure-i Muhammediyye, meaning the Victorious Soldiers of the Prophet. They took over the old tasks of janissaries, such as law enforcement in Istanbul. Beware the soldiers of Mahmoud II: they rose from the ashes and blood which once covered up the City of Crescent, and they know at what cost they serve the throne. They know war, revolts, and coups and their consequences.

Mansur Officer

medium humanoid, lawful neutral

Armor Class 17 (Bostanji Armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
19 (+4)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Saving Throws Str +7, Con +5
Skills Athletics +7, Perception +4, Survival +4
Senses Passive Perception 14
Challenge 4 (1,100 XP)

The Law Enforcer: The Mansur officer has advantage on melee attack rolls if there are allies within 5 ft of it.
Good Aim: The Mansur officer has +2 to attack rolls made with ranged weapons.
Bostanji Armor: This special armor of the palace guard makes its Armor Class 14 + Dex modifier (max 3). It can be donned and doffed in one minute and doesn't impose disadvantage on Stealth.

Actions

Multiattack: The Mansur officer can make a ranged attack with its tüfeq and can make a melee weapon attack with his bayonet as a bonus action.
Tüfeq: *Ranged Weapon Attack:* +9 to hit, reach 250/750 ft., one target. Hit: 11 (1d8 + 4) piercing damage. (Reroll on a roll of 8 and add the damage)
Bayonet: *Melee Weapon Attack:* +7 to hit. Reach 5 ft., one target. Hit: 10 (1d6 + 4) slashing damage.

Mansur Enforcer

medium humanoid, any alignment

Armor Class 16 (Armor of Victory)
Hit Points 32 (5d10 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
17 (+3)	16 (+3)	12 (+1)	10 (0)	12 (+1)	10 (0)

Saving Throws Str +5
Skills Athletics +5, Perception +3
Senses Passive Perception 13
Challenge 1 (200 XP)

The Law Enforcer: The Mansur enforcer has advantage on melee attack rolls if there are allies within 5 ft of them.

Good Aim: The Mansur enforcer has +1 to attack rolls made with ranged weapons.

Armor of Victory: This special armor of the army makes the enforcer's Armor Class 13 + Dex modifier (max 3). It does not pose disadvantage on stealth checks. It can be donned and doffed in 1 minute.

Actions

Tüfeq: *Ranged Weapon Attack:* +6 to hit, reach 250/750 ft., one target. Hit: 9 (1d8+3) piercing damage. (Reroll on a roll of 8 and add the damage)

Bayonet: *Melee Weapon Attack:* +5 to hit. Reach 5 ft., one target. Hit: 10 (1d6 + 3) slashing damage.

Mansur Informer

medium humanoid, any alignment

Armor Class 16 (Studded Leather Armor)
Hit Points 27 (5d10)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
9 (-1)	18 (+4)	11 (+0)	16 (+3)	16 (+3)	12 (+1)

Saving Throws Dex +6, Int +5
Skills Arcana +5, Investigation +5, Medicine +5, Survival +5
Senses Passive Perception 13
Challenge 1 (200 XP)

Crime Scene Investigator: The Mansur informer has advantage on Intelligence (Investigation) checks and Wisdom (Medicine) checks at crime scenes and when dealing with bodies.

Following the Crime: The Mansur informer can take Dash, Disengage or Hide actions as a bonus action on its own turns.

Sneak Attack: The Mansur informer deals an extra d6 damage once per turn to one target when it has an advantage on the attack roll, and using a weapon with finesse ability or a ranged weapon. The Mansur informer doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Actions

Pistol: *Ranged Weapon Attack:* +6 to hit, reach 150-600 ft. one creature. Hit: 7 (1d6+4) bludgeoning damage. (Reroll on a roll of 6 and add the damage)

Rapier: *Melee Weapon Attack:* +6 to hit. Reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage.



TEŞKİLAT-I MAHSUSA (A CERTAIN COMMUNITY)

This is the national intelligence organization of the Ottoman Empire which operates in the shadows to detect and eliminate the enemies of the states, spy on everything their hands reach, and gather all the information and secrets they can collect. They act as the shadow of the throne on the streets and, if necessary, take extreme measures in eliminating threats. These certain enemies often include people who are meddling with magic in contrast to the state's interests. Spellcasting is a delicate matter, and some certain agents are well-known for their delicate touch.

Certain Agent

medium humanoid, lawful neutral

Armor Class 14 (Leather Armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws Dex +5
Skills Investigation +4, Survival +4, Stealth +5
Senses Passive Perception 12
Challenge 1 (200 xp)

Cunning Action: The certain agent can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Sneak Attack: The certain Agent deals an extra 1d6 damage once per turn to one target when it has an advantage on the attack roll, and using a weapon with finesse ability or a ranged weapon. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and it doesn't have disadvantage on the attack roll.

Actions

Silvered Scimitar: *Melee Weapon Attack:* +5 to hit. Range: 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Pistol: *Ranged Weapon Attack:* +5 to hit, range 30/90, one target. Hit: 6 (1d6+3) piercing damage. (Reroll on a roll of 6 and add the damage)



Certain Stalker

medium humanoid, lawful neutral

Armor Class 14 (Leather Armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	12 (+1)	12 (+1)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4
Skills Arcana +8, Investigation +8, Survival +4, Perception +4, Stealth +5
Senses Passive Perception 14
Challenge 3 (700 xp)

Cunning Action: The ertain stalker can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Sneak Attack: The certain stalker deals an extra 1d6 damage once per turn to one target when it has an advantage on the attack roll, and using a weapon with finesse ability or a ranged weapon. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and it doesn't have disadvantage on the attack roll.

Urban Hunter: The certain stalker has advantage on Survival or Perception checks in order to track a target in urban areas.

Mage Killer: The certain Stalker can use its reaction when a spell is cast within 5 ft. of it to make a melee weapon attack against the spellcaster. If the attack hits, the spellcaster makes the concentration save with disadvantage.

Spellcasting: The certain Stalker is a 3rd-level spellcaster (DC 14, +6 to hit with spell attacks). Its spellcasting ability is Intelligence. It has the following spells prepared:

Cantrips: *prestidigitation, minor illusion, shocking grasp*
1st level (4 slots): *absorb elements, detect magic, disguise self, sleep*
2nd level (2 slots): *alter self, darkvision, detect thoughts, invisibility*

Actions

Silvered Longsword: *Melee Weapon Attack:* +6 to hit. Range: 5 ft., one target. Hit: 8 (1d8 + 4) or 9 (1d10 + 4) slashing damage if used with both hands.

Pistol: *Ranged Weapon Attack:* +3 to hit, range 30/90, one target. Hit: 4 (1d6+1) piercing damage. (Reroll on a roll of 6 and add the damage)

HAREM

When you first step in, the faint laughter and colorful fabrics welcome you to the Harem. It's a shame you won't get to see it, as none but the Harem members and the Padishah are allowed in. However, it is said that is where the magic lives in the palace. After the blood pact between Suleiman the Magnificent and Haseki Sultan Hurrem Hatun, it became a learning ground for women with arcane powers in the realm. At least for those who prefer the palace yoke to burning at the stake, stepping out of the shadowy life of magic to find a modicum of peace in the arms of Topkapi Palace. It is called by different names by different people: "The Witch Coven", as well as "House of Miracles." While they are surely special by nature, they are also unique from one another. Besides arts and courtly intrigue, these women are also adept at knowing about the mysteries of the arcane, and they surely know how to wield a knife.

Harem Young Sorceress

Medium humanoid, any alignment

Armor Class 12
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Cha + 5, Wis +3
Skills Arcana +3, History +3
Senses Passive Perception 11
Challenge 1 (200 XP)

Spellcasting: The harem young sorceress is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips: (At will) *fire bolt, message, mage hand*
Level 1: (4 slots) *shield, sleep, mage armor*
Level 2: (3 slots) *hold person, suggestion*

Actions

Dagger: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one creature. Hit: 4 (1d4+2) piercing damage.

Fire Bolt: *Ranged Magical Attack:* +5 to hit, reach 120 ft, one creature Hit: 5 (1d10) fire damage.

Harem's Elite Blade

Medium humanoid, any alignment

Armor Class 14 (17 with Mage Armor)
Hit Points 58 (9d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Cha +7, Dex +6
Skills Acrobatics +6, Perception +4, Performance +7
Senses Passive Perception 14
Challenge 3 (700 XP)

Elite Training: While the harem elite blade isn't wearing Medium or Heavy armor or using a shield, its AC can use its Charisma modifier rather than its Dexterity modifier, and it has advantage on Constitution saving throws made to maintain concentration on a spell.

Spellcasting: The harem elite blade is a spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips: (At will) *light, mage hand, ray of frost, true strike*

Level 1: (4 slots) *expeditious retreat, grease, longstrider, mage armor*
Level 2: (3 slots) *darkvision, invisibility, suggestion*
Level 3: (2 slots) blink, nondetection

Imbued Blades: The Harem elite blade's melee weapon attacks are considered magical, and it adds its Charisma modifier to the weapon damage (included in the attacks).

Actions

Multiattack: The harem elite blade makes two attacks with its hanchar or one hanchar attack and one cantrip attack.

Hanchar: *Melee Weapon Attack:* +6 to hit, reach 5 ft (20/60 when thrown). one target. Hit: 6 (1d4+3) slashing damage.

Ray of Frost: *Ranged Spell Attack:* +7 to hit, reach 60 ft. Hit: 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of concubine elite blade's next turn.

Harem's Oracle

Medium humanoid, any alignment

Armor Class 14
Hit Points 44 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Cha +5, Wis +3
Skills Insight +3, Persuasion +5, Arcana +2
Senses Passive Perception 11
Challenge 4 (1,100 XP)

Blinding Allure: While the harem oracle is wearing no armor and wielding no shield, its AC increases by its Charisma modifier.

Spellcasting: It is a spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips: (At will) *guidance, mending, thaumaturgy*
Level 1: (3 slots) *command, healing word, sanctuary, shield of faith*
Level 2: (1 slots) *augury, locate object, zone of truth*

Actions

Quarterstaff: *Melee Weapon Attack:* +2 to hit, reach 5 ft. one target. Hit: 3 (1d6) bludgeoning damage.

Reaction

Manipulate Fate: (2/day) When she or a creature she can see makes an attack roll, a saving throw or an ability check, the oracle can cause the roll to be made with advantage or disadvantage.

THE JANISSARY REMNANTS

The dissolution of the Janissary was hard on all the men who have given their lives and generations to the cause. Some chose to be mercenaries, some wardens and some left the tough life of warfare for good, but most of them stood with the daughter of Yakup Agha, the Wolf at the Door. Today, they are named with the sultans of olden times: Mehmed I Chelebi, Osman Ghazi, Bayezid the Thunderbolt, Selim the Grim, Suleiman the Magnificent and Mehmed II Conqueror.

JANISSARY CHELEBİ

The new recruits of the Hearth. They are often young homeless children in the streets that reached adulthood only recently.

Janissary Chelebi

medium humanoid (human), any neutral alignment

Armor Class 15 (Studded Leather Armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +5
Senses Passive Perception 10
Challenge 1 (200 XP)

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage or they can force the target to make a Constitution saving throw (DC 12). On a failed save the target is stunned. It can't be used on constructs. The janissary chelebi has +2 bonus to attack rolls when making this attack. This form of attack can't be used again until the janissary chelebi finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.

Actions

Tüfeq: *Ranged Weapon Attack:* +5 to hit, reach 250/750 ft., one target. Hit: 7 (1d8+3) piercing damage. (Reroll on a roll of 8 and add the damage)

Shimshir: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Ottoman Slap: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Janissary Thunderbolt

medium humanoid (human), any neutral alignment

Armor Class 15 (Studded Leather)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
15 (+2)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Skills Acrobatics +5, Stealth +5, Perception +3, Survival +3
Senses Passive Perception 13
Challenge 2 (450 XP)

Cunning Action: Janissary thunderbolts can take Dash, Disengage or Hide actions as a bonus action on their own turns.

Thunderous Step: Janissary thunderbolts, due to their special training, have the following features:

- Their speed is increased by 10 ft. (Included in Speed).
- When they take Dash action, the Opportunity Attacks against them have disadvantage.

Sneak Attack: He deals an extra d6 damage once per turn to one target when he has an advantage on the attack roll, and using a weapon with finesse ability or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage or they can force the target to make a Constitution saving throw (DC 12). On a failed save the target is stunned. It can't be used on constructs. The Janissary thunderbolt has +2 bonus to attack rolls when making this attack. This form of attack can't be used again until the janissary thunderbolt finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.

Actions

Tüfeq: *Ranged Weapon Attack:* +5 to hit, reach 250/750 ft., one target. Hit: 7 (1d8 + 3) piercing damage. (Reroll on a roll of 8 and add the damage)

Shimshir: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Ottoman Slap: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.



Janissary Grim

medium humanoid (human), any lawful alignment

Armor Class 16 (Studded Leather Armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throw Str +5, Con +4
Skills Athletics +5, Intimidation +5
Senses Passive Perception 11
Challenge 3 (700 XP)

Grimm Strike: The janissary grim can use this feature once he hits a creature that can see him with an attack. He adds his Charisma modifier to the attack, and the target must make a Charisma saving throw (DC 13) or be frightened for 1 hour. The creature repeats this saving throw at the end of its turns, and on a success, the fear is over. The janissary grim can't use this feature again until he finishes a long rest.

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage, or they can force the target to make a Constitution saving throw (DC 12). On a failed save, the target is stunned. It can't be used on constructs. The janissary grim has +2 bonus to attack rolls when making this attack. This form of attack can't be used again until the janissary grim finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.

Actions

Multiattack: The janissary grim makes two attacks with its shimshir or once with the Ottoman Slap or tüfeq.
Shimshir: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.
Ottoman Slap: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.
Tüfeq: *Ranged Weapon Attack:* +6 to hit, reach 250/750 ft., one target. Hit: 8 (1d8 + 4) piercing damage. (Reroll on a roll of 8 and add the damage)

Janissary Magnificent

medium humanoid (human), any lawful alignment

Armor Class 16 (Studded Leather Armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +4
Skills Athletics +5,
Senses Passive Perception 12
Challenge 4 (1,100 XP)

Magnificent Strike: The janissary magnificent can use this feature once he hits a creature that can see him with an attack. He deals double damage on that attack. He can choose to use this future when he sees the damage roll. He can't use this feature until he finishes a long rest.

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage or they can force the target to make a Constitution saving throw (DC 13). On a failed save the target is stunned. It can't be used on constructs. The janissary magnificent has +2 bonus on attack rolls when making this attack. This form of attack can't be used again until the janissary magnificent finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.

Actions

Multiattack: He makes two attacks with his shimshir or one Ottoman Slap.

Shimshir: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage.

Ottoman Slap: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage.

Tüfeq: *Ranged Weapon Attack:* +6 to hit, reach 250/750 ft., one target. Hit: 10 1d8+ 4) piercing damage. (Reroll on a roll of 8 and add the damage)

Janissary Conqueror

medium humanoid (human), any lawful alignment

Armor Class 16 (Studded Leather Armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +5
Senses Passive Perception 12
Challenge 6 (2,300 XP)

Conqueror's Strike: The janissary conqueror can use this feature once he hits a creature that can see him with an attack. If the creature is above its Hit Point maximum, the target takes an extra 6d6 damage (weapon's damage type). If the creature is below half of its Hit Point maximum, it must make a Constitution saving throw. On a failed save, the target takes 8d6 damage (weapon's damage type) or half as much on a successful one. The janissary conqueror can't use this feature again until he finishes a long rest.

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage or they can force the target to make a Constitution saving throw (DC 14). On a failed save the target is stunned. It can't be used on constructs. The janissary conqueror has +3 bonus to attack rolls when making this attack. This form of attack can't be used again until the janissary Conqueror finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.
Forming the Ranks: The janissary conqueror who has another ally fighting in 5 feet will have advantage on all attack rolls.

Actions

Multiattack: The janissary conqueror can make three attacks with his shimshir: twice with one hand and once with the second or one Ottoman Slap or Tüfeq.

Shimshir: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage.
Ottoman Slap: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage.

Tüfeq: *Ranged Weapon Attack:* +7 to hit, reach 250/750 ft., one target. Hit: 10 (1d8 + 4) piercing damage. (Reroll on a roll of 8 and add the damage)

Janissary Ghazi

medium humanoid (human), any lawful alignment

Armor Class 17 (Studded Leather Armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	20 (+5)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str +6, Dex +8
Skills Acrobatics +8, Persuasion +4
Senses Passive Perception 11
Challenge 7

In the Name of Gaza: The janissary ghazi can use its bonus action to restore 1d10 + 14 Hit Points. He can't use this feature again until he finishes a short or long rest.

Expert Gunfighter: Being within 5 feet of a hostile creature doesn't impose disadvantage on its tüfeq ranged attacks.

Additionally, the janissary ghazi can reload his tüfeq with a bonus action.

Forming the Ranks: The janissary ghazi who has another ally fighting in 5 feet will have advantage on all attack rolls.

Ottoman Slap: Janissaries can use their action to make a special unarmed strike. This unarmed strike either deals 1d6 + Strength modifier bludgeoning damage or they can force the target to make a Constitution saving throw (DC 14). On a failed save the target is stunned. It can't be used on constructs. The janissary ghazi has +3 bonus to attack when making this attack. This form of attack can't be used again until the janissary ghazi finishes a long rest.

Weapon Expert: Janissaries, while using firearms, ignore half and three quarters cover.**Actions**

Multiattack: The janissary ghazi can make three attacks with its shimshir: twice with first and once with the second hand. The ghazi can make two attacks with its longbow, two attacks with its tüfeq, and can choose to make an Ottoman Slap attack instead of any other.

Tüfeq. *Ranged Weapon Attack:* +8 to hit, reach 250-750 ft. one creature. Hit: 12 (1d8 + 5) piercing damage. (Reroll on a roll of 8 and add the damage)

Longbow: *Ranged Weapon Attack:* +8 to hit, reach 150-600 ft., one creature. Hit: 9 (1d8 + 5)

Shimsir: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3)

Ottoman Slap: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

PEOPLE OF THE UNDERCITY

Sekban-ı Cedit

An elite army corps born out of a silent revolution, and a band of rebels that you should fear. Their name means the New Soldier, which is truly ironic, as the corps they came to replace, the Janissary, also meant New Soldier, but in the old language. Under the rule of Alemdar Pasha, the elite and well-disciplined Sekban-ı Cedit soldiers reigned supreme on the battlefield until they were betrayed by political machinations. Many Sekbans were crushed, but their spirit was not. Below the ground, in the Undercity, a new Sekban-ı Cedit is being formed by The Ghost of March. This time, the soldiers in the ranks belong to the races downtrodden. They follow his path whether it runs through the fertile lands kissed by the sun or the dangerous tunnels of the underground!

Sekban Musketeer

Medium humanoid, any alignment

Armor Class 15 (Studded Leather)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Skills Acrobatics +6, Perception +4
Senses Passive Perception 14
Challenge 3 (700 XP)

The Discipline of the Sekban-ı Cedit: With the training gained through discipline and the new art of war, the sekban has following benefits:

- A sekban can't be frightened.
- A sekban has +2 to attack rolls with firearms.

Expert Gunfighter: Being within 5 ft. of a hostile creature doesn't impose disadvantage on the musketeer's firearm attacks.

No Mercy: When the sekban musketeer rolls a critical hit on an attack roll, it can choose to re-roll the damage dice but must use the second roll.

Actions

Multiattack: The sekban musketeer makes two attacks, either twice with pala, twice with its repeating handgun, or once with each.

Pala: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) piercing damage.

Repeating Handgun: *Ranged Weapon Attack:* +8 to hit, range 120/300 ft., one target. Hit: 7 (1d6+4) piercing damage. (Reroll on a roll of 6 and add the damage)

Reactions

Military Training: The sekban musketeer takes half the damage from one attack on it. The sekban musketeer must be able to see the attacker to use this ability. It can use this ability once per round.

Sekban Blademaster

Medium humanoid, any alignment

Armor Class 18 (Chain Mail and Shield)
Hit Points 82 (11d8+33)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +6, Acrobatics +4, Perception +3
Senses Passive Perception 13
Challenge 4 (1,100 XP)

The Discipline of the New Order: With training gained through discipline and the new art of war, the sekban has the following benefits:

- A sekban can't be frightened.
- A sekban has +2 to attack rolls with firearms.

Blade Mastery: A melee weapon attack deals one extra die of its damage when the sekban blademaster hits with it (included in the attack)

Second Wind: The sekban blademaster has a limited well of stamina that it can draw on to protect itself from harm. On its turn, it can use a bonus action to regain hit points equal to 1d10 + 4. Once the sekban blademaster uses this feature, it must finish a short or long rest before it can use it again.

Actions

Multiattack: The sekban blademaster makes two attacks with its yatagan.

Yatagan: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 +4) slashing damage with one hand or 15 (2d10 +4) slashing damage with two hands.

Reactions

Military Training: The sekban blademaster takes half the damage from one attack on them. It must be able to see the attacker to use this ability. It may use this ability once per combat.

Sekban Spy

Medium humanoid, any alignment

Armor Class 14 (Leather Armor)
Hit Points 22 (4d8+4)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Persuasion +3, Perception +6, Stealth +8, Survival +3
Senses Passive Perception 16
Challenge 1 (200 XP)

The Discipline of the New Order: With the training gained through discipline and the new art of war, the sekban has following benefits:

- A Sekban can't be frightened.
- A Sekban has +2 to attack rolls with firearms.

Master Tracker: The sekban spy has advantage on all Wisdom (Perception) checks that rely on hearing, sight or smell.

Actions

Pala: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

Silent Repeating Handgun: *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit 6 (1d6+3) piercing damage. This handgun doesn't make a sound. (Reroll on a roll of 6 and add the damage)



Sekban Commander

medium humanoid (human), any neutral alignment

Armor Class 17 (Studded Leather)
Hit Points 129 (17d8+53)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	20 (+5)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Con +8
Skills Athletics +8, Acrobatics +9, Perception +5
Senses Passive Perception 15
Challenge 8 (3,900 XP)

The Discipline of the New Order: With the training gained through discipline and the new art of war, the sekban has following benefits:

- A sekban can't be frightened.
- A sekban has +2 to attack rolls with firearms.

Actions

Multiattack: The sekban commander makes three attacks, or two pala attacks and one repeating handgun attack.

Pala: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) piercing damage.

Repeating Handgun: *Ranged Weapon Attack:* +11 to hit, range 120/300 ft., one target. Hit: 8 (1d6+5) piercing damage. (Reroll on a roll of 8 and add the damage)

ELVEN ARCANIST

These elves have one wish only: To see the sun, or to make it shine underground. Their fear-stricken, challenging lives have bound them to the one savior who promised them salvation: The Ghost of March. With their affinity to magic, they prove to be loyal servants in the war for freedom.

Elven Arcanist

Medium humanoid, any alignment

Armor Class: 13 (16 with Mage Armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	16 (+3)	12 (+1)	19 (+4)	16 (+3)	11 (+0)

Skills Arcana +7, History +7, Perception +6 Religion +7
Saving Throws Int +7, Wis +6
Senses Darkvision 60 ft., Passive Perception 13
Challenge 4 (1,100 XP)

Fey Ancestry: The elven arcanist has advantage on saving throws against being charmed, and magic can't put it to sleep.

Trance: The elven arcanist doesn't need sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. (The common word for such meditation is trance.) While meditating, the elven arcanist can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, the elven arcanist gains the same benefit that a human does from 8 hours of sleep.

Spellcasting: The elven arcanist is a spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips: (At will) *fire bolt, mage hand, prestidigitation*
Level 1: (4 slots) *burning hands, find familiar, mage armor, magic missile*
Level 2: (3 slots) *invisibility, mirror image, scorching ray*
Level 3: (2 slots) *fireball, haste*

Actions

Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one creature. Hit: 6 (1d4+3) piercing damage.

Fire Bolt: *Ranged Magical Attack:* +5 to hit, reach 120 ft, one creature Hit: 11 (2d10) fire damage.

TIEFLING DEALMAKER

The tiefling are born in the Undercity, yet dream of a life above ground. In order to serve the cause, some seek their origins to forge a pact and become spellcasters.

Tiefling Dealmaker

Medium humanoid, any alignment

Armor Class: 15 (Studded Leather)
Hit Points: 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7
Skills History +4, Investigation +4, Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Challenge 4 (1,100 XP)

Infernal Legacy: The tiefling dealmaker knows the *thaumaturgy* cantrip at will. It can cast disguise self spell three times a day and alter self spell once a day.

Hellish Resistance: The tiefling dealmaker has resistance to fire damage.

Spellcasting: The tiefling dealmaker can cast the following spells. Its spellcasting ability is charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short rest or a long rest.
Cantrips: (at will) *eldritch blast, minor illusion, silent image*
3/short rest: (2 5th level slots) *counterspell, darkness, dimension door, fireball, expeditious retreat, hold person, invisibility, protection from energy, shield, vampiric touch*

Actions

Multiattack: The tiefling dealmaker makes

two attacks: one with pala and one with dagger.

Pala: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage.

Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. Hit: 6 (1d4+3) piercing damage.

BICHURA

The ghosts of ancient magics past...Bichura are impotent spirits, remnants of ancient spells performed by magicians from archaic times. These misshapen, deformed creatures excel at hiding. If you wish to observe them, you will require magical divination, for they cannot be detected by any mundane means. You can find them haunting the cellars and nourishing themselves from the food and beverages they find. Once I was in fact, lucky enough to see two of these misshapen monstrosities together! To my surprise, they did not look alike. The only thing they had in common was that they were both small, humanoid figures. Their faces were distorted into hybrid figures.



Bichura

Small monstrosity, neutral

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	18 (+4)	12 (+1)	6 (-2)	6 (-2)	4 (-3)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks, psychic.
Senses Passive Perception 8, Tremore Sense 60 ft.
Challenge 2 (450 XP)

Tremor Sense: The bichura can't see, but they can sense movement within 60 ft of themselves. This means bichura can't know a creature's position if it's not walking.

Remain Hidden: The bichura are always invisible from eyesight unless they are detected with divination magic. They prefer to stay hidden patiently until any kind of danger passes away and prefer not to fight if they aren't discovered.

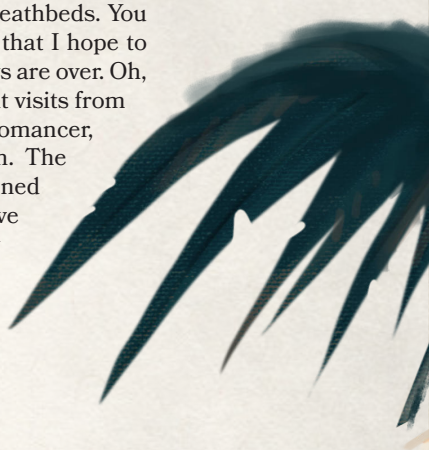
Actions

Movement of the Mind: The bichura can lift object(s) from the ground with the aid of its psychic powers and hurls it (them) away randomly. The weights of these objects shouldn't be more than 25 pounds in total and all of them must be within 30 feet to the bichura. This is a diversion tactic to scare the people away from the bichura.

Strike: *Ranged Weapon Attack:* +6 to hit, reach 30 ft., one target. Hit: 8 (1d8 + 4) Bludgeoning damage. The nichura hurls the objects lifted in more precision hitting to cause damage.

COLLECTOR OF SOULS

It is universally accepted that all living things should come to an end, whether this be peaceful or not. These creatures were once known in the holy texts as the purest angels of God; summoned or conjured by the inspiration of the holy books or by mortal death mages. These twisted arcanists, however, were slain by the very same creatures. Now the Collectors of Souls freely roam our world to honor their mission: collecting the souls of the dead. They know that they can never return back to the heavens above, if such a thing exists, so they keep serving the celestial host by collecting and feeding on the souls of the dead. Of course, the soul is a problematic concept, so there are theories on what they truly feed on, whether it is the actual soul or the arcane source. There are two kinds of Collectors of Souls: the Naziat, who go after the souls of evil arcanists, drawn by blackened energy like a moth to a flame; The other is the Nashitat, who pursue the purest of people to bring them comfort in their deathbeds. You would not be shocked if I told you that I hope to be visited by the latter when my days are over. Oh, and the undead tend to get frequent visits from them. If you are an aspiring necromancer, be very careful not to anger them. The Collectors of Souls, when summoned by a strong spellcaster, tend to have a fickle morality. They somehow serve their masters with utmost perfection and consider every opposing person as evildoers.



Collector of Soul, The Naziat

Medium celestial, lawful neutral

Armor Class 15 (Natural Armor)
Hit Points 77 (11d8 + 33)
Speed 30 ft. walk and fly

STR	DEX	CON	INT	WISH	CHA
20 (+5)	16 (+3)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Con +5, Wis +4
Skills Intimidation +5, Perception +4
Damage Resistance radiant bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened
Senses Darkvision 60 ft. Passive Perception 14
Challenge 7 (2,900 XP)

Sense the Sinner: The naziat will sense any evil alignment creature, any undead and any fiend within 60 ft. The naziat will not know the potency of their powers, but it will know their numbers in detail.

Aura of Dread: As a reaction the naziat will activate its dread aura. Any evil creature in a 10 ft. area will take 3 (1d6) radiant damage for each turn spent in the area and it can't regain hit points while they are still in this area. This aura persists for one minute and the Naziat will regain its use when it performs a short rest.

Angelic Prowess: When the naziat is subjected to any effect which allows it to make a Constitution 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.

Actions

Reaping Scythe: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit 16 (3d6+5) slashing damage. The target needs to make a Constitution save on DC 12, or the target's hit point maximum is reduced by the amount of damage taken. Lost hit points will be regained at a long rest or a greater restoration spell will cure them all. If a creature is brought to 0 HP by Reaping Scythe, the creature cannot be brought back to life with any kind of restorative magic.

End of All Things: No undead or fiend slain by the naziat will return; it will be utterly, permanently destroyed.



Collector of Soul, The Nashitat

Medium celestial, lawful good

Armor Class 15 (Breastplate)
Hit Points 99 (18d8+18)
Speed 30 ft. walk and fly

STR	DEX	CON	INT	WISH	CHA
10 (+0)	10 (+0)	12 (+1)	16 (+3)	18 (+4)	20 (+5)

Skills Medicine +7, Persuasion +8, Religion +7.
Damage Resistance all.
Damage Immunities poison and radiant.
Condition Immunities poisoned, frightened, charmed, blinded, deafened.
Senses Darkvision 60 ft. Passive Perception 14
Challenge 7 (2,900 XP)

Spellcasting: The nashitat is a spellcaster. Her spellcasting ability is wisdom. (Spell Save DC 14, +7 to hit with spell attacks) The nashitat will have the following spells prepared.

Cantrips: (at will) *guidance, light, resistance, spare the dying*

1st level: (4 slots) *bless, cure wounds, healing word, purify food and drink*
2nd level: (3 slots) *calm emotions, lesser restoration, zone of truth*
3rd level: (3 slots) *magic circle, remove curse, tongues*
4th level: (2 slots) *death ward, freedom of movement*
5th level: (1 slot) *greater restoration*

Actions

Divine Wrath: As an action, the nashitat can expend a spell slot to cause 11 (3d6 +4) radiant damage to one evil creature in its sight. If the nashitat expends a spell slot of 2nd level or higher, the extra damage is increased by 1d6 for each level above 1st.



DEVOURER OF DREAMS, ALBASTI

They will make you think before you close your eyes to sleep. In the local lore, these creatures are called "The Albasti." They dwell in the nightmares of common folk and infect people with a horrible sickness called the "Scarlet Fever." These dream eating fiends have a stunning shape that looks like a woman whose skin is covered in blood. They prey on sentient creatures and feed on their psychic energies while they sleep. I have later learned that they live close to towns and cities where people live in crowded numbers. They prefer to keep out of eyesight during the day slumbering with a belly full of psychic energies, and yet they also have the ability to pass as humanoid creatures. They use their magical skills to lure their victims to sleep and feed on their dreams by draining their psychic energies. These horrid creatures never consume normal food or water. *Keep that in mind when you intend to find out about their true nature.*



Devourer of Dreams, Albasti

Medium fiend, neutral evil

Armor Class 14 (Neutral Armor)
Hit Points 54 (8d8 + 16)
Speed 30 ft move, climb, fly

STR	DEX	CON	INT	WISH	CHA
8 (-1)	16 (+3)	14 (+2)	16 (+3)	14 (+1)	18 (+4)

Skills Deception +6, Persuasion +6, Stealth +5
Damage Resistance psychic
Condition Immunities charmed and frightened.
Senses Darkvision 60 ft, Passive Perception 12
Challenge 4 (1,100 XP)

Spellcasting: The albasti uses its Charisma as its spellcasting ability (Save difficulty 14, +6 on spell attacks). The albasti can cast these spells and require no material components.

Cantrip: *chill touch, guidance, message*
1st level. (4 slots) *disguise self, false life, sleep*
2nd level. (3 slots) *blur, detect thoughts, misty step*
3rd level (2 slots) *fear, sending*
4th level (1 slot) *confusion*
5th level (1 slot) *dream*

Alternate Forms: The albasti has two alternate forms other than the blurry original form it has. For each form change, the albasti has to spend one 1st level or above spell slot. It can shift forms as a reaction. The forms are:

Stalker Form: The albastis takes on a form that lurks in the darkness. Its skin turns dark, and it hides easier in the darkness. The albasti has advantage on Dexterity (Stealth) checks while in darkness. It can use its Dream Devour attack in this form.

Hunter Form: The albasti takes on its humanoid form. It can hide among the crowds, and fight more physically in this form.

Actions

Multiattack: The devourer of dreams can make two attacks: one with its claws and one with its bite.

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 +3) piercing damage and 3 (1d6) poison damage.

Dream Devour: +6 to hit, range 90 ft., one creature. Hit: 13 (2d8 + 4) psychic damage. It gains temporary hit points equal to the damage dealt. This form of attack can only be used against sentient, sleeping targets. If hit, the target will not gain any benefit from a long rest, nor will it gain any bonuses to AC from Dexterity or shields. Damage dealt with this form of attack will never wake the target, nor can it reduce the target's hit points below 0. If the target is reduced to 0 hit points by this attack, its body is inflicted with the Scarlet Fever. Scarlet Fever is a disease which causes the target to fall into a coma full of nightmares. Only the use of greater restoration and remove disease combined will remove Scarlet Fever.

DRAGONS

Hearing their wings soar through the sky is the most heart-racing experience one could have. The mightiest, the strongest and wisest of the creatures I know are probably the dragons, albeit their origin is still a mystery to me. While there are only two types of these noble creatures roaming around our lands, the rumor of my contemporary arcanists say that there are many different species of dragons that exist out there in the world. The first dragon I managed to track down was the Bukre. It seems that it found a liking to the Undercity of our Crescent City. Their love for a long and well spurned tale or an intricate riddle is only shadowed by their curiosity towards different cultures. The other is Abra. The serpentine creature usually dwells among the clouds, seldom descending atop towers for brief moments. It seems they found a way to feed from spell rebounds and in turn, repair the rifts torn in reality.

Abra

Large dragon, lawful neutral

Armor Class 19 (Neutral Armor)
Hit Points 452 (20d20+252)
Speed 40 ft move, 90 ft fly.

STR	DEX	CON	INT	WISH	CHA
28 (+9)	14 (+2)	28 (+9)	18 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con, 14, Wis +10, Cha +13
Skills History +10, Insight +10, Perception +16, Persuasion +13.
Damage Immunities Fire and Lightning
Senses Blindsight 120 ft. Darkvision 120 ft. Passive Perception 26
Challenge 17 (18,000 XP)

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

ACTIONS

Multiattack: Abra can use its Aura of Dread. It then makes 3 attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: 21 (2d12 + 9) piercing damage.

Claws: *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. Hit: 25 (3d10 + 9) slashing damage.

Tail Swipe: *Melee Weapon Attack:* +14 to hit, reach 15 ft., multiple creatures in the range. Hit: 19 (2d10 + 9) bludgeoning damage All targets make a Strength saving throw (DC 21) or fall prone.

Aura of Dread: Each creature of Abra's choice that is within 120 feet of it and aware of it must succeed on a Wisdom saving throw (DC 21) or become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Abra's Aura of Dread for the next 24 hours.

Breath Weapons (Recharge 5-6): Abra can use one of the following breath weapons.

Legendary Wrath: Abra exhales fire and radiant energy in a 60-foot cone. Each creature in that area must make a dexterity saving throw (DC 21) or take 32 (6d10) fire damage and 32 (6d10) radiant damage on a failed save, or half as much on (both) a successful save.

Disabling Cloud: Abra exhales gas in a 60-foot cone. Each creature in that area must succeed on a constitution saving throw (DC 21) or fall unconscious for 10 minutes unless damaged or shaken to wake up. Even if the save is made all attack rolls, saving throws and skill checks are made with a disadvantage for 10 minutes.

Shapechange: Abra magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed into the new form.

In the new form Abra retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, intelligence, wisdom and charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

of its turn.

Absorb Magical Anomaly: Abra can detect the lingering Terrestrial Repercussion effect of any rebound magic and can feed and heal itself by canceling that effect. Abra heals itself by 25 hit points when absorbing this effect. If Abra is at maximum hit points, instead Abra gains 25 temporary hit points. Abra can feed from a Terrestrial Repercussion effect remotely and it can be as far as six miles away.
Tail Swipe: (Costs 2 Actions) Abra makes a tail swipe attack.
Wing Attack: (Cost 2 Actions) Abra beats its wings. Each creature within 10 feet of Abra must succeed on a dexterity saving throw (DC 18) or take 15 (2d6+9) bludgeoning damage and be knocked prone. Abra can fly up to half its flying speed.



Bukre

Tiny dragon, neutral good or neutral evil

Armor Class 13
Hit Points 21 (6d4 +6)
Speed 20 ft., fly 70 ft.

STR	DEX	CON	INT	WISH	CHA
4 (-3)	17 (+3)	13 (+1)	12 (+1)	14 (+2)	15 (+2)

Skills Arcana +2, History +2, Perception +4.
Senses Darkvision 60 ft. Passive Perception 14
Challenge 1/4 (50 XP)

Heightened Senses: The bukre has advantage on wisdom checks that rely on sight, hearing or smell.

Magical Resistance: The bukre has advantage on saving throws against spells and other magical effects.

Ancient Understanding: The bukre can speak and understand any language.

Telepathy: The bukre can magically communicate anything with any sentient creature within 100 feet of it.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d4+3) piercing damage and the target creature must succeed on a Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

KARBUGA

We don't know when and where these sad and miserable creatures first appeared, but they have been around since ancient times. They are the transformed remnants of the people who somehow exposed themselves to way too many frost spells. It looks as if a simple winter spirit possesses the body just before it dies, and it forms a pact with the person; with this pact comes the Karbuga. It is named after the Turkish words "the snow princess," and yet they are not necessarily all female. You can see them working in small groups only on snowy days. It is rumored that when it snows, they are impossible to kill.



Karbuga

Medium monstrosity, neutral good or neutral evil

Armor Class 13 (Natural Armor)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Damage Immunities cold
Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons.
Senses Darkvision 60 ft., Passive Perception 12
Challenge 2 (400 XP)

Drain Heat: Any creature in direct sight of the karbuga will feel chilled and any natural fire smaller than the size of a large bonfire will blow out.

Terrain Camouflage: The karbuga has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Cold Embrace: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d8+5) cold damage. The karbuga caresses the body of its target with the back of its hand, and everything it touches freezes.

Icicle Breath (Recharge on 4-6): The karbuga exhales a blast of freezing wind and icicles in a 20-foot cone. Each creature in that area must make a Dexterity saving throw (DC 12) or take 20 (5d8) cold damage on a failed save, or half as much damage on a successful one.

GULYABANI:

The ones with unfinished business...These undead creatures are the remains of the people who died with hatred besieging their souls. This hatred is so strong that their mere touch is frost. Unfortunately, the constant sorrow that encompasses the lives of City of Crescent folk causes the Gulyabani to be a very common threat we must face.

Gulyabani

Medium Hollow Undead, neutral evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunity poison
Condition Immunity charmed, exhaustion, poisoned.
Senses Darkvision 60 ft, passive perception 10
Challenge 1 (200 XP)

Actions

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft, one creature Hit: 9 (2d6 + 2) piercing damage.

Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one creature. If a creature is hit with this attack, it must succeed on a Constitution save (DC 10) or be paralyzed 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 successful save.

PLAGUE STRICKEN

Smelly, sickly, disgusting hyenas! You can find them creeping about our city from continuous wars, famine, and sickness. To find sustenance, these bloated misshapen creatures feed off the bodies of fallen soldiers, leftover dead of plague victims or even dug up graves to find . Their taste for human rotten carcasses is only rivaled by their rage and hatred against the living. Each plague stricken is made up of thousands of tiny, body infesting semi-sentient arcane wormlings controlling the muscle tissue of the deceased. These parasitic worms exist, breed, and multiply inside corpses of the dead killed by arcane means.

Plague Stricken - Semi Sentient

Medium Aberration, Neutral

Armor Class 11 (Neutral Armor)
Hit Points 17 (2d8 +8)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	7 (-2)	19 (+4)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Resistances necrotic.
Damage Immunities poison.
Condition Immunities poisoned.
Senses Passive Perception 9
Challenge 1/2 (100 XP)

Coated with Ichor: A creature that touches the plague stricken or hits it with a melee attack while within 5 feet of it takes 2 (1d4) poison damage and must succeed on a Strength saving throw (DC 11) to keep its weapon. The creature can reroll this saving throw to pull back a weapon stuck in plague stricken ichor.

Horrid Crawlers: Any creature who strikes plague stricken with a slashing or a piercing weapon from 5 feet will be infested with worms. To avoid this the creature needs to roll a Dexterity (Acrobatics) check on DC 12. The worms will deal 1 point of necrotic damage to the creature infested each round unless the creature uses an action to remove them. Multiple worms deal more than 1 necrotic damage each round but all can be removed with one action. If a creature drops to 0 HP with this effect the creature will raise as a **sentient plague stricken** in the next 24 hours.

Eternal Vigor: The plague stricken will regain 1d4 hit points every 1 hour, provided it has at least 1 hit point left.

Actions

Pummel: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) bludgeoning damage and 2 (1d4) poison damage.



Plague Stricken - Sentient

Medium Aberration, Neutral

Armor Class 14 (Neutral Armor)
Hit Points 64 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	10 (+0)	19 (+4)	12 (+1)	14 (+2)	12 (+1)

Skills Athletics +5, Insight +5, Perception +5.
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks, necrotic.
Damage Immunities poison.
Condition Immunities poisoned.
Senses Passive Perception 15
Challenge 2 (200 XP)

Coated with Ichor: A creature that touches the plague stricken or hits it with a melee attack while within 5 feet of it takes 4 (2d4) poison damage and must succeed on a Strength saving throw (DC 11) to keep its weapon. The creature can reroll this saving throw to pull back a weapon stuck in plague stricken iw.

Horrid Crawlers: Any creature strikes the plague stricken with a slashing or a piercing weapon from 5 feet will be infested with the worms. The worms will deal 1 point of necrotic damage to the creature infested each round unless the creature uses an action to remove them. If a creature drops to 0 HP with this effect the creature will raise as a sentient plague stricken in the next 24 hours.

Eternal Vigor: The plague stricken will regain 2d4 hit points every 1 hour, provided it has at least 1 hit point left.

Telepathic Command: Each round of combat the sentient plague stricken can use its reaction to utter a telepathic command to a semi-sentient plague stricken. The semi-sentient plague stricken can add d4 to its next attack roll, saving throw or ability check. A semi-sentient plague stricken can benefit from one d4 die.

Actions

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



SCAVANGER

Those sneaky little creatures. Well, these scavengers are usually found in sewers, garbage dumps, graveyards, cave systems, and any other place that humanity doesn't disturb them. You can recognize them by their small nature and dirty skin. They excel in stealth and are expert thieves. They steal and sell anything that they can move. It is said that they are the descendants of cave dwellers who were corrupted by the magical artifacts they hoarded. Scavengers are a pretty common nuisance; they are absolutely everywhere in an urban environment.

Scavenger

Small fey, neutral evil

Armor Class 14
Hit Points 9 (2d6 +2)
Speed 25 ft.

STR	DEX	CON	INT	WISH	CHA
8 (-1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +8 Sleight of Hand +8
Senses Darkvision 60 ft., Passive Perception 11.
Challenge 1/4 (50 XP)

Cunning Strike: Scavengers know how to strike subtly and exploit their enemies' distraction. Once per turn, the scavenger can deal an extra 1d6 damage to one creature it hits if it hits it with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Swift Stealth: Scavengers act quick when they are on the run. Scavengers can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage or Hide actions.

Actions

Pala: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit 7 (1d6+4) slashing damage.

Shortbow: *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one creature. Hit 7 (1d6+4) piercing damage.

THE COUNCIL OF THE NINTH LIFE

Check your pockets! Is everything still there? If not, it seems like you've met the Cats of the Ninth Life. They are the tingling breath behind your neck, the small paw slipping inside your pockets.

These cute yet vicious thieves are a guild of cats. Though these cats you would not want to pet. While some have moral codes to not steal from everyone, some just don't care. Therefore, keep your belongings close and your coin pouch closer. They are just one purr away from relieving you of your valuables.

Their origins date back to old times–no one actually knows exactly–but stories talk about druids who meddled with cities and advancement of technology with magic. That invoked intelligence and wisdom in the minds of some cats.

In the council there are only cats who reached their ninth life because when some make an irreparable mistake, their days of meowing would come to an abrupt end.

Cat Burglar

Tiny beast, any alignment

Armor Class 18
Hit Points 21 (6d4 + 6)
Speed 40 ft. 20 ft. Climb

STR	DEX	CON	INT	WISH	CHA
6 (-2)	28 (+8)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Skills Acrobatics +10, Sleight of Hand +10, Stealth +10, Perception +2
Tools Thieves' Tools +10
Senses Darkvision 60 ft. Passive Perception 12
Challenge 2 (450 XP)

Keen Smell: The cat burglar has advantage on Wisdom (Perception) checks that rely on smell.

Cunning Action: The cat burglar can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Sneak Attack: Once per turn the cat burglar can deal extra 7 (2d6) damage to one creature it hits with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon. The cat burglar doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapaciated, and the cat burglar doesn't have disadvantage on the attack roll.

Nine Lives: The members of the cat guild have a mystical ability that keeps them alive. When a cat is reduced to 0 hit points but not killed outright, it can drop to 1 hit points instead. A cat can use this trait an unlimited number of times but each time after the first requires a Constitution saving throw. The second saving throw is rolled against difficulty 15, the third 20, the fourth 25 and so on.

Actions

Dagger: *Melee Weapon Attack:* +10 to hit, reach 5 ft. one target. Hit: 10 (1d4+8) piercing damage.

Blowgun: *Ranged Weapon Attack:* +10 to hit, 25 ft. one target. Hit: 1 (1) piercing damage. The dart is coated with a poison called felinkin. A creature subjected to this poison must succeed on a constitution saving throw (Difficulty 8) or be poisoned for 10 minutes. If the saving throw fails by 3 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or another creature takes a turn to shake it awake.

Reactions

Fortunate Soul: When the cat burglar rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

Cat Saberpaw

tiny/small beast, any alignment

Armor Class 18
Hit Points 21 (6d4+9) // 30 (6d6+9)
Speed 40 ft. 20 ft. Climb

STR	DEX	CON	INT	WISH	CHA
6 (-2)	28 (+8)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth, +10
Senses Darkvision 60 ft. Passive Perception 13
Challenge 2 (450 XP)

Enlarge: As a reaction, the cat saberpaw can change its size into a Small humanoid-cat hybrid. Its size becomes Small and its hit dice, and hit points, change. The saberpaw uses its Dexterity to perform its attacks. If the cat saberpaw's hit points drop to 0 in either form, the cat saberpaw dies (if its Nine Lives are spent), it does not revert to another form.

Ambushing Leap: If the cat saberpaw moves at least 20 feet straight towards a creature and then hits with an attack on the same turn, that attack is considered a critical if it hits.

Keen Hearing, Smell and Eyesight: The saberpaw has advantage on Wisdom (Perception) checks that rely on hearing, smell or eyesight.

Nine Lives: The members of the cat guild have a mystical ability that keeps them alive. When a cat is reduced to 0 hit points but not killed outright, it can drop to 1 hit points instead. A cat can use this trait an unlimited number of times but each time after the first requires a constitution saving throw. The second saving throw is rolled against difficulty 15, the third 20, the fourth 25 and so on.

Actions

Multiattack: The cat saberpaw can attack three times: twice with its claws and once with its bite in its hybrid cat form.

Claw: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 5 (1d8 +3) slashing damage.

Bite: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 8 (1d10 +3) piercing damage.

Reactions

Fortunate Soul: When the cat saberpaw rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

Cat Spook

Tiny beast, any alignment

Armor Class 18
Hit Points 20 (8d4)
Speed 40 ft. 20 ft. Climb

STR	DEX	CON	INT	WISH	CHA
6 (-2)	28 (+8)	10 (+0)	14 (+2)	10 (+0)	13 (+1)

Skills Stealth +10 Perception +2
Senses Darkvision 60 ft. Passive Perception 12
Challenge 1 (200 XP)

Naturally Hidden: The cat spook is always considered stealthed against hostile detection: even in conditions where it can't use an action or a bonus action to perform hide action, it is considered hidden (DC 15 to detect).

Keen Smell: The cat spook has advantage on Wisdom (Perception) checks that rely on smell.

Cunning Action: The cat spook can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Spellcasting: The cat spook has these magical abilities and requires no components to cast:
At Will: *minor illusion, prestidigitation, fog cloud*
3/day: *darkness, knock, misty step*
1/day: *invisibility, pass without trace*

Nine Lives: The members of the cat guild have a mystical ability that keeps them alive. When a cat is reduced to 0 hit points but not killed outright, it can drop to 1 hit points instead. A cat can use this trait an unlimited number of times but each time after the first

requires a constitution saving throw. The second saving throw is rolled against difficulty 15, the third 20, the fourth 25 and so on.

Actions

Dagger: *Melee Weapon Attack:* +10 to hit, reach 5 ft. one target. Hit: 10 (1d4+8) piercing damage.

Blowgun: *Ranged Weapon Attack:* +10 to hit, 25 ft. one target. Hit: 1 (1) piercing damage. The dart is coated with a poison called felinkin. A creature subjected to this poison must succeed on a Constitution saving throw (DC 8) or be poisoned for 10 minutes. If the saving throw fails by 3 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or another creature takes a turn to shake it awake.

Reactions

Fortunate Soul: When the cat spook rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

Cat Officer

Tiny beast, any alignment

Armor Class 18
Hit Points 30 (12d4)
Speed 40 ft. 20 ft. Climb

STR	DEX	CON	INT	WISH	CHA
6 (-2)	28 (+8)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +11, Int +4
Skills Acrobatics +11, Intimidation +5 Perception +3 Sleight of Hand +11, Stealth +11
Senses Superior Darkvision 120 ft.
Passive Perception 13
Challenge 5 (1,800 XP)

Special Traits

Keen Smell: The cat officer has advantage on perception checks that rely on smell.

Cunning Action: The cat officer can take a bonus action on each of its turns in combat. This action can be used only to take a Dash, Disengage, or Hide action.

Evasion: If the cat officer is subjected to an effect that allows it to make a Dexterity saving throw to take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack: Once per turn the cat officer can deal extra 14 (4d6) damage to one creature it hits with an attack if it has advantage on the attack roll. The attack must use a finesse or a ranged weapon. The cat officer doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapaciated and the cat officer doesn't have disadvantage on the attack roll.

Nine Lives: The members of the cat guild have a mystical ability that keeps them alive. When a cat is reduced to 0 hit points but not killed outright, it can drop to 1 hit points instead. A cat can use this trait an unlimited number of times but each time after the first requires a constitution saving throw. The second saving throw is rolled against difficulty 15, the third 20, the fourth 25 and so on.

Actions

Multiattack: The cat officer makes three attacks with its two palas. Twice with the first, once with the second.

Pala: *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 11 (1d6+8) piercing damage.

Short Bow: *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit 11 (1d6+8) piercing damage.

Reactions

Uncanny Dodge: The cat officer halves the damage that it takes from an attack that hits it. It must be able to see the attacker.

Fortunate Soul: When the cat officer rolls a 1 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.



OBUR, SPIRIT OF GLUTTONY

Riding through foreign and fiercely hostile lands, the fighters of the First Crusade have found no respite in the lands of Anatolia. The feelings of greed, frustration, and hatred, mixed with a crippling hunger, forced them to take drastic measures. Using arcane powers to cannibalize their enemies and their own in the Siege of Ma'arra, the fighters were turned into a form of proto-vampire; the Obur. The Obur devour their prey, preferably while they are still alive. They can communicate with sentient life and may use their blood to spawn forth other Obur from captured prey.

Obur, The Sprit of Gluttony

Medium fey, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 82 (11d8 + 33)
Speed 25 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Str +6, Con +5
Senses Darkvision 60 ft. Passive Perception 12.
Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical attacks.
Condition Immunities Charmed, Exhausted, Poisoned.
Challenge 3 (700 XP)

Ichor Carapace: The obur has a hard carapace-like skin, coated with acidic ichor. When a creature touches the obur or hits it with a melee attack while within 5 feet of it, the creature takes 3 (1d6) acid damage.

Actions

Extended Tongue: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d6+4) piercing damage and the target must succeed on a Constitution save (DC 12) or take 9 (3d6) poison damage and become poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns to break free from this effect. The target is also grappled (Escape DC16). Until the grapple ends, the target is restrained, and the obur can't bite another target.

Swallow Whole: The obur makes another attack against a medium or smaller target it is already grappling. If this attack hits, the target is swallowed, and the grapple condition ends. The swallowed target is blinded and restrained, it has cover against attacks and other effects outside the obur, and it takes 15 (5d6) acid damage at the start of the obur's turns. The obur can have only one target swallowed at a time. If the obur dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

MUNQUR, STEALER OF FACES

It would be the greatest horror, seeing someone else wearing your face while you take your final breaths. The Munqur, the faceless... It is believed that the munqur were created by sorceresses of old searching for beauty. They spend their magic and time on mirrors, marbles, stones... It resulted in the rise of munqur, searching and collecting the most beautiful faces. They believe the emptiness of their hearts will be filled with the faces of the living. These monstrous creatures carefully cut the faces of their prey, dead or alive, and sew them together on their bodies. The stolen faces sewn together still have voices and keep suffering. They are a dreadful bunch, and I hope I never encounter one.



Stealer of Faces

Medium construct, neutral evil

Armor Class 14
Hit Points 68 (10d8 +20)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	15 (+2)

Skills Stealth +6
Condition Immunities charmed, blinded, deafened.
Senses Tremorsense 60 ft. Passive Perception 12
Challenge 5 (1,800 XP)

Howls of Madness: The stealer of faces has a crudely sewn cloth made of faces that howl and scream at any creature in close proximity. Any creature within 15 ft to the stealer of faces will have to make a Wisdom saving throw (DC 15) or get frightened.

Hunter of Fear: Any attack the stealer of faces does against a creature under the frightened condition will have advantage.

Absorb Fear: When the stealer of faces attacks a frightened opponent for the first time, it deals 12 (4d6) necrotic damage and heals its wounds for as much damage it deals. If the stealer of faces has maximum hit points, it gains 10 temporary hit points.

Actions

Multiattack: The stealer of faces makes two claw attacks.

Dreadful Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one living creature. Hit: 7 (1d6+4) slashing damage. The creature who is hit with any of these claw attacks needs to make a Constitution saving throw (DC 12) or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

AYCHURA, THE TALL SPIRIT

Not all undead are vile creatures. Some are the results of rebound transmutation or alteration magic cast on the corpses of the pure. Aychura is one such undead, filled with the will to punish the sinners who hurt innocent animals and children. Aychura, known as "The Tall Spirit" by the locals, is a slender and tall humanoid undead creature with no features on its face. With skin pale as white, disturbingly long and whip-like extremities, they are known to strangle the villainous with long, whip-like arms. The oddest thing these creatures have is that all of them carry only one piece of clothing, mostly in the form of a long, red, flowing, cloth scarf.



Tall Spirit

Medium Hollow Undead, Neutral Evil

Armor Class 12
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WISH	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Intuition, +2.
Damage Resistances necrotic, bludgeoning, piercing and slashing from nonmagical weapons.
Damage Immunities poison
Condition Immunities exhaustion and poisoned.
Senses Darkvisin 60 ft. Passive Perception 13.
Challenge 3 (700 XP)

Sunlight Sensitivity: While in sunlight, the aychura has disadvantage on all attack rolls, as well as on all perception checks that rely on sight.

Actions

Multiattack: The aychura makes two attacks: one with each of its long arms. If it has a creature grappled with its arm, it replaces one arm attack with a bite attack.

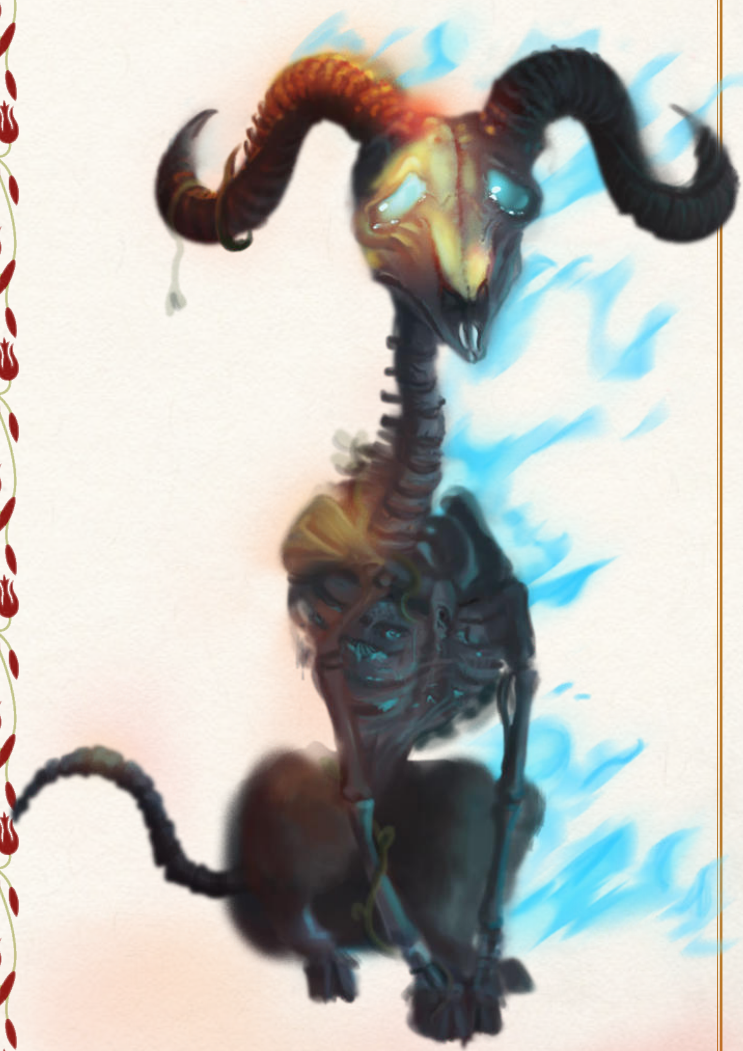
Strangling Attack: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. Hit: 8 (2d6+4) bludgeoning damage. The aychura goes for the throat, grappling its target. The target is grappled (Escape DC16), and until the grapple ends the aychura can't grapple another target with this arm.

Pounding Attack: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 11 (3d6 + 4) bludgeoning damage. The aychura pummels its enemy by gathering its arm into a hammer-like weapon.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) piercing damage.

YA'IS

You must have heard those soul crushing screams the mothers let out when their children die. Or the pain that comes out of a man who has lost his beloved. Sometimes, when the pain is too much and the agony is too powerful, the mourner will let loose an ominous energy. From that dark and swirling energy Ya'is are born. These undead creatures have a corrupted sense of death, filled with anger towards anything that lives. Yet, they are immensely afraid of cats, which are accepted as the guardians of the gates of death in many cultures.



Ya'is

Medium undead, chaotic evil

Armor Class 13
Hit Points 66 (12d8+12)
Speed 30 ft. move and fly

STR	DEX	CON	INT	WISH	CHA
3 (-4)	19 (+4)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +6, Cha +4.
Skills Stealth +5
Damage Vulnerability radiant
Damage Resistance acid, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical attacks.
Damage Immunities cold, poison necrotic.
Condition Immunities exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained.
Senses Darkvision 120 ft., Passive Perception 12.
Challenge 4 (1,100 XP)

Incorporeal: The ya'is can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Remain in Shadows: While in total darkness, the ya'is can take the Hide action as a bonus action and will have advantage in dim light conditions.

Sensitive to Light: While in bright light, the ya'is has disadvantage on attack rolls, as well as perception checks that rely on sight.

Actions

Shadow Embrace: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 9 (2d6 +4) necrotic damage. The ya'is gains temporary hit points equal to the damage dealt.

Sorrowful Scream: As an action, the ya'is can utter a horrific scream. Creatures within 30 ft. of the ya'is must succeed a Wisdom saving throw (DC 12) or take 9 (2d8) psychic damage and gain -1 penalty to attack rolls, ability checks and saving throws. On a successful save, they take half damage and suffer no penalty.

DJINNKIND

Darkness. Shadow. Unknown. Madness. When you feel uneasy in the night, when you feel watched from dark corners, when darkness lurks in your dreams and a vicious shadow sits on your heart, you know what stalks you. You know what lies in the dark: the djinns. They are the firstborn of madness, showing humanity their own dark side.

The Holy Bible identified them as demons, and the Holy Quran gave them a name: Djinn. "Cin" in Turkish, these creatures are very dangerous and fickle. They are a unique kind, dwelling in a world parallel to our own–The Al-Ghaib, or the Unseen.

According to legend, some archmages plotted to pierce the veil separating this world and the Plane of Al Ghaib, of which they believed is the source of arcane energy, in turn transmuting themselves into Djinns. Others claim that the Djinn are the result of magical instability caused by potent spells, which slowly drive arcanists insane and ultimately trap them into the Al-Ghaib.

Regardless of their origin, djinns are mostly shapeless and very difficult to detect when they decide not to be apparent. When they wish to gain a form, they look like your worst nightmares. They mostly have multiple eyes, a multitude of each limb, and sometimes multiple heads. They have ethereal looking skins, as if they were specters. However, do not be mistaken: They are very much alive.

Most of them operate in the world by possessing the mind and souls of the weak-willed, in order to anchor their presence in this plane. They are mostly evil, villainous, perhaps simply chaotic at their best. Some desire destruction; some vengeance on humans; some enjoy crushing people's souls; and a very few may prefer to strike deals with the occupants of this plane. In this region of the world, there are people who summon djinns through religious rituals, magic and by speaking their real names. It is important to know a djinn's name, as names have power.

POSSESSION FOR THE DJINN

A djinn may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw. The DC is determined according to the djinn's Proficiency + Charisma bonus + 8. Some djinns may use a different stat for possession but saving throws are always Charisma based For example, a djinn with a proficiency bonus of 2 and a charisma of 16 will have the DC of 13. A creature must succeed on a DC13 to avoid possession.

EXORCISM SACRAMENT

Although there is a spell called exorcize the djinni, some djinns are exceptionally powerful for such a spell. In these situations, a ritual must be performed by at least 2 individuals other than the possessed person in order to exorcize the djinn. The ritual takes 1 hour to perform. Whereabouts of the ritual must not be in total darkness: at least dim light is needed around the possessed body and the participants of the ritual.

Requirements:

- Talisman of Warding (Musqa)
- Holy Water
- A beloved keepsake of the possessed person
- The promise of a friend
- The blood of an enemy
- The touch of an innocent

Whoever leads the ritual must concentrate as if concentrating on a spell. The other participants must choose a way to contribute to the process of the exorcism: such as praying, offering a sacrifice, casting spells, or other ways. Then they roll an appropriate check. Here are some examples:

- Praying: Religion check.
- Performing a song or a poem: Performance check
- Casting a spell, such as protection from evil and good or bless: Spellcasting ability check.
- Offering a sacrifice: Persuasion check.

The DM must set a different difficulty for the ritual and these acts. The ritual's end difficulty is determined by the power of the djinn. Stronger djinns mean harder to exorcize.

After every successful check the end difficulty for the exorcism is lowered by 1, and by every failed check it is increased by 1. At the end of the ritual, the leader must roll a spellcasting ability check. If the person is not a spellcaster, they can use Wisdom.

For example, there's a djinn with an exorcizing DC 12, and a bard character performs a song about the great Solomon; they must succeed on a DC 10 Charisma (Performance) check. By succeeding, they reduce the difficulty for the exorcism by 1 (in this example from 12 to 11). The paladin offers his own trinket from a saint and must succeed on a DC 10 Persuasion check. On a success, DC is lowered to 10. The leader of the ritual, a wizard character, rolls a spellcasting ability check against DC 10. On a success, the djinn is exorcized.

DJINNSTRUCK

Whenever a humanoid gets in direct contact with a djinn they will be under the effects of Djinnstruck. With an Intelligence (Arcana) check (DC 15) a creature may reverse the effects of the Djinnstruck. Also Lay on Hands (10), Lesser Restoration or powerful spells like Remove Curse, Greater Restoration also ends the curse.

Djinnstruck creatures will have:

- Impartial speech or speaking in Djinnspeak (GM's choice).
- Inability to control some of the basic muscle movements.
- Inability to control what they are saying. When they try to speak they will inevitably name one of the Djinnlord's name within a sentence.

Names of the Powerful Djinns

Shamhuresh
Nar-As Samum
Zaw'baw'ah
Abu Said
Abu Al Aswad
Abu Mihriz
Abu Al Harid

NAME OF THE DJINN

It is important to know a djinn's name, as they contain power. If you know a djinn's full and real name you may have some power on the djinn.

- When you utter the real name and a command sentence with it, the djinn must make a Charisma saving throw against your spell save DC. If you don't have one, your Charisma modifier will be used to calculate one. On a failed save, the djinn will fulfill your command. On a matter of success (or after the compilation of your command) a djinn is immuned to this for the next 24 hours.
- Without issuing a command you may try to communicate with a djinn. When you utter their name and say nothing afterwards, the djinns are compelled to listen. Depending on the kind, you may strike a deal with them.

Some example djinn names

Djinnnames

Name	Meaning
Ahger	Fire
Maraz	Sickness, Trouble
Farazi	Imagined
Taran	Darkness
Azihe	Lie
Gufl	Unclear, uncertain
Anber-nisar	The one that smells good
Behajat	Beautiful
Belagi	The one talks sweet.
Asude	Silent

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to non-magical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Higher Challenge would provide better changes.

LESSER DJINN - CHOR:

Oh, these... The fetid offspring of the djinn and human. The Chor... The first person to fornicate with a djinn was a priest; that is why most religious people who know that such things exist, hunt them with fervor. In the ancient texts, it is said that there once was an era when the Chor were common but now, they are hunted down to extinction. According to people of the cloth who have dwelled in the arcane, the existence of a Chor is a sin in itself and these vile creatures must be terminated on sight. Priests mostly employ bounty hunters and adventurers to hunt down

any remnants of the Chor. They have the ability to phase into other dimensions and bring some of the madness of those dimensions with them. It is said that each time a Chor shifts dimensions, its appearance becomes slightly altered. Nowadays, it is said that they live in the most hidden corners of the cities and dwell among other creatures such as scavengers.

Chor

Medium djinn, lawful evil

Armor Class 13
Hit Points 28 (5d8+5)
Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WISH	CHA
16 (+3)	17 (+3)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +5
Senses Darkvision 60 ft. Passive Perception 10
Challenge 3 (700 XP)

Possession (Recharge 6): The chor may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or is possessed by the chor. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental scores will be the djinni's).

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Djinnstruck: Also, if a creature contacts a djinn in any way, the creature will have the following effects.

- Impartial speech or speaking gibberish (DM's choice)
- Inability to control basic muscle movements.
- Inability to control what they are saying. When they try to speak they will name one of the djinnlord's name during a sentence.

Actions

Burning Touch: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit 8 (2d6 +3) necrotic damage. The touch of chor has a draining effect: the target creature has to make a Constitution save (DC 8) or get 1 level of exhaustion for each hit.



LESSER DJINN, THE SOUL WHISPERER

Have you ever felt you were sharing your thoughts with someone else? Have you ever heard an answer coming from deep down, only to realize that it was not your own thoughts that answered? You might have been a target for a soul whisperer, a low-class among the Djinnkind. There are many of them, searching for targets among the humanoids, to feed on deep dark secrets.

The Soul Whisperer

medium djinn, chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft. fly 50 ft.

STR	DEX	CON	INT	WISH	CHA
3 (-4)	15 (+2)	12 (+1)	14 (+2)	10 (0)	17 (+3)

Saving Throws Cha +5
Skills Persuasion +5
Senses Passive Perception 10. Darkvision 60 ft.
Challenge 1 (200 XP)

Possession (Recharge 6): The soul whisperer may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or is possessed by the Soul Whisperer. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental scores will be djinnis).

Form of the Ghaib. While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Djinnstruck: Also, if a creature contacts a djinn in any way the creature will have the following effects.

- Impartial speech or speaking gibberish (DM's choice)
- Inability to control basic muscle movements.
- Inability to control what they are saying. When they try to speak they will name one of the djinnlord's name during a sentence.

Innate Spellcasting: The soul whisperer's spell save DC is 13 and has a +5 spell attack bonus.
At will: *firebolt*
1/day: *invisibility, charm person*

Actions

Claw Attack: *Melee Weapon Attack:* +4 to hit. Reach: 5 ft., one target. Hit: 7 (2d4 + 2) psychic damage.

Maddening Whispers (1/day): The soul whisperer chooses a creature within 30 ft. of it that can at least understand one language and can hear. That creature is forced to make a Charisma saving throw (DC 13). On a failed save, the creature falls under the effects of the djinnstruck and is frightened of a specific object or creature that the soul whisperer chooses. If the spell fails by 5 or more, the creature's alignment shifts. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this feature has no effect. The effect disappears after three days.

SHIVEKAR, THE SILVER TONGUE:

The beautiful, silver-tongued shivekar, the most talkative of the Djinnkind. Their whispers sound like a beautiful song, their wishes are orders for the common folk. They may take special forms, which appear as beautiful women amidst mists, to seduce, for their own benefit. Be very careful when dealing with the shivekar–you may be manipulated and lose something dear, including your life, or worse, your body.

The Silver Tongue

Medium djinn, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	14 (+2)	11 (+0)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Charisma +5
Skills Persuasion +5, Deception +5
Damage Immunities psychic
Senses Passive Perception 12
Challenge 1 (200 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Possession: The silver tongue may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or be possessed by the silver tongue. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental ability scores will be djinn's).

Actions

Deadly Claws: *Melee spell attack:* +5 to hit. 1d6 + 3 psychic damage.

Charming Glance: The silver tongue attempts to charm a male creature within 30 feet of her with a look. If that creature and silver tongue can see each other, the creature must succeed on a wisdom save (DC 13) or be charmed for 1 hour. The creature will act friendly towards the silver tongue and never turn hostile if treated kindly enough.

THE WICKED SHADE

Be very careful when you see one: the wicked shade enjoys people fleeing in fear. They may strike you as a handsome divine being in their Ghaib form, but they seek menacing deeds. They stir fear in the hearts and evil in good. They mostly try to push people into the pits of fear and evil.

The Wicked Shade

Medium djinn, chaotic evil

Armor Class 12
Hit Points 27 (5d8+5)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Charisma +5
Skills Deception +5, Intimidation +5
Damage Immunities psychic
Senses Passive Perception 10
Challenge 1 (200 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.

Possession: The wicked shade may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or be possessed by the wicked shade. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental ability scores will be djinn's).

Actions

Touch of Evil: *Melee Weapon Attack:* +5 to hit. 1d6 psychic damage.

Touch of Madness: The wicked shade can force the creature it touches into making a Charisma saving throw (DC 13), if the target fails it will have disadvantage on its next saving throw.

Intimidating Glance: The wicked shade attempts to frighten a creature within 30 feet of it with a look. If that creature and the wicked shade can see each other, the creature must succeed on a Wisdom saving throw (DC 13) or be frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wicked shade's Intimidating Glance for the next 24 hours.

THE HORRORIST

Horror stories, possessions, tales by the fire starring a supernatural evil...All have ties to the Horrorist, speaking through the mouths of the people it possessed. They enjoy the horrors and madness people suffer. They see madness as the pinnacle of a mind.

The Horrorist

Medium djinn, chaotic evil

Armor Class 13
Hit Points 71 (13d8+13)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
14 (+2)	13 (+3)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Charisma +5
Skills Arcana +4, History +4 Insight +4 Perception +4
Damage Immunities psychic
Senses Passive Perception 14
Challenge 1 (200 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Possession: The horrorist may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or be possessed by the horrorist. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental ability scores will be djinn's).

Innate Spellcasting: Charisma is his spellcasting modifier. DC 13.
At will: *vicious mockery, evil eye*
1/day: *bane, sleep*

Actions

III Word: The horrorist can choose a creature within 30 ft. of him and force that creature into making a Charisma saving throw (DC 13). On a failed save the creature will be frightened.

Story of Enthrallment: The horrorist can spin a tale that every listener will listen to, leaving worries of the world behind. Every listener will have to roll a Wisdom saving throw (Difficulty 13) or be forced to listen to the tale the horrorist spins until the story ends. Any hostile activity will break the desire to listen to the tale.

THE ROT BRINGER - SHAMHURESH

Shamhuresh are the ones to be particularly careful of. They deliver arcane diseases to humans. Even their mere touch causes pestilence. They enjoy desperation, and the vulnerability of the sick.

Shamhuresh

Medium djinn, chaotic evil

Armor Class 12
Hit Points 93 (11d10 +44)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
17 (+3)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +7, Wis +4
Skills Medicine +4
Damage Immunities psychic
Senses Passive Perception 11
Challenge 6 (2,300 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Possession: The shamhuresh may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or is possessed by the rot bringner. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental ability scores will be djinn's).

Magical Resistance: The shamhuresh has advantage on saving throws against spells and other magical effects.

Aura of Infection: A strong and mind boggling disease emanates from the shamhuresh in an aura with a 30-foot radius. Any non-Djinni creature in that area can't use reactions against it.

Actions

Multiattack: The shamhuresh makes two attacks.

Infectious Touch: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6+3) necrotic damage. If the target is a living creature, it must succeed on a Constitution saving throw (DC 14) or become diseased. While diseased this way, the target takes 9 (2d8) necrotic damage at the start of each of its turns. The target can repeat the saving throw at the end of its turns, ending the disease on a success.

Infectious Cloud: A 60-foot radius cloud of disease extends from the shamhuresh. Each living creature in the area must succeed on a constitution saving throw (DC 14) or become diseased. While diseased in this way, a living creature's speed is halved and can't use bonus actions. A target can repeat this saving throw at the end of its turns ending the disease on a success.

NAR-AS SAMUM - THE BLAZING RAGE

The Djinni of the Nar-as Samum caste are the ones who have control over the element of fire. They are one of the most feared types of Djinni. They have a very short fuse and are quite easy to anger. They see fire as a means of total control and enjoy seeing people who are afraid of power. They are usually the main reason for the oft-repeated tale that "djinns are made of fire."

Nar-as Samum

Medium djinn, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 94 (11d10+33)
Speed 40 ft.

STR	DEX	CON	INT	WISH	CHA
10 (+0)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

Damage Immunities psychic
Damage Resistances: piercing, slashin and bludgeoning attacks from non-magical weapons.
Skills Perception +3, Survival +3
Senses Passive Perception 13
Challenge 6 (2,300 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

Possession (Recharge 6) The djinn may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or be possessed by the djinn. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental scores will be djinnis).

Burning Aura: A creature that touches the nar-as samum or hits it with a melee attack while within 5 ft. of it takes 6 (1d12) fire damage.

Burning Bright: The nar-as samum sheds a bright light in a 20-foot radius and dim light in an additional 20 ft.

Actions

Multiattack: The nar-as samum can make two attacks in any combination.

Flaming Touch: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 10 (2d6 +3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 6 (1d12) fire damage at the start of each of its turns.

Flame Bolt: *Ranged Spell Attack:* +5 to hit, reach 120 ft., one target. Hit 14 (2d10+3) fire damage.

ZAWBAW'AH-

These djinns have a liking for the winds and air. They enjoy the echoes and screams carried within. As the messengers of chaos, they seek to cause destruction with the power they harness.

Zawbaw'ah

Medium djinn, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 85 (9d12 + 27)
Speed 35 ft. 70 ft. fly

STR	DEX	CON	INT	WISH	CHA
18 (+4)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	12 (+1)

Damage Immunities psychic
Senses Passive Perception 11
Challenge 4 (1,100 XP)

Form of the Ghaib: While not possessing a creature, a djinn is in its Ghaib form. While in this form has the following benefits:

- It has advantage on Dexterity (Stealth) checks and it is counted as invisible in dim light and darkness.
- It has resistance to nonmagical attacks.
- It can move through solid objects but if it ends its turn in an object, it takes 5 (1d10) damage.
- It can use its action to transform its body according to its will. Stronger djinni can make more drastic changes.

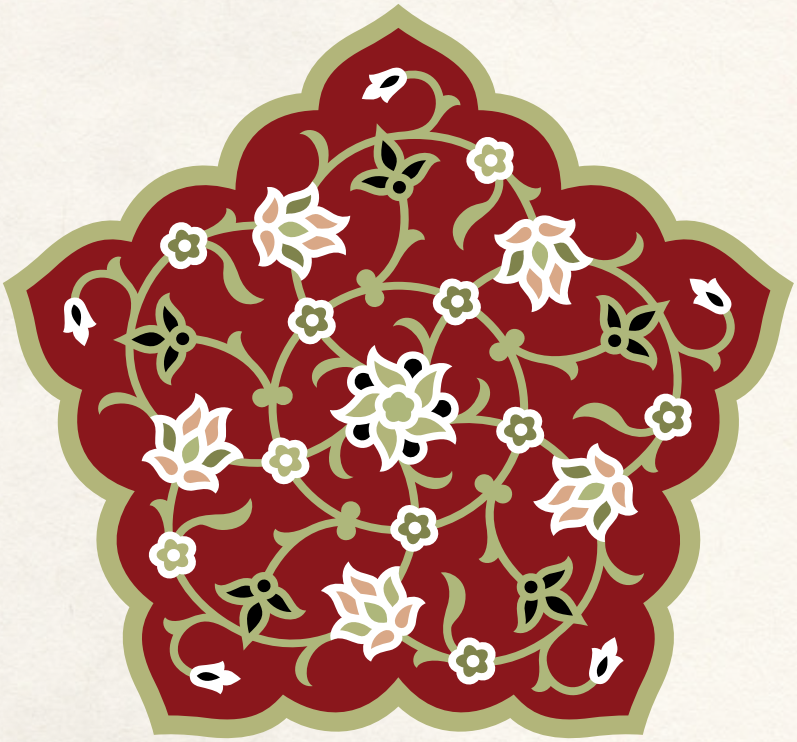
Possession (Recharge 6): The djinn may try to possess a creature within 5 ft. of it. The creature makes a Charisma saving throw (DC 13) or be possessed by the djinn. The djinn may choose which ability score to use after possessing the creature (only physical ability scores, the mental scores will be djinnis).

Onslaught: Winds push the zawbaw'ah towards its enemies. As a bonus action, the zawbaw'ah can move up to its speed towards a hostile creature that it can see.

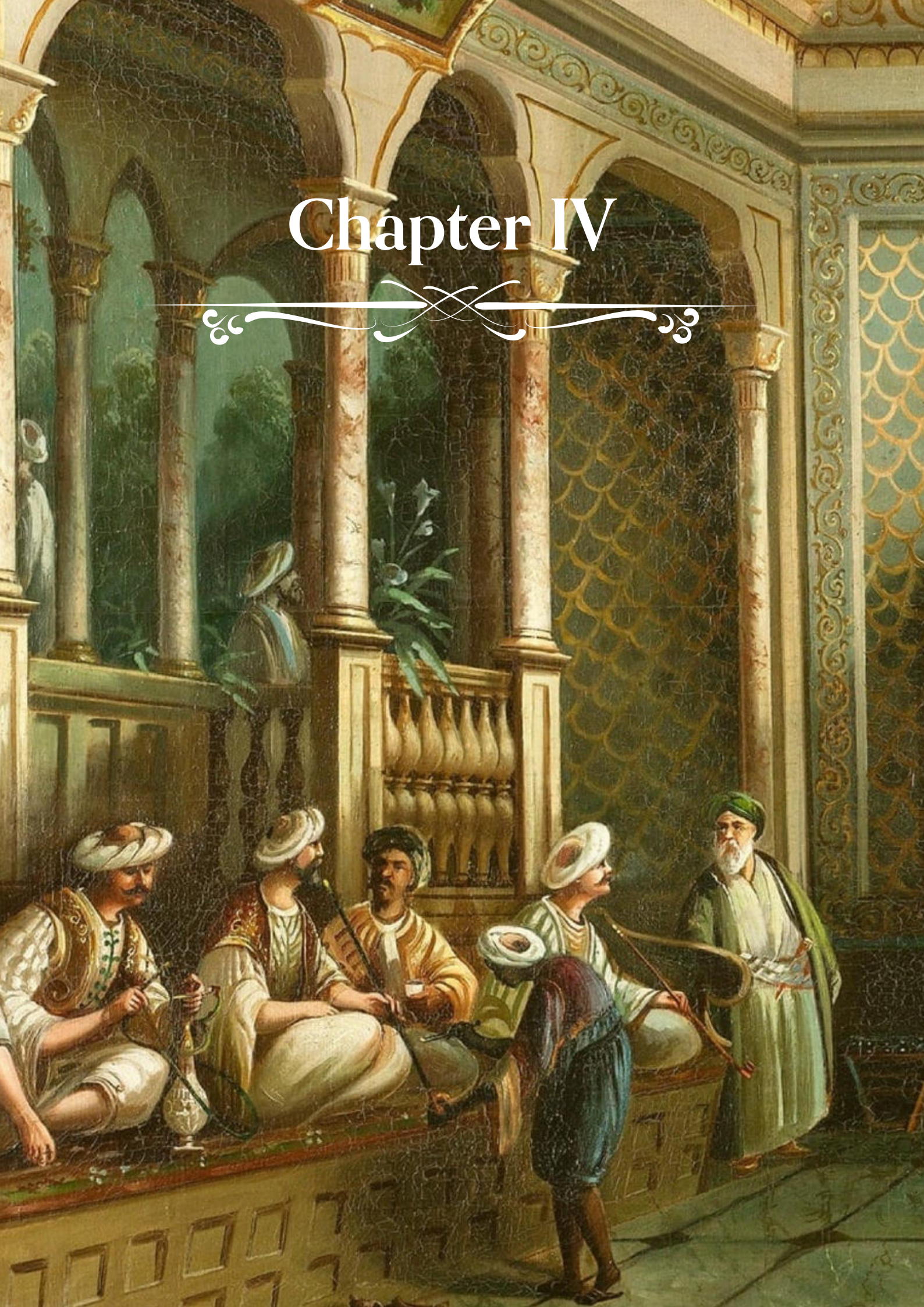
Windy Aura: Creatures that start their turn within 5 feet of the zawbaw'ah must make a dexterity saving throw (Difficulty 14) or take 8 (1d6+4) lightning damage on a failed save, or half as much damage on a successful one.

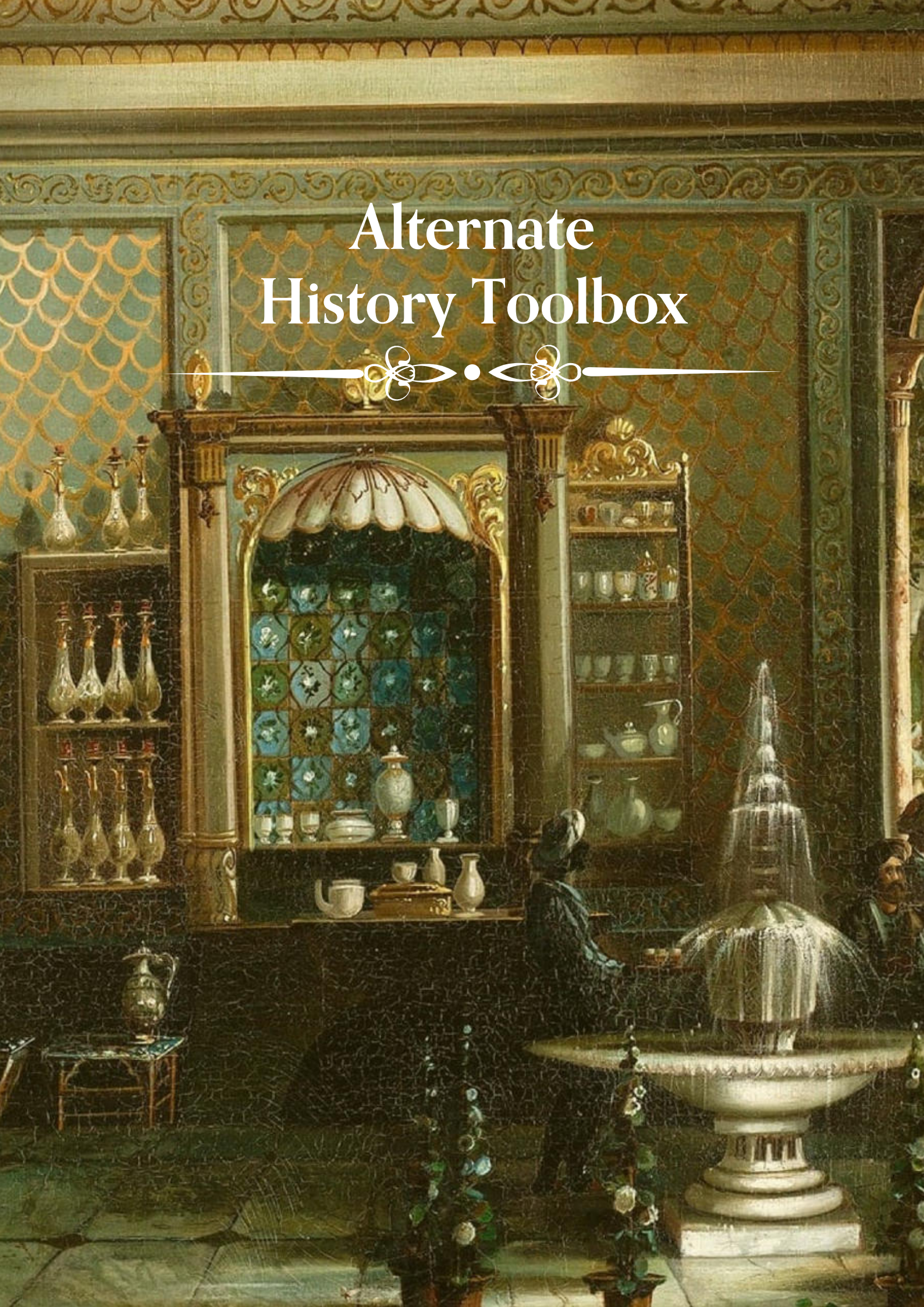
Actions

Wind Touch: *Melee Weapon Attack:* +6 to hit, reach 5 ft. one creature. Hit: 10 (1d10+4) slashing damage. Additionally the target must succeed on a wisdom saving throw (Difficulty 13) or take 3 (1d6) lightning damage.



Chapter IV





Alternate History Toolbox

Alternate History Toolbox

Introduction

Adopting a historical narrative to the magical nature of role-playing games brings many questions out of their hiding places onto the operating table. To ensure that players experience the combination of the touch of history with the influence of magic is an important goal for our team. In the prior pages of Historica Arcanum, you will see the answers to the queries made here and the steps we followed to create a 19th-century Ottoman campaign setting. This section of the book is intended to help the players create a historical campaign set in D&D 5th edition rules and mechanics.

In this part of the book, there are ideas, options, choices, and recommendations on how to adapt history's fickle fabric into the vast reaches of magical realms filled with dragons, beasts, and monstrosities. These queries were made during the baby steps of our project and were extended to create better examples for different situations and timelines. By using the ideas and choices presented to you in this book, you can reach a more universal set of rules about how history can be embraced into the familiar frames of D&D 5th edition. The new campaign setting will have its necessary rules about the magic system, about monsters, and about any concrete fact that a campaign setting will have.

The Alternate History Toolbox is designed to answer the queries of a setting's most basic requirements:

- How to accept history from a magical perspective?
- How do magic, magic users, and magical items fit into a historical setting?
- How can countries, historical events, and figures be accepted from a magical perspective?
- How do we fit magical monstrosities and playable non-human races in a historical period?
- How do we acknowledge a specific timeline in our campaign setting?

Step I: What does the era look like?

Do people use firearms?
Was gunpowder ever invented?
How did the people deal with war, plague, and famine?
How were the religions in your time and location performed, and how popular were they?
Were the people superstitious or not?

These are the questions you need to answer in order to build your game in your desired era. With the aid of this information, you will be able to build on your monsters, your empires, your magic system, your special equipment, and the rest of the essentials of a setting.

We have created an exhaustive list at the end of the questions for you to use as a cheat sheet for your world building.

Now, let's start with a little example. What are the general political powers during the era?

1258 CE. *Baghdad: The Jewel of the East* –The Mongol Hordes are marching swiftly. The House of Wisdom, the center of philosophy and science, is in dire straits! You can prepare your game framed around this conflict and easily use the thematic caress of the era.

After deciding on the scene of the world, you have to determine the great powers and factions of this era, for they will hold great importance while you make the creative decisions regarding magic and other D&D narrative elements and mechanics. We will continue with the Baghdad example here:

Faction	Description
The Loyalists	Caliph Al-Mustasim is the leader of the Caliphate, and his followers are following the ideal: "The Mongols should not pass!" They concentrate on finding out the weaknesses in their own defenses, and determine and weed out the traitors among their own ranks to make the House of Wisdom safer.
The Pragmatists	The Pragmatists defend the idea that the Mongolian Horde cannot be stopped. They believe that for the sake of the Caliphate and the city, a peace treaty with the Khan of Mongols must be sought after.

These two factions will introduce the main conflict into our game. Let's make it more exciting and upset this one-on-one balance with additional factions:

The Infiltrators	These Mongol agents, and the traitors to the Caliphate, were convinced, hired, or somehow influenced by the Mongol Horde. They knowingly or unknowingly, willingly or unwillingly, desire to lay waste to Baghdad and secure a decisive victory for the Mongolian Horde.
The Assassins	The dreaded killers that are loyal to Hasan-i Sabbah. They work for whoever pays them or may work in the favor of the leader's grand schemes. They assassinate important officials to create disorder among the local forces.

At this moment you have to ask yourself several questions. How are the relationships between the Infiltrators and Pragmatists? Have the Infiltrators infiltrated The Loyalists? Do they just want to simply conquer the city, or do they just want to pillage and destroy it? As a teaser for our upcoming step, we will ask another question: Are they loyal to the Great Khan, or are they loyal to an insidious and scheming spymaster who has another, ulterior motive?

The Assassins are added to spice up the setting. This faction both fits the historical setting we are going to build our roots in and also supplies us with a neutral faction that deals with dirty business; thus, we can expand our setting further. Plenty of other historical settings need a thieves guild or an assassins guild to spice up the nightlife.

Step II: Creating the Dramatis Personae

Now that the stage is set, let's place the actors. To form a historical setting, you should consider this era's important crafts and political standings.

All the factions need leaders. You will have to determine the loyalties and sincerity of these leaders. In the Baghdad example, the leader of the Loyalists obviously may be the Caliph himself, or you can place another important commander instead depending on your chosen era. These factions also need commanders, spies, warriors, generals, advisors, and other important roles that you have to fill. You can either choose them from what you have in the real history of the era, or you can also create your own NPCs for these roles.

For your NPCs, you will have to consider these five factors:

1. The NPCs need to have a sound purpose. If they strive to become the leader of a faction, they will have to act according to their goals. Your NPCs should develop and improve throughout the game. They have to develop, evolve, and grow as time passes. They shouldn't be the same people at the beginning and at the end of the game.

2. All NPCs should have a Kryptonite: this may be a character flaw, a chink in the armor, a nemesis...NPC's shouldn't be invincible. Great stories are made by allowing players to take on historical figures, and figuring out their Achilles' heels.

3. You should never forget that NPCs are also living entities, too. This means that there should be a plot besides what the players can immediately see. As time marches on, and the game progresses, the NPCs should act in the background and pursue their own goals.

4. Apart from feats of historical significance, your NPCs should have actual lives, too. Your players should be able to find them in

places where they historically should be. In any case, the assassination of Julius Caesar would make a great story for a Rome-themed campaign. Your NPCs shouldn't be stand-alone characters who appear when there is a problem and disappear when the problems are solved by your characters.

5. They are NPCs, but they aren't you, so you shouldn't get too attached to them. They may die, be imprisoned, or sent to exile. Many other misfortunes may happen to them. Let the actions and role-playing style of your players decide the outcome of the story.

Let's say that you want to use Genghis Khan as an NPC, but he isn't alive during your chosen era, how do you use him?

- You can use him! But you need to justify his existence in that era. You can say that he was blessed with a prolonged lifespan, was brought back to life, or was summoned through time as long as you can justify his existence in your era.

- You can bend the timeline according to your wishes. Most historic stories use this method anyway. What matters is that for your story, the other NPCs, historical events, and everything else are just tools. Therefore, Genghis Khan can be alive during the Siege of Baghdad as long as you set the reason on a logical structure.

You can always get help from the setting's magic system and create your own special mix of NPCs. You can summon a NPC from and into a different timeline; you can use the ghost of a historically important character and use it as a source of information. But you have to remember that many of the magical solutions for such things are more suitable for settings with High Magic systems; for Low Magic systems, these neither will be logical nor suitable.

You will have to consider the sources of the power(s) of your NPCs; did magic come naturally, or did they have to work hard for it? Do they perform magic? Do they benefit from the use of magical items? If they don't dabble in magic, how tolerant towards magic are they in a world filled with magical wonders? This also is an important query for the leaders, generals, and all other historically important figures.

- They are magic users.

They can be from spellcaster classes, or they may have innate magical abilities. This way you can give them the ability to shape things with their magical powers. They can act as powerful villains or serve as wise advisors to the characters. Magic gives additional perspective to the characters, they can achieve what most ordinary people fail at.

Let's say that Genghis Khan has some magic to support his already powerful military prowess. With the aid of magic, he can read the minds of his enemies, manipulate the battlefield with enchantment magic or plan his campaigns fueled by his divination powers.

- They have knowledge of arcane matters, and they use magical items.

Having an understanding of the arcane offers NPCs an edge in planning their schemes. They may seek out powerful and useful magical items, use them to control the crowds, events, and even their enemies. They can predict how the magic users behave and have a much better understanding of how the world actually works.

Let's say Hassan-i Sabbah uses magical potions, staves, and rings. He enchants his assassins with magics that let them fear death no more. He probably is aware of the dangers that magic users possess to his area of influence and seeks out items that nullify and counter such magic users.

- They are not magic users but they are aware of arcane matters.

Such NPCs can be plain warriors or may seem weak if compared to magic performing ones. But you shouldn't forget that these NPCs are in power in such a setting with High Magic for some reason. These are some explanations for this query:

- They are just regular people from non-spellcasting classes.

This means that they may just be strong in a physical way. They are probably skilled fighters, fearless barbarians, or sneaky rogues. Their level of skill gives them a fighting chance against NPCs with magical powers.

- Their natural charisma and/or intelligence aid them.

They understand how magic and magic users perform. They are smart, and when they speak, people tend to listen to them. They perfectly understand matters of the arcane but for reasons only known to the Dungeon Master, they do not use it. They understand the weak spots of the magic users and instead of magic, they use their sharp wit and natural charisma.

- They are not magic users and they do not know anything about arcane matters.

This is a really tricky choice. Important political and military figures who are ignorant of matters of the arcane need to be built more intricately.

Are they puppets?

If yes, who is it that pulls their strings? This may require a different set of political structures to be built. How do such people stay in power? You can answer this query with the above choice easily. They are natural leaders and use their wits on matters of the mundane world efficiently. They probably brought prosperity to their areas of influence or they performed admirably in a situation where only their tactics brought success. It is very important to decide the relations of magic users and mundane folk.

Step III: Magic System and Supernatural Creatures

Most roleplaying games are based on magic, and your game is no different. You will have to integrate these concepts and facts into your setting. You will have to look at the list of spells and choose the ones that fit into your game or create new spells. You will have to find a way for the tiefling, the dragonborn, or the other exotic races to fit in among the crowd.

Let's continue with the Baghdad example. How will you adjust your magic and races? Your possible queries about magic's scarcity and rules about spellcasting will be examined in later steps with further details.

Options for magic:

- Let's say that the setting is a Low Magic one. Due to Abrahamic religions' rules, performing magic is mostly considered a sin, and magic users are outlawed. In such a setting the spellcasters have retreated into the underground.

- If the setting is High Magic, then magic will probably be mixed with society and historical narrative. You must make your players feel that magic always existed within the pages of history. Genghis Khan's shamans predicted the future, or maybe the spirit of Remus used the barbarians in order to take revenge on descendants of Romulus. In High Magic settings, spells and spellcasters are mostly accepted by society in some way.

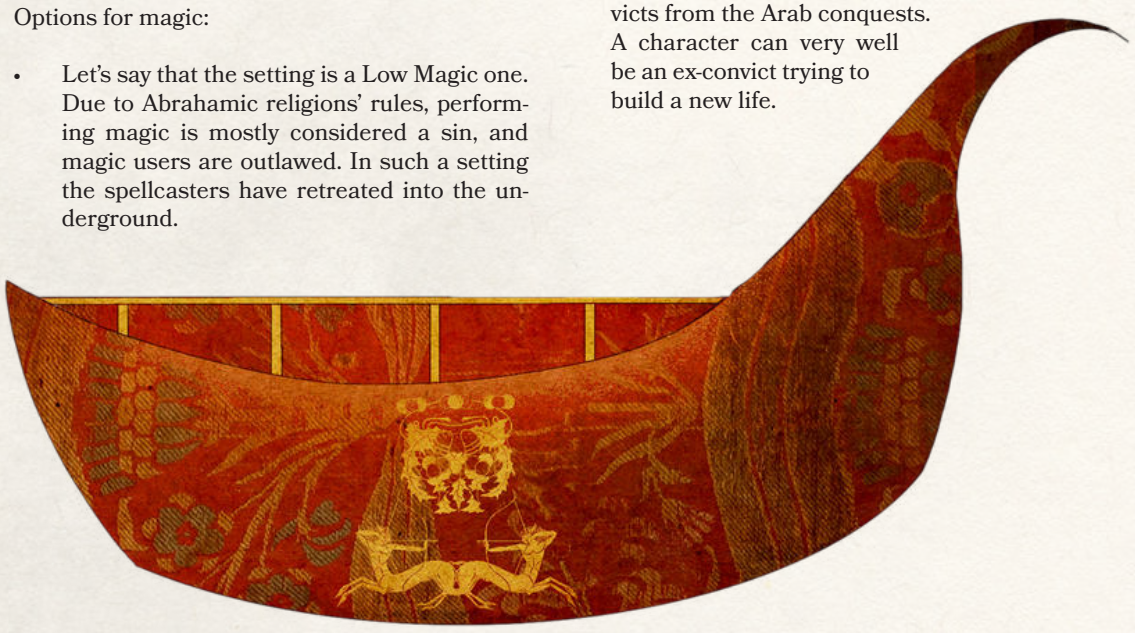
- Performing magic requires valuable material components, thus both gems and gold are important sources for magic.

- You can ban some magic if they don't fit into our campaign: Let's say, for instance, healing spells and spells that bring people from death are forbidden.

- You can even ban classes if they aren't suitable for our use. Let's not forget that you can always change the class abilities into different ones and make them into different classes as you fit as long as they are logical and you justify the need for them. You can re-create the cleric class in a special way that has special powers that come from medicine instead of having divine help from above. Their way to perform magic can be mixing herbs and spices to make medicine and applying their methods in a unique way. You can change class features like radiant damage from divine smite and make it more subtle by making the effect invisible.

Races in Low Magic:

- Tieflings and half-orcs may be convicts from the Arab conquests. A character can very well be an ex-convict trying to build a new life.



- The dragonborn may look very much like humans except for their rare scales. Their skin may be covered with draconian scales in some parts of their bodies.

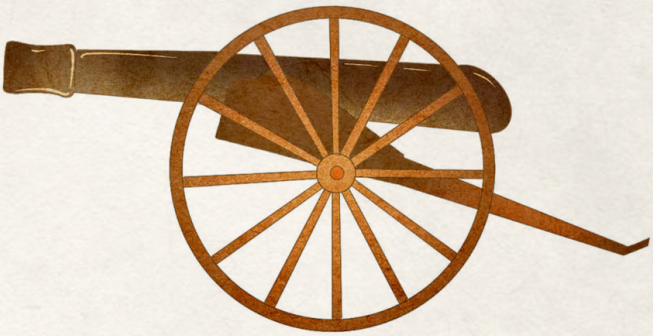
- Secret passages housed by some city ruins may give a hiding place for some supernatural races, such as elves or elvenkind may be living in the mountains, forests, well hidden from prying eyes.

- You can even create a whole new part of the city for these exotic races to live; just like it is in the Undercity of Historica Arcanum's Istanbul!

- Non-human races may even wear magical masks in order to be hidden from the public.

You can add factions with distinct ideas about magic. It is important to keep that in mind that historical ties fit well for these factions. For example, The Inquisition may plainly be burning witches, and in such a setting, knowledge about magic's existence can be widely known. You may adapt orders, communities, and more. Make historical narrative serve your setting.

- Some of these factions may be dedicated to keeping magic itself hidden. Many magic users and people from the exotic races may seek to live in harmony or even try to control the mundane world. This is also a plot



hook and an open door for a new narrative that you can easily work with. You can use the illegitimate son of the Caliph as a tiefling. Such a faction may be dedicated to keeping this son's heritage a secret. One person from the Pragmatists faction may have a special agreement with an otherworldly being. Most of the influential officials and important commanders will keep their skeletons hidden in their closets.

- Some factions may be dedicated to the downfall of magic users. They may be holding grudges against the magic users and have been organizing hunting parties against them. They probably would have many agents mingling in the streets of Baghdad in order to find magic users.

Step IV: Weapons and Items

Weapons, armor, and most of the other items described in the sourcebooks are appropriate for many eras. Let's say you are again in our Baghdad setting; you can easily use most of the list-

Martial Firearm Weapons:

Type:	Damage:	Range:	Weight:	Proporties:
Light Pistol	1d4 (Piercing)	200/800	5 lb	Ammunition, Reload, Finesse, Gunpowder
Heavy Pistol	2d4 (Piercing)	250/900	10 lb	Ammunition, Reload, Gunpowder, Heavy,
Light Rifle	2d6 (Piercing)	600/1000	12 lb	Ammunition, Reload, Gunpowder, Two-Handed,
Heavy Rifle	2d8 (Piercing)	800/1200	18 lb	Ammunition, Reload, Gunpowder, Two-Handed, Heavy
Scoped Rifle	2d10 (Piercing)	1000/2000	30 lb	Ammunition, Reload, Gunpowder, Two-Handed, Heavy
Machine Gun	2d12 (Piercing)	800/1200	25 lb	Ammunition, Reload, Gunpowder, Two-Handed, Heavy, Burst
Artillery	8d6 (Fire)	5000/7500	1000 lb	Ammunition, Reload, Gunpowder, Mounted, Ordonnance

ed weapons, armors, and other items that you would find in a traditional D&D setting. You have to think a little bit more about the modern eras where gunpowder and ballistic weapons are more commonly used. For these eras, you have to consider using modern or futuristic firearms in the sourcebooks or create your own arsenal.

Let's say you want to run a game set in the World War II era. You will have to use a completely new set of weapons. You will have to divide the weapons into categories like pistols, sniper rifles, machine guns, assault rifles, and others. There are also tank cannons, anti-aircraft weapons, and battleship batteries to consider, too. These modern and futuristic eras require a closer and more detailed study of weaponry.

However, for a completely different example, you can also use the weapons in the sourcebooks as a comparison.

When you increase the caliber of the firearms, you can also increase the damage dice.

New Properties:

Gunpowder: All martial firearm weapons have the gunpowder property, when you roll the maximum amount of damage in damage die, you reroll the die and add it to the resulting damage.

Ordinance: Any artillery should have this property. The area of effect for such weapons is considered a 20-foot sphere.

Mounted: While using mounted weapons your movement speed drops to 0 after you use the weapon in each of your turns.

It is also very important to create or edit the magic items according to the era our game is set in.

- You can create a very special weapon called The Blade of Ali for the Caliph (probably a Legendary weapon)
- A Bow of the Steppes as a Rare Longbow for the Mongolian Horde as magic weapons.
- You can use items, weapons, and armor from folktales, myths, fables, and children's stories, too.

Step V: Creation of Monsters

This is the history of a world where you create a grandiose story. Your setting will have many heroes and villains, and it also needs to have monsters, too.



Folktales, bedtime stories, mythologies, superstitions, and even rumors have dark tidings... They all will grant your setting a deep and endless source of inspiration. If you seek to create new and suitable monsters for your setting, you can always check the old stories about your chosen era. The stories in different cultures offer many choices and possess some great inspiration. There are many narratives and interesting stories that are very different from the usual Western folklore. The world contains so much potential.

In folklore, there are always monsters under the bed, hags, witches, and faeries who snatch toddlers when they sleep. There are the nine sons and daughters of Erlik, Ayaz Ata, vampires, werewolves, all sorts of undead, restless spirits, and many more that you can think of. Let's not forget that there are other monsters, creatures, myths, and beliefs other than the ones you are familiar with: other cultures may hold hidden jewels that you can use in your own games.

In real history there are countless soldiers, those who lost their lives in wars, cities raised down to ash and dirt, people who were exiled, tortured, drowned, hanged, electrocuted, impaled, or slain in plenty of other creative ways. They could be used as undead avengers, plot hooks, spirits...They may have placed curses on the kings, queens, and generals. The destruction and war themselves create many stories. Your players may have witnessed the fall and plunder of a city, or

they may even be running from enemy forces.

In our City of Crescent, we preferred to use many historical figures like Vlad the Impaler and also names from folk tales like Albasti, which is a creature from Turkic lore. You can benefit from both history and myths together to create amazing, interesting, and useful monsters by adapting them into your setting. A simple spirit could have a CR rating of 1/2. The ghost of the slain Emperor Constantine that plots against the party may easily be considered CR 10.

Step VI: What items do you carry in your bags?

If the game takes place in Athens circa 500 B.C.E., having a bag of potatoes would be impossible because both potatoes and tomatoes were exclusive to the Americas by then and wouldn't be in Europe until the late sixteenth century. You will have to think of the specific items and goods of the era you are designing. Additionally, of course, let's not forget that this is your story. You can easily have a campaign setting where the Americas were discovered earlier or make some druids raise a plant similar to tomatoes or potatoes. You only need to make it logical and justify the reason in an acceptable sense.

Let's say you choose our era as 19th century Constantinople, you can have a lighter as a usable object, but if you choose to run our game in 16th century China you wouldn't have such an item. These are some facts you will have to consider, but they will increase the mood and atmosphere factors of our game.

Step VII: How do we handle religions?

Religion is one of the most important things you should think about before even starting to build your own setting, especially if the stage is set in the earlier ages.

Religion is a part of human society and is almost as old as humanity itself. Some people worship one deity; some worship thousands of them; some none at all. You have to decide on what religions are more influential than the others in your setting. What do people believe in? How important is religion in their day-to-day lives?

In 711, Muslim forces under the command of Tarik b. Ziyad started a religious conquest in the Iberian Peninsula. In 1099, the Crusades hit Jerusalem and people followed the Pope's order to defeat the Muslims. Religions caused wars, crowned kings, and were used to control the people.

People looked for miracles. People prayed at holy sites. When lightning struck, people tried to understand nature's wonders by connecting this to Thor. When people looked to the stars, they thought these were the holes in curtains that shrouded the heavens.

More important than all, in roleplaying games, the gods are without a doubt real, and clerics are mostly serving their gods. The clerics can perform miracles, heal people, and do a lot more. These facts may raise some queries for your campaign.

- In your setting, do the clerics and paladins draw their power from the gods they believe in?

This is an important question. Deciding whether deities exist or not may change your setting drastically. If the answer is no, you must decide where these classes' powers come from. If your answer is yes, you must decide how your deities act.

- Do they speak with their deity? How powerful and efficient are your gods?

Gods may be real, but they may be idle in the world. They may choose to meddle with mortals in a more indirect way. Deciding upon your deities' powers and activity are very important for campaign settings. If they are active, they may seek out their agendas and may use mortals as their tools. They may send agents, heroes, and others on quests, wars, and more.

- Do the clerics high up in their religious clergy have magical powers?

Are all people who serve in the temples clerics or



paladins? Being in a god's service may not necessarily bring a person magical powers. Deciding about the frequency of clerics and other divine spellcasters may change the tone of the game. Healing powers and such hold an important place in these games.

- In the end, what is giving them power? Study? Deity? Belief?

These questions are really important. If you decide that deities are real, this results in very different gameplay. Will they intervene? Do they care? If you decide that they are not real, then you must explain how the believers get their powers.

It is usually the middle and safe way to keep things in a fog and decide that their beliefs and studies through religion invoke the fire in the believers. In Historica Arcanum, it is up to us to think if gods are real or not.

However, you may want to think that paganic gods like Zeus or Odin are real and use their avatars in the game. You may want Prophet Mohammed to speak with your players at some point. What if Umay or Erlik from Turkic Mythology are your final bosses in a grand Central Asian game? What if Genghis Khan summoned Ulgen's aid to defeat his enemies?

You may also choose to ban clerics altogether and not permit healing or resurrection spells. It is our game, feel free to alter even the core rules!

Step VIII: Some Questions about your Historical Setting

How rare is magic?

You will have to determine the rarity of the use of magic, practitioners, items, places, and monsters of magic. You may be familiar with the other roleplaying settings and you may count them as High Magic settings but realms such as our own Historica Arcanum are considered as Low Magic settings.

a. Settings of High Magic

If you want our setting to be one of high magic, then the society in it should be fit for high magic too. Some common magic items and low-level magic should be accessible for the mundane people in their daily lives. There should be laws and organizations that should keep magic and the users of magic in check. Powerful magic users should be mentioned in history, myths, and legends. Many of them perhaps should be in the courts of kings or head to these organizations. Magical creatures should be encountered more often by the mundane people of such a setting.

b. Settings of Low Magic

In Low Magic settings, even low-level magic users are rare to find. Common magical items such as healing potions are very valuable and quite rare to find. Mundane people assume magic is only in fairy tales, stories, and legends. They don't think magic is real or they think that it has been long forgotten among the dusty books of history and the myths.

In such settings, you will need to adjust your magic and magical item-using NPCs very carefully. Mundane people usually fear magic; thus, it is most probably kept well hidden from their eyes and is very hard to access. High-level magic users are most probably very rare and have a great influence on mundane society and/or interdimensional matters. They may act like *the guardians of balance* in some manner. You will have to answer why this setting is low magic, too. Does the use of magic bring consequences alongside it? Or is it just so rare that only special and select people are able to wield it? The answers to these questions will determine a crucial part in your setting because you are playing a roleplaying game, and magic is an essential part of the game.

c. Hybrid Magic

You may choose not to go along with the choices above and choose to create an integrated setting. Some common items are easier to come by but as the rarity of magic and items go, higher may be harder to achieve. Low-level magic users may be encountered often, but as the level increases, it will be harder to find them. Also, it is possible that the use of magic can be prohibited by the gods or the authorities. Or only some kind of subtle and beneficial spells are allowed but most of the destructive ones could be prohibited.

Where do the monsters dwell?

a. Monsters are under our beds

Many monsters haunt the shadows. Some are seen in the dark of the night, and a few invade our nightmares. If you choose this option, you will have to choose our monsters accordingly. It doesn't matter if your setting is a High Magic or a Low Magic one, the monsters can be mysterious and mundane people can be scared of them.

Thus, normal people may need adventurers, exterminators, or specialists to hunt these monsters. Tales, myths, and gossip should be com-

mon among the society.

This choice is a good one for large and populous metropolises, such as Paris, Beijing, or Istanbul.

If you choose this option, it could also be preferable for low-level games because the adventurers won't have to deal with ancient dragons and strong magical monsters as such. You should adjust your chosen era for this. Low-level devils, demons, and hags are great choices and should be placed among mundane society and the shadows. The dark tunnels, abandoned back alleys, and troublesome dead ends are dangerous for average people who are not cautious.

Those who have anything to do with these monsters should be outcasts, very influential, or do this discreetly.

b. Monsters are among us

This choice spices things up a little bit. In such settings, the monsters are more cunning, more intelligent, and more evil. They aim for greater things and often provide a greater obstacle for the adventurers.

If you choose this option, you should choose your monsters according to it and work on our setting as such. If you choose to use a metropolis, then an important NPC could be a hag or a possessed person. Some mafioso or powerful bosses could be working for strong monsters or an ancient dragon whose influence affects the entire city. Perhaps this crime boss itself could be the monster they have been rumored to work for. Mundane people may harbor shape changers knowingly or unknowingly. Mighty magic users and/or illusionists may make a profit from commoners and may choose to remain hidden among the populace.

c. Monsters are far away

This choice is very well suited for the rural settings, campaigns that take place in/near large agricultural cities, such as those in China, in Ancient Greece, or Iran. Or perhaps the adventure goes alongside mountains and tells of a story that takes place on the road (as it is told in J.R.R Tolkien's *Lord of the Rings*).

This choice will let us be able to place any kind of monsters and NPCs you like in a suitable and logical place. Monsters may act randomly or be organized enough that they may operate in areas with agents or scouts who are skilled at hiding or fighting. Monsters like goblins, orcs, other goblinoids, or humanoids are great choices for such an option.

Some monsters may be confused with mundane creatures. A tabaxi may be confused as a large feline.

d. Monsters are the people

As a choice, you can choose a narrative option. Monsters can be people.

This choice is about the human psyche mostly. If you choose this option, monsters are only tools and pawns in people's grand schemes. The story isn't about some devil, monster, or supernatural event that your adventurers come across. The story is about the people. It is about the people's ambition, their vileness, and their monstrous sides; monsters are usually only tools in their grand schemes to achieve great evil.

This choice focuses on the evils of people (humans and other races) themselves. Other choices can also be focused on this, but it is likely that you could use a strong witch, a powerful drow elven priestess, or some influential and vile demon.



How many sides are there in your story?

a. There shall be two

This choice is great for warring period settings. Your setting can be set in the Warring States period of China, or it could be about Mongolians and their invasion of China.

Determining major factions is very important and a prerequisite when preparing for such a setting.

This choice is usually an easy one. Two sides are clashing with each other, and your party usually chooses one side. You can prepare your setting accordingly and prepare your quests, your dungeons fit for two sides.

b. Three does it

This choice is very suitable for a more complex political environment. Let's say your choice of setting is in the era of 700~ C.E. and the Arab-Khazar Wars. You would have three sides: The Caliphate, The Byzantine Empire, and The Khazars. Balancing the sides is extremely important. Usually, one side is fighting against the other two. Why can't that side be defeated? What choice must your players make? How can the Dungeon Master tell different narratives in such a game?

It is very important to determine the sides, their goals, their leaders, and their power levels. It is also extremely important that all three sides look good and desirable for the players. The players have to make a choice and all of their choices must have a meaning. They should be able to determine who will win at the end, or else it will be frustrating for them.

c. No sides (or four or more sides)

This choice is for more complex but free settings. You may choose to create some chaos to fulfill your storyline. The players do not need to take sides with anyone and can follow a story of their own choosing. Not all the stories are political or historical stories about taking over a city or dethroning a vile tyrant. As a Dungeon Master, your choice of a story can very well be dedicated to romance between two villagers, too. The story can be dedicated to finding a missing person. The story can involve a prophecy, and the players have to go through each step to make it come true through their actions. It could be about a historical mystery that does not involve politics in any way.

You can even use political chaos to shape your story. This choice is, of course, usable along with the other choices as well.

Who are the leaders?

When you determine important NPCs, you should start with the leaders of your factions. In historical settings, they are usually taken from actual history. Yet you shouldn't forget that this is your story. You can bend truths, make new ones and create anything that your story requires. You don't need to follow any historical accuracy because it is your game! If you need to use Alexander the Great during the medieval era, you can make it happen!

a. Leaders are powerful

Some faction leaders are powerful in a physical way. They are tall, have muscular builds, and probably have high Strength and Constitution scores with the classes, feats, backgrounds that are suitable for them. They know how to fight one on one or against crowded enemies. Usually, their leadership comes from their physical prowess.

b. Leaders are smart

Some people are born this way. Who can argue against Julius Caesar or Genghis Khan's strategic geniuses? Some leaders are destined to win the fight before the battle is even fought. They probably have very high Intelligence scores. Some leaders excel in strategic battle tactics and some show their intelligence in their political deeds. Some leaders are intriguing to most and are masterminds in plotting their grand schemes against their foes.

c. Leaders are alluring

Some leaders are extremely good with other people. They are witty, charming, attractive, or charismatic. When these leaders speak, the people tend to listen; when these leaders move, people tend to follow. They are great at persuading, entrancing, and achieving what they want with their silver tongues.

d. Leaders are prudent

Some leaders prove to be wise. They think that acting hastily is the wrong answer for their solutions. They rarely apply war as a solution. They think ten times before they act. They spy on their enemies and allies. They take precautions, and if they are inadequate at a subject, they listen to their advisors, who are usually well-chosen.

Some leaders think about their people. They care for their well-being. They listen to the troubles of the common folk, try to solve their hunger, poverty, and other ailments.

e. Leaders are puppets

Some of the leaders are poisoned and corrupted by the lure of power. Many of them have carnal desires and usually act according to their desires. They spend their whole lives in their harems surrounded by servants and slaves to aid in their pleasure and with guards to protect their pompous persona. They don't wish to rule in any case or don't care enough for their people to rule them wisely. Sometimes the leader isn't a willing ruler or they don't have the required characteristics, age, talents, or basic knowledge for it. This kind of leader could be a puppet; a vizier, or another statesman who is under control of demons or other supernatural beings, pulls the strings behind a closed curtain.

What is the rarity of exotic races?

In historical settings, one of the most important questions is how to deal with the races who wouldn't pass as humans.

How do they live?

a. Just like mundane people

Other human races can represent the other races instead. Will you represent some races as elves or others as dwarves? This may not work well, but it may be suitable for some ancient era settings. Of course, you should be careful about this option. It is important to keep in mind to avoid discriminative texts and settings.

b. Among mundane people

They live among the mundane people, just like humans do. Elves live for ages; they are usually a peaceful race, and humans can get used to them during the passage of time. The stout dwarven folk could be your neighbors from underground. Maybe you can place the ancient pharaohs of Egypt as wise half-elves.

The other races can be considered as common folk and admitted to society in normal circumstances. You will have to develop your own stories according to this information. It is up to the Dungeon Master to prepare the game and balance out the exotic races somehow.

Are the exotic races considered just as different kinds of humans? How do commoners view those who are of different origins?

c. Exotic races are extinct

Once there was an elven kingdom in your setting's history. A dwarven clan ruled the mountains of Tibet, but they are not around anymore for some reason. There may have been continents just like Atlantis, and there may have been races that lived there, but eventually, somehow they became extinct. Maybe a catastrophe or biblical apocalypse destroyed all of them. Remember, you have to create the timeline in your own setting, and the more detail you write, the better it will be.

d. Exotic races are unique/secret

You don't see elves or gnomes roaming around too much. You won't see a dragonborn around every corner. Tieflings are scared of common folk, and the common folk are scared of them in return. The exotic races are very hard to come by, and they are well hidden from the eyes. If you choose them to be very rare then you have to build your setting according to this decision. If you want them to be hidden, you have to give them a secret place to dwell. They may be the natives of other worlds or planes but for some reason have come to visit your world. There may be Undercities like the one that is in our beloved City of Crescent. There can be some magically hidden places that can only be visited by people who were invited or permitted.

Also, it is important for us to think about where these races come from.

- Did they evolve just like humans did?
- Did magic and supernatural events cause their creation?
- Did they come from humans or evolve separately?
- Did a god or gods create them?

How does Magic work?

a. It is normal to perform magic

What you define here as normal is rules as written (RAW). This means there are no extra rules for spellcasting. You just use a pearl as a component for an identify spell. The only danger for casting the fireball spell is accidentally harming your allies when they are caught in the area of effect. You hold only one concentration spell at a time, and the rules for concentration are described under the rules in the sourcebooks. You follow the basic rules and requirements of spellcasting and let your game flow as it is.

b. It is troublesome to perform magic

You can make things harder to spice up the magical aspect a little. Let's say that your setting is one of Low Magic, so it will be logical to make spellcasting a little bit harder. Maybe some of the material components may be rarer than usual; there

may be new spell components that you use in your setting; or finding some spell scrolls will be really hard. Alternatively, the setting may harbor laws against spellcasting, which would make the casters in your group a little bit more paranoid.

c. It is demanding to perform magic

Some of the settings may actually use this rule. When you cast a spell that has an effect on you or your surroundings it could damage you, make you vulnerable, give you exhaustion and tear the fabric of reality. You can use an item to lessen these effects. The higher the spell cast, the side effect could be more dangerous. This option makes it hard to perform magic but forces the players to think twice before casting a spell.

How do you perform magic?

In D&D, spells have different casting times. Your narrative may have different flavors than the usual playstyle. Your chosen era and chosen geography may contain interesting rules. In addition to the options above, you can adjust or change how your spells work. You may want to abandon combat spells altogether, or you may want to make rituals more important for your game to have a mystic mood. Many stories and folktales don't involve instantaneous and easily cast spells like the many role-playing games offer.

a. Cast magic normally.

You use the RAW system provided for spellcasting as stated in the sourcebooks and other rulebooks that you prefer to use.

b. Magic demands live sacrifice

Most spells already require some material components to be fulfilled in order to be cast but your setting may require even more valuable sacrifices. Each spell may consume some valuable goods, like gems or precious metals. Some spells may require people to sacrifice sentimental valuable items, such as their mother's necklace, father's pocket watch, or a lover's letter.

c. Magic demands live sacrifice

This is a very dark path and may be considered akin to walking barefoot on broken glass. Most of the magic spells demand sacrifices before being cast; otherwise they will fail. Let's say for 1st to 3rd level spells, animal sacrifices may be enough, but for more powerful spells the magic may demand the life force, the blood of a living, sentient being such as a humanoid. Spells of 4th and 5th level may demand only a few human sacrifices, but more advanced and complex spells will demand more and more. For example, performing a wish spell will demand a large village to be sacrificed.

You can also keep the requirements stated in the sourcebooks for this choice, too. Like it is said for the resurrection spell, you still need diamonds worth 1000 gp.

d. Magic needs rituals to perform

This choice eliminates many of the spells in the sourcebooks. Many of the 1 action, bonus action, and longer casting duration spells will be eliminated, but you can easily turn every spell in the book into rituals. The player needs to perform a ritual to cast any spell. You as the Dungeon Master will decide the nature of these rituals. Let's say you decide that *The player needs to dance under the south wind and chant ten verses to the moon.* You can make it happen! Another spell may require a tantric trance and another one requires that you have to drink the blood of your enemies.



You don't need to keep things too serious: instead, ask for something in a ritualistic way such as drinking wine with a predetermined number of people. It could be burning some herbs, taking special medicine, hallucinogenic drugs, or throwing bones.

e. Adjusting some spells

This just makes casting some spells harder. You can give changing the social material cost of the **resurrection** spell a chance, and have it ask for one to three people to attend and roll mostly social checks. You can come up with similar or better rules easily, or you can entirely get rid of resurrection or such spells. You can make casting necromancy spells harder; divination spells may cause prophecies to happen; or conjuration spells may rip up gates to the other dimensions.

How to adapt to historical events?

a. Normal way

They happen in the same way that the history books tell us they happened.

b. Some magic is involved

In some battles, there were secret magic users and/or some people with magical abilities. Their magical efforts caused the battle's outcome as it is told in the history books. You may say that in the Battle of Waterloo, there was a seer that foretold Napoleon Boneparte's strategy, and thus, the Confederation Army was victorious.

c. Some events may be entirely based on magic

In the history of mankind, there are insanely bizarre or impossible to accept natural events. Some of these are legends, and some of these are real. In the Battle of Karansebes, Austrian soldiers shot each other, and due to this the Ottoman army won the battle before they were even on the battlefield. In the City of Crescent setting, you accept this was the result of some magic performed by the Ottoman side. You could also adopt these and choose some interesting events and spice up everything with the use of magic, too.

You change the history

The game should be fun, it shouldn't be a historical document. You have the right to change everything as you see fit. You may choose to create alternative timelines, revive long-forgotten empires and bring dead people back to life. You can rule that Atilla the Hun wasn't dead when history books say, and he ruled for many more years to destroy the Roman Empire. You can accept this for your setting and call it "The Hun rule in Europe," and Romans could be an artifact of the past.

Notes on Different Timelines

1- Before the Stolen Fire
2- After Fire Was Stolen
3- Classic Era (800 BCE - 300 CE)
4- Barbarians at the Gates (300 CE - 500 CE)
5- Rise of Feudalism (500 CE - 900 CE)
6- Middle Ages (900 CE - 1200 CE)
7- Before Gunpowder (1200 CE - 1453 CE)
8- After Gunpowder and the Era of Discovery (1453 CE - 1821 CE)
9- Rise of Industry (1821 CE - 1914 CE)
10- World Wars and Beyond (1914 CE -)

1- Before The Stolen Fire

Before Prometheus stole the fire from gods, humanity was in a tough spot. People lived shorter lives, meat was raw, conversations were short and simpler. There were only two jobs available: hunting and gathering. The only artistic virtue was some stickmen on the walls.

If you wish to start a campaign before the invention of fire, there are some things you should consider:

a. People knew less

In settings like The City of Crescent, humanity is advanced. In Ancient Rome, "civilization" was a common understanding. There were scholars, orators, lawyers, and philosophers. There were huge libraries, people who talked about the movements of the sun, the moon, and the stars. The Maya had their own calendar, vast city-states and divine kings.

Scientists guess that before the invention of fire,



the linguistic understanding of the people wasn't advanced. The invention of fire ensured a great impact on civilization and the advancement of humanity. You have to consider this: Language was shorter, probably built on more gestures and signs. Communication needs were simpler: "There is a beast ahead." - "There will be a storm." - "We need a shelter."

Due to lack of knowledge, it will be challenging for players to communicate within the confines, and it will probably be more fun just to plan simple combat. Their objectives may not include a game of thrones between the monarchs of highlands or to expose the plot of an evil spymaster for the king. They try to survive. The biggest enemy isn't an evil vampire or an ancient lich. Probably that lich hasn't even been born as a mortal then. Their big bad evil guy is a beast or an ill-intended tribal chief. Their aim is to find enough food and not die during the winter.

b. Simpler Classes and Magic

It is possibly hard to come by an adept wizard or an artificer. Probably many of the spells were not invented. If magic existed (you can set a game without magic) it was unrefined and innate. It'd be a better idea to keep the levels short and play with the spells and class features. These settings would mostly be about its natural funny narrative rather than its complex plot; therefore, it is advised to keep the classes and spells simple.

Here are some ideas:

- Barbarians and fighters are mostly okay for you to play.
- Bards may use their words and simple music to have an effect around the world.
- Your druid (probably the spiritual leader of your tribe) may naturally speak to animals.
- Sorcerers may be more common than wizards (Wizards may be just using some basic runes carved in stones and rocks), clerics may be looking for the fire itself or some answers around the world.
- Rangers may be the best hunters among them; rogues may be the outcasts of society. Paladins may be natural protectors of the young ones or the clan.
- Warlocks may be undermining your society because a demon gave them the power to challenge leadership. Or your clan leader may have stolen his wife.
- Monks may have discovered the basic usage of ki, and they saw that their fists do more damage than these ancient weapons.

c. Weapons

There is no fire, therefore there are no swords. There are basic weapons. Here we have some ideas to prepare our weapons for this era:

Club: Regular club.
Greatclub: Regular greatclub.
Rock Hammer: It's a one-handed weapon. Its damage is d4.
Rock Axe: It's a two-handed weapon. Its damage is d6.
Sharp Stones: Use the properties of "dagger."
Rock Spear: Use the properties of "javelin." It is an advanced weapon.
Rock Thrower: You can use sling properties.
Bow: Use the regular shortbow. It is one of the most advanced weapons in this society.

For the most part, there are no martial weapons, so you can adjust our classes accordingly. For example, a fighter may use all of this but a bard can only choose one. A war cleric may choose two. In the sourcebooks, proficiency in simple weapons is usually given to most classes, and you can work with that.

d. Armor

There was no fire, therefore no metal or boiled leather armor. In those times people used any method to protect their bodies. They probably built some leather armor but not in a medieval

way. You still can use the statistics of Leather Armor for that. From that point, helmets and bracers may give extra AC or you can create Bone Armor (instead of Chain Mail) and other creative armor options for your players. The prayers and powers of the local druid or shaman may also give protection to hunters who gather food for the clan.

2- After Fire Was Stolen

This timeline has many of the first empires and myth/real characters in it. For example Gilgamesh, Hammurabi, Ramses, the invasion of the Sea Peoples, the Trojan War, The Dorian Invasion...It all happened during the same period. You can now talk about civilization. You can use regular classes and spellcasting options. In this era, things are mostly mythical. Therefore you have some options.

Consider Myths Real	You can create a Trojan War setting where the Olympian Gods are real. Paris may have actually chosen Aphrodite over the other two goddesses and war was really fought as Homer once told. Set may have actually killed his brother Osiris. Gilgamesh may have actually rejected Ishtar. Odin may have really hung himself from the World Tree and Erlik may have really angered the Sky God. Bacam of the Maya mythology may be the one holding the sky.
Balanced	Gods aren't real, but heroes are. Alternatively, gods may be real, but they don't interfere as The Iliad described. The Trojan War may have actually happened because of Troy's strong position, and it is the result of the Aegeans' competition for superiority. The story of Paris and Helen may be the equivalent of the Assassination of Archduke Ferdinand that ignited World War I.
History is History	You may follow this phrase: "No myths are real, I will create my own myth!" You can put mythical wars and struggles to a realistic timeline. Magic and other stuff is fit like the options you may choose above.

- The civilization(s) is in its cradle.

This is the greatest era "to be discovered." The world is vast. You can travel and create adventures based on this. Cities are not crowded, mostly archaic. Medicine is not that advanced. Superstitions and fairy tales are everywhere. There has to be a source to the tales of magicians and witches and gods? Old gods were once great adventurers? Their deeds passed on from generation to generation as the story of a pantheon? Were people really that superstitious, or was there a reason behind the truth of the clan's shaman or druid? Did fortune-tellers tell the truth while they predicted the future?



- Urban cities do not exist

The world is empty. Therefore, it could be filled by you or you can let your players fill it. You can easily place dragons, create catacombs, and use magic however you want. It could be practiced easily, without fear. There could be some sort of catastrophe or a doomsday (like in the story of Noah's Ark) could have happened.

- Religion is being shaped

Religion was probably born during this era. Gods either appeared themselves or some smart people used gods as a way of controlling the crowds. Which one is correct for your timeline? Do clerics draw their power from a deity or their belief? Many Biblical/Islamic stories have their roots here–Noah, Moses, Abraham, and more. How will you use them? Will the characters in those tales be real people?



Will people explore Anatolia or Mesopotamia? Will they venture into the Chinese lands and discover how empires were born in the East? Will they travel to India and see one of the cradles of civilization? Will they witness the birth of great gods Ganesha, Brahma, Shiva? Will they meet Buddha himself? Will they pursue the way of the first monks? Did the Maya civilization begin to bloom? Have the Native Americans built their totems in the large plains? Has the Bantu Expansion reached the shores of East Africa?

3- Classic Era

Where Hesiodos wrote Theogonia, where Hannibal almost destroyed Rome, where Cleopatra and Antony drank the poison, where King Leonidas and his brave men stood against the Persian invasion, where Socrates and Plato dwell...You know this timeline. People speak Greek and Latin around the Mediterranean Sea. Humanity is evolving. Confucius' ideas are spreading in China. The Xiong-nu are preparing another raid on the Chinese lands. Arminius is ready to fight against the Roman legions in German lands. Nero is singing a song while Rome is burning. Cities of Mesoamerica states are shining in America. Siyaj K'ak' has decided for the future of the city states of Maya.

Most magical armors and weapons in the sourcebooks are appropriate for this era. However, you may want to create your own mechanics for the spear of Phalanx troops or Roman Legions, the warriors of the African tribe warriors, hunters.

- What did they believe? How will it apply to a magical environment?

People are mostly pagans. There are polytheistic religions around the world, but there are exceptions like Zoroastrianism. Therefore, magic is looked upon as "better." There are magicians at the service of rulers. People go to seers. Civilizations go to war on oracles' words. Druids and sorcerers may be more common, and they may actually be spellcasters. Bards may be the war chanters, orators in the Roman streets, or storytellers that sit on a rock at the city of Tika and tell the stories of the gods.

- Geographical and Political Outlines

City-states are common around Mare Nostrum and Mayan civilization. Rome is mostly governed by elected consuls (Before Caesar and Augustus). There is an understanding of "citizenship," and being a citizen to a city-state or to Rome itself is a very important thing. Rome's armies are professionals. Being a soldier is a profession itself. Your look into society is very important.

Are your party members patrician in Rome or are they of the plebian caste? Is one of them a citizen of Athens or does one of them live in the steppes of Crimea? Perhaps one of them hails from the



forest of Teutoburg? Or are they involved with the coronation of Mayan kings? Did Siyaj K'ak use them while deciding the fate of Tika?

- Civilization advances

In "more civilized" cities, knowledge is a resource. Let's not forget the Library of Alexandria. Rulers and most of the ruling class care for knowledge and religion is now used for governing power as in the following centuries.

In the East, Chinese states are at war with each other. In 221 BCE, China was united. There were threats in the North and the Chinese saw themselves as the center of the world. They invited their neighbors using general directions such as Bei (North). They stood at the center of civilization. Confucian discipline and teachings were adopted as a state policy.

Will the players witness the rise of the Shunga Empire in India, or will they help Satavahana seize power in central India?

Or your players roam the forests of Africa or witness the rise and fall of the tribes in Congo? Will they unite them in an early stage? Will they travel to Shara and witness its miracles? Will your campaign take place in the deep forests?

Christianity and the rise of Monotheism began during the last centuries of this era.

This era is considered to have ended with the start of the Migration Period.

4- Barbarians At The Gates

Following the decline and collapse of the Roman Empire, the Migration Period wreaked havoc in Europe. Xiong-nu probably went west and became known as The Huns. This is a time for chaos and a great change in humanity in Europe and Eurasia. Mayan civilization is considered in its peak but struggling against overpopulation, diseases and famine.

- Abrahamic Religions gain power

One of the great changes is Christianity became the state religion in the Roman Empire. Western Rome is torn to pieces not long after, but Eastern Romans will survive much, much longer. The Vatican is gathering power, councils about Christianity are held, and Constantine the Great is probably the last surviving pagan leader who held this much power.

- How will this apply to magic?

Magic is probably banned in most cities. More and more people are getting used to the settled life rather than the nomadic culture of the Hordes. Technology is slowly advancing, at least in the military. Due to invasions and unending wars, the cities are no longer in the condition of providing "relative safety." This will give your setting a chaotic environment. Nowhere is safe. Spellcasters are hiding. Magic is fading into myth.

In general, we witness the collapse of the Classic Era in Eurasia and make our way to the traditional medieval ages. The classic "church" in the throat of civilization, where witches are burned at the stakes and people are easily accused of heresy. These could be considered as the main events for your setting.

- Overpopulation in America

Famine is ravaging Mayan cities and overpopulation has become an important problem in this era. The ritual authority of the rulers are in decline and relatively chaotic days are ahead. Feeding the grand population is about to become a problem. Are your player characters going to solve this problem? Or will they feed the chaos and benefit from it?





5- Rise Of Feudalism

We are at the very edge of change now. The world is getting closer and closer to how we know it today. The wind of religion takes over people's lives while a new contender joins the ride to influence the masses: Islam. The Arab Conquests are at hand, and the Roman Empire will face serious threats: First the Sassanids, then the Arabs. The feudal lords are getting much stronger and the common folk getting much poorer.

- Power shifts in magic

As the direction of political power shifts, so does the magic dance alongside it. Wizardry is probably not common knowledge among the common people. Most probably the influential politicians and powerful military figures perform magic as their source for power and keep the matters of the arcane from reaching the ears of the common people. Your players may begin their adventure thinking that magic exists only in tales, myths, and dreams. In that case, this era may be the best choice for a Low Magic campaign.

- An era of war

It is an era of war, expansion around Europe and the Caucasus area. Turkic Khaganate is getting stronger in the Eastern Steppes and China is entering one of its peak periods with the T'ang Dynasty. Tibetans are about to find a great empire and the heirs to the Turkic throne; Khazars are at a vicious war with the Arabs during the 640s.

Islam is spreading rapidly. In 711, the Iberian Peninsula was facing the Arab threat directly and Andalucia became a home for science and culture. The Christian monarchs felt the threat directly and actually started a crusade against the Arabs in the Iberian lands. There are numerous settings around the world suitable for a D&D campaign in this era. There are wars, intrigue politics, love stories and if you look closely, you can even find sprinkles of hidden magic.

The reasons for these wars can very well be potent magic users. Most of the supernatural beings and non-human races are forced to retreat into the shadows.

Turkic Khaganate and China's relationships itself can build a campaign on its own. The pagans of the steppes are against the powerful, settled China.

The time of pagans is not over. There's a threat to the north as we know: The Nords. The 9th century will see the invasion and raid of England, France, and many more civilized lands. Roman civilization and its culture are in a serious decline in Europe. The people are getting ignorant, poor, and defenseless. High walls are being built to protect the lords.

- How do religious changes affect your magical setting?

Is magic frowned upon or banned completely? In Europe, probably yes. How do common people react to magic when they witness one being cast? They probably do not accept it. Both magical items and spellcasters are hard to find during this era and people who dabble in the arcane are probably secretive about their skills.

In Asia, magic may have a better understanding. Asian governors and military officers may use magic on a more daily basis. Chinese palaces may revere these "Celestial Wizards" and regard them as a resource of the state. In Central Asia, Turkic Khagans and Yabgu see spellcasters as messengers of the spirits. Shamans were revered in Turkic states, so you can place them as actual spellcasters. Because of this, magic could be accepted as a divine force around the tents of the Turks. Sorcerers born in these lands may receive good reactions from the common folk.

- Divine power is collapsing in America

Rulership based around divine power is losing its efficiency. In the city of Yucatan and central Peten, individual rule is replaced by councils formed of elite lineages. The kingdoms have declined. These catastrophic events led to the depopulation of cities. The process was bloody and cruel. The cities are abandoned and civilization has received a blow.

Were your players in the middle of this chaos? Did they cause it? Or is your game based on surviving from the endemic war?

6- Middle Ages

- Lords are in power.

The kings and emperors are crowned by The Pope now. The Holy Roman Empire rose with a Christian crown leading it. Germany is filled with numerous prince-states. Things are dark; religion is overwhelming; monarchs have absolute power. Magic is probably forbidden around Europe. Civilization is forgotten. Religion has its claws strictly attached to the common people.

On the other hand, Muslim lands are in a rather good condition. The Umayyad era is over, the Abbasid is in decline, Turks are mostly Muslim now and there are many Muslim Turkic states–Ghaznavids and eventually Seljuks to name just two.

This era has one of the most infamous events in history: The Crusades. Beginning with the First Crusade in 1096, the Holy Lands saw many wars, alliances, treacheries, and more during this period. The "West" meets the "East" first-hand. The crusaders' descendants in later years were more "eastern" than the newcomers. The culture was exchanged between the two sides. There were even alliances between the Crusader States and Muslims. Each side may have many heroes and villains.

In Middle America, the cities are empty and new ones are found. The Maya are orienting with the changes and founding new trade routes and smaller cities, the power does not belong to one like in the previous centuries.

Do your players witness the rise of the united kingdom in Kongo?

- The usual way

The previous era, the current one, and the next one are mostly what usual medieval fantasy stories are inspired by. The usual sourcebook weapons, armors, and common items are valid for you to use and based on actual counterparts from this era. This is of course valid for Europe.

For the settings in Asia and other parts of the world, you have to consider what makes that geography special. You have to decide how the concept of magic is viewed as a whole.

Magic and other races probably fit into such a setting well because the times are troubling, and there are many undiscovered places on the globe. Or rather, is your world a flat one?

7- Before Gunpowder

In the early 13th century, the world saw a unique invasion coming from the Central Asian steppes: Genghis Khan unleashed the Mongolian Horde, and many empires fell under their rule and their invasion reached even Europe.

Anatolia is also in a state of conflict. Seljuk Turks are giving a hard time to the Romans, and the Ottomans eventually rose as a small state but turned into an empire at the end of this era.

- Before Firearms

Gunpowder was already found but wasn't commonly used as a weapon. In the 14th century, military advancement was based on it. Gunpowder was used for the cannons, and the effects of the great walls were gone, changing history forever.

In the east, Mongolian rule in China set itself as the Yuan Dynasty. The rest of the sons of Genghis scattered and divided the spoils: the Golden Horde, the Timurids, Chagatai...An empire is divided but the eastern cities are in development. Indian states are also growing powerful.

It is the era before the Enlightenment, and it sees the decline of the Roman Empire. Constantinople is constantly under siege.

In America, have your players changed the course of history? Will they be the ones who lead the construction of ships and convince the rulers of the mountains and valleys of America to sail east and discover the riches of Europe and Africa?

Usual medieval arms and weapons are present; therefore, it is also one of the easiest periods to place a setting in.

8- Era Of Discovery

Constantinople has fallen. Ottomans are getting more powerful by the day. Feudalism is in decline. The Ming dynasty overthrew the Yuans and strengthened their rule in China. It is possibly the strongest empire in the world.

Andalucia is in decline. Spain is about to be united and the Ottomans are to become the strongest empire in Europe. The Hundred Years' War is at its peak. The Polish-Lithuanian Commonwealth will rise soon. One of the Russian Principalities,



Moscow, will find out that their time has come.

This period offers many characters, heroes, rulers, and events like no other eras before. The Americas are discovered, and European colonizers found many thriving empires and cultures that existed completely independent from the Old World. The Inca civilization offers a different campaign setting. This era is built for adventurers, and plunderers: There is war, discovery, and tragedy of the newly found lands.

The era of Enlightenment has also started to take root. The intellectual figures residing in Europe have begun debating new paths forward as a society.

- Globalization

As the countries in the world get closer to each other, so does the magic. How does the globalization of the world affect our setting? How does the eastern understanding of magic have echoes in the west?

New kinds of magic items may be brought from the Americas. You may introduce new classes and subclasses using the native American cultures, the Inca or the Mayan histories.

- Change of guns

As years advance, guns are used more often in the military. Napoleon himself changed the whole usage of cannons. In the seas, there are cannons on ships: they are now floating castles on water. Labor changes are introduced, and there are banks now! The economy is evolving and humanity is exploring the world's edges. This is the age of pirates! Its vast opportunities await you!

Magic and other races can be used in the edges of the world. There may be some magic practitioners who fly to the New World. Or is magic still not forbidden in the East? Do Chinese or Tibetan societies value spellcasters?

9- Rise Of Industry

The City of Crescent is set during the Rise of Industry. Cities have evolved. Great walls are now useless. Metal ships dominate the seas; the nature of war changed. Firearms are more common than before. There are factories, cars, and telephones invented. The world is getting more global. There are no undiscovered lands. There are colonies of the great powers. China will face the Opium War.

- New understandings

After this era humans have built a great sense of "personality" and "individuality." Humans' rights are an important concept. There are relatively "safe" people, living away from war. But there's also "total war." All of a sudden our sons might be called into the army. Empires are in decline, but some of them have yet to explore their greatest times, like the British.

- Global world problems

In this period, you need to deal with magic and other races more carefully. In the earlier periods, they were easier to handle and place in historical settings. Now that the world is mostly discovered, you must place your classes, your races, and your spellcasting carefully. There's the telegraph. Mail isfaster. The corners of the world know each other a little better. Wars are deadly, and poverty, laborers' rights, and revolutions are a thing. Pollution of the environment is a threat now.

Now people care about their own rights and see their ideologies becoming a reality. Common folk have their own ideas about politics, government, and the economy. Laborers revolt, Jacobins are ready to behead the noblemen.

- Many changes in the world

This era offers espionage, war, gunpowder, revolution, and more. Magic is probably hidden. Magical items are probably rare, but there are many mundane items at your disposal: guns, new tools, watches, better maps, lighters, better knives, cars, engines, trains, better clothes, and more. Cities are more crowded, therefore opportunities are plenty.

- Nature magic, divine spellcasting, and exotic races.

It probably will be hard to play a druid during this era. It is possible to make changes to some classes like rangers and paladins. You need them to fit into your setting. You may create a new sub-

class for the druids, for industrial eras. What kind of abilities would urban rangers possess? Some campaigns may never see the forests or mountains, so you will have to be ready for some adjustments.

How do other races fit into this era? What is the role of magic in this grandiose scale of events? Is magic still a tool of rulers or leaders? The world may be industrialized, but you still have the countryside, too. How do the druids feel about this process? Will they take arms and act? How do the rangers fit into this new society? Will they step aside to the countryside or will they adapt to the new changes?

10- World Wars

Everything changed when Archduke Ferdinand was killed. World Wars saw humanity at its lowest. Millions of people were killed. Wars became global. Indians were brought to Gallipoli. European countries were at war with Asian ones.

After World War I, empires collapsed. Wars didn't end, and seeds of another world war were sowed. Militarism changed. There were planes! Tanks! There was the radio. There were nuclear weapons. There are cameras. Photography became common! It is hard to keep magic a secret.

- Are spellcasters safe?

The world is getting smaller. Your questions about the magic users remain the same. Are they experiencing a decline or prefer to be far away from the eyes of the mundane? Did any magic user play a major role in the outbreak of the world wars or rather, they had a role to end them?

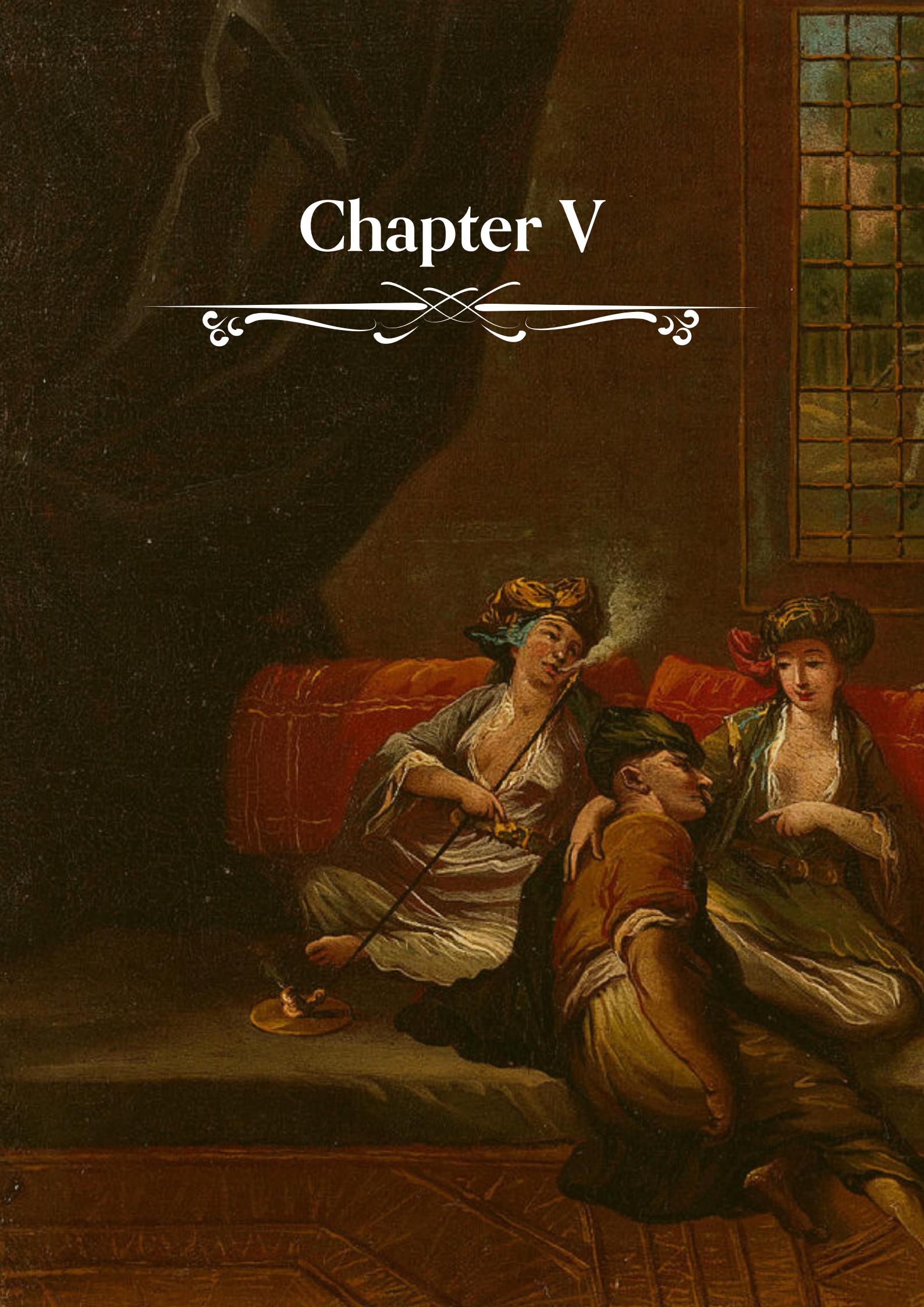
This is probably one of the most difficult eras to adjust your setting. Advancement and globalization of the world made great foundational changes of many abstract structures of the world. Concepts like digital tools, technology, and urbanization force magic users, and magical creatures into hiding.

Afterword

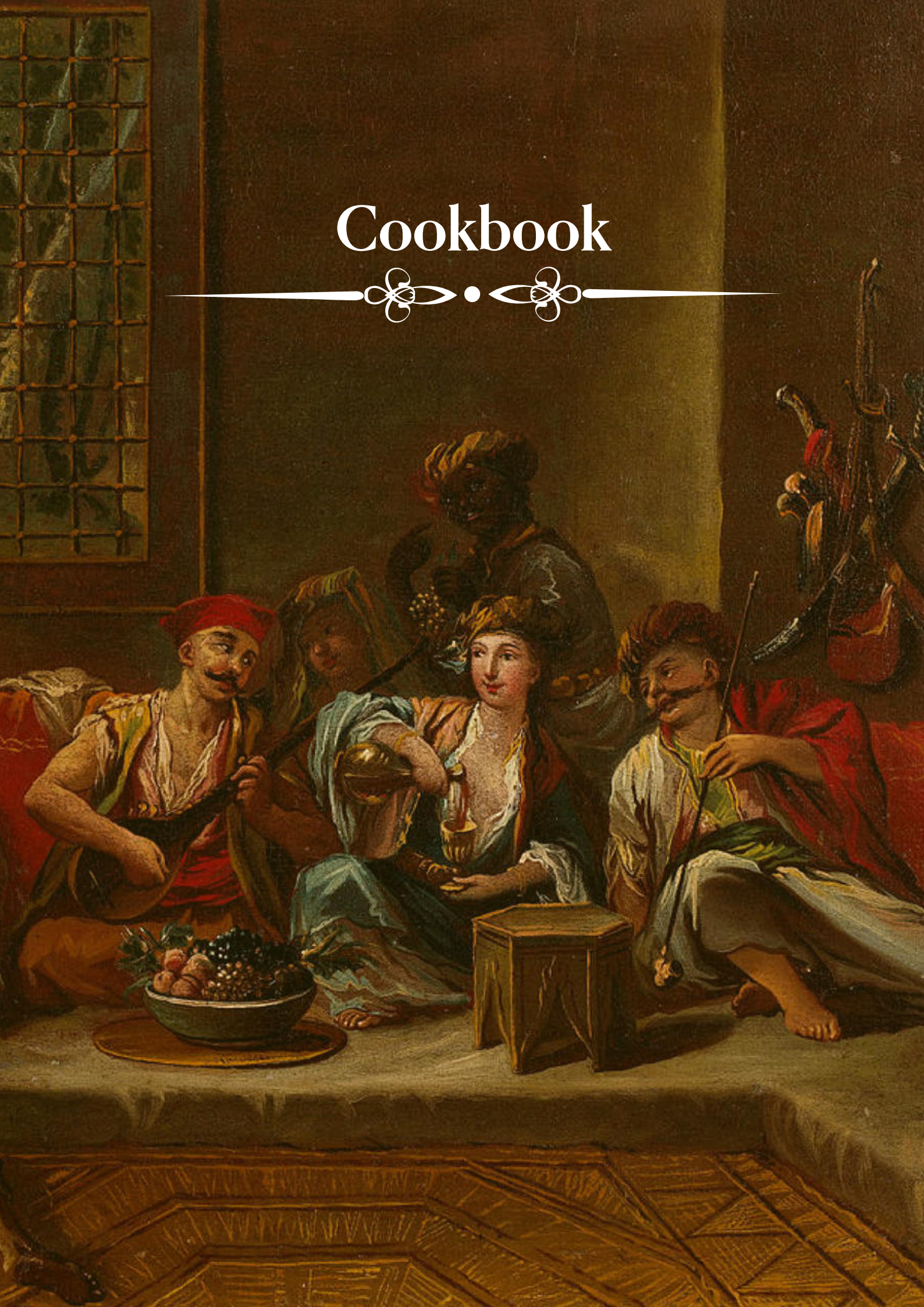
We tried to explain every question you may have in detail, so if you answer all these queries in detail, you can easily create viable NPCs, a sound campaign setting, and a fun world to play in for your players.



Chapter V



Cookbook



Cookbook
Fenn-i Tabahat
(Art Of Cooking)

In Istanbul, heart of the Ottoman Empire, cultures collide and create an amazing culinary experience. Turkish, Greek, Arabic, Kurdish, Armenian, and more, civilizations' marks run deep in the streets and on the plates. Thus, there are a mind-numbing variety of tastes worthy of sultans, viziers, emperors, princes, pirates, courtesans, janissaries, levents, dervishes, and more. Fish; meat; all kinds of greens, oranges, reds; pastry, both sweet and savory; sweets...All of it can be found in Istanbul.

In this section we will give details about delicious meals for your RPG tables.

Şakşuka (Shakshouka)

tiny snack, chaotic good

STR	DEX	CON	INT	WISH	CHA
3 (-4)	15 (+2)	30 (+10)	30 (+10)	1 (-5)	15 (+2)

Challenge Rating 5

Equipment:

Eggplant (2)
Green pepper (250 gr.)
Potatoes (1-2 big)
Vegetable Oil
Salt

For the sauce

Grated Tomato (4-5)
Olive oil
Garlic
Sugar
Salt
Vinegar

Legendary Actions to Cook:

Dice the eggplants into small cubes. They do not need to be perfect–actually, it works even better when they are different sizes. Start the stove and add vegetable oil to a large heavy skillet or pot. When the oil starts to crackle, add the eggplants to your pan and fry until they turn brown. While adding your eggplants, it is important not to toss them directly into the pan because you will reduce the heat of the oil. Add the eggplants in small amounts using a spoon.

While that is cooking on the side, start dicing your green peppers. The peppers will make the oil a bit spicy, so that is why we will add them at the end of our cooking process. At this point, the eggplants must be done. They need to be well fried, so make sure they are crispy on the sides. Drain the oil thoroughly and transfer the eggplant pieces onto a large sieve. For every spoon that you transfer onto the sieve, add a pinch of salt and mix. To the leftover oil add one clove of garlic so that it softens. Take the garlic out of the oil when it slightly browns. Afterwards, add the chopped peppers to your sizzling oil. Before you add them make sure to reduce the heat of your pan and to dry the peppers with a towel so that the oil will not explode in your face. Be careful not to overcook the peppers. Cook them just until they become shiny and then mix them with your eggplants. Gather all the ingredients in a pot and let them wait until we make the sauce.

For the sauce, start with grating the tomatoes until you reach their skin. Put about 3-4 tablespoons of olive oil into a pan. Dice 4-5 cloves of garlic thinly and add them into the pan, then fry them until the smell starts to fill up the kitchen. Before the garlic starts to brown, add in your grated tomatoes and reduce the heat. Add about 2 pinches of sugar, a tablespoon of vinegar, and a pinch of salt. It needs to be cooked in reduced heat until the pinkness of the tomatoes turns bright red. About 10 minutes later, it should be done. Add your sauce onto your eggplants and mix well so the eggplants can soak it all up. Chop some parsley thinly and add on top of your dish for some flare.

Türk Pilavı (Turkish Rice Pilav)

gargantuan meal, lawful neutral

STR	DEX	CON	INT	WISH	CHA
30 (+10)	30 (+10)	30 (+10)	1 (-5)	(-5)	(-5)

Challenge Rating 3

Equipment:

2 cups of rice
2 tbs of orzo
1 tbs of butter
2 tbs of olive oil
3 ts salt
2,5 cups of boiling water

Legendary Actions to Cook:

First we put 2 cups of rice in a bowl and pour boiling water on top and let it sit on the counter for half an hour. This will inflate the rice and make them softer for when we eat. When they have soaked up the water, we drain them and set them aside. Now, you want to put a large pot on the heat and add your butter and olive oil. Here is where you want to put some water in a kettle to boil for later. When the butter melts, you can add your orzo on top. Here you must be quick. You need to stir the orzo until it gets slightly brown and then you must add in the rice immediately. Don't burn your orzo! When you successfully add in your rice without burning your orzo, mix well until every piece of rice gets a taste of the delicious oil mixture. Now you can add in your salt. Stir for a total of five minutes. Now you can add in your 2.5 cups of boiling water. The key is to add in 1.5 times your rice amount. Now reduce the heat, close the lid, and cook for 10 minutes. After 10 minutes, take a spoon and look at the bottom of your pot. If there is still a lot of water, wait until the rice soaks it all up. When it's cooked, we are not done yet! This is the key to having really nice pilav. Between the lid and the pot place a towel and close the lid back up. Wait for another half an hour for the towel to soak up the unwanted moisture. And now you are ready to serve!

Çibörek (Chi-Borek)

medium pastry, lawful good

STR	DEX	CON	INT	WISH	CHA
8 (-1)	70 (+30)	15 (+2)	9 (-1)	10 (+0)	30 (+10)

Challenge Rating 10

Equipment:

For the dough

1 cup of flour
1/3 cup water
1 spoon of yogurt
1,5 ts of salt
½ pack of baking soda (about 3-4 ts)
A pinch of sugar
1 spoon of butter

For the inner meat mixture

Minced meat (200 gr.)
Onions (2 big ones)
1 ts of salt
½ ts brown pepper

Legendary Actions to Cook:

Put one cup of flour into a mixing bowl. With your finger, create a gap in the middle to pour in about ¾ of a cup of water. Then add half a pack of baking soda. Add 1 full tablespoon of Turkish yogurt. Melt 1 tablespoon of butter. Be careful not to make the butter too hot, or it will make the flour cook prematurely and taste bitter. The key is to get it slightly melted enough to mix in. Add 1.5 ts of salt. Now you can mix your ingredients. Adjust the amount of water or flour needed for the right consistency, which should be a sticky dough. Now, flour a clean surface to spread your dough. Knead the dough for about 2-3 minutes. The flour on the surface will cause the dough to gain more of a shape. Thinly roll the dough and separate it into 6 pieces. Roll those pieces into small balls, cover them with a damp cloth and wait for 15 minutes for the dough to settle and rise.

For the inner meat mixture, add your minced meat to a mixing bowl. Blend up 1.5 onions. The onion's juice will give it the flavor it needs. Put the blended onions on a sieve and push with the help of a spoon to separate its juice onto the minced meat. Mix the onion juice and the meat thoroughly. It needs to look like a puree. Add about a teaspoon of salt and half a teaspoon of brown pep-

per. If the mixture still doesn't look like a puree, add in a bit of water to stop it from balling up.

Start heating up some olive oil on the side to fry up our çiboreks. Put some more flour on your surface and on your roller pin. It's time to fill up the dough! Roll your dough into small plate-sized circles and spread some of your meat in one half of it. Fold the dough shut and press on its sides to secure the meat. After you fill up all of them, the oil should be hot enough to fry. Add your çiboreks one by one to fry them up nicely. Make sure both sides get golden enough before you take them out. If there is too much oil on the surface you can pat them with a towel. You are ready to eat!

Sigara Böreği (Borek)

tiny pastry, neutral evil

STR	DEX	CON	INT	WISH	CHA
20 (+5)	8 (-1)	30 (+10)	30 (+10)	20 (+5)	1 (-5)

Challenge Rating 1/4

Equipment:

100 gr. curd and feta cheese mixture
¼ of a parsley bunch
1 egg
Filo pastry dough
1/2 cup of vegetable oil

Legendary Actions to Cook:

Mix the parsley, egg and cheese mixture. Heat up your vegetable oil in a pan while preparing your rolls. Open up your filo pastry and cut them into the shape of a pizza slice. To the wider side of the triangle we put our mixture in a thin stripe. Fold the two sides towards the mixture and then roll it into the sharp side of the triangle. Don't make the rolls too tight. Dip your finger into some water and wet the sharp side so that it can stick and close up. Once the oil in the pan heats up enough, you can put your rolls inside. The key is to keep them rolling inside the pan so every side of the rolls cooks evenly. Once every side is evenly golden, you are ready to eat!

Pişi (Pishi)

medium pastry, true neutral

STR	DEX	CON	INT	WISH	CHA
8 (-1)	8 (-1)	8 (-1)	12 (+1)	12 (+1)	12 (+1)

Challenge Rating 2

Equipment:

2 bread dough
Vegetable oil
Olive oil

Dough:
300 grams flour
5-6 grams of instant yeast
200 ml. water
1 ts salt

Legendary Actions to Cook:

Preparing the dough for 1 pishi:
Put the instant yeast into lukewarm water. When the yeast melts into the water, add the mixture into the flour. Mix well and then knead the dough for 4-5 minutes. After letting it sit for 20 minutes, the dough is ready.

You can buy or prepare bread dough that will be enough for 2 pishi. Heat up your vegetable oil while preparing the pishis. Oil your hand with olive oil so that the dough doesn't stick to your hands. Pinch the dough to create small circles. We pinch the dough to leave air inside of it. Therefore, when you roll them into better looking circles, be careful not to flatten them. After you roll them, push your finger to the middle to create a whole, almost like a doughnut. Once your oil heats up, put your pishi dough directly into the oil and fry until golden and fluffy. You can also make it cheesy. Instead of poking a whole inside the dough, place a small cube of string cheese. This way when you cook the pishi, you get a small surprise of cheesiness.

Yaprak Sarması (Dolma)

gargantuan meal, lawful evil

STR	DEX	CON	INT	WISH	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30(+10)	30 (+10)

Challenge Rating 30

Equipment:

½ tbs red pepper paste
1 cup of rice
¼ cup of olive oil
2 cloves of garlic
1 finely diced onion
Salt
Black pepper
20-30 vine leaves

Legendary Actions to Cook:

We prepare by putting our rice into some water and waiting for 30 minutes for it to soak. Put your olive oil, ground garlic, and onions to a pot and stir. Once the onions cook well, add in the red pepper paste to your pot and keep stirring. You can add in some chili peppers and black peppers. Add in a teaspoon of salt. Then, add in your drained and washed rice and stir. Add in half a cup of boiling water and stir. Leave the pot to boil. Once the rice soaks up the water, close the heat and leave the mixture to settle.

Once your mixture is ready, open up your vine leaves and with a spoon, scoop up some of the mixture and place it in a thin stripe. Fold the corners inwards and start rolling the vine leaves thinly. The thinner the better.

In a large pot, put 2-3 tbsp. of olive oil. Lay your leftover vine leaves at the bottom of the pot so that your rolls don't get burnt. Lay your rolls one by one until it fills up the pot, add in 1.5 cups of boiling water and place a ceramic plate on top of the rolls. First five minutes cook in high heat, and then afterwards reduce the heat and cook until done. You can taste to understand if the leaves and the meat are cooked all the way. There you go! If you managed to roll them properly, they should be fantastic. Eat them with some Turkish yogurt.

Kısır (Bulgur Salad)

tiny veggie, chaotic neutral

STR	DEX	CON	INT	WISH	CHA
10 (+0)	8 (-1)	30 (+10)	28 (+9)	6 (-2)	10 (+0)

Challenge Rating 1/2

Equipment:

2 cups of thin bulgur
1 cups of boiling water
1.5 tbs tomato paste
3 tbs of olive oil
1 tbs pomegranate syrup
4-5 scallions
1 bundle of parsley
A pinch of salt
A pinch of black pepper
Lettuce

Legendary Actions to Cook:

Place your thin bulgur in a bowl and pour some boiling water on top of it. Let it set. Once it soaks up the water, add in the tomato paste and olive oil on top of it. Mix well. Dice the scallions and parsley thinly and add them in. Pour some pomegranate syrup on top and mix well. Add in your salt and chili peppers if you want and keep mixing. After the mixture cools down, you are ready to serve!

Haydari (Haydari)

medium dip, chaotic good

STR	DEX	CON	INT	WISH	CHA
30 (+10)	20 (+5)	20 (+5)	1 (-5)	8 (-1)	9 (-1)

Challenge Rating 4

Equipment:

300 gr. youghurt (+200 gr. strained youghurt)
Dried mint
Butter
2-3 cloves of garlic
Salt

Legendary Actions to Cook:

Place 90 grams of butter in a pan and melt. Add the thinly sliced garlic into the butter. Keep stirring for 2-3 minutes at high heat. Once it starts boiling, you can reduce the heat. Add in two tbsp. of dried mint. In order not to burn the oil mixture, you should lift the pan out of the heat from time to time. Mix 300 grams of regular yogurt with 200 grams of strained yogurt. Once the heat settles a bit, add it into the yogurt mixture. Add in a pinch of salt. Whip the mixture until it looks like cream. Let it settle in a cold place for 3-4 hours. Overnight would be even better. Now, dig in with a toasted bread or chips!

Cacık (Cacik)

medium dip, chaotic good

STR	DEX	CON	INT	WISH	CHA
1 (-5)	18 (+4)	14 (+2)	7 (-2)	20 (+5)	8 (-1)

Challenge Rating 5

Equipment:

Yogurt
Cucumber
Bit of water
A pinch of salt
Olive oil
Preferably dried mint and thyme

Legendary Actions to Cook:

Add water to the yogurt until it reaches to your preferred consistency. Some like it thicker, some like it more watery, to each their own. Now, you can add your diced cucumbers. Afterwards add in about ½ tablespoon of olive oil and dried mint and thyme. As easy as that! You can serve with other foods or eat it by themselves.

Sütlaç (Rice Pudding)

medium dessert, lawful evil

STR	DEX	CON	INT	WISH	CHA
17 (+3)	20 (+5)	6 (-2)	30 (+5)	15 (+2)	30 (+5)

Challenge Rating 11

Equipment:

1 lt. milk of your choice
½ lt. boiling water
1.5 cups of rice
1 1/4 cups of sugar

Legendary Actions to Cook:

We start by cleaning the rice. After it gets squeaky clean, add it into a pot and pour your boiling water on top of it. The rice will be cooked in the smallest fire with reduced heat for 40 minutes. Don't forget to stir it every 10 minutes. Once it turns into a mush, add in the cold milk. Mix well and leave it to cook for another 40 minutes in reduced heat. Once the consistency thickens, you can add in your sugar and mix. Leave it to cool in the fridge and then it is ready to serve.

Kazandibi (Kazandibi)

tiny dessert, neutral evil

STR	DEX	CON	INT	WISH	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Challenge Rating 7

Equipment:

40 grams of flour
2 tbs wheat starch
150 ml. water
1 lt milk
200 gr. sugar

Legendary Actions to Cook:

Before you start the heat, mix the flour, wheat starch and water in a pot. After the mixture melts and mixes, add in your milk and stir. Now open up the heat. For 10-15 minutes it will thicken and cook. Don't forget to constantly stir during this

period. Once it fully thickens, transfer two scoops of the mixture into an aluminum tray and pop it into the oven. We want the bottom to burn a bit: this is what will give it the unique taste. After the first two scoops burn, add in the rest. And pop the tray inside the fridge for 2 hours to cool. Afterwards you can cut into it and eat. It should be a soft consistency.

Şerbet (Sherbet)

medium beverage, lawful good

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

Challenge Rating 9

Equipment:

10 cloves
3 cinnamon stick
6 tbs hibiscus
2 lt water
6 tbs sugar
½ lemon (optional)

Legendary Actions to Cook:

Start by boiling the water. Add in the cloves and cinnamon sticks. The color will start to change. After it reaches a boiling temperature, let it boil for 5 minutes. Take out the cinnamon sticks, or they will leave a bitter taste. Add in the hibiscus, and stir. Then add in your sugar. You can add in half a lemon if you wish. Boil until it reaches a deep red color. Afterwards, close the heat and let it rest for 15-20 minutes. Drain the sherbet and it will be ready to serve.

Menemen (Turkish Scrambled Eggs)

gargantuan meal, chaotic good

STR	DEX	CON	INT	WISH	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Challenge Rating 17

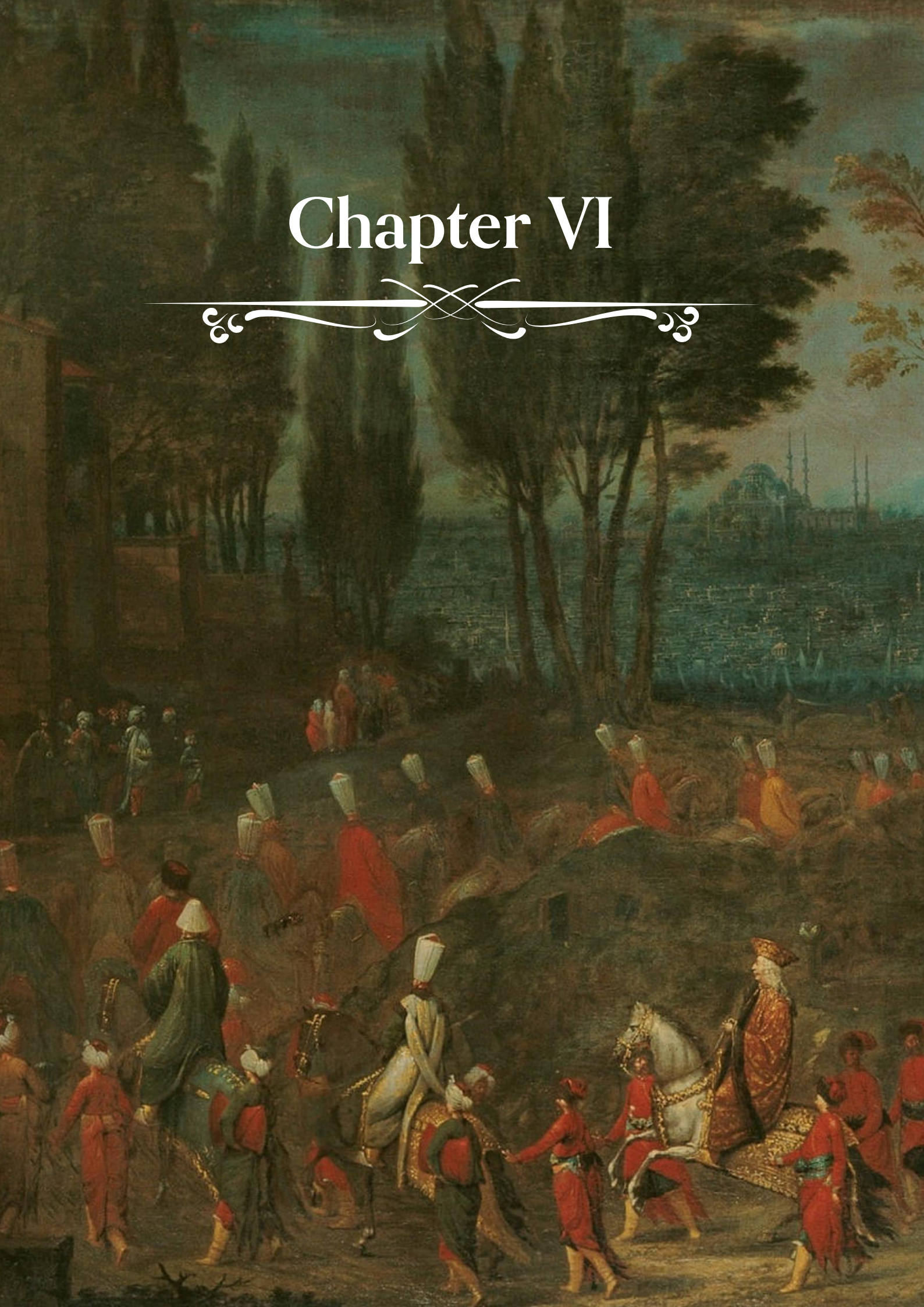
Equipment:

Olive oil
2 tomatoes
1 middle sized onion
1-2 green peppers
2 eggs
A pinch of salt

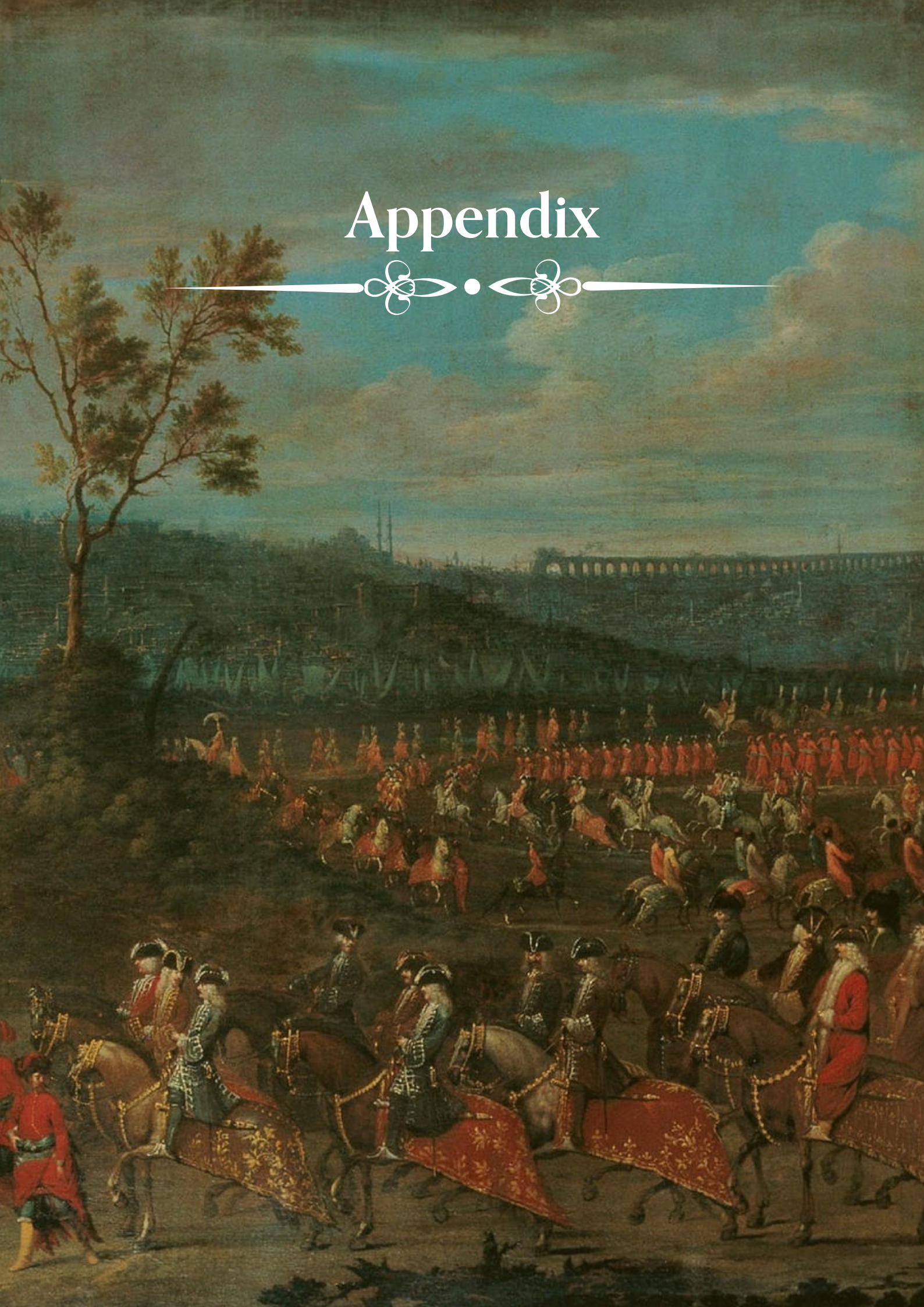
Legendary Actions to Cook:

Cut your onions, tomatoes, and pepper into small cubes. Then add them together in a pan to cook with some olive oil. Once they let their juices flow and soften, you can add in your eggs. The key is to mix the egg a lot to prevent it from cooking too much. The consistency should be a bit runny. Think of scrambled eggs but softer. Then add your salt and serve.

Chapter VI



Appendix



The Lies We Told

In this section, we will explain some of the creative liberties we took with the narrative and world building of the City of Crescent. This is by no means an exhaustive list, but the major "lies" we told are here.

Constantinople, not Istanbul

In the 19th century, the city was called Constantinople, not Istanbul. It was known in the local language as Konstantiniyye. The city's name was officially changed in the 1920s. We used Istanbul as a catch-all name throughout the book for the international audience.

Shaky Timeline

The time period of The City of Crescent is not clearly defined so as not to limit our creative potential. Therefore, characters and events ranging from the early to late 19th century happen throughout the story. However, we did adapt all the events to an amalgamated 1850s aesthetic, tech, and weaponry.

The event that led to Alemdar Mustafa Pasha's death was in 1808. "The Auspicious Event" (which we call Happenstance of the Greatest Good for theatrical effect) that destroyed the Janissary Hearth took place in 1826. Thus, although Alemdar's history is indeed correct (even the explosion part), and that he drastically contributed to the process which eventually destroyed the Janissary Corps, the actual expulsion of Janissaries happened twenty years later.

Osman Hamdi Bey was actually born in 1842 and died in 1910. Sir Arthur Conan Doyle and Agatha Christie didn't visit Istanbul until the first years of the 20th century, and Pera Palace was actually built in 1895.

The Politics of the City

Janissary

The Janissary Corps had been a serious problem for the Ottoman throne for centuries by the 19th century. Their military prowess and control of the capital of the empire meant that they could extort, blackmail, and threaten even the most powerful of the politicians, including the Padishah himself. They killed Osman II the Young in a very gruesome manner and they overthrew Selim III, to name just two examples.

Furthermore, it is also incorrect that the Janissary were always considered to be on the people's side. We know that many of the criminals and "mafiosos" of the city have had strong Janissary connections. However, this is a heated debate among historians, as the orthodox understanding of Ottoman history comes from the annals written by palace officials, which were against the Janissary Corps to begin with.

Political Figurehead

Although Abd-ul Mejid is known as a great reformer of the era, by that time, the Padishah had taken a more symbolic role - as with the constitutional monarchies of Europe. The politics and the reforms were mostly designed and implemented by the palace officials.

For instance, Mejidian diplomacy was actually the design of the many capable pashas of the period, such as Mustafa Reşid Pasha, Fuat Pasha, Mehmet Emin Ali Pasha. Abd-ul Mejid himself was young and inexperienced when he ascended to the throne.

Although the Padishah is a political figurehead, it is almost impossible for "mercenaries" to have met with the Emperor himself in the actual time period. Therefore, if we wanted to go for a truly accurate version of the history, Abd-ul Mejid wouldn't even have heard about the party to begin with, let alone meet them.

A Certain Community

The founding of Teşkilat-ı Mahsusa (a Certain Community) is a complex matter and is widely considered to be unknown by historians. The name is actually translated to "Secret Organization" but again, for dramatic effect, we picked the name a Certain Community. The character and the leader of the organization, Aziz Sefa Bey, is inspired by a Turkish movie's main character: Aziz Vefa Bey. The team unanimously agrees that it is the best comedy movie ever made, and it is a shame that the rest of the world has missed out.

Harem

Under no circumstances would anyone other than the Padishah, and the members of the Harem itself, would be able to speak to the women of Harem, let alone enter it. However, Harem was also not an Orientalist sex dungeon, but actually a school that raised courtiers to serve in the palace grounds. The women of the Harem were educated in many topics including rhetoric, court manners, music, philosophy, and religion.

Historical Reading

Further Reading

This section is for those who are into the history of Istanbul and want to play a local in the City of Crescent. Checking out sections of these works could inspire the players and the GMs.

- *Secret Istanbul*, **Emre Öktem**, Jonglez Publishing
- *Istanbul: The Imperial City*, **John Freely**, Penguin Books
- *Strolling Through Istanbul: The Classic Guide to the City*, **Hillary Sumner Boyd & John Freely**, Tauris Parke Paperbacks
- *The Concubine, the Princess, and the Teacher: Voices from the Ottoman Harem*, **Douglas Scott Brooks**, University of Texas Press.
- *The Remaking of Istanbul: Portrait of an Ottoman City in the Nineteenth Century*, **Zeynep Çelik**, University of California Press
- *A Social History of Ottoman Istanbul*, **Ebru Boyar & Kate Fleet**, Cambridge University Press
- *Istanbul: A History*, **David Jacobs**, New Word City
- *Subjects of the Sultan: Culture and Daily Life in the Ottoman Empire*, **Suraiya Faroqhi**, I.B. Tauris

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