

PLAYER'S GUIDE & GAZETTEER



New lineage and subclass options, expanded spell lists, animal companion stat blocks and a gazetteer of major locations for players at the table.



Motes of dust particles drift by you as you sit with your companions in one of the basement archives of the Library of Alexandria. The air smells of old books, and an occasional breeze brings hints of salty sea air from the open windows in the hall above. Tomorrow there will be more danger, exploration, and adventure, but right now you just need information. As you pour through some old scrolls from a Silk Road merchant, you come across a set of maps and notes detailing a region you have never been to. A smile sets into your face as you look up from your work.

You found what you've been looking for.

PLAYER'S GUIDE & GAZETTEER



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The Front Cover: A group of adventurers peruse the archives in the Library of Alexandria. Sometimes action is what is needed, and sometimes it is preparation. Even epic heroes sometimes need to crack a book and do some studying before the next encounter.

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Introduction

What is a Role Playing Game?

Role playing games feature collaborative storytelling where each player takes control of one character in the story, and together, the group improvises an entire adventure together. One player, known as the Game Master (abbreviated “GM”), plays the role of narrator for the story, describing the scene and presenting problems. The other players, known as Player Characters (or “PCs”) then describe what their character does, and then they roll dice to determine whether what they do succeeds or fails. The GM uses a set of rules to govern the physics of the story and to determine what the PCs are able to do. The GM is also responsible for playing the roles of the villains and other characters (referred to as “NPCs”) that the group of player characters (called a “party”) meets along the way. The rest is up to the players at the table, and the adventure is limited only by their imagination!

The introduction of this book is intended to give an overview of the basic rules of Fifth Edition, and to orient new players (or even new GMs) to the game.

How do you Play?

The core of this game revolves around telling an ongoing story. Unlike other stories, though, there is no script or set plot. The GM serves as a kind of narrator that describes a situation or problem, but then it is up to the players to decide how to respond to the situation or solve the problem. The story thus evolves collaboratively at the table between the players and the GM.

The Dice. 5th Edition roleplaying games use polyhedral dice to determine random outcomes during the game. Each die is referred to by the letter “d” (for die) and then a number that refers to the number of sides. We will use 6 types of dice for this game: d4, d6, d8, d10, d12, d20. The die you will use most often is the d20, since it resolves almost all actions your character you will take. Most dice sets come with two “d10” dice. If you are ever asked to roll a “d100,” you can do so by rolling both d10s and using one for each digit, thus making a two-digit number. Sometimes rolls called for include a “modifier.” These modifiers are numbers that are added to the total of the dice rolled. For example, 3d6 + 2 means that you roll three six-sided dice, and then add 2 to the total.

The Structure of the Game. The game begins as a group of characters set off on their adventure. as they

encounter problems they must work together to solve them, using whatever abilities they have at their disposal. The general flow of play goes like this:

1. The GM describes the situation or problem.

The GM will generally begin by narrating the opening of a scene. During this narration, the GM describes where the characters are, and what their surroundings look like. At this point, the players may also want to ask the GM questions to clarify what is happening.

2. The players describe what they want to do.

Sometimes, the entire group will agree on what they want to do next: “we want to climb that wall and see what’s on the other side.” Other times, each character may feel that they want to go somewhere different: “I’m going to ask questions at the local tavern while you go to the market to buy supplies.”

3. The players resolve their actions.

Usually this involves rolling dice. Whether a character is climbing the walls of Jericho or haggling with a merchant in the marketplace, most endeavors are resolved by rolling a d20, adding a modifier, and then asking the GM if they succeed or fail.

4. The GM narrates the consequences.

Based on a player’s roll, the GM narrates the consequences of their actions, for better or worse. Often these consequences lead to a new situation or problem, which the GM narrates and then the steps start over.

Abilities

A Player Character has 6 ability scores that are used to determine what they can do:

Strength: your physical power.

Dexterity: your speed and agility.

Constitution: your endurance and hardiness.

Intelligence: your logic, memory, and book smarts.

Wisdom: your understanding of the world.

Charisma: your force of personality.

Each of these abilities has a score between 3 and 18, with 10 being average. Determining these scores for your character during its creation are important, because they reflect its identity. Maybe your character is very strong, but not very smart. Maybe your character loves the spend time in the library, but is socially awkward. However you view your character, its ability scores should reflect this reality.

Your character's ability scores also determine its modifier to certain dice rolls. A score of 8 gives your character a modifier of -1. A score of 10 gives your character a modifier of +0. A score of 12 gives your character a modifier of +1, and so forth.

Skills

Your character also has a certain set of skills that may be better or worse depending on its ability scores. To make a skill check, roll a d20 and add the modifier that corresponds to the skill on your character sheet. These specific skills are summarized below.

Acrobatics. This is your ability to balance on the prow of a ship during a storm, jump over a small fence, or other impressive feat of dexterity.

Animal Handling. This is your ability to calm down a rampaging Aurochs, drive a chariot in an arena, or comfort a wounded animal.

Arcana. This is your innate understanding of the magic that suffuses the universe. It may be used to discern runes that were used in a cultist's ritual, recognize the signs of a specific wizard's magic, or recall information about a magic item.

Athletics. This determines your ability to climb a steep cliff, swim through rushing waters, smash through a locked door, or something similar.

Deception. This is your ability to lie and deceive those around you. This could be used to determine whether you can swindle a merchant, talk your way past a guard, or stretch the truth when speaking with a nobleman.

History. This is your ability to recall ancient lore, or remember the history of a people or city.

Insight. This is used to determine the intentions of other characters. This is your ability to detect a lie, or discern another character's goals.

Intimidation. This is your ability to frighten or coerce other characters into doing what you want.

Investigation. This is your ability to search for something specific, such as an important document in a politician's desk drawers, or signs of a struggle at a crime scene.

Medicine. This is your ability to diagnose an illness or disease, determine the cause of death for a body, or provide first aid for an injury.

Nature. This is your ability to recognize the patterns of weather, recall the names of plants and animals, or remember important information about terrain.

Perception. This is your ability to hear the footsteps of someone sneaking up on you, notice the tracks of a dangerous animal in the mud, or smell the scent of a specific baked good in a marketplace.

Performance. This is your ability to tell a good story,

dance in an amusing way, or play an instrument in a tavern.

Persuasion. This is your ability to convince a king to change his mind, urge the common people to fight for their beliefs, or even convert someone to your religion.

Religion. This is your ability to recognize the symbols and lore of a specific religion, recall ancient proverbs and scriptures, or practice proper etiquette in a synagogue.

Sleight of Hand. This is your ability to pick a lock, forge a signature on a legal document, or steal something from someone's pocket.

Stealth. This is your ability to sneak up on a city without being spotted by guards, to remain hidden from a monster in a cave, or quietly sneak into an area without being noticed.

Survival. This is your ability to follow tracks in the woods, start a campfire, or recognize an area as bandit territory.

Proficiency

Some skills come more naturally to your character than others. These skills gain a "Proficiency Bonus." This bonus increases over time, and is listed in your character's class description.

Saving Throws

In some dangerous circumstances, the GM may ask you to make a "saving throw." A saving throw is similar to an ability check, but measures your ability to prevent something bad from happening to you. To make a saving throw, roll a d20 and add the appropriate modifier. For example, if you make a Wisdom saving throw, add your Wisdom modifier.

Advantage and Disadvantage

Some circumstances may give you an extra "Advantage" on your roll, such as tracking footprints in a location you are familiar with, or attacking an enemy who is lying on the ground. If you have "Advantage" on a roll, roll two d20s and take the higher roll. Likewise, if a situation gives you "disadvantage," such as searching for something in the dark, roll two d20s and take the lower roll.

Combat

Sooner or later, situations will take a violent turn, and the game will enter into a phase called "combat." In the midst of battle, there are many characters who are all acting simultaneously, and things can seem chaotic. As a way of bringing order into this chaos, each character gets to take a turn, during which they have a chance to perform certain actions that they wish. Once each character has taken its turn, combat moves into the next round, and each character

gets to take another turn. Play continues like this until the combat is over.

Initiative

Some characters are quicker than others. This mental and physical quickness is determined using a character's "Initiative" bonus. If multiple characters are trying to act at the same time, the GM may ask all characters to "roll Initiative." All players would then roll a d20 and add their Initiative bonus to the roll. This determines which characters gets to act first, going in order of highest roll to lowest. Most often Initiative is rolled at the beginning of Combat, but it can also be used in other situations, such as during an athletic competition, a stealth mission, or even a heated debate.

Taking Your "Turn"

Most of the time your character is free to speak and act freely whenever you would wish. However, in the event that the GM calls for you to "roll Initiative" (such as during combat), your character's ability to act is constrained by your "turn." On your turn, you are limited to certain actions, listed below. You can use each of these only once on your turn, and you do not need to use them all if you are not able to, or do not want to. You can perform these actions in any order you wish.

Movement. Your character can move up to the distance listed under "speed" on your character sheet.

Action. Your character can perform one major action, such as making an attack with a weapon or casting a spell. You can also use your action to "Hide" (avoid being seen), "Dash" (use your movement speed again), "Dodge" (to prepare to avoid danger), or "Ready an action" (to prepare to act once something else happens), or pretty much anything else you can think of!

Bonus Action. Bonus actions are special actions that you may be able to take on your turn *in addition to* your Action. Your character sheet will specify if a spell, ability, or class feature uses a bonus action.

Object Interaction. You can freely interact with one object in addition to other actions taken during your turn. Examples include opening a door, pulling a lever, or picking up a dropped weapon. If interacting with an object requires an ability check (such as picking the lock on a door), this may require you to use your Action instead.

Reaction. A Reaction is something you are able to do in response to another character's action. This can include an "Opportunity Attack," which allows you to use your Reaction to make an attack against a creature before it is about to move out of your reach. You can also spend your Reaction to do something you specified on your previous turn: "I want to be prepared to push the monster into the

pit if it tries to move past me on its turn." To do this, you must use your Action to "Ready" the Reaction you have specified.

There Are a Lot More Rules.

This section was intended to give an overview of the most basic parts of the game. This is enough to get you started, and getting started is the best way to learn! As you play more and more, you will realize that there are a LOT more rules that govern play than we have discussed in this introduction.

If you are a new player, please do not feel overwhelmed. It is not your job to know every single rule in the entire game. Just relax and clearly state what your character would like to do. It is the GM's job to decide which rules apply to the situation, and what rolls need to be made to resolve your character's choice. You do not need to know all (or any) of the rules to be a great player; you just need an imagination!

If you are a new GM, thank you for taking on this responsibility! Fight the urge to be "over-prepared." The best tool you can bring with you to the table is a willingness to learn and improvise. This section has covered enough of the basic rules to get your game started, since an explanation of all possible rules would fill an entire book. There are plenty of other books and resources out there to help you learn the game better, but it is best to simply start playing and know that you may need to look things up as you go along. Remember, no matter how much you plan your session and memorize rules, your players will find ways to surprise you, so it's best just to let go and have fun!



The Setting

Introduction

The Roman Empire's rise to power was a bloody one. As its territory expands under the reign of Tiberius Caesar, it eventually comes into conflict with the opposing conquest of Parthia, ruled by King of Kings Artabanus II. The "Middle Kingdoms" scattered throughout the map may have once had proud histories, but have since become relegated to fodder for the consuming conquests of these rival empires. Politics, religions, and cultures have never been thrown so harshly into conflict, and most communities are simply struggling to maintain their identities in an evolving world. This is a world rife with danger, mystery, corruption, and adventure. The best part about this time period (roughly 26 CE) is that very little has been recorded about its history, so as you create your character and prepare to adventure, you can do so without worrying about your story coming into conflict with what has been written, which is almost nothing.

The information in the following sections provide information about the politics, languages, religions, and geography of the world as it exists in the first century. You should read this section before creating your character so that you can make informed decisions about your backstory, lineage, and class abilities.

Background

The first century was a troubled time for people, both politically and spiritually. The great nations of Egypt, Israel, Assyria, and Babylon have fallen unceremoniously and seemingly overnight to the superpowers of Rome in the west and Parthia in the east. As these rival empires move toward world domination, the "Middle Kingdoms" caught between them struggle to maintain their identity and way of life. Egypt's pharaoh, Cleopatra, is dead, her heirs are in exile, and the nation is in the midst of religious reform. Jerusalem is overrun with Roman soldiers and is still struggling to recover from a series of oppressions, both recent and lingering. Sheba remains staunchly neutral in this power struggle, even as its own future appears uncertain. The prophecy of the Jewish "Messiah" has been all but forgotten as the people in the land of Canaan become more and more concerned with their uncertain political position in the world. Meanwhile, in the poor and unimportant region of Galilee, a young man named Jesus is living life as a construction worker of little consequence. This is a time of religious and political reform in many

ways, and newly established trade routes bring influences from foreign cultures both east and west.

Geography

This campaign is centered around an area of land known as the "fertile crescent." As the vast majority of land in this region is dominated by a harsh and unforgiving deserts, civilizations have cropped up along its perimeter where there is ready access to water. The Nile, Tigris, and Euphrates rivers in particular provide bountiful access to fresh water, and serve as the beating heart of the world's first great thriving civilizations. The swath of territory that is able to sustain vegetation forms a crescent shape across the map, and gives the region its name: the fertile crescent.

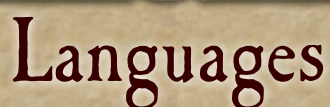
Power Structures

This story takes place during an interesting power dynamic. Egypt stood as the undisputed world power for 2000 years. Then, almost overnight, a series of military conquests changed the map forever. Assyria, Babylonia, Persia, and Greece each rose to power temporarily before being supplanted by the next. The year 26 CE finds two new empires, Rome and Parthia struggling for world domination.

The smaller "Middle Kingdoms" now exist under the thumb of one of these two distant military empires. This has created an uncertain political structure at the local level. Egypt's line of Pharaohs has been broken, with the death of Cleopatra leaving the seat of power entirely vacant. Other cities, including Babylon, Jerusalem, and Nineveh, technically still have a king sitting on the throne. However, because these kings answer to the whims of foreign powers, the average citizen has to wonder how much power their king *really* has.

Diaspora

The military conquests of the past led many people to be displaced and take up residence in other kingdoms. Persecution, captivity, and sometimes outright slavery meant that different people groups, including the Jews, were made to live in exile in cities across the map. Although these movements initially happened by force, many of these people, finding themselves in a new place far from home, decided to make the best of their situation and assimilated into the cultures in which they found themselves. This has resulted in an increased cultural and ethnic diversity across the map.



Α Β Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν

Latin

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Aramaic

W9T1707 556720H 243419K

Akkadian

Introduction

Hebrew



Hebrew was the language of the Jewish people throughout antiquity, and the predecessor to modern Aramaic. Although it is no longer used as a conversational language, Hebrew is still widely used in religious settings, including the reading of the Torah in Synagogues. Hence, this language is most often learned by the well-educated and religious elite among the Jewish population.

Sabaic



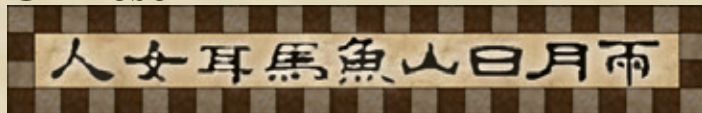
Sabaic is the language of the people of Sheba, spread throughout Arabia and Africa. Because of Sheba's influential role in the spice and incense trade, Sabaic is also spoken by merchants and nomads along southern trade routes, such as the Spice Road.

Coptic



By the first century, Coptic had replaced Old Egyptian as the official language of Egypt. This language is spoken by almost every citizen of Egypt, but rarely spoken outside of cities along the Nile river.

Chinese



A language from the east, Chinese is only spoken by traveling merchants from China, and those that commonly trade with them. Due to the increased use of bronze tablets for recording information, the written form of Chinese characters has recently evolved into what is known as the "Lishu" style. China is the primary manufacturer of silk products, and the Roman empire is obsessed with silk. As such, many educated Roman merchants will learn Chinese in order to better trade with the rising superpower in the east.

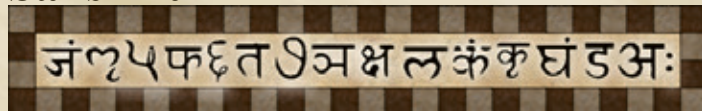
Sign Language

Although not widely used during this time period, a system of communication that utilizes hand gestures to communicate ideas is in use, primarily by deaf people,

in most major cities. The Greek word for this is *Enneuo*, which means "to communicate by gesture." Variations of this word appear a few times in the Bible, one of which is when the priest Zechariah, who was unable to speak, is asked what his son should be named:

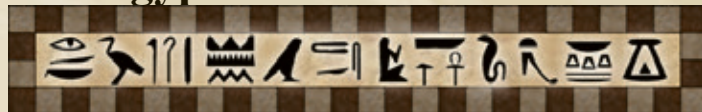
"So they made signs,
asking his father what to name him."
-Luke 1:62

Sanskrit



Sanskrit is the predominant language of India, and the only language spoken by many Indian traders along the Silk Road. As spices coming in from India were such a valuable commodity, many merchants and ship's captains had to learn Sanskrit as a necessity for trading with Indian travelers.

Old Egyptian



Old Egyptian ceased to be a spoken language as it was replaced by Coptic, but Old Egyptian writings can be found in ancient tombs and religious sites throughout Egypt. Very few people can still translate the hieroglyphs of this forgotten time.

Celestial

Celestial has no written alphabet, and is only spoken by angels, cherubim, and the rest of the heavenly host. Very few people have even come into contact with celestial beings, let alone learned their language. Mastering celestial takes a great deal of intelligence and practice, as it relies on thoughts and emotions as much as it does on vocal sound. Some angels can have entire conversations without uttering a word, as they radiate pure emotions to each other. Celestial is spoken by angels, and very occasionally by Prophets or other human mystics who may have occasion to communicate with celestial beings.

Infernal

A dark reflection of Celestial, Infernal is the language spoken by demons in the depths of the Abyss. A combination of shrieks and psychic whispers, Infernal is a truly terrifying language to those who have had the misfortune of hearing it spoken. Infernal is spoken by demons, and occasionally by possessed individuals or practitioners of dark magic.

Peoples and Cultures

The world in 26 CE brings many different peoples and cultures into conflict. While it is best to avoid making broad generalizations about these people groups, there are certain aspects of geography, language, and tradition that make these cultures distinct.

The peoples and cultures that appear in this module are listed below. Instead of being listed alphabetically, they appear in order of how frequently they will appear in the narrative, and how likely you are to encounter people of its culture.



Rome

Hailing from across the Great Sea, Rome is an empire in pursuit of world domination. The people of Rome claim the survivors of the legendary Trojan war as their ancestors. Whether or not

there is any truth to these stories, Rome is certainly not to be trifled with as a military force. Using technology and tactics previously unknown to this part of the world, the Roman Legions have been marching steadily east, conquering as they go.

Politics. Although the society in Rome's capital city is more complex and refined, Roman presence in the middle kingdoms tends to be aggressive and authoritarian. Each city occupied by Rome is governed by a proconsul who reports directly to the emperor. Order is kept in these cities by **Roman Centurions**, the senior military veterans in the Roman legion. Under the command of a Centurion are hundreds or even thousands of **Roman Legionaries**, the brutally efficient infantry of the empire's military. Legionaries have a reputation for being vulgar in language and ruthless in suppressing uprisings.

Society. Rome enjoys the lowest crime rate per capita of any nation in the world. Unfortunately, this is due to the brutal practices of Roman law enforcement. Criminals are tortured in the best case scenario, and are more often crucified: a practice which sees even petty thieves nailed to a wooden cross and left to die. It takes an average of three days to die from crucifixion, with the ultimate cause of death being suffocation from a buildup of internal hemorrhaging. Crosses bearing dead and dying criminals line the major highways in and out of Roman-occupied cities as a warning. No wonder the crime rates are so low.

Culture. The official language in the empire is Latin,

but many Roman citizens speak Common, and the merchants and seafarers may also speak Chinese, Sanskrit, and Aramaic. Roman architecture is some of the largest and most impressive in the world. Due to the recent invention of concrete, Roman buildings feature towering colonnades and massive domed ceilings not found anywhere else in the world. An excellent example of Roman architecture is found in the great Roman Circus, a massive semi-circular arena. There is at least one Roman Circus found in any major Roman occupied city, and Roman citizens love nothing more than attending the many games hosted here. For more information on the Roman Circus and the events there, turn to page 144.

Religion. Featuring gods famous from a multitude of classic Roman stories, as well as those adopted from the Greek pantheon, temples to these gods can be found scattered throughout any city controlled by the Roman empire. The most important gods of the Roman pantheon are listed below, with their Greek counterpart in parentheses:

God	Domain
Jupiter (Zeus)	Sky, Thunder, Lightning
Juno (Hera)	Love, Marriage
Neptune (Poseidon)	Storm, Sea, Water
Minerva (Athena)	Craftsmen, Arts, Wisdom
Mars (Ares)	War, Military
Venus (Aphrodite)	Beauty, Desire, Fertility
Diana (Artemis)	Hunters, Travelers, Nature



Parthia

The Parthian empire has a complicated relationship with the middle kingdoms of the fertile crescent. After conquering the Medes, Assyrians, and Babylonians, Parthia has claimed the seat of power east of the Euphrates River in Ecbatana, but its control of its vassal nations remains uncertain.

Military Strength. What Parthia lacks in advanced weapons technology, she makes up for in speed and strategy. Heavily armored cavalry called cataphracts are able to move with speed and agility unmatched by the Roman legion. The conflict between these nations stands still as the unstoppable Parthian Cataphracts clash with the

immovable Legionaries across the fertile crescent.

Society. Parthian occupied cities are among the most diverse in the world. Unfortunately, this is due to a long history of slavery and military conquests from her predecessors, Babylonia and Assyria. After many years of captivity in this region, many of the foreign captives chose to stay and build new lives for themselves in Parthia, even after they were released. The primary spoken language in Parthian territories is Common.

Culture. Parthian kingdoms tend to be more brightly colored, in both architecture and clothing styles. Cities like Teredon and Babylon are also extremely fond of jewelery and other adornments. Nineveh, Babylon, and Teredon also lead the world in natural beauty, boasting gardens and natural flora that are unmatched west of the Euphrates. Education practices vary from one kingdom to the next: Nineveh holds a library so great in size that it is second only to the library of Alexandria in Egypt, while the citizens of Teredon are almost all illiterate.

Religion. The Parthian empire has an eclectic mix of religions, having adopted beliefs and traditions from a litany of conquered peoples. Depending on the city (or even neighborhood) you visit, you may find citizens of Parthia worshipping the God of Israel, the Greek pantheon, the Roman pantheon, or Serapis. However, the predominant faith still found its roots in the original Babylonian pantheon which includes, but is not limited to:

God	Domain
Marduk	Supremacy, Order
Tiamat	The Sea, Chaos
Nergal	Underworld, War, Famine
Shamash	Justice, Law
Ea	Creation, Magic
Ishtar	Valor, Sexual Love
Enlil	Wind, Air, Storm



Greeks

As Greece fell from power in the wake of Rome's conquest, the Greek city-states pledged allegiance to the new empire and began to assimilate to the Roman culture. The culture of these societies continues much as it always had in the past, except under new Roman authority. The Roman pantheon mirrored the Greek gods so closely, that most Greek temples were preserved and simply renamed. Many Greeks continued to pray to their old gods, despite the name change instituted by Rome. Likewise, much of the food and, architecture and traditions of the Greek people remained much the same under Roman rule. The greatest cause of change for the Greek people came not from the

rule of Rome, but from the gradual enculturation of other traditions, foods, and even philosophies from the trade relations established by Alexander the Great.

Sparta. The only Greek city-state to refuse to bend the knee to Rome was Sparta. Amused by their bravado, the Roman empire allowed the Spartans to continue their way of life without imperial oversight, which makes Sparta the only Kingdom west of the Euphrates apart from Sheba that is not controlled by Rome. Sparta is a proud culture of few words and a love of combat. However, recent years have seen Sparta shrink from the world's stage, leaving many Spartans looking for work as mercenaries or adventurers.



Egyptians

Egypt stood as undisputed world power for over 2000 years, boasting the best infrastructure, strongest military, and greatest access to water and food of any nation on the map. Then, after a series of internal conflicts, military losses to Assyria and Greece, and a severe drought, the position of power began to decline. This once great nation fell from its position of power, and with the death of the last pharaoh, Cleopatra, the nation officially fell to Roman occupation.

Society. The Egyptian way of life is uncertain. What was once a vibrant and lively culture seems to have lost its identity overnight. Political power lies with the Roman proconsul in each major region, but Rome cares little for the customs and traditions of the people of Egypt. Additionally, Egypt experienced significant changes to its culture during the conflict with Greece which resulted in the declaration of a new official religion (Cult of Serapis) and new official language (Coptic) as an attempt to reunify the kingdom. As more Egyptians adhere to the Cult of Serapis and other modernizations, the ancient temples of Karnak and Luxor begin to fall into disrepair. So, too, do many other aspects of Egyptian lifestyle, art, architecture, and culture. With its cultural identity lost, the kingdom of Egypt now languishes in uncertainty.

Religion. The "Cult of Serapis" was an invention of the newly hellenized Egyptian nobility. The main idea was to create one religion to unite the Greeks and Egyptians living together under one leadership and culture. Serapis was a male deity who inherited the domain of Osiris, the earlier Egyptian deity. Serapis was depicted as a Greek man wearing Egyptian clothing. Serapis was worshiped in a temple called a Serapeum, but it is questionable how seriously either Egyptians or Greeks took this deity who had been shoehorned into both cultures.



Sheba

Sheba proudly holds allegiance to neither Rome nor Parthia. This kingdom, which encompasses most of the eastern coast of Africa and all of the Arabian peninsula is led by the Queen of Sheba in her seat of power in the city of Ma'rib. Sheba's military is nothing to boast about compared to the might of Rome or Parthia, but what Sheba lacks in brute strength, she makes up for in influence.

Commerce. Sheba is the world's leading producer of Myrrh and Frankincense, both of which grow naturally in Sheba's arid climate. Since these spices are in high demand in almost every part of the world, Sheba remains a key player in world trade. Also, although Rome controls the port of Gaza, Sheba is the gatekeeper to eastern trade with India and China, both by land (the Spice Road) and sea (ocean access by way of the Arabian Sea).

Culture. The Sabeen people are known as mysterious and stoic. As their kingdom lies across the great Wilderness of Zin, the middle kingdoms of the fertile crescent rarely visit. Because Sheba tends to be more isolated from the rest of the world, citizens of Sheba mostly speak Sabaic, and only those involved with trade or politics learn Aramaic or Common.

Religion. The people of Sheba practice a form of Abrahamic monotheism. That is, they worship the God of Abraham just as the Jews do. However, their practice of this faith tends to be much more mystical, with more emphasis placed on spirituality than tradition or law.



Judea

The region of Judea, including the area known as the "Promised Land" to its inhabitants, is the home to a variety of semitic peoples, and its capital, Jerusalem is considered one of the grandest and most holy cities in the world. God commanded the descendants of Abraham, who became known as the "Israelites" to settle in the region of Canaan. The legendary kings David and Solomon then erected a temple in honor of their God, which may have been considered one of the greatest architectural feats in the world, had it not been destroyed by Babylonia some 600 years ago. The 12 tribes of Israel were scattered after the conquests from invading nations, being taken into captivity as far as Babylon and Nineveh, where some of them still remain to this day. The only of the original 12 tribes to return to Jerusalem to rebuild the temple was the tribe of Judah. Hence, from that point forward, these people began to call themselves simply the "Jews."

Politics and Society. Religion is baked into the Jewish culture in ways that will be unfamiliar to visitors from other kingdoms. The way of life in Jerusalem revolves around

worship in the temple on the 7th day of the week, which they call the "Sabbath." The ancient laws established by the prophet Moses over 1000 years ago permeate every part of Jewish life, which leads to frequent conflicts with the Roman proconsul, Pontius Pilate, who is unfamiliar with their local laws and customs.

Evolving Religion. Many Jews in Jerusalem believe that humans can only truly worship God from the temple mount, which has led to a contentious relationship with their neighbors to the north (Samaria), who worship differently. However, the exile that scattered many Jews as far as Babylon and Nineveh had a profound impact on religious practice in these cities, Jewish neighborhoods can be found in almost every city on the map, but an evolving approach to worship sees these communities based around worship in the local "Synagogue," a structure reminiscent of the Temple in Jerusalem. There are several factions within Judaism who argue over what the correct application of faith should look like. Read more about the Pharisees, Sadducees, Essenes, and Zealots in the "factions" section.



Desert Nomads

The harsh climate in this part of the world demands one of two lifestyles: you must either find a reliable source of fresh water, or you must plan to be always on the move. While nations like Egypt and Babylonia built their empires along freshwater rivers, other people chose instead to call the unforgiving wasteland of the desert their home.

Wandering Tribes. The enigmatic people who wander the southern crags of the Wilderness of Zin divide themselves into loosely allied tribes, most notably the Nabateans and the Midianites. Their culture is relatively unknown to the larger kingdoms, since few travel into desert willingly, and even those who do are unlikely to stumble upon a nomadic camp.

Midianites. Midian tribes travel together in family groups, allowing their livestock to graze and spending their time telling stories and practicing an array of tribal arts that include weaving and beadwork. When resources dry up in one area, the tribes can simply pack up their tents and move on. It is this adaptability that has allowed the Midianites to observe the rise and fall of many "stronger" kingdoms.

Nabateans. The Nabateans also wander the desert and live off of them land, but unlike the perpetually moving Midianites, the Nabateans routinely gather in central locations that have permanent structures. The most well known of these cultural centers is Petra, a remarkable city carved in the face of cliffside.

Culture and Religion. Nabateans and Midianites speak Aramaic exclusively. Each tribe is led by an elder, who also serves as the high priest to the tribe. Nomadic tribes

tend to be monotheistic, worshiping the God of Abraham, whom they claim as ancestor. They do not, however, see importance in a “Promised Land” or in worshiping in a single place.



China

The year 26 CE finds China in the second half of the Han dynasty. The last few decades have seen prosperous growth for the eastern empire, who is quickly moving in the direction of a major economic world power. In particular, China has a strong trade relationship with Rome, a partnerships that has been mutually beneficial. Romans are absolutely obsessed with Chinese silk and spices, and Chinese nobility cannot get enough of Roman glassware. Fortunately, the infrastructure built by Alexander the Great has grown into a thriving trade route known as the “Silk Road” which allows merchants of any nationality safe passage through Chinese, Parthian, and Roman territories.

Culture and Politics. The official language of China is Chinese, but most Chinese merchants also learn a second language which is usually Latin or Common. China has no military alliance with either Rome or Parthia, and freely conducts trade with both empires.

Religion. The official religion of the Han dynasty is called Ruism. Believers in this philosophy, based on the teachings of Confucius, seek to unite themselves to the

Dao, or heaven, through contemplation.



India

The undisputed leader of world trade in the first century is India. Holding around one third of the world’s wealth, India is by far the wealthiest nation in the world. This is due in no small

part to the spice and incense trade with nations to the west. Judea and Egypt in particular are constantly in the market for Indian spices and incense that is used in various religious rituals. India also has a close working relationship with Sheba, who provides protection and shelter to Indian merchants traveling along the Spice Road.

Culture and Politics. The official language of India is Sanskrit, but Indian traders often learn a second language. India has no military alliance with either Rome or Parthia, and freely conducts trade with both empires.

Religion. The official religion of India is Hinduism. The first century sees Hinduism adopting many popular aspects of Buddhism and Jainism, which were also on the rise. Followers of Hinduism believe in many gods, but also that all of these gods are merely different manifestations of the *Brahman*, the ultimate reality of all revealed truth in the universe. In many ways, the Hindu view of the Brahman can be compared to monotheistic interpretations of the one, true, God.



Equipment

Introduction

In an effort to keep the gameplay experience consistent across fifth edition game settings, you will notice that most mechanical aspects of this setting are unchanged. The following paragraphs detail some important historical and thematic elements that help add flavor to different kinds of adventuring equipment that will be encountered in this setting.

Commerce

Currency at the time of the first century was dominated by the coin. Although vendors in most major markets will still accept the barter system, standardized metal coin presses have led to far easier trade worldwide, especially in the exchange of goods with standardized values. Most kingdoms worldwide break down their currency into denominations of copper, silver, and gold coins. Some kingdoms, such as Nineveh and India, also use bronze as a denomination of coin, but this was not common in every kingdom.

Gold. Silver. Copper. By far the most common coin in circulation was the silver piece. Silver would change hands constantly in markets, taverns, and places of business, with some copper pieces used occasionally to denote fractions of a silver piece. Gold pieces were rarely used, as their value was much higher than that of silver. Gold would be used for major purchases, as in the sale of a boat or large shipment of spices. The ratio of copper to silver (and silver to gold) would fluctuate over time, and even varied from kingdom to kingdom. For consistency, this module assumes that the ratio is 10 copper pieces (cp) equals 1 silver piece (sp), and 10 silver pieces equals one gold piece (gp).

Exchange Between Nations. Different nations have different coinage. For example, the most widely used coin in the Roman empire is the Denarius, and the most widely used coin in the Parthian empire is the Drachm. Although the face of the Denarius showed Tiberius Caesar and the face of the Drachm shows King Artabanus, they are both minted in silver and are roughly the same weight, and are thus worth more or less the same value. This makes travel

between kingdoms quite simple for adventurers.



The Adventuring Life. A few silver pieces (sp) is about what an average laborer would earn in a day. Military officers such as Centurions would earn around 1 gold piece (gp) in a day. It is not unusual for the party to end up accruing thousands of gold pieces during their adventures. As such, most values have been indicated by their value in “gp” even though silver was a far more common form of currency.

Food

Protein. The main source of protein in most dishes comes from legumes like peas, lentils, or fava beans. Most civilizations at this time grew around sources of fresh water, and so the most source of animal protein is fish. Most taverns serve freshwater fish that has been salted or smoked. This not only adds delicious savory flavors, but preserved the meat without a need for cold storage. The most discerning (and wealthiest) customers may also be able to purchase fresh caught, baked fish, with saltwater fish fetching a higher price than freshwater.

While animals like sheep, goat, and cattle are also cultivated at this time, the raising, slaughtering, and preparing of these animals represented much more work, and was therefore reserved for special occasions (or wealthy customers).

Agriculture. Barley is the most widely grown grain, since it is more tolerant of the soil conditions in Mesopotamia. However, the use of wheat is currently on the rise, as it produces a tastier bread. A variety of breads are cooked, both in the Roman *Furn* (horizontal stone oven) or the Indian *Tandoor* (vertical clay oven). The most common breads were flatbreads, since they took less time to cook and prepare. A softer loaf of higher quality wheat flour called “Challah” was also made, often for ritual purposes or for special occasions.

Fruit is also a staple of culinary world at this time. Figs, dates, and grapes are consumed by rich and poor alike, with pomegranates, strawberries, and melons featuring when seasonally available. Excess fruit would be dried and stored to be eaten year-round as a sweet and chewy snack.

Alcohol. Aside from being consumed recreationally, the process of fermentation also meant that alcoholic beverages were free from harmful parasites. This meant that drinking wine or mead was often a much safer and healthier option than drinking water in cities that lacked access to freshwater rivers. Wine was the most popular drink

worldwide, followed closely by mead. Egypt specialized in the production of beer, but Roman culture tended to reject beer as a lesser option to their favorite wines.

Spices. Thanks to the new trade relations with India, China, and Sheba, the fertile crescent has been introduced to new spices like cinnamon and cloves. The process of heating alcohol with added spices is called “mulling,” and the Romans have recently become very fond of mulled wines and meads, especially in the northern outposts where nights get cold.

Typical Tavern Menu	
Meals	
2 cp	Kikkar (unleavened flatbread) with vegetable soup
1 sp	Smoked Blackfish with Ashishim (lentil pancake)
2 sp	Braised Goat with rice and barley
3 sp	Baked Mullet with garum (fish sauce) and vinegar cabbage
5 sp	Mutton stew and Focaccia (leavened flatbread)
1 gp	Boiled eggs with dry-cured ham*
2 gp	Oyster platter with assorted fruits*
Desserts	
1 cp	Platter of nuts, dates, and dried currants
4 cp	Challah (soft bread loaf) with seasoned olive oil
5 cp	Fig cake (seasonal)
1 sp	Placenta Cake (pastry layered with honey, cheese, and spices)
1 sp	Tracta (rolled pastry dough) with Ricotta
Drinks (sold by the pitcher)	
1 cp	Kykeon (water flavored with barley and flower petals)*
2 cp	Milk (*Depends on the source)
2 cp	Passum (red wine sweetened with raisins) 8% ABV
5 cp	Mulled Mead (cinnamon, clove, orange rind) 14% ABV
1 sp	Egyptian Barley Ale 7% ABV
5 sp	Hyssop Mead 18% ABV
2 gp	Fumarium Wine (fermented in smoke chamber) 16% ABV*
8 gp	“Old Wine” (cellar-aged white wine) 16% ABV*
*These menu items are not “kosher” (rule that determines dietary restrictions for Jews), either because of their ingredients, or the manner in which they are prepared.	

Weapons and Armor

Most civilizations at this time are using steel to fabricate their weapons and armor, although the exact process of construction will vary from culture to culture. The primary weapons of war consisted of the *gladius* (short or longsword) and *pilum* (7-foot throwing spear) for the Romans and the short bow, longbow, or scimitar for the Parthians. Farther to the east, Han dynasty China is actually leading the world in terms of military innovation. The *Jokoto* (forged steel precursor to the Katana) and the crossbow are used by the Chinese, but this weaponry has

not yet been adopted by the rest of the world.

Larger weapons like the greataxe (*labrys*) do exist, but were less frequent. Larger weapons had the ability to deal more damage, but were also more susceptible to being damaged themselves, so in general most adventurers preferred shorter blades to longer ones.

This module will assume the availability, cost, and damage dice for all weapons are the same as standard fifth edition games, with the following exceptions. There are no rapiers, hand crossbows, blowguns, pikes, or halberds. Crossbows (light and heavy) are available for three times the normal cost.

In general, this module will assume the availability, cost, and AC improvements for all armor types are the same as standard fifth edition games, with the following exceptions. Plate armor is available for three times the normal cost. Leather, hide, and chain mail are available for standard costs. The best armor available is the steel coated plate **Roman Armor** called the *lorica segmentata*.

Tools

Artisan’s Tools. All Artisan’s tools may be purchased and used as normal.

Gaming Sets. Gaming sets should include tali, penta litha, and tesserae (see page 144). Playing cards are a waste of expensive paper and are not widely used.

Musical Instruments. Musical instruments include the harp, lyre, lute, psaltery, flute, trumpet, hand drums, and tambourines. The following instruments are not available: bagpipes, dulcimer, shawm, viol.

Animal Companions

Mounts. The mounts available in this campaign are **Arabian Horses, Donkeys, and Camels** (standard) and the **Sunwing** (exotic).

Familiars and Pets. Familiars and pets may be allowed according to normal rules, with the following changes. Cats are unlikely to be viewed as domestic animals at this time. The following animals should be added to the list of possible familiars/pets for this setting, to be faithful to geography and history (their stat blocks are in the appendix): **Agama, Barn Owl, Canaan Dog, Hoopoe, Hyrax.**



Important Notes

Core Assumptions About God

There are a few “core assumptions” that you should discuss and accept before playing in this campaign setting. There are certain aspects of this story that deal with real-world religions and cultures, but this is also a fantasy roleplaying game. Some of the “core assumptions” for this module may conflict with your personal religious beliefs, but keep in mind that this is just a game! If you have an issue with some of these core assumptions, speak to your GM about it before the game begins. We all may have different religious perspectives in real life, but it is important to be on the same page when we come to the table to play a game.

This module presumes a monotheistic view of the cosmos. That is, that there is one God, and that this God created everything in the universe at the beginning of time. Although God is at times described as having “hands” or a “face,” it is important to remember that God is a purely spiritual being, and has no physical form. God has no beginning and no end, is neither male nor female, and in many other ways defies our comprehension.

This evolving understanding of who God is can be seen through the various religious practices that you may encounter in this setting. All religious are searching for truth, and there are kernels of truth in every religion.

Core Assumptions About Magic

This module presumes that magic is real, and that it can be manipulated according to the standard mechanics of other fifth edition books. In this context, “magic” is assumed to be neither good nor evil, and merely refers to the interconnected energy that suffuses the universe since the days of creation. Some people are granted the ability to manipulate this energy by God, while others achieve it through an inborn talent or even through demonic influences.

Cosmology and the Veil

The universe is filled with life created by God. The Material plane of existence holds an abundance of humans and other creatures, but so does the spiritual plane of existence. This realm, which is separated from the Material Plane by a barrier called the “veil,” is home to Angels, Cherubim, Seraphim, Archangels, and many other types of spiritual beings. Many of these beings serve the will of God and are called “Celestials.” However, some have followed

the corruption of a Seraphim named Lucifer and call themselves “Demons.” Demons seek the corruption of the physical world through any means at their disposal.

Levels and the Passing of Time

This adventure uses milestone leveling. This means that your character will level up at the end of significant moments of life experience, rather than earning and recording “experience points.”

Given the scope of this campaign and the setting, the average character is not likely to progress beyond level 10 in their lifetime. This story is designed such that the story will end around level 10 or 11. It may be helpful to keep this in mind as you are designing your character so that you don’t get too excited about a level 16 ability that you will never get to use. Of course, your group may decide to continue playing with the same characters after the conclusion of this adventure, but that is up to you.

The Passing of Time. This adventure will likely include a good amount of down time. While some adventures are intended to play out over a matter of a few days (in-game), this adventure will likely take place over a few years of in-game time. Most of this time will be consumed with travel, since large swathes of land are uninhabited. This may not seem to matter much, since you can simply skip these weeks or months on the road with a narrated “travel montage.” However, it is still important to keep this timeline in mind when creating your character, since you may be interested in picking up a hobby, feat, ability, or downtime activity that would normally be too time-consuming for an action-packed adventure. Also, it is important to make sure you don’t create a backstory that is too time-critical (e.g. “I need to get to Jerusalem in the next 3 days!”), since the semi-realism of this setting makes travel slow.



Creating a Character

Choosing a Background

This campaign setting introduces some new options for character backgrounds, described on the following pages. Although any preexisting backgrounds may be used, these are intended to expand the standard options and give details to help immerse characters in the world of this campaign setting.

Choosing a Lineage

This campaign setting will introduce some new playable lineages, outlined in the table below. However, the world of the Bible is predominantly inhabited by humans, and references to non-human peoples in the Bible are few and far between. If your goal in creating a character is to remain true to the Biblical setting, choose either a human, or one of the lineage options provided in this module.

Lineage	Description
Human	Ambitious and ubiquitous peoples of the world
Giant	Massive humanoids feared for their strength and prowess in battle
Nephilim	Descendants of celestial watchers who possess unnatural beauty and talent
Rephaim	Guardians of Sheol, the realm of death

Choosing a Class and Subclass

Any standard fantasy classes or subclasses may be used in this setting without modification to their class features. In addition to the standard subclasses available in other campaign settings, this module offers several new options for subclasses that fit the theme of the Biblical setting. These subclasses are listed in the table below.

Class	New Subclass Option
Barbarian	Path of the Nazirite
Bard	College of Parables
Bard	College of Psalms
Cleric	Prophecy Domain
Druid	Circle of the Baptist
Fighter	Spartan Archetype
Ranger	Vanguard Conclave
Rogue	Zealot Archetype
Wizard	Order of Magi

As with lineages, it is a good idea to sit down with the players in your group and have a conversation about what subclasses you will include or not include in your game. Perhaps you want to run a “no magic” campaign in which all players play as fighters or rogues, or maybe you want players to choose classes that compliment each other. Whatever your expectations are for the game, it is important to communicate them up front, before players create their characters.

Optional Feats

Some GMs allow their players to take “feats” instead of other standard score increases when their character levels up. If you are allowing players to take feats for this adventure, there are a list of new feats for this setting following the class descriptions on page 48.

Creating a Character?

There are plenty of other books that explain how to create a character from scratch, so this guide will not cover all steps involved. The material that is provided in the following pages are additions to the core rules of character creation that allow you to make a character that fits more seamlessly into this setting. If you need guidance on how to create a character from scratch, ask your GM for help. Instead of

Pre-Generated Characters

Jump straight into the action with pre-generated character sheets. These character sheets are pared down to make pick-up-and-play easy for new players. These sheets are printer-friendly and ready for action!

Maybe you just want to dip your toes into the game before creating a character of your own. Maybe you have a friend who wants to join the game for just one session. Maybe your character died or split off on a side quest, and you need a back-up character for the rest of the session. Whatever the reason, these pre-generated sheets are ready to go!

See pages 43-47 for Pre-generated character sheets.

Alignment and Redemption

The 5th Edition rules set uses the term “alignment” to broadly classify a character or creature’s moral and personal attitude. Alignment is a combination of two factors: with the first describing the character’s morality (good, neutral, evil), and the other describing their attitude toward society and order (lawful, neutral, chaotic). Thus there are nine possible combinations of alignment that are possible (lawful good, chaotic evil, chaotic neutral, etc.) This alignment is used as a reference to help a player make authentic choices for their character at the table, and the alignment is also used occasionally for mechanical reasons during gameplay. This module is not seeking to eliminate the alignment mechanic, but it does suggest a new way to use alignments. By using a mechanic called a “Grace Score,” a player can chart a redemptive arc for their character. This allows players more freedom to create good, chaotic, evil, or lawful characters without feeling locked into one way of acting for an entire campaign. In the real world, people’s alignments and attitudes change as a result of their experiences, and this mechanic allows character alignments to reflect this reality without feeling binary.

Grace Score

A character’s Grace score is a reflection of their relationship with God, society, and other people, and how much they allow morality to dictate their decision-making. A character who begins at level one should be assigned an extra ability score called their “Grace Score.” This score should be of 8 for an evil character, 10 for neutral, or 12 for good. If a character is ever asked to roll a “Grace Check,” this score functions like other ability scores, with a 10 giving a +0 bonus, 12 giving a +1 bonus, and so forth.

Unlike other ability scores, Grace cannot be raised with normal ability score increases. Instead, a PC’s Grace score is raised or lowered in accord with the decisions and actions they make during the course of a game. If, for example, your character goes out of their way to give money to a beggar on the street or spend time in prayer and reflection, the GM may decide to increase your Grace score by 1. Similarly, if your character steals money or denies their faith when questioned by a **Roman Legionary**, the GM may lower your Grace score by 1. As with other ability scores, Grace cannot exceed 20 or fall below 1. This system allows a character’s alignment to shift from good to evil and back again as an evolving reflection of their actions. It is also used in certain situations to determine outcomes. For instance, if a character prays for God’s intervention or encounters **Holy Ground** (page 262), a “Grace Check” is a more accurate reflection of a character’s spiritual orientation than a Religion check, because it is a measure of the character’s devotion to good rather than their Intelligence.



New Background Options

Forsaken

You are an outcast from society. You travel the world less out of a need for adventure, and more because you know that you will never truly be accepted no matter where you go, or what you do. Maybe you will travel with a party of adventurers for a time, but these relationships never seem to last. Your faith has also been a struggle. You feel no sense of connection to your deity, and your prayers go unanswered.

Those who are forsaken can come from any city, religion, or walk of life. Rich or poor, young or old, sometimes people just fall on hard times. Begin by choosing the cause of your misfortune. Choose from the table on the next page, roll to determine it randomly, or invent your own!

d8	Misfortune
1	You have contracted leprosy. This debilitating skin condition will continue to grow worse, and will eventually kill you. You are unwelcome in all cities unless you hide your appearance.
2	Your family is dead, your friends have abandoned you, and your land was seized by Roman soldiers. You were once a highly respected citizen... now you're just looking for answers.
3	You are a slave from the grand palace of Splendor's Envy in the central district of Ecbatana. Since you were a witness to many high-profile conversations in the palace chambers, your escape has landed you on a most-wanted list for both the Parthian and Roman authorities. Nowhere is safe for you.
4	You were born with a physical deformity or disability. Because of the widespread belief in most societies that your appearance is a punishment from God for a serious sin your parents must have committed, there are very few cities that will tolerate your presence.
5	Your father was a tax collector for the Roman empire who allegedly stole a great fortune from the treasury. He was executed, but the Roman authorities now hold you responsible for his debt, believing that you are in possession of this fortune.
6	When you were a child an angel appeared to you and asked if you were ready to have your faith in God tested. Ever since you replied "yes," you have had a string of unexplainable bad luck. You patiently await the day that it all finally makes sense.

Skill Proficiencies: Deception, Survival

Tool Proficiencies: A musical instrument of your choice, thieves' tools

Equipment: Disguise kit, a Bedouin tent, a pouch containing 5 gp.

Feature: Underground Network

Your life of exclusion has caused you make connections with various other communities of outcasts. If you spend at least one day in a major city, you learn the location of the local leper colony, criminal hideout, secret gambling hall, or other local community of outcasts. This underground network can provide you with information that is not known to the common people of the city, including methods of secret travel (tunnels, alleyways, rooftops, etc.) through the city, locations of safe commerce (black markets or thieves guilds that will still do business with you), and allies within the establishment (doctors, politicians, or guards who are sympathetic to your situation).

Gladiator

Nothing feels more like home to you than the roar of the crowds in the Circus arena. Maybe you are a retired soldier from the Roman legion and you compete to feel the thrill of combat once more. Maybe you were once a slave meant for execution, but you surprised the crowds (and yourself) by besting your opponents and eventually earning your freedom in the eyes of the empire. Or perhaps you just enjoy putting on a good show and love hearing the crowds cheer your name.

Gladiators come in all shapes and sizes, and from all walks of life. The most successful in their field understand that victory in the arena has as much to do with putting on a good show as it does with one's talent as a fighter. The Gladiators who are paid to perform at festivals and other large events often have catchy names, signature weapons, memorable colors, or unique armor.

Skill Proficiencies: Athletics, Performance

Tool Proficiencies: Chariots, Land Vehicles

Equipment: One exotic weapon of your choice or a shield marked with your emblem, a letter from a talent scout inviting you to perform at a festival in a city you have never been to, and a pouch containing 12 gp.

Signature Look

In order to gain renown in your field, you have developed a signature look that allows fans to easily recognize you in the arena. This may be brightly colored armor or unique weaponry, a distinctive mark or scar you display, or a unique finishing move you use in combat.

Whatever it is, make sure your signature look sets you apart from your competitors.

Feature: Local Champion

Your performance in the arena can sometimes earn you renown among the locals. If you put on a good show at a public event, local establishments will let you eat and drink for free, and sometimes provide a place to stay at a local inn. Also, it is likely that you will be recognized on the street, and local citizens who watched your performance are more likely to help you. You have advantage on all Charisma checks while interacting with people in a city where you have competed in an arena.

Variant Gladiator: Charioteer

Charioteers often travel in the same circles as gladiators, and perform at the same events. Although a charioteer is not solely focused on combat, chariot racing can be just as dangerous, and races frequently end in death for unlucky charioteers. When using the charioteer variant, replace Athletics with Animal Handling in your skill proficiencies.

Pilgrim

There has always been a restlessness in you: a yearning in your soul that has not yet been filled. You have visited various holy sites around the world, but you haven't yet found what you are looking for. Whatever it is, you know it is out there; and so you continue searching.

Pilgrims are seekers. Perhaps you seek a distant holy site where you believe your prayers will be heard. Perhaps you seek to perform a specific act of generosity to make up for sins in your past. Perhaps you are on a search for your own identity. Whatever it is that you seek, your journey is a spiritual one, and it is what drives you to keep searching.

Skill Proficiencies: Religion, Survival

Tool Proficiencies: Calligrapher's Supplies or one type of musical instrument

Languages: Two of your choice

Equipment: Calligrapher's Supplies or one type of musical instrument of your choice, a staff, traveler's clothes, a prayer book or diary, and a pouch containing 5 gp.

Pilgrimage Destination

What is the reason for your life of searching? Where are you currently headed? Do you have a destination in mind, or are you simply wandering aimlessly? Work with your GM to determine what you might be looking for. You can also use the following table for ideas of possible pilgrimage destinations, or even determine it randomly.

d6	Pilgrimage Destination
1	You desire to pray on the Temple Mount in Jerusalem
2	You feel called to find and safeguard the Ark of the Covenant
3	You were taken as a slave from your homeland long ago. You seek to return home.
4	You have a recurring dream of a distinctive landmark. You cannot rest until you locate it.
5	Your sister never returned from a long journey. You seek to bring her home, dead or alive.
6	A stranger once paid you a kindness. You cannot rest until that kindness is repaid.

Feature: Expanded Holy Ground

Your faith is rewarded. If you succeed in reaching your pilgrimage destination, that site is considered **Holy Ground** for you, regardless of how mundane it may be for others. For more information about Holy Ground, see page 262.

Silk Road Merchant

Some view the treacherous seas and deadly deserts as places they would never willingly go; you just call them home. The prolific spice, silk, incense, and glass trade across the continent has exploded in the years following the conquests of Alexander the Great, and there is an impressive amount of gold to be made for those willing to brave the journey. An expansive network of routes through the desert now connect China, India, Sheba, and Rome, but just because these routes have been charted does not mean they are without danger.

Perhaps your skills as a linguist made you ideally suited to conduct business in foreign lands. Perhaps you have always loved bartering and the thrill of finding a good deal. Or maybe you just love seeing the world and experiencing new cultures. Silk Road Merchants enter the business for a variety of reasons, but all share a common love of travel and commerce.

Skill Proficiencies: Persuasion, Survival

Tool Proficiencies: Cartographer's Tools

Languages: Choose two from Chinese, Sanskrit, Aramaic, Sabaic

Equipment: Cartographer's Tools, a staff, traveler's clothes, and a pouch containing 15 gp.

Feature: Merchant's Discount

Because of your connections as a merchant, other merchants and vendors are eager to do business with you and are more likely to offer you discounted rates. When

shopping in markets and bazaars in major cities, you may make a Persuasion check to lower the price of an item significantly, even if haggling is not normally allowed in your location. If your haggling concerns your Trade Specialty (see below), this check is made with advantage.

Trade Specialty

Merchants along the Silk Road often specialize in transporting and selling a particular commodity. What item are you most accustomed to transporting? What first drew you to this product? How have you tried to make connections with vendors in different kingdoms to establish trade relations? Choose your trade specialty, or choose it randomly using the table below. **Tip:** it is helpful to choose your specialty before choosing your two language proficiencies to ensure that your languages are spoken by those with whom you frequently do business.

d8	Region	Primary Export
1	Judea	Honey, Olive Oil, Perfume
2	China	Ink, Paper, Rice, Silk
3	Egypt	Barley, Papyrus, Parchment, Wheat
4	India	Cinnamon, Hashish, Pearls, Pepper
5	Nomadic Tribes	Beadwork, Pottery, Weaving
6	Parthia	Carpets, Fabric, Dyes, Opium
7	Rome	Glassware, Iron, Leather, Wine
8	Sheba	Cloves, Frankincense, Myrrh



New Lineage Options

Choosing a Lineage

While a character’s “Background” defines the skills they have picked up during their lifetime, and their “Class” refers to their vocation, focus, and aspirations, the character’s “Lineage” refers to the aspects of their identity that they had no control over: how they came into the world. When building your character, don’t feel pressured to choose the “right” combinations of lineage and class. Just because Giants are the biggest and strongest does not mean that they have to be a Barbarian or a Fighter. Sometimes unexpected combinations can be interesting to explore through the story you tell.

Why “Lineage?”

This aspect of your character’s build is often called its “Race” in other fifth edition modules. With good reason, there is an ongoing discussion in the tabletop community about the problematic nature of using the term “race” for this aspect of character creation. There is a lot we can learn from listening to what others have to say on this issue, and we will not contribute to the conversation here. For the purposes of character creation in this module, we

felt that the term “lineages” best described the inherited strengths and weaknesses that a character possesses from its ancestors.

What About Ability Scores?

There are many different theories about the best way to distribute ability scores, including not tying them to a character’s lineage at all. We love this idea, but you will find that the lineage options contained in this book still use the original method of inherent score increases tied to a character’s lineage. Additionally, you may find that your favorite version or variant of a certain lineage has not been included in this module.

There are several reasons for this. First, we are bound (legally) to the character creation options in the Open Gaming License, which uses the original method of tying ability scores to race. Secondly, we want to make sure that the options in this book are compatible with *any* version of other fifth edition rule books. We fully expect and encourage Game Masters to allow their players to modify the rules of character creation in whatever way allows player to create the characters they want to create.

Human

Then God said "Let us make humankind in our image, according to our likeness."
-Genesis 1:26

Humans are the pinnacle of God's creation. While the order and life that preceded humans in the creation story was all "good," only human beings were created in the "image" and "likeness" of God. This means that humans are called to a higher standard of morality. Humans are called to do what is right, no matter the cost. Unfortunately, the race of humankind has a history of falling short of this call.

Endowed with no supernatural gifts, humans walk by faith; spending their short lives trying to accomplish as much as possible. As such, humans generally have talents in many areas rather than mastering any one particular skill.

A History of Conflict

Due to the competitive nature of human civilization, most groups of humans have the unfortunate trait of becoming extremely tribal. This tendency has led to conflict and war between even neighboring kingdoms, with many humans harboring deep prejudices based on race, religion, culture, and language.

The recent conquests of Alexander the Great made great strides toward uniting the human race under a common language and opening up trade between distant kingdoms. Nevertheless, it is unfortunately true of most kingdoms that outsiders are often treated with suspicion and sometimes outright discrimination.

Increasingly Diverse

Despite this history of prejudice, relationships and even marriages between people of different cultures is becoming increasingly common. Many humans have now grown accustomed to the idea of traveling to new kingdoms and learning new languages, and each new generation is feeling more comfortable with the idea of searching for a spouse outside of the boundaries of their home town.

The result of this is an increasingly diversified community of people, with children who feel at home in the cultures of both of their parents. By the first century, virtually every kingdom on the map had become a melting pot, with main streets filled with examples of every culture, religion, language, and ethnicity.

Creating a Human Character

Consider the cultural influences of the character you are creating. Review the different people groups in the introduction to decide your character's background, religion, and language. Use the following information as a



guideline for choosing your character's name.

Parthian Peoples. The culture of the people of Parthia is eclectic. Once a world power in their own right, Parthia had dealings with people from all over the map, all of whom left their mark on the Parthian way of life. Babylonians and Medes tend to have colorful clothing with Persian-influenced jewelry.

Parthian Names: (Male) Beltschazzar, Balathu, Merudach, Meshach, Pacorus, Zaidu; (Female) Davcina, Esther, Ia, Kishar, Mylitta, Opis, Shala, Tayma, Zirrath.

Egyptian Peoples. The Egyptians held a position of undisputed world power for over 2000 years. Their architecture and artwork are unrivaled in beauty and sheer scale. Egyptian names are an interesting mix of ancestral names from ancient history and more modern, Greek-influenced names.

Egyptian Names: (Male) Amam, Areius, Horos, Imhotep, Ptolemy, Theon, Zopyrus; (Female) Anit, Charmion, Eboni, Iras, Isi, Nefertari, Rashida, Sati, Sotep, Sslama, Taimhotep

Hebrew Peoples. The story of the Bible takes place predominantly in Judea and involves the Hebrew people. This people goes through several name changes over time. During the height of their kingdom, they were known as

the “Israelites.” However, by the first century the twelve tribes have become scattered, with only the tribe of Judah returning to the promised land. Thus, these people are known henceforth simply as “Jews.”

Hebrew/Jewish Names: (Male) Josiah, Tovi, Samuel, Simon, Uzziel; (Female) Ayala, Diana, Eliora, Gal, Ra’aya, Rachel.

Roman Peoples. The empire of Rome hails from across the Great Sea and stretches as far north as modern day London. Romans tend to have fairer skin than those native to this area. Romans also tend toward lawful alignments due to the highly organized structure of their culture and respect for authority.

Roman Names: (Male) Agrippa, Cassius, Kaeso, Lar, Marcus, Maximus, Quintis, Titus; (Female) Aurelia, Auria, Cornelia, Livia, Lucia, Maria, Portia, Vesuvia

Nomadic Peoples. The people of Midian, Petra, and other smaller tribes through the border regions of Zin are nomadic by necessity and are often overlooked for not having a “kingdom” of their own. Nonetheless, these people celebrate their own vibrant culture through weaving, dance, and storytelling.

Nomadic Names: (Male) Arkaan, Eldan, Jaasir, Khaalid, Ohad, Rajab, Sar-El, Shila, Zaahir; (Female) Ameena, Gaitha, Namira, Neshama, Sabira, Salma, Sanaa, Sinaya

Sabean Peoples. The people of Sheba are dark-skinned, powerfully built, and tend to be above average in height. They are known for being articulate speakers and prolific traders.

Sabean Names: (Male) Ibrahim, Kabede, Mamdooh, Mubarak, Mulugeta, Obi, Rashaad; (Female) Azeezah, Delina, Eden, Ifrah, Kendi, Laila, Naila, Retta

Greek Peoples. The Greeks tend to be average height with olive skin. Greeks can be found in any city on the map, and thanks to Alexander the Great, their cultural influences are also visible around the world. The Greek tribe of Sparta are known to speak in short, to-the-point sentences.

Greek Names: (Male) Agis, Anaxandridas, Leonidas, Lycurgus, Lysander, Menelaus, Nabis; (Female) Cynisca, Electra, Gorgo, Helen, Ismene, Magda

Human Traits

Due to diversity of the human race, it is hard to make generalizations about them. Your human character has these traits.

Creature Type. You are a Humanoid.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans were considered to become adults at the age of 13, and could live into their late 70s.

Size. Humans vary widely in height and build, from barely 5 feet to over 6 feet tall. Regardless of your position in that range, your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write in Common and one extra language of your choice. Typically this language will be that of the people you live among or commonly deal with.

This race is derived from the “Human” in the SRD 5.1 and reproduced under the OGL.

Giant

For he was one of the descendants of the Giants, and his spear weighed three hundred pieces of bronze.

—2 Samuel 21:15

Referred to in some Biblical translations as the “Anakim,” the Giants are a well-known and feared race of massive humanoids in the middle kingdoms. Giants appear in the records of all major nations at the time, although little is known about their origin. Some historians believe that the Giants mentioned in these ancient texts were simply humans of above-average height. However, the heights recorded in the Bible range from 10 to 25 feet tall, well beyond the physical limits of a human being.

The most famous of these ancient beings was, of course, the legendary champion known as Goliath of Gath. However, many other Giants appear both in the Bible as well as other ancient texts from the time. Giants almost always appear in the role of warlord or military champion, which adds to the mystery and renown of their race.

Formidable Fighters

Today I defy the ranks of Israel! I challenge a man to come and face me, that I may give his flesh to the birds of the air.

—Goliath of Gath

Due to their great size and physical strength, the Giants of the Bible are known for one thing only: combat. Each time a Giant is mentioned, it is always in association with their ferocity in battle and thirst for blood. This does not mean that all Giants were bloodthirsty killers, of course; however, as you create your Giant character, be aware that this reputation will follow you throughout your journeys, even if the Giant you create is gentle and kind.



Isolated and Feared

"When they saw the Giant, they fled from him and were very much afraid."

-1 Samuel 17:24

According to the Hebrew scriptures and other ancient sources, the land of Canaan was once inhabited by entire civilizations of Giants. However, by the first century, very few of these civilizations remain. Giant tribes tend to be isolated, either living in the ruins of the Assur Wastes, or on the outskirts of desert regions. Living in these harsh conditions is difficult, and most giants find it easier embracing their stereotype as warrior and seek fortune by fighting in the Roman gladiator contests. In many ways this becomes a self-fulfilling prophecy that only further feeds into the general assumption that giants are violent by nature.

On rare occasions, Giants can be found trying to make a peaceful living in a major city. However, Giants are so feared by humans that they are cast out of most societies. Thus, most giants end up becoming lone wanderers, or joining the ranks of an adventuring party that may accept them.

Creating a Giant Character

Consider the background of you Giant character. Where are you from? Have you been accepted into a human society, or are you an outcast that has to stay on the move looking for work? Do you know any other Giants, or do you feel alone in your size and reputation?

Giants tend to be known by a given name, a clan name, and an earned name. The clan name is their only connection to their Giant ancestors, and generally refers to the region their ancestors originally called home. The earned name tends to be the name by which they are recognized by enemies on the battlefield or by crowds of cheering fans at gladiator pits. Giants tend to guard their given names from all but their trusted comrades, and will generally introduce themselves in new cities or to new people using their earned name and their clan name, for example: "The Axe of Anak" or "Skullcrusher of Edom."

Giant Names: (Male) Gad, Gilgath, Joroch, Saph, Nob, Og; (Female) Ada, Axlith, Atarah, Hedva, Huldah, Lahmi, Vashti.

Clan Names: Anak, Anunaki, Ashdod, Edom, Gath, Gaza

Earned Names: Kingslayer, The Landslide, The Barricade, Gatesmasher, Shieldbreaker, The Tower

Giant Traits

Giants can vary wildly in size, shape, and personality. Your giant character has these traits.

Creature Type. You are a Humanoid.

Ability Score Increase. Your Strength score increases by 2, and your Constitution Score increases by 1.

Age. Giants learn to fend for themselves at an early age. A Giant is considered an adult by the age of 10, and their life expectancy is less than 100 years, although giants almost always die in combat before they reach old age.

Size. Giants are between 8 and 12 feet tall. Your size is Medium.

Powerful Build. You count as one size larger when determining your carrying capacity and the amount you can push, lift, or carry.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write in Common and one extra language of your choice. Typically this language will be that of the people you live among or commonly deal with.

Feared and Unwelcome. You have proficiency in the Intimidation skill. Because Giants are seldom integrated into society, you may be required to make Persuasion checks simply to be allowed past the gates of major cities.

Siege Monster. You deal double damage to objects and structures.

Nephilim

The Nephilim were on earth in those days and also afterward. These were the heroes of old, men and women of renown.

-Genesis 6:4

The Nephilim are referenced in several places throughout the Bible (and in other ancient texts) as a special race of beings that possessed preternatural beauty and talent. These people appeared human in every way other than their unnatural beauty and unnaturally athletic bodies. According to legend, these attractive features come from a celestial heritage.

In the earliest days of creation, the Bible references a special group of angelic beings known as “Watchers.” Unlike other celestial beings who reside in the spiritual realm, the Watchers were unique in that they were given physical bodies to walk among the humans. The Watchers were entrusted with the role of guarding the physical world of God’s new creation against corruption or attacks from Lucifer and the other fallen angels. Living among humans, the Watchers were to set examples for how to live a life devoted to God. As humanity fell deeper into sin, the Watchers eventually failed in this mission.

The role of the Watchers on earth officially came to an end after the Great Flood destroyed all civilizations on earth. In the wake of the flood, the humans who survived were given a second chance, the Watchers were called to return to the spiritual realm. However, some chose to remain behind with the humans they had grown to love. Some of these even married human spouses and had children with them. These children become known as the Nephilim.

These were the children of the most beautiful among the humans and the most powerful of the Watchers.

-The Book of Jubilees

Beautiful and Talented

The Watchers, who are also called the “Sons of God” in some translations of the Bible, were endowed with the power and grace of the angels and, according to legend, the humans they married were very physically beautiful as well. Their children, the Nephilim, have both of these qualities. Nephilim are nearly indistinguishable from regular humans, but tend to be extraordinarily beautiful. They are of average to above average

Nephilim in the Bible

Details about the nature and history of the Nephilim in the Bible are scarce. Aside from their celestial lineage, little is recorded about their culture (if separate from that of humans) and activity. In some places, the Bible even seems to conflate the Nephilim and Anakim, seeming to lump them together as simply “giants.” Even less information is recorded about them following the Great Flood, except the cryptic reference to their existence “after” the time of the Flood, which seems to imply that at least some of them survived it.

In this module, many creative liberties have been taken, based loosely on a few ancient apocryphal writings. The version of Nephilim that you will find in these pages is a combination of details taken from the Bible, the apocryphal Book of Jubilees, the apocryphal Book of Enoch and characteristics invented to fit the mechanics of a role-playing game. This lineage exists for fun, and is not meant to be an authentic interpretation of who the Nephilim *really* were, as that is a topic of much debate and conflicting opinions.

height, and built to the proportions of nearly perfect human specimens. The Nephilim also tend to be natural athletes, whether or not they pursue these skills. Gifted with natural grace and strength, athletic competition seems to come naturally to them.

Immortal Wanderers

Nephilim children age and mature at the same rate as regular human children. However, when a Nephilim reaches the age of idealized maturity and physical perfection, their body ceases aging forever. A Nephilim is physically immortal and will live until killed. Many of the Nephilim have been walking the earth since just after the Great Flood, but few would remember this. Although their bodies are as timeless as their celestial parents, they possess the intellect of mortals and rarely hold on to memories for more than 100 years at a time.

Forgotten Memories

The prospect of living forever, only to watch everything one loves and cares for pass away is too much for most Nephilim.

When the weight of a lifetime of pain and loss becomes too much to bear, a Nephilim undergoes a process called “the Diluvium.”

The Diluvium washes away all memory from the Nephilim, who awakens one morning to find that their memories of the past are fading away. The process takes several days as these memories of the past, like



half-remembered dreams, slowly fade to nothing. Most Nephilim welcome the Diluvium, which offers a chance at a fresh start. However, there are others who live thousands of years before accepting the gift of forgetfulness. Since the Diluvium is triggered by a Nephilim's desire to start anew, it will occur at different intervals of time for different Nephilim, but usually occurs every 60 to 100 years, and usually coincides with the deaths of loved ones.

A Nephilim will often retain their name and some learned skills from their previous life, but otherwise all memories of people and places are gone forever. Since Nephilim tend to withdraw and become antisocial as the Diluvium approaches (sometimes even moving to a new city or even continent), they rarely have chance encounters with someone who would recognize them from their past life.

Nephilim Names

Nephilim live in human societies and take human names. Nephilim will usually retain one name until that name becomes unfashionable, at which point they may choose a new name for themselves.

Nephilim Traits

Your Nephilim character has the following traits.

Creature Type. You are a Celestial.

Ability Score Increase. Your Charisma score increases by 2 and either your Strength or Dexterity score increases by 1 (your choice).

Age. Nephilim are immortal, but most appear to be in their late teens to early 30s (whatever age they consider themselves mature) for their entire lives.

Size. Nephilim appear as beautiful and athletic humans. Your size is medium.

Speed. Your base walking speed is 30 feet.

Celestial Awareness. You can cast the *Detect Good and Evil* spell once with this trait and regain the ability to do so after finishing a short or long rest. You may also cast this spell using any spell slots you have.

Holy Light. You know the *Sacred Flame* cantrip. Charisma, Intelligence, or Wisdom is your spellcasting ability for it (chosen when you take this lineage).

Handling the Diluvium

For obvious reasons, you probably will (and should) choose to play a Nephilim that has recently undergone the Diluvium. However, in the event that your character decides to undergo the Diluvium during the adventure, this choice should first be discussed with your GM, as it represents a major life event for a Nephilim. The GM may ask you to roll to determine which skills are remembered, start from a lower level, or create a new character altogether.

Natural Talent. You gain proficiency in Athletics and one other skill of your choice.

Languages. You can speak, read, and write in Common and one other language of your choice.

Forgotten Past. You gain proficiency in one skill and one language you do not already have proficiency in. These proficiencies are echoes of your life before your most recent Diluvium. You are aware of these proficiencies, but do not recall why you have them or anything from the life during which they were learned.

Rephaim

Below, Sheol is all astir,
Preparing for your coming.
The Rephaim prepare to greet you,
for you have been cut down.

—Isaiah 14:9

The Rephaim are an enigmatic race of extra-planar beings. Their appearances are scattered throughout the Bible, and their descriptions tend to be mysterious and inconsistent. The prophet Isaiah describes them as guardians of Sheol, the world inhabited by spirits of the dead, and in some translations of the Bible they are referred to as “shades.” Yet they also seem to periodically show up on earth, as though they can move back and forth between the Sheol and the world of the living. Similar to the realm of Sheol itself, the Rephaim also seem to lack any clear alignment. They are neither creatures of pure good (like the angels) nor are they devoted to evil (like the demons). Naturally suited to be hunters of the Undead, these neutral beings stand in the gateway between life and death, ensuring that no shades escape back into the physical world. However, it seems that Rephaim occasionally pursue lives of adventure among the mortals of the material plane.

Shades of Gray

He had six fingers on each hand and six toes on each foot, for he was descended from the Rephaim.

—2 Samuel 21:20

These “six-fingered” beings are often described as being frightening in appearance. Overall, their appearance tends to resemble that of regular humans, but with a barely visible aura of darkness that hints at their otherworldly origin. Rephaim are accustomed to the darkness of the underworld, and possess preternaturally fast reflexes and superior darkvision.

This physical prowess is used for evil as often as it is used for good. Rephaim are just as likely to be remembered as evil warlords and assassins as they are noble protectors of the realm of the dead.

People of Two Realms

The Rephaim's ability to move between the realm of Sheol and the realm of the living is the reason that some translations of the Bible refer to them simply as "the Travelers." This ability comes in handy when Rephaim need to get somewhere that regular humans cannot, using their connection to the shadow world to pass through obstacles. For a limited amount of time, a Rephaim can take the form of a shadow on the wall, slinking under locked doors or over creaky floorboards without making a sound.

Creating a Rephaim Character

Consider the history of your Rephaim. Why have they left Sheol? What do they hope to gain from venturing through the world of the living?

Rephaim Traits

Your Rephaim character has the following traits.

Creature Type. You are a humanoid.

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. Rephaim reach adulthood at the age of 12 and live less than 100 years. The aging process is slowed and sometimes stopped altogether while a Rephaim inhabits Sheol in the role of a guardian of the realm.

Size. Rephaim are usually about 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. You have Darkvision up to 120 feet.

Sheol Sight. Your eyes are instinctively drawn to the tinges of magic that may be affecting the material world. You can cast the *Detect Magic* spell once with this trait and regain the ability to do so after finishing a short or long rest. You may also cast this spell using any spell slots you have.

Guardian of Death. You are resistant to Necrotic damage.

Shade Magic. You know the *Chill Touch* cantrip. When you reach 3rd level, you can cast the *Walk in Shadow* spell once with this trait and regain the ability to do so after finishing a Long Rest. When cast with this feature, the duration of the spell is reduced to 1 minute. When you reach 5th level, you regain your ability to cast *Walk in Shadow* after finishing a Short Rest. When you reach 10th level, you can cast the *Etherealness* spell once with this trait and regain the ability to do so after finishing a Long Rest.

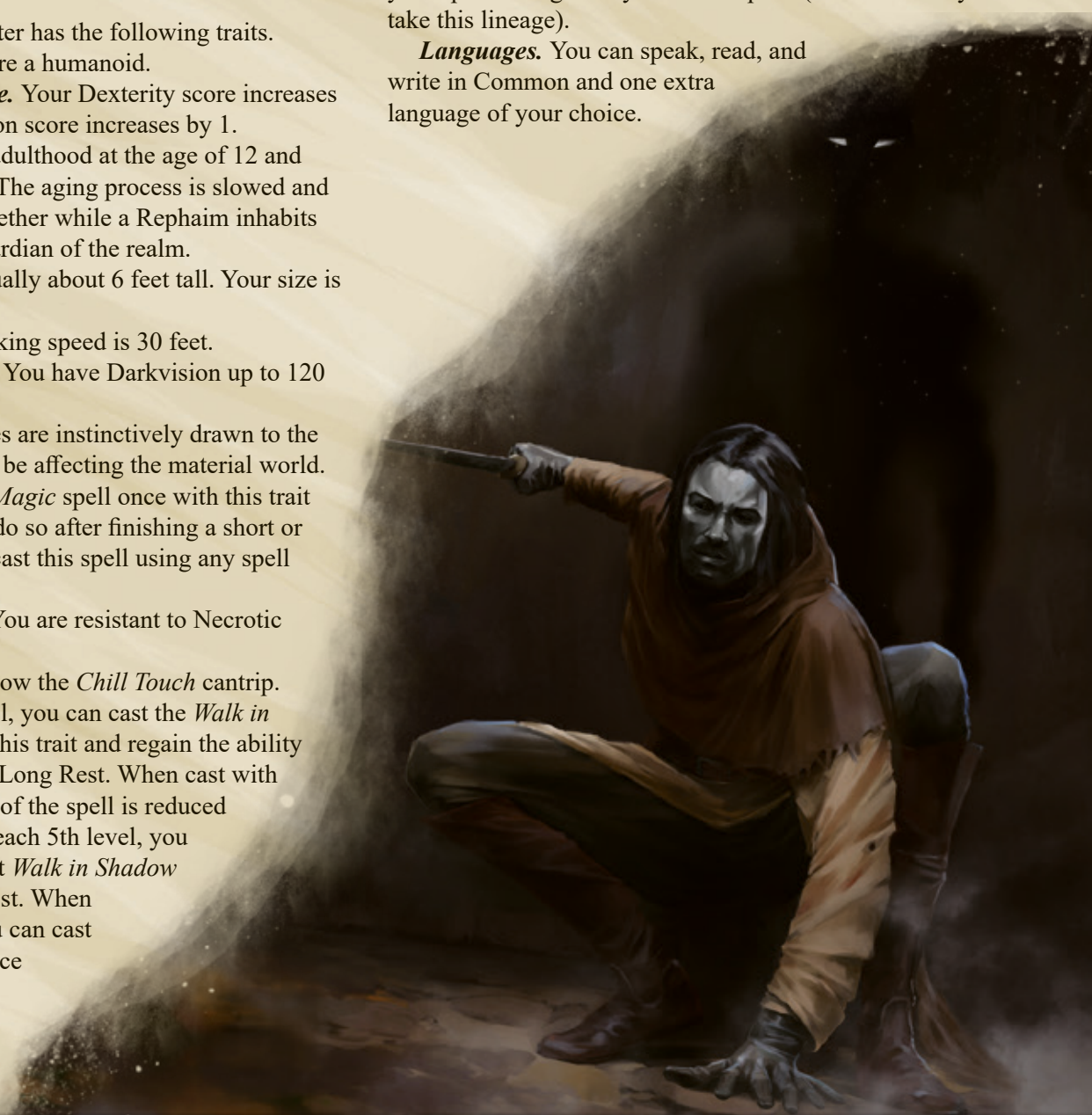
Rephaim in the Bible

The Bible contains two conflicting descriptions of who the Rephaim are. Many passages seem to depict them as another race of giants that live alongside the Anakim, while other passages describe them as ethereal guardians of Sheol (the realm of the dead).

There have been various attempts to explain these conflicting descriptions of the Rephaim from the Bible, and this module takes no stance on which interpretation is "correct." However, for the purposes of creating a consistent narrative and the best player experience, the stats and descriptions of this lineage reflect the latter interpretation: Rephaim as guardians of Sheol.

When you cast with this feature, the duration of the spell is reduced to 1 turn. Charisma, Intelligence, or Wisdom is your spellcasting ability for these spells (Chosen when you take this lineage).

Languages. You can speak, read, and write in Common and one extra language of your choice.



New Subclass Options

Barbarian Path of the Nazirite

*"The chariot must be that of Jehu,
for he drives like a maniac."
-2 Kings 9:20*

A man with long braided hair and rippling muscles strides through the wilderness of Philistia, a greataxe over one shoulder. Hearing the swift footfalls of a hunting lion behind him, he lets out a laugh and turns to face his attacker. Throwing his weapon aside, he grins and charges the lion armed only with his bare hands.

A woman lets out a primal roar as she lifts a millstone high above her head. The traitorous Abimelech thought he would conquer the small town of Thebez with ease. Only as the woman brought her crude weapon down on his skull did he realize his error.

Driving a chariot forward with reckless abandon, the warrior strikes down or tramples the dark forces that flee before him. Reaching the tower of the evil sorceress, he charges forward with disregard for the many injuries he has sustained. Only when the body of his foe lies broken at the base of the tower does he finally sit and rest on the blood-

soaked ground.

Barbarians are characterized by their brazen and often reckless approach to combat, their feats of strength and athleticism, and their bursts of primal rage that allow them to push beyond their normal physical limitations. The Bible holds no shortage of such warriors, from the brutality of the Woman of Thebez to the righteous fury of Jehu. However, the quintessential reckless and rage-fueled warrior in scripture is undoubtedly Samson, the Nazirite.

Class Features

Level	Feature
3rd	Vow of the Nazirite, Indomitable Strength
6th	Unbreakable Will
10th	Eyes of Faith
14th	Slayer of Thousands

The Vow of the Nazirite

"When a man or woman takes the vow, they may neither drink wine, nor let a razor touch their hair."
-Numbers 6:2-5

Meaning literally "avowed," Nazirites were people consecrated to a sacred mission in service to God. Endowed with charismatic gifts, the Nazirites were specially equipped to lead, and sometimes to take up arms in defense of their communities. Born into a world fraught with combat and conflict, heroes of the Nazirite vow embraced danger as a way of life, and were often gifted with supernatural strength and resolve as a result of their devotion to God.

A Nazirite takes their vow seriously, and treats adherence to the vow as a symbol for their faith in God. When you choose to follow the Path of the Nazirite starting at 3rd level, you must also vow to do the following things:

- Serve the will of God, and defend the innocent
- Abstain from consuming alcohol
- Abstain from cutting your hair

The Nazirite Vow

Historically, this vow was not always taken as a lifelong commitment. Some Nazirites only took the vow for a month or two, often as a means of repentance or period of meditation. Others, like Samson and Samuel, were Nazirites for life, and their vow defined them. This lifelong devotion to the will of God is reflected in this subclass.

OPTIONAL RULE. Often (but not always), the Nazirite vow includes a promise never to touch a dead body. This rule may not be fun for everyone, but GMs may choose to institute rules such as "no looting corpses" to Nazirite PCs.

Indomitable Strength

"Samson rose at midnight, approached the city gate, and tore it loose from its frame."
-Judges 16:3

Your dedication to the will of God fills you with strength beyond that of normal human limitations, giving you the power to overcome obstacles in your path. When you choose this path at 3rd level, your carrying capacity

Breaking the Vow

A Nazirite that breaks their vow immediately loses all subclass features. In order to restore the vow, a Nazirite must shave their head as a symbol of the broken vow and spend 24 hours reconsecrating themselves in a holy location. Subclass features are then immediately restored, but the hair must be regrown, since uncut hair is the symbol of the unbroken vow.

(including maximum load and maximum lift) is doubled and you have advantage on Strength checks made to push, pull, lift, or break objects.

Additionally, when you use your Reckless Attack feature, any creature you hit during your turn takes extra damage of your weapon's damage type equal to half your Barbarian level (rounded up).

Unbreakable Will

Beginning at 6th level, your dedication to your vow is stronger than any fears or temptations that may cloud your mind. While you are raging you are immune to being Charmed or Frightened. If you are already Charmed or Frightened, entering a rage ends this condition.

Eyes of Faith

Beginning at 10th level, your faith grants you awareness of your surroundings, regardless of any impediments to your sight. You gain Blindsight out to a range of 10 feet. While you are raging, your Blindsight extends to a range of 60 feet.

Slayer of Thousands

"With the jawbone of a Donkey
I have slain a thousand men."
-Samson

Starting at 14th level, you gain the ability to stand against the tides of evil, regardless of how numerous the enemy. As an action, you may make a single melee attack against any number of creatures. Each target must be within your weapon's range, and each requires a separate attack roll.

Pushing against the columns, the temple fell upon his enemies, and he died among them. Those who remember say that the number he killed by his dying were more than those he had killed during his lifetime.

- Samuel, 1062 BCE

Bard

College of Parables

*"I will open my mouth in Parable;
I will utter dark sayings from of old."
-Psalm 78:2*

The village elder recites proverbs to a young boy who excitedly writes down her words. The old mystic's eyesight may be failing, but her wisdom, recorded in the boy's parchment, will inspire generations to come.

A rabbi from a simple hamlet in the hill country tells a story of betrayal and redemption as the enthralled crowd listens with rapt attention. The elders of the Sanhedrin who had come to argue with him quietly take their leave; although they will not admit it, this simple story had shown them a truth that they were not prepared to admit.

A soldier on the eve of battle regales his comrades with stories from back home. Although many of them may die tomorrow, tonight they share a laugh together.

The examples above are all vastly different from each other, but each show unique ways in which the power of storytelling can effect change in the hearts and minds of those who listen.

The Power of Storytelling

*"This is why I speak to them in Parables,
because they look but do not see."
-Matthew 13:13*

To a Bard, the line between truth and fiction is blurred, and one does not preclude the other. Some of the greatest lies in history were told without uttering an untrue word, and some of the most important truths in the universe are only realized in fictional stories. Bards weave magic into the words of their stories to enthrall and entertain their audiences, but more importantly to reveal important truths to those whose minds are open. These stories are called "parables," and they use fictional characters and situations to lead listeners into a deeper understanding of truth.

Class Features

Level	Feature
3rd	Inspiring Proverb
6th	Stunning Proclamation
14th	Enthralling Narrative



Inspiring Proverb

*"The mind of the intelligent appreciates Proverbs."
-Sirach 3:29*

When you join the College of Parables at 3rd level, you gain the ability to embolden your allies with a simple phrase. As a bonus action, you can expend one use of your Bardic inspiration to call out to your friends, reminding them of a meaningful phrase or the moral of a story you previously shared. Choose a number of creatures equal to your Proficiency Bonus within 60 feet that can hear you. Each of these creatures gains a number of temporary hit points equal to your Charisma modifier plus your Proficiency Bonus.

Additionally, when you use this feature, you can pass a message to any allies that can hear you within 60 feet. This message is hidden within the proverb you utter; it is understood by your allies, but not recognizable to your enemies.

Stunning Proclamation

*"You are that man!"
-2 Samuel 12:7*

When you reach 6th level, you have learned to use the drama of the moment to stun your audience with a dramatic twist, an accusation of guilt, or a shocking declaration. As an action, you can shout a proclamation at a creature within 60 feet, forcing it to make a Charisma saving throw against your spell save DC. The creature must be able to hear you,

but does not need to share a language with you. On a failed save, the creature is Stunned until the end of your next turn.

While Stunned, the creature is Incapacitated, cannot move or speak, automatically fails all Strength and Dexterity saving throws, and all attack rolls made against the creature have advantage. You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all uses of this feature after finishing a Long Rest.

Enthralling Narrative

*"They listened with amazement to his teaching."
-Mark 1:22*

When you reach 14th level, your storytelling comes to life for a listener. As an action, choose a creature that can hear you within 60 feet of you. It must make a Wisdom saving throw against your spell save DC. On a failed save it is Charmed or Frightened (depending on the genre of story you tell) by you for 1 minute or until your concentration is broken (as though concentrating on a spell). While the creature is Charmed or Frightened in this way, the characters and world of your story spring to life, taking the form of an illusion that only the creature can see. The creature continues to move and take actions on its turn, but can only see and hear the events of the story you are narrating (although it can hear your voice as the narrator, if you allow it to). How this story looks and feels to the creature is up to you, and you can choose whether the creature is an active character in the story, or merely a passive observer to the events of the story.

If the creature takes any damage, it may repeat the saving throw with advantage. Once you have used this feature, you may not use it again until you have finished a Short or Long Rest.

Bard

College of Psalms

*"Let us sing praise with tambourine and dance, with strings and pipe!"
-King David*

A woman raises her tambourine aloft and begins to sing. The scars of slavery cover her arms and back, but they do not impede the movement of her body any longer. Inspired by her performance, hundreds of thousands of freed slaves follow her example, voices joining in songs of rejoicing as they make their way into the desert.

A man dressed in loose-fitting linen robes begins to

dance. Although some nearby onlookers smirk at his performance, his body continues to move with shameless abandon, unperturbed by their sarcastic comments. He dances for the Lord with all his might.

Young lovers exchange poems of romance, thanking God for the beauty of creation and the sense of belonging they find in the union of their bodies.

The examples above are all vastly different from each other, but each show unique ways in which the power of words, music, and dance, can be used to inspire others and call upon the power of the Most High. This is the specialty of the Bard. Bards of the college of Psalms use their unique skills to compose hymns, poems, and spiritual songs that inspire the downcast, uplift the soul, and bring confidence in times of trouble.

Words and Music

*The breath of God swept over the chaos,
and God said, "Let there be light."
-Genesis*

Bards believe that God spoke the universe into existence, that the reverberation of the divine voice brought order and creation out of the chaos. To a bard, words and music are not just sounds, but echoes of God's voice that still resound throughout creation. A bard is the master of words, music, and the subtle weaving of the magic contained within them. A bard's greatest aspiration is to play just the right note, a secret chord, that joins in perfect harmony with the song of the Seraphim, the echoes of creation, the voice of God.

From Deborah to King David, many bards have attempted to capture the essence of this sacred music. Called "Psalms," these transcribed pieces of music and poetry are more than just songs, they are the attempt of the bard to capture a few notes of heavenly music, and the divine magic contained therein.

Class Features

Level	Feature
3rd	Bonus Proficiencies, Psalmistry
6th	Singing is Praying Twice
14th	Movement of the Soul

Bonus Proficiencies

When you join the College of Psalms at 3rd level, you gain proficiency in Religion and Insight.

You carry a book of Psalms (called a "psalter") with you at all times. You may use the psalter as a spellcasting focus for your bard spells.

Psalmistry

"Awake, Deborah! Utter a Song!"
- Judges 5:12

When you join the College of Psalms at 3rd level, the Spirit of God begins to move you to compose songs, hymns, and spiritual songs. If you spend a short rest in meditation with your psalter, you may expend one use of your Bardic Inspiration and roll on the Psalms table using your Bardic Inspiration die to determine the type of Psalm you are inspired to compose. At the end of the short rest, choose one target you can see within 30 feet to receive the effects of the Psalm. The target can be you.

The Psalm takes hold of the target immediately, but in some cases the target must spend an action, reaction, or bonus action to trigger the effect of the Psalm. Either way,



d?

Psalms

- 1 **Confidence.** You recite a simple stanza reminding the target of God's faithfulness. The target may reroll one ability check. They may choose to reroll after seeing the roll, but before learning if the roll succeeds or fails.
- 2 **Thanksgiving.** You sing praise to the Most High for all you are grateful for. Three creatures of the target's choice gain temporary hit points equal to one roll of your inspiration dice.
- 3 **Hymn.** A simple melody begins to take shape in your mind, and before you know it, everyone is singing. The target has advantage on their next saving throw.
- 4 **Protection.** You offer prayers for safety that take shape and manifest on the target. The target can use its reaction to gain a +5 bonus to its AC until the start of its next turn. The target can only do this once.
- 5 **Lament.** You hum a sad melody that carries notes of hope. As a bonus action, the target may regain a number of hit points equal to one roll of your Bardic Inspiration die plus your Charisma modifier. The target can only do this once.
- 6 **Song of Songs.** You weave poetry charged with sensual imagery. The target gains one use of the *Charm Person* spell, using your spell save DC.
- 7 **Praise.** You sing a joyful song praising God's majesty. A divine light seems to emanate from within the target. The next attack roll made against the target must be made with disadvantage.
- 8 **Wisdom.** You are moved by the spirit to speak words of wisdom. The target can use an action to give itself advantage on Wisdom checks and Wisdom saving throws for the next 10 minutes. The target can only do this once.
- 9 **Imprecatory.** You recite a poem invoking the vengeance of God on your enemies. As an action, the target chooses any number of creatures within 30 feet, forcing them to make a Dexterity saving throw against your spell save DC. A creature takes radiant damage equal to three rolls of your inspiration dice on a failure, and half as much on a success. The target can only use this attack once.
- 10 **Royal.** Your music becomes authoritative and majestic. The target can use an action to give itself advantage on all Charisma checks and gains a bonus to all Charisma checks equal to your Proficiency bonus for the next hour. The target can only do this once.
- 11 **Prophetic.** What begins as a simple rhyme takes shape as a prophecy. Roll a d20 and record the number rolled. The target may replace any attack roll, saving throw or ability check made by a creature it can see with the number rolled. This choice must be made after seeing the creature's roll, but before knowing the outcome of the roll.
- 12 **Transcendence.** A choir of angels join their voices with yours as you sing in the celestial tongue. As a bonus action, the target chooses up to 6 creatures, one of which can be itself. These creatures sprout spectral wings and gain a fly speed equal to their walking speed for 8 hours.

the target retains the Psalm in their mind until they finish a Long Rest, at which time the words and effects of the Psalm fade, regardless of whether they have been used.

A target can only retain one Psalm at a time. If you choose the same target twice before they finish a Long Rest, the effects of the first Psalm end before the effects of the second take hold. More than one target may benefit from the effects of a Psalm at the same time, but each requires a separate Short Rest and a separate roll on the Psalms table.

Singing is Praying Twice

"Where two or three are gathered together in my name, there I am with them."

-Matthew 18:20

At 6th level, you can lead a short praise and worship session that also helps you recover some of your abilities. Once per Short Rest, you can lead a worship session with a number of creatures equal to or less than half your bard level (rounded up). At the conclusion of the session, these creatures gain a number of temporary hit points equal to one roll of your Bardic Inspiration die.

In addition, you regain a spell slot of a level equal to or less than your proficiency bonus.

Movement of the Soul

At 14th level, your ability to compose Psalms becomes unmatched in its versatility. Whenever you use your Psalmistry feature to roll on the Psalms table, roll your Bardic Inspiration die twice and choose which psalm to compose from the two options rolled.

Cleric Prophecy Domain

"Here I am. Send Me."

-Isaiah

A young girl stands resolute before the king of the Persian empire. Unafraid of the thousands of armed soldiers that surround her, she meets the eyes of the genocidal tyrant and demands justice.

A wiry old man turns to the angry mob that is approaching him. With a furrowed brow and sadness in his eyes, he stretches out a hand toward the heavens. A column of fire cascades from the clouds above, enveloping the world in flame until all that remains of his attackers are ashes.

A cloaked figure kneels beside a group of orphans

huddled together. A hand stretches out to offer them water as a clear voice speaks from beneath the cloak: "those who walk in darkness will see a great light."

Prophets are enigmatic and unpredictable figures that defy definition. Rarely seen in the company of other prophets, these wanderers travel alone (or in the company of other adventurers) to seek out injustice and confront it head on. Sometimes this means reaching out and comforting those who are being persecuted; sometimes this means confronting persecutors. A prophet is just as likely to spend their day caring for a sick child as they are to anoint a new king or call down fire from heaven to destroy an entire city. The only thing that all prophets share in common is the pursuit of justice through the proclamation of God's word.



Class Features

Level	Feature
1st	Domain Spells, Bonus Proficiencies
2nd	Channel Divinity: Prophecy
6th	Purity of Thoughts, Channel Divinity: Pronounce Judgment
8th	Potent Spellcasting, Channel Divinity improvement
14th	Truth Sense
17th	Incorruptible Soul

Sacred Mission

"If God is for us,
who can stand against us?"
-Paul

The most notable feature that sets prophets apart from other clerics is their sacred mission. Ordained by God, a prophet's mission is a compulsion that must be attended to. A prophet can feel free to travel with a party and carry out other tasks, but if a sacred mission is ignored for long enough, providence will intervene in the form of coincidental meetings, prepaid passage on ships, or strange symbols on trees or in the clouds. If a prophet outright rejects the mission given by God, the entire fabric of the universe may start to realign itself until the mission is carried out, for better or worse (just ask the prophet Jonah).

When you create your character, discuss your sacred mission with your GM. Your mission could be agreed upon in advance or it could be kept secret by the GM, to be revealed during gameplay. A prophet's sacred mission can be anything, but the following table gives some ideas that happen to fit well into the world of the Bible as it exists in this module.

A prophet's work is never done. If you successfully

d8	Sacred Mission
1	Women are being used as objects in the city of Thebes. Find the cause of this immorality and convince the people to repent.
2	A leader named Sergius Paulus on the island of Cyprus needs advice. Help him make the best decisions for the people there.
3	Seven teenagers in the city of Tarsus are in danger. Find them and escort them safely out of the city before time runs out.
4	The Ark of the Covenant is in danger. Find it and then seek out someone worthy to protect it.
5	A false prophet has been walking the streets of Nineveh. Put a stop to these lies and offer him one last chance to leave town.
6	The city of Ecbatana is corrupt. Call the leadership to repent, and if they do not, destroy the city once and for all.
7	The Queen of Sheba mourns the loss of her friend and advisor. Rescue him if he is alive, or else anoint a worthy replacement.
8	The people of Galilee have lost hope. Travel to the region and perform at least one miracle in each town. When you do so, announce to the people that the coming of the Messiah is at hand.

complete your sacred mission, a messenger from God appears to you in a dream, congratulates you, and then assigns you a new sacred mission. Often, this new mission may relate to developments your success has caused. Other times, it is completely unrelated, on the opposite side of the world.

Domain Spells

Level	Spells
1st	<i>Do Unto Others, Every Knee Shall Bend</i>
3rd	<i>Blindness/Deafness, Zone of Truth</i>
5th	<i>Clairvoyance, Remove Curse</i>
7th	<i>Aura of Purity, Pillar of Fire</i>
9th	<i>Covenant, Dream</i>

Bonus Proficiencies

At 1st level you gain proficiency in Religion and Persuasion. You also learn two additional languages of your choice.

Spiritual Tongue

Starting at 1st level when you accept God's call to become a prophet, you gain a spiritual gift that allows you to be understood no matter where your journey takes you. As an action, you can speak in a Spiritual Tongue. While speaking in this way, any creature within 30 feet that can understand a language can understand what you say. This includes creatures with impairments to their hearing, such as creatures that attempt to plug their ears, creatures that are deaf, or creatures inside the area of a *Silence* spell.

Your Spiritual Tongue lasts for 1 minute, or until you choose to end it. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature after finishing a Long Rest.

Channel Divinity: Prophecy

Then the Lord said to me,
"prophecy, mortal."
-Ezekiel

Starting at 2nd level, you can use your Channel Divinity to receive prophetic visions of grave importance. You spend 1 minute in prayer or meditation, asking for God's guidance. At the end of the ritual you receive a vision determined by the GM. By default, the vision will usually provide extra insight or detail that pertains to your sacred mission. However, you may instead request that the vision give advice for overcoming an obstacle, such as how to escape from a prison cell or where to find an important document. Visions are always truthful, but often their meanings are veiled in cryptic symbolism.

When the vision ends, you may ask one clarifying

question about the vision, to which the GM offers a truthful reply. The question must relate to the vision that was just received. The GM's answer to this question is limited to one word.

When you reach 8th level, the GM's answer to your clarifying question expands to 10 words.

Purity of Thoughts

Starting at 6th level, your commitment to your sacred mission grants you special abilities:

- You gain resistance to Psychic damage.
- You have advantage on Saving Throws against being Charmed or Frightened.

Channel Divinity: Pronounce Judgment

"I have already pronounced judgment."

~1 Corinthians 5:3

At 6th level, you can use your Channel Divinity to pronounce judgment on a creature that has refused to turn away from the path of wickedness. As an action, choose one creature that you can see within 60 feet of you. That creature suffers one of the following effects, chosen by you as you pronounce judgment upon it:

- For the next minute, the target has disadvantage on all saving throws.
- For the next minute, all weapon attack rolls against the target are made with advantage.
- For the next minute, all weapon attacks that deal damage to the target deal extra Radiant damage equal to your proficiency bonus.

Potent Spellcasting

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

Incorruptible Soul

At 17th level, your unwavering faith is rewarded:

- You gain immunity to Psychic damage.
- You cannot be Charmed or Frightened, and magic cannot put you to sleep.
- If you fail your third Death Saving throw, a chariot made of pure fire appears and carries your body into the heavenly realm before you can die. Any creatures of your choice that can see the chariot when it appears must succeed on a DC 23 Constitution saving throw or be blinded until the end of their next turn.

Druid

Circle of the Baptist

*"Who warned you to flee
from the wrath to come?"*

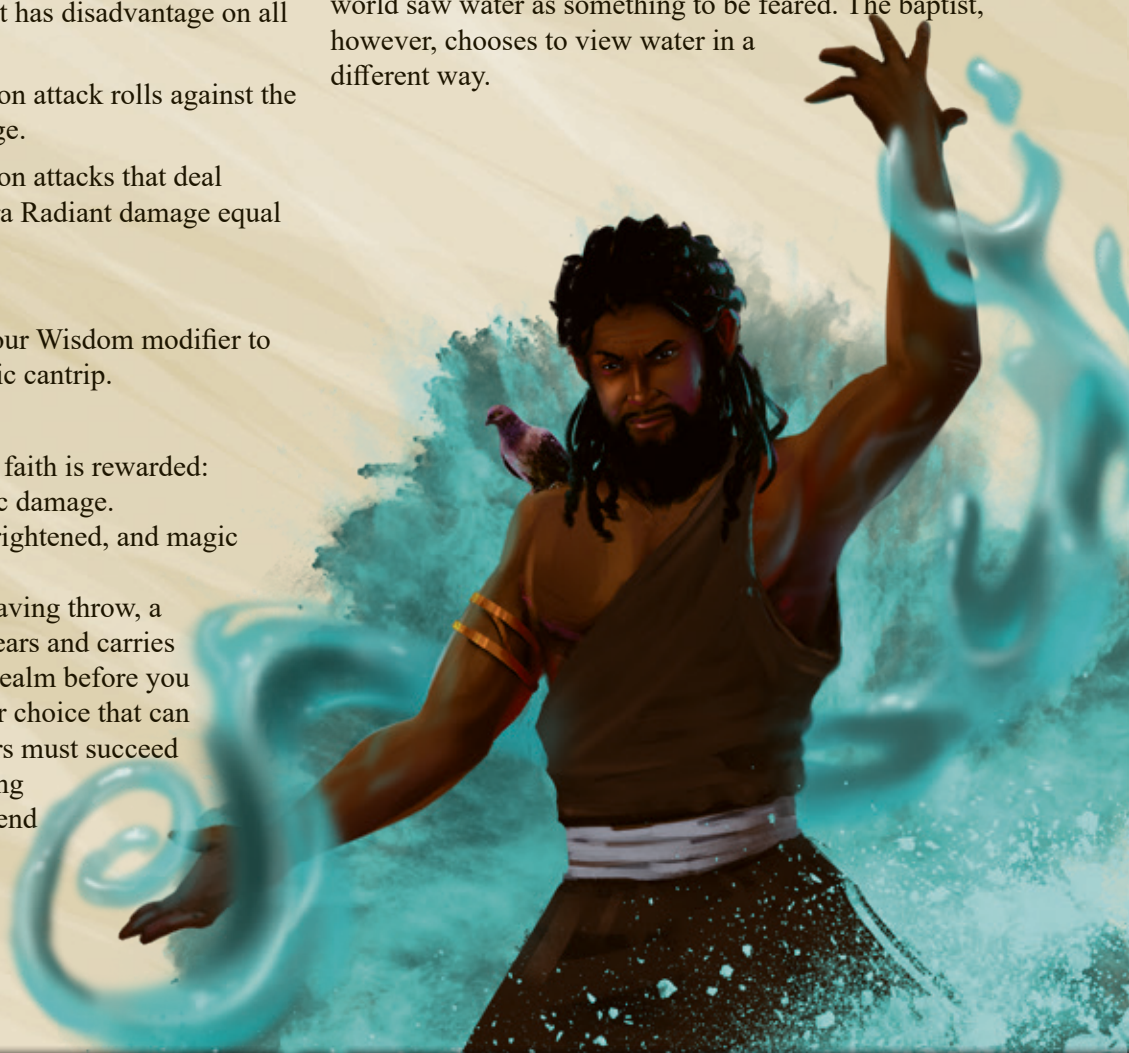
~John the Baptist

For the druid, connection to God is not something found in a temple or through study, but by surrounding oneself with the power and beauty of God's creation in nature. One type of druid in particular, the "Baptist," finds the strongest connection to God through water.

*"Who is this, that even
the sea obeys him?"*

~Mark 4:41

Water was a particularly powerful element in the theology of the ancient world. Most often associated with storms at sea or floods that leveled cities, water was a symbol of chaos and destruction. People in the ancient world saw water as something to be feared. The baptist, however, chooses to view water in a different way.



Destruction and New Life

The word *baptism* means “to be immersed” or “to sink into.” Through water, a druid is reminded of the power of God’s creation. They see the power to heal, cleanse, and wash away evil to begin anew. Where others see only chaos and destruction, the druid sees the divine magic of God’s redemptive powers.

Living in the Judean wildlands and eating only locusts and wild honey, John “the Baptist” was an enigmatic and eccentric figure. Some called him a prophet, some called him crazy, but no one could deny the power of his message. John called hundreds to be “baptized:” to willingly submerge themselves in water as a sign of surrender to the power of God’s creation. More importantly, John foretold of the coming of the Messiah, the one who would one day restore justice and order to the natural world.

Baptism of Water

It is important to note that the ritual of “baptism” at this time was not a Christian initiation, and neither John nor any other “baptist” was baptizing in the name of Jesus. Instead, these baptisms were rituals that symbolized a person’s turning away from sin and embracing a rebirth through the waters of God’s creation. In time, a similar practice would be adopted by the followers of Jesus, but this Christian baptism had not yet been established.

Class Features

Level	Feature
2nd	Circle Spells, Transcendent Form
6th	Baptism, Wade in the Water
10th	Waters of New Life
14th	Become the Flood

Circle Spells

Your connection to the waters of creation grant you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to nature’s innate magic found in water.

Once you gain access to a circle spell, you always have it prepared, and it does not count against the number of spells you can prepare each day. If you gain access to a spell that does not appear on the druid spell list, it is nonetheless a druid spell for you.

Level	Spells
3rd	<i>Calm Emotions, Zone of Truth</i>
5th	<i>Deluge, Torrent of Water</i>
7th	<i>Control Water, Bind with Water</i>
9th	<i>Paraclete, Tehom</i>

Transcendent Form

At 2nd level, you gain the ability to channel the Spirit of God as divine magic courses through your body. As an action, you can expend a use of your Wild Shape feature to take on your transcendent form, rather than turning into a beast form. While in your transcendent form, you gain the following benefits:

- Your skin gives off a luminescent glow as divine energy pulses through you. Your transcendent form sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
- You gain a number of temporary hit points equal to 5 times your druid level.
- You have advantage on all Charisma checks.
- You gain advantage on Constitution saving throws made to maintain concentration on a spell.

These benefits last for 10 minutes, until you loose all of your temporary hit points, or until you use your Wild Shape feature again.

Water Source	Baptism Effect
A spring born from a mother’s tears	As a bonus action, you can teleport up to 15 feet to an unoccupied space you can see. You can do this a number of times equal to your Proficiency Bonus, and regain all uses after a Short Rest.
The Jordan River	If you fail a Constitution saving throw roll to maintain concentration on a spell, you may use your reaction to reroll the saving throw.
A natural hot spring	You gain resistance to one of the following damage types of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder
The Pool of Bethesda	Your Strength, Dexterity, or Constitution score increases by 2, to a maximum of 20.
The pool where Solomon was anointed king	Your Intelligence, Wisdom, or Charisma score increases by 2, to a maximum of 20.
The Dead Sea	Your base walking speed increases by 5 feet.
The reservoir known as “The Myrrh Oasis”	The first time you would drop to 0 hit points as a result of taking damage, you drop to 1 hit point instead. Once you have used this feature, you cannot do so again until after finishing a Long Rest.
The place where Moses parted the sea	You learn two cantrips of your choice from any spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (chosen by you at the time of the baptism).

Baptism

At 6th level, you can perform a ritual to baptize a willing creature in water. The ritual takes 1 minute to perform, and must be performed in waters of sacred significance (outlined in the “Waters of Baptism” table). The locations of these waters is not always clear, and may require research and effort to locate them. However, the benefits of being baptized in a location of spiritual significance outweigh the costs.

During the ritual, the target calls to mind its sins and resolves to better itself in the future. At the conclusion of the ritual, the target instantly gains the benefits of the baptism. You cannot baptize yourself. Baptisms must be performed in the location of the sacred waters; any water removed from a sacred location becomes mundane water 1 minute after it has been removed from its source.

The effects gained from the baptism depend on the waters used in the ritual, and are outlined in the Waters of Baptism table. All of these waters hold sacred significance, but many may be hard to locate, hard to gain access to, or both. Once a creature is baptized, the effects last forever, or until the creature undergoes another baptism. A creature can only benefit from the effects of one baptism at a time. If a baptized creature chooses to be re-baptized, the effects of the first baptism fade before the effects of the second take hold. Once you have baptized a creature with this feature, you must wait 1d4 days before using this feature to baptize another creature.

Baptizing in Mundane Waters

You may always call creatures to repentance and symbolic baptism in mundane waters. A baptism using mundane waters requires 1 action, rather than 1 minute, and there is no restriction on how often you can perform these baptisms. A creature that participates willingly in such a baptism is cleansed from any attachment to sin, and any effect caused by the magic of sin ends for a baptized creature.

Wade in the Water

At 6th level, your control over the destructive power of water allows you to create pockets of safety to avoid hurting your friends. When you cast a spell that uses water to cause damage or other negative effects (such as *Deluge* or *Control Water*), choose a number of creatures equal to your proficiency bonus. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Waters of New Life

At 10th level, you use the life-giving water of creation to heal your friends as well as harm your enemies. When you cast a spell that uses water to cause damage or negative

effects, any creatures who automatically succeed on their saving throw because of your “Wade in the Water” feature also regain a number of hit points equal to half your druid level (rounded up).

Become the Flood

At 14th level, when you turn into your transcendent form, you gain the following additional benefits:

- When you cast a spell that deals damage, the spell deals extra Radiant damage equal to half your druid level (rounded up).
- You gain a bonus to all saving throws equal to your Wisdom modifier.

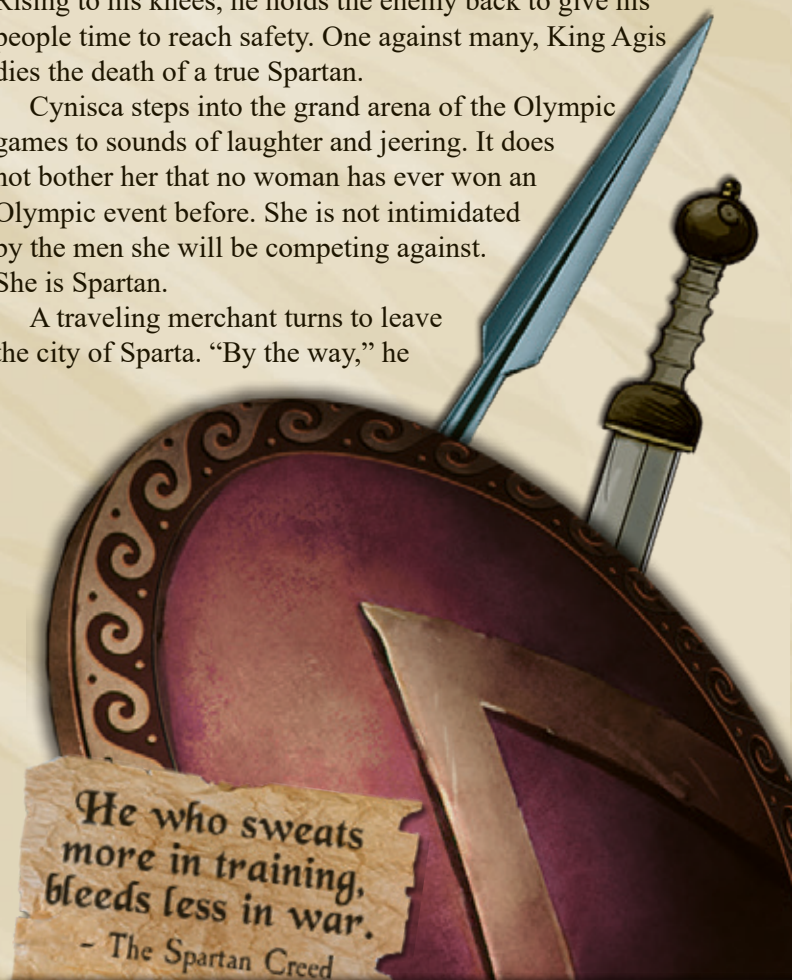
Fighter: Spartan

“A Spartan does not ask how many are the enemy, but where are they.”
-Plutarch

Mortally wounded and seeing that his soldiers are overwhelmed, King Agis commands his men to retreat. Rising to his knees, he holds the enemy back to give his people time to reach safety. One against many, King Agis dies the death of a true Spartan.

Cynisca steps into the grand arena of the Olympic games to sounds of laughter and jeering. It does not bother her that no woman has ever won an Olympic event before. She is not intimidated by the men she will be competing against. She is Spartan.

A traveling merchant turns to leave the city of Sparta. “By the way,” he



stops to ask King Agesilaus, “why is it that Sparta does not have walls like the other great cities?” King Agesilaus smirks and points to a group of young Spartans lifting weights in the courtyard. “These are Sparta’s walls.”

The Spartans were once considered the greatest warriors on the planet. For some cultures, war interrupted their way of life; to Spartans, war *was* their way of life. From an early age both girls and boys were required to undergo military and athletic training. Because of their rigorous physical training and their advanced military tactics, Spartans quickly became renowned for their ability to overcome staggering odds.

However, as the war between Rome and Parthia escalates, the Spartans find themselves out of the military spotlight for the first time. Having no allegiance to either side of the conflict, most Spartans now earn their living as mercenaries and adventurers. Given Sparta’s reputation for swift and effective violence, many nobles and upper class merchants will pay a high price to have even one Spartan on their personal security team.

Class Features

Level	Feature
3rd	Shield Combatant
7th	Phalanx
10th	Battle Cry
15th	Ferocity in Battle
18th	Valor in Death

Shield Combatant

“With it, or on it.”
-Traditional Spartan farewell

When you choose this archetype at 3rd level, you have mastered the Spartan’s trademark weapon. No piece of equipment was more valuable to the Spartan military strategy than the shield, as it protected not on the wielder but also the soldier to their left. You gain the following benefits while you are wielding a shield:

- One creature of your choice within 5 feet of you gains a bonus to its AC equal to your shield’s AC bonus.
- As a bonus action, you may make a Bash attack with your shield. Your Shield uses a d4 for damage. If your Bash attack hits, you may also attempt to shove the target. If you have the Shield Master feat, your Bash attack damage increases from 1d4 to 1d6.

Spartans are powerful when they fight alone, but invincible when they fight together.
-- Demaratus of Sparta



Phalanx

“Take your stand with feet rooted like oaks in the ground.”
-Tyrtaeus of Sparta

At 7th level you have completed your training in the Spartan art of the “phalanx.” By working as a team, Spartans know how to protect one another, and stop the enemy in their tracks. You gain the following benefits:

- You can now protect one additional creature with your shield. Up to two creatures of your choice within 5 feet of you gains a bonus to its AC equal to your shield’s AC bonus.
- When you successfully Shove a creature with your Shield Bash, the creature’s speed is reduced by 10 feet for the rest of the turn.

Battle Cry

"Feel no fear."
-Spartan Proverb

At 10th level, you learn how to inspire courage in your companions, calling them to face danger as Spartans do. As a bonus action, you let out a Spartan battle cry to rally your allies. Any number of other creatures (not including you) of your choice within 60 feet of you that can hear you gain the following benefits until the start of your next turn:

- Advantage on Charisma and Wisdom saving throws.
- Advantage on all attack rolls.
- Immunity to being Frightened or Charmed. If the creature is already Frightened or Charmed, the condition ends for the creature.

These effects fade at the start of your next turn. Once you use this feature, you cannot use it again until you finish a long rest.

Ferocity in Battle

At 15th level, your skill in battle becomes perfection. When you would roll damage for a melee weapon attack, you may forgo rolling and use the maximum number for your damage dice. Once you have used this feature, you cannot use it again until you finish a long or short rest.

Valor in Death

Beginning at 18th level, being reduced to 0 hit points does not cause you to fall unconscious. You must still make death saving throws and you still suffer the effects of taking damage while at 0 hit points. However, you may move and take actions as normal on your turn until you fail your third death save, at which point you finally die.

Spartans in the Bible

From slavery in Egypt to war with Babylonia, the Jewish people faced many powerful enemies in the Bible, but the one nation that seems to have always been their ally was Sparta. The book of Maccabees records an exchange of letters between the Jewish high priest, Jonathan, and the King of Sparta, Arius. As the region of Judea is under attack, Jonathan writes to request aid from Arius. The Spartans agree, saying in their return letter: "we are brothers and are of the family of Abraham."

Although they did not share the same faith, it is recorded that the Jews would offer prayers at the temple for the Spartans, and the Spartans likewise always came the aid of Jerusalem in times of conflict. On one occasion, the king of an invading army warned Sparta not to interfere with his invasion, writing in a letter, "if we are victorious, you will be slaves forever." The Spartans replied with a letter than contained only one word:

"If."

Ranger Vanguard

"We will take up arms as a vanguard...
until we have brought them to their place."
-Numbers 32:17

For most people, the untamed wildlands of regions like the Wilderness of Zin or the Assur Wastes represent danger. These are places where bandits attack, where mythic beasts hunt, and where even the natural landscape seems to wish death upon all who traverse it. For the Ranger, these places are home.



Be prepared for danger in
times of safety
-- Chinese Proverb

"Even though I walk through the valley of the shadow of death, I fear no Evil."
-Psalm 23:4

The rising empires of Rome, Parthia, India, and China had healthy appetites for luxury, and a thriving network of trade routes called the "Silk Road" meant that a great amount of money could be made by merchants willing to make long journeys. However, along with these journeys came all new risks. Leaving the safety of the city walls meant stepping into the realm of monsters.

Enter the Vanguard. This elite conclave of Rangers is well-versed in the hazards of the world, both physical and supernatural. Vanguards are experienced adventurers who have seen more of the world and traveled more of the Silk road than most merchants will in their lifetime. Vanguards have learned through costly life experiences not only how to keep themselves alive, but how to protect their companions from the dangers of the road.

Class Features

Level	Feature
3rd	Preternatural Instincts, Vanguard Magic
7th	Protective Strike
11th	Evasive Maneuvers
15th	Preternatural Defenses

Preternatural Instincts

At 3rd level, your senses are honed to detect the presence of danger. You cannot be Surprised, and all of your weapon attacks deal an extra 1d8 damage of the weapon's damage type during the first round of combat.

Vanguard Magic

"You, O Lord, will protect us;
you will guard us."
-Psalm 12:7

By 3rd level your position as a vanguard has often put you in harm's way, and on more than one occasion you have found yourself dealing with threats from otherworldly forces beyond your understanding. One of these encounters left you changed, and you now carry with you a mark from that encounter. Choose your mark from the table below, or determine it randomly.



d6	Mark
1	Your skin bears a tattoo of patterns and letters in a language that is not familiar to you. You have no memory of receiving this tattoo, and each time you roll a 1 on an ability check, attack roll, or saving throw, it expands as new signs and symbols are magically added to it.
2	A demon whose identity is known to the GM has marked you for death. No matter how far you travel or where you hide, servants of this demon always eventually catch up with you.
3	During a night time expedition into an abandoned Ziggurat, you were cursed by a shadowy figure. Ever since that day, there is a 10% chance that you awaken during the night at the exact time you were cursed years ago.
4	During a combat encounter with a group of bandits, you were struck with a strange weapon, which left you with a physical scar. Your scar tingles every time you visit a particular city (chosen by the GM), and you don't know why.
5	You once came to the aid of a traveler who was trapped under an overturned wagon. This traveler turned out to be an Angel Messenger , who spoke a cryptic proverb to you before vanishing. This proverb has guided you ever since.
6	You were once paid to protect a high-ranking Roman official. During the journey you stopped an ambush from a group of Sicarii freedom fighters. This organization has labeled you as a Roman-sympathizer and posted a reward for your assassination.

This mysterious encounter has also caused certain magic to manifest itself in you. You learn an additional spell when you reach certain levels in this class, as shown in the Vanguard Magic table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Level	Spells
3rd	<i>Protection from Evil and Good</i>
5th	<i>See Invisibility</i>
9th	<i>Dispel Magic</i>
13th	<i>Death Ward</i>
17th	<i>Dispel Good and Evil</i>

Protective Strike

At 7th level, when an enemy you can see makes an attack roll against a creature other than you, you can use your reaction to first make a weapon attack against that enemy. You must choose whether to make this attack before learning whether the enemy's attack hits or misses.

Evasive Maneuvers

"The clever see danger, and avoid it."
-Proverbs 22:3

At 11th level, your reflexes and tactics allow you to effortlessly stay out of harm's way. As a bonus action on your turn, you can cast the *Freedom of Movement* spell

with this feature, without expending a spell slot, but the duration of the spell is reduced to 1 minute. Once you use this feature, you cannot use it again until you finish a Long Rest.

Preternatural Defenses

At 15th level, your instincts for defense make you and your friends nearly untouchable. During the first round of combat, you gain a bonus to your AC equal to your Proficiency Bonus.

After initiative has been rolled, but before the first round of combat, you call out a special command to your allies to coordinate a defensive formation. Choose a number of creatures equal to your proficiency bonus (one of which can be you). Each of these creatures may use their reaction to move up to half of their movement speed. Attacks of opportunity may still target a creature that moves in this way. Once you have used this feature, you must finish a long or short rest before using it again.

Rogue: Zealot

"We bow only to God."
- Judas of Galilee

As the imperial forces of Rome and Parthia descend upon the Middle Kingdoms, most civilizations are left crushed and subjugated in their wake. Overseen by Proconsuls and Spahbeds who do not understand their way of life, subjects of the empires must scrape a living out from under the thumb of heavy taxes and imperial oversight. Most people keep their heads down and allow oppressive systems to flourish. Zealots are not most people.

While they may lack the numbers, training, or weaponry to present a legitimate military threat to the empire, Zealots know their people, and they know their city. Zealots use propaganda and cloak-and-dagger techniques to cause rioting in the streets and assassinate high-ranking targets in the midst of the chaos, before slipping away unnoticed in the busy city streets.

To communicate with the common people secretly, the Zealots use specially minted silver coins that bear the image of a branch with three pomegranates. Although the symbol seems innocuous enough to any Roman soldiers that might see it, the symbol of the pomegranate (Judea's native fruit) carries a powerful message of revolution to Jews. Zealots can use these coins to coordinate strategic rioting, and even control the direction and flow of foot-traffic in city streets, allowing for stealthy entrances and

quick exits.
The Zealots used a specially designed dagger called a "Sica." The curved blade was designed for circumventing the otherwise impenetrable shields of the Roman legion.

Class Features

Level	Feature
3rd	Bonus Proficiencies, City Secrets, Unnoticed
9th	Elusive Dash
13th	Quick Reflexes, Stir up the Crowds
15th	Ambush Strike

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the forgery kit.

City Secrets

You are familiar with the layout of cities and the patterns of pedestrian movement. When you are not in combat and you are leading the way, your group can travel twice as fast through cities and crowded gatherings as your speed would normally allow.



Unnoticed

You can seamlessly fall into step with a group of people, blending into the crowd to avoid detection. You may use your Cunning Action to Hide if there are at least two other humanoid within 5 feet of you that are not hostile to you. While Hidden in this way, you gain the following benefits.

- A creature that can see you regards you as an anonymous member of the group you are Hidden in, and cannot discern your true identity.
- A creature that can see you only considers you to be hostile if it considers one or more other members of the group to be hostile.
- You have advantage on Charisma (Deception) checks made while acting as part of this group.

You remain Hidden in this way until you cast a spell, make an Attack, or move more than 10 feet away from the group.

Elusive Dash

At 9th level, you gain the ability to move swiftly and strategically in dangerous situations. When you use your Cunning Action to Dash, you gain the following benefits:

- Your movement speed increases by 10 feet until the end of this turn.
- Your movement does not provoke opportunity attacks.
- After moving, you gain advantage on your next weapon attack roll.

Once you have used this feature, you cannot do so again until finishing a long or sort rest.

Quick Reflexes

Beginning at 13th level, you have advantage on Initiative rolls.

Stir up the Crowds

Also at 13th level, you gain mastery over the art of propaganda and revolution. If you spend three days distributing silver pieces with an encoded message in an urban environment, you can inspire a group of common citizens to take up arms for your cause. At the end of the third day, an group of angry protesters congregates in an predesignated meeting place. This meeting place must be within 1 mile of where you distributed your silver pieces. This group of people uses the **Angry Mob** stat block with the following changes. Your Angry Mob has a number of hit points that relates to the amount of silver you spent over your three days of recruiting, shown in the table below.

Silver Spent	Mob Hit Points
250 sp	50 HP
500 sp	90 HP
750 sp	120 HP
1,000 sp	165 HP

The Angry Mob is friendly to you and any number of creatures you designate, and hostile to your enemies. The Mob is united for the goal you specified, but does not follow your commands once it has been created. The Angry Mob lasts for 24 hours, or until it is reduced to 0 hit points. Once the mob is reduced to 0 hit points, it becomes a scattered crowd of **Commoners** with the Frightened condition, who will each flee combat as quickly as possible.

Ambush Strike

Beginning at 15th level, when you use your Sneak Attack feature, you may use your bonus action to make an additional weapon attack. If this attack targets a different creature, you may use your Sneak Attack again.

Wizard

Order of Magi

Behold, mystics from the east, the Magi, came to Jerusalem saying, "we have seen the rising of the star of the Messiah."
—Matthew 2:1

The frail old frame of Caspar darts to and fro in his observatory with an unnatural speed and dexterity for his age. Barking orders to his assistant in excited tones, he makes a few hurried notes in the margins of his star map and heads for the door. Trouble is brewing on the horizon.

Balthazar flicks his wrist, causing a wall of fire to spring to life, surrounding the caravan. A group of bandits stop in their tracks, unsure of what to do. Balthazar searches the group to identify the leader and locks eyes with him. "Your move," the Magus sneers.

In the dark recesses of a cave in Essene territory, a figure sits hunched over an Egyptian codex and a pile of Hebrew scrolls. Melchior, senior record keeper of the Magi, takes a sip of cold coffee and makes another note in his spellbook by the light of a single candle.

The Magi, translated as "wise men" or "kings" in some versions of the Bible, belong to an order of scribes and mystics from ancient Media, and were the most respected leaders of their time. After Media fell to foreign invaders, the Magi scattered across the map, becoming scavengers of esoteric knowledge. As followers of the Zoroastrian faith, they believe in one God, but this faith manifests itself through the study of the stars, alchemy, and ancient magic, rather than through prayer, meditation, or ritual. For the Magi, there is no one, right way to learn, and any two Magi will have vastly different skill sets and areas of interest.

The Magi are renowned for their practice of *Namburba*, an ancient fusion of divination and abjuration. By

watching the cosmos for signs future events, the Magi have developed ways to harness these omens and guide the flow of destiny toward more favorable outcomes. For the Magi, fate is not something unavoidable; it is as fluid and ever-changing as the night sky.

Class Features

Level	Feature
2nd	Written in the Stars, Gift of the Magi
6th	Omens Foretold
10th	Fate Unraveled
14th	Destiny Reshaped

Written in the Stars

When you choose this arcane tradition at 2nd level, you have learned to employ special tools in your study of the planets and stars, and special dice called Omen Dice, that you use manipulate the flow of fate.

Tools of the Trade. You can use the following objects as a spellcasting focus for your wizard spells. Choose one from the table below or roll to determine it randomly.

d6	Magi Spellcasting Focus
1	An olive wood staff, with star charts engraved into every inch of its surface
2	A magnifying lens with small etchings that line up with the constellations
3	A Babylonian astrolabe
4	A gnomon inscribed with Akkadian calculations
5	An “Ivory Prism” used to calculate and predict the trajectories of planets and stars
6	A sphere of polished onyx that reflects the night sky

While you are holding your spellcasting focus, you know the *Guidance* cantrip. If your spellcasting focus is lost or destroyed, you can create a replacement after spending a Short Rest observing the night sky.

Namburbu. You are now a practitioner of an ancient arcane discipline known as “*Namburbu*.” By watching the stars for omens, you can discern truths about the universe and even use your knowledge to prevent certain evil futures from becoming reality.

Omen Dice. Your Omen dice represent your prowess in the discipline of Namburbu. You have three Omen dice, which are d4s. An Omen die is expended when you use it. You regain all of your expended Omen dice when you finish a long rest.

Your Omen dice become d6s at 6th level, and d8s at 14th level. You gain an extra Omen die at 10th level and one more at 14th level.



Gift of the Magi

Starting when you choose this arcane tradition at 2nd level, you learn to recognize two Namburbu signs of your choice from the “Namburbu” section below.

Omens Foretold

At 6th level, your travels have unlocked a variety of secret knowledge. You gain the following benefits.

- Your Omen dice turn into d6s.
- You learn one additional Namburbu sign of your choice.

Fate Unraveled

At 10th level, you gain the following benefits.

- You gain an additional Omen die.
- When you use your “Arcane Recovery” feature to recover spell slots, you also recover one Omen die.
- You learn one additional Namburbu sign of your choice.

Destiny Reshaped

At 14th level, your study of ancient prophecies and secret magic begins to manifest itself in your subconscious. You gain the following benefits.

- You gain an additional Omen die.
- Your Omen dice turn into d8s
- You learn two additional Namburbu signs of your choice.

Namburbu

The signs associated with the omens of the Namburbu are listed in the order of the minimum wizard level at which you can choose them.

Sign of the Crooked Path. (Prerequisite: Wizard level 2) Certain signs in the stars offer advice on how to handle delicate situations. As an action, you can expend one Omen die and give special instructions to a creature you can see within 30 feet. The creature adds your Omen Die to all Charisma and Wisdom checks for the next hour.

Sign of the Stag. (Prerequisite: Wizard level 2) You decipher a warning of danger in the near future. As an action, you can expend one Omen die and give a warning to a number of creatures equal to your proficiency bonus that can hear you within 30 feet. These creatures add your Omen Die to an initiative roll made in the next hour.

Sign of the Overseer. (Prerequisite: Wizard level 2) An omen appears in the sky over a creature you choose within 30 feet. As an action, you can expend one Omen die and anoint this creature with oil from the Myrrh tree. The anointed creature adds your Omen die to all saving throws. This effect lasts until the bonus from your Omen Die causes the anointed creature to succeed on a saving throw, or until dawn the following day.

Sign of the Twin. (Prerequisite: Wizard level 6) A mysterious constellation teaches you how to conserve your energy during the day. As an action, you can expend one Omen die and recover a spell slot of 3rd level or lower.

Sign of the Scimitar. (Prerequisite: Wizard level 6) You have learned to watch for signs that teach you how and when to strike down your enemy most efficiently. When a creature who can hear you within 60 feet makes an attack roll, you can use your reaction and expend an Omen die to call out a special word of guidance. The creature may add your Omen

die to its attack roll. If the attack hits, it deals extra damage of the weapon's damage type equal to one roll of your Omen die.

Sign of the Scorpion. (Prerequisite: Wizard level 6) A new sign appears in the heavens that shows you the perfect moment to strike at your enemy's weakness. When an enemy you can see within 60 feet makes a saving throw, you can use your reaction to expend any number of Omen dice, subtracting them from the enemy's saving throw. You must choose how many Omen dice to expend after the enemy's roll, but before you learn whether the roll succeeds or fails.

Sign of the Star. (Prerequisite: Wizard level 10) You expend three Omen dice and speak the name of a creature, object, or location such as "the Queen of Sheba," "the Temple of Fire," or "the nearest tavern." A star appears on the horizon, hovering above the creature or thing you named. The star is only visible when you have a clear view of the sky. If the creature or object moves, the star moves with it. The star remains for 24 hours, or until you use this feature again.

Sign of Balance. (Prerequisite: Wizard level 10) You learn how to synchronize your spellcasting with the movement of the cosmos. When you cast a spell that requires material components, you can expend one of your Omen die in place of a single material component with a gold cost of 1,000 gp or less.

Sign of the Scroll. (Prerequisite: Wizard level 10) The movement of the heavenly bodies reveals hidden truths to the observant eye. If you spend a short rest in a place within view of the night sky, you can expend any number of Omen dice in exchange for answers from the cosmos. You may ask the GM a number of yes/no questions equal to the number of Omen dice expended, to which the GM will offer a truthful reply.

New Feat Options

Demon Slayer

This is not your first time running into beings from the spiritual realm. You have experience entering combat against dark forces that grant you the following benefits:

- You can speak and read Infernal.
- You are automatically aware of the presence of fiends within 60 ft.
- You have advantage on attack rolls against fiends.

Evangelist

Your passion for your faith is overwhelming, and you

feel the need to share the good news with others. You are a prolific speaker and people often enjoy interacting with you, even though they think you're a little crazy. You gain the following benefits:

- Your Charisma score increases by 1
- You gain proficiency in Religion and Persuasion.
- You learn the *Message* cantrip.
- You have advantage on all Persuasion checks.

Faith Healer

Whenever you cast a spell that restores hit points, roll the healing dice twice and use either total.

Peacemaker

You are committed to avoiding violence whenever possible. Your skills of nonviolence are legend, and you gain the following benefits:

- Your Charisma score increases by 1.
- You learn the *Calm Emotions* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way after taking a short or long rest. Charisma, Intelligence, or Wisdom is your spellcasting modifier for this spell (chosen when you take this feat).
- When you use the Dash action, you do not provoke opportunity attacks.

Poor in Spirit

Despite how far you have come, you still recognize your need for God in your life. You recognize and accept your past failings, resolve to do better, and gain the following benefits:

- Your Wisdom score increases by 1.
- You learn the *Enhance Ability* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way after taking a short or long rest. Wisdom is your spellcasting ability for this spell.

Sheol Touched

A brush with death has left traces of Sheol in your soul. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- You gain Darkvision out to 60 feet. If you already have Darkvision, increase its range by 30 feet.
- When you are in dim light or darkness, you may use your bonus action to teleport 60 feet to an unoccupied space you can see that is also in dim light or darkness. Once you have used this feature, you cannot use it again until finishing a long or short rest.

Treasure Hunter

You are skilled at finding hidden treasures. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- When you are searching for something specific (such as the solution to a puzzle, enemy footprints, etc.), you gain a +5 bonus to one Investigation check. Once you have used this feature, you cannot do so again until finishing a long rest.
- When you find gold as the result of an Investigation check, you gain additional gold equal to 25% of the total gold found.
- Whenever you roll on a table to determine what kind

of items or treasure you find, you may roll twice and choose one of the two results rolled.

Visionary

You have a strange relationship with a mysterious Angel. Although this celestial creature has never appeared to you physically, it sometimes manifests in dreams to give you advice or cryptic messages.

Once per long rest, there is a chance that this angelic messenger might appear. When you sleep, roll a d6. If you roll a 5 or 6, your messenger appears to you in a dream and leads you through a prophetic vision of great importance. This vision is chosen by the GM.

Ward of the Raven

The famous prophet Elijah is a distant relative of yours, and something about your connection to him has earned you the favor of ravens. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1 to a maximum of 20.
- Ravens mysteriously congregate around you, flying overhead while you travel and perching on rooftops wherever you stay.
- Whenever you are hungry or thirsty, Ravens appear to bring you whatever food or water you need, no matter where you are. This feature can only provide enough food to sustain one creature.
- Once per day, when a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll as nearby ravens scatter into the air in a distracting flurry. You must use this feature before knowing whether the attack hits or misses. Once you use this feature, you cannot use it again until you finish a short or long rest.



Pre-Generated Character Sheets

These character sheets are pre-generated based on archetypes from the Bible. All characters sheets are printer-friendly and ready for action, with rules-light language to make play easy for new players!

Name

Esther bat Abihail

Max HP

33

Current HP

Lineage

Human

Background

Noble

Class / Level

Prophet / 5

Strength

-1

9

Dexterity

+0

11

Constitution

+1

13

Wisdom

+4

18

Intelligence

+2

14

Charisma

+2

15

Proficiency

+3

Speed

30 feet

Attack / Spell	Bonus / Save	Damage / Effect
Sacred Flame (cantrip)	DEX 15	2d8 Radiant Damage
Spiritual Weapon*	+7 to hit	1d8 + 4 Force Damage
Blindness/Deafness*	CON 15	Blinded or Deafened
Every Knee Shall Bend*	WIS 15	Forced to kneel
*Uses a Spell Slot (see below)		



Initiative

+0

Armor Class

10

Saving Throws

Strength	-1	Wisdom	+7
Dexterity	+0	Intelligence	+2
Constitution	+1	Charisma	+5

Skills

Prof	Skill	Bonus
•	Acrobatics	+0
•	Animal Handling	+4
•	Arcana	+2
•	Athletics	-1
•	Deception	+2
◦	History	+5
◦	Insight	+7
•	Intimidation	+2
•	Investigation	+2
•	Medicine	+4
•	Nature	+2
•	Perception	+4
•	Performance	+2
◦	Persuasion	+5
◦	Religion	+5
•	Sleight of Hand	+0
•	Stealth	+0
•	Survival	+4

Features

Sacred Mission: You have been called by God to travel the world in search of political corruption. Whenever you visit a new city, you feel drawn to confront any corrupt politicians.

Channel Divinity (1/Short Rest): ☐

- **Turn Undead:** As an action, you force any Undead to make a DC 15 Wisdom saving throw or be turned away.
- **Prophecy:** You spend 1 minute in prayer and receive a vision that relates to your Sacred Mission. You may also ask God one follow-up question about the vision.

Spiritual Tongue: ☐☐☐☐ As an action, you can speak in a spiritual tongue for 1 minute. While speaking in this way, all creatures can hear and understand you, regardless of what languages they speak.

Spells

Cantrips (unlimited use):

Guidance
Light
Sacred Flame
Spare the Dying

1st Level: ☐☐☐☐

Cure Wounds
Every Knee Shall Bend
Spiritual Weapon

2nd Level: ☐☐☐

Blindness/Deafness
Zone of Truth

3rd Level: ☐☐

Clairvoyance
Remove Curse

Name

Karsudan Magus

Max HP

22

Current HP

Lineage

Human

Background

Sage

Class / Level

Magi / 5

Strength

-1

9

Dexterity

+2

15

Constitution

+0

11

Wisdom

+2

14

Intelligence

+4

18

Charisma

+1

13

Proficiency

+3

Speed

30 feet

Attacks

Attack / Spell	Bonus / Save	Damage / Effect
Magic Missile*	--	1d4+1 (x3) Force
Fireball*	DEX 15	8d6 Fire Damage
Dagger	+5 to hit	1d4+2 Piercing Damage

*Uses a Spell Slot (see below)

Initiative

+2

Armor Class

12



Saving Throws

Strength	-1	Wisdom	+5
Dexterity	+2	Intelligence	+7
Constitution	+0	Charisma	+1

Skills

Prof	Skill	Bonus
•	Acrobatics	+2
•	Animal Handling	+2
◦	Arcana	+7
•	Athletics	-1
•	Deception	+1
◦	History	+7
•	Insight	+2
•	Intimidation	+1
◦	Investigation	+7
•	Medicine	+2
•	Nature	+4
◦	Perception	+5
•	Performance	+1
•	Persuasion	+1
•	Religion	+4
•	Sleight of Hand	+2
•	Stealth	+2
•	Survival	+2

Features

Linguist: You speak Common, Aramaic, and Latin

Researcher: If you need information, you usually know where you can find it, and can identify which library, university, or person is likely to have the information you seek.

Naburbu (3/Day): ☐☐☐

- Sign of the Crooked Path:** As an action, you give advice to an ally, allowing it to add 1d4 to all Wisdom and Charisma checks for the next hour.
- Sign of the Stag:** As an action, you issue a warning to 3 creatures of your choice. These creatures may add 1d4 to their next Initiative roll.

Spells

Cantrips (unlimited use):

Mage Hand
Mending
Message
Prestidigitation

1st Level: ☐☐☐☐

Feather Fall
Mage Armor
Magic Missile

2nd Level: ☐☐☐

Detect Thoughts
Invisibility
Knock
Locate Object

3rd Level: ☐☐

Fireball
Fly

Name

Samson the Nazirite

Max HP

55

Current HP

Lineage

Human

Background

Folk Hero

Class / Level

Nazirite / 5

Strength

+4

18

Dexterity

+1

13

Constitution

+3

16

Wisdom

+0

10

Intelligence

-1

8

Charisma

+1

12

Proficiency

+3

Speed

40 feet

Initiative

+1

Armor Class

14



"I am the protector of my people and the weapon of almighty God. None shall stand in my way."

Attacks

Attack / Spell

Bonus / Save

Damage / Effect

Donkey Jawbone

+7 to hit

1d4+4 Bludgeoning

Fist

+7 to hit

5 Damage

Throw Boulder

+4 to hit

1d8+4 Bludgeoning

Saving Throws

Strength

+7

Wisdom

+0

Dexterity

+1

Intelligence

-1

Constitution

+6

Charisma

+1

Skills

Prof

Skill

Bonus

- Acrobatics +1
- Animal Handling +3
- Arcana -1
- Athletics +7
- Deception +1
- History -1
- Insight +0
- Intimidation +4
- Investigation -1
- Medicine +0
- Nature -1
- Perception +0
- Performance +1
- Persuasion +1
- Religion +2
- Sleight of Hand +1
- Stealth +1
- Survival +3

Features

Rage (3/Day): ☐☐☐

As a bonus action, you can enter into a Rage which grants you the following benefits:

- You have advantage on Strength Checks and saving throws.
- You have resistance to piercing, bludgeoning, and slashing damage.
- You deal an extra 2 damage with weapon attacks.

Extra Attack:

When you make an attack with your Donkey Jawbone, you can attack twice instead of once.

Reckless Attack:

When you make an attack, you can decide to do so recklessly, giving yourself advantage on the attack and dealing an extra 3 points of damage on a hit. All enemies may also now make attacks against you with advantage until your next turn.

Nazirite Vow:

You have made a sacred vow to God to do the following:

- Serve the will of God, and defend the innocent
- Abstain from consuming alcohol
- Abstain from cutting your hair

Name

Simon the Zealot

Max HP

38

Current HP

Lineage

Rephaim

Background

Criminal

Class / Level

Zealot / 5

Strength

-1

8

Dexterity

+4

19

Constitution

+2

14

Wisdom

+2

14

Intelligence

+0

10

Charisma

+1

12

Proficiency

+3

Speed

30 feet

Initiative

+4

Armor Class

14



"I was once an assassin for a dangerous group of criminals. Now I am looking to turn my life around, but I always stay on the move so that my old life won't catch up with me."

Attacks

Attack / Spell

Bonus / Save

Damage / Effect

Shortsword

+7 to hit

1d6 + 4 Damage

Shortbow

+7 to hit

1d6 + 4 Damage

Chill Touch

+5 to hit

1d8 Necrotic (can't heal)

Saving Throws

Strength

-1

Wisdom

+2

Dexterity

+7

Intelligence

+3

Constitution

+2

Charisma

+1

Skills

Prof

Skill

Bonus

- Acrobatics +7
- Animal Handling +2
- Arcana +0
- Athletics -1
- Deception +4
- History +0
- Insight +2
- Intimidation +1
- Investigation +0
- Medicine +2
- Nature +0
- Perception +5
- Performance +1
- Persuasion +1
- Religion +0
- Sleight of Hand +7
- Stealth +10
- Survival +2

Features

Cunning Action: You can use a bonus action on your turn to Dash, Disengage, or Hide.

Uncanny Dodge: When an enemy you can see hits you with an attack, you can use your reaction to halve the damage.

Unnoticed: You can use your Cunning Action to hide in a group of at least two people, blending in as though you are part of the group.

Sneak Attack: Once per turn, you can add 3d6 damage to one creature you hit if you have advantage on the attack roll.

Superior Darkvision: You have darkvision up to 120 feet.

Sheol Sight (1/Short Rest): ☐ You can cast *Detect Magic* once.

Guardian of Death: You are resistant to Necrotic damage.

Walk in Shadow (1/Short Rest): ☐ You can cast the spell *Walk in Shadow* for 1 minute.

City Secrets: You may move twice as fast as normal when moving through crowded streets and urban environments.

Owl Familiar: You have an Owl companion who follows your commands and can perform simple tasks for you. The owl uses the **Barn Owl** stat block in the appendix.



Name

Cynisca the Charioteer

Max HP

49

Current HP

Lineage

Human

Background

Gladiator

Class / Level

Spartan / 5

Strength

+3

16

Dexterity

+2

14

Constitution

+2

14

Wisdom

+2

15

Intelligence

-1

9

Charisma

+0

11

Proficiency

+3

Speed

30 feet

Initiative

+3

Armor Class

19



"In a world ruled by men, I seek to prove that the strength of women is equal. I am Spartan."

Attacks

Attack / Spell

Bonus / Save

Damage / Effect

Spear (Thrown or Held)

+6 to hit

1d6+3 Damage

Shield Bash (*bonus action*)

+6 to hit

1d4+3 Damage (+ shove)

Saving Throws

Strength

+6

Wisdom

+2

Dexterity

+2

Intelligence

-1

Constitution

+5

Charisma

+0

Skills

Prof

Skill

Bonus

- Acrobatics +2
- Animal Handling +4
- Arcana +2
- Athletics -1
- Deception +2
- History +5
- Insight +7
- Intimidation +2
- Investigation +2
- Medicine +4
- Nature +2
- Perception +4
- Performance +2
- Persuasion +5
- Religion +5
- Sleight of Hand +0
- Stealth +0
- Survival +4

Features

Shield Combatant: One creature within 5 feet of you can gain a +2 bonus to its AC from your shield.

Second Attack: You can attack twice on your turn instead of once.

Second Wind (1/Short Rest): ☐ You can use a bonus action to regain 1d10 + 5 Hit Points.

Action Surge (1/Short Rest): ☐ You can take one additional action on your turn.

Charioteer: You have proficiency in chariots and other land vehicles. You are an Olympic-level charioteer, and have won several international competitions in the sport.

Local Champion: If you put on a good show at a public event at an arena, local taverns will let you eat and drink for free, and any citizens who watched the event are more likely to help you.



Gazetteer

Introduction

The following section outlines the major cities, cultures, and landmarks that your character might be familiar with. The information included in this gazetteer is considered “common knowledge” in this campaign setting, so you can (and should) read about certain major locations before visiting them in the game. Further details (such as maps) may be provided by the GM once you arrive in a city, but this is an overview of what information would be generally known to your character by asking around.

How to use the Gazetteer

Pages 50-51 provide a map of the entire region so that you can orient yourself geographically. Starting on the next page, each location that appears on the campaign map is listed alphabetically. Some locations (such as historic

landmarks or famous cities) include a significant amount of detail, while others (such as smaller towns or wilderness regions) may only be known by legends and rumors. There is plenty of research to be done before your travels begin, but it is only by visiting these locations that you can get to know them for yourself.

Do I Need to Read All of This?

Probably not. Talk to your GM to find out how much of this information you should read up on before you begin playing. None of this information is “required” to read before you play, but it might be helpful to gain an understanding of the world before you build your character. If you are creating a character that is a traveling merchant, for instance, they should probably have a better grasp of world politics than a character that has lived in one small town for their entire life.

Gazetteer Locations A-Z

Alexandria

HISTORY: Situated on the Nile delta overlooking Egypt's harbor, and flanked on all sides by the Nile river itself, Alexandria was once the crown jewel of Cleopatra's empire. Featuring the tallest lighthouse in the world, and the largest library on the planet (the Library of Alexandria), Alexandria has no shortage of visitors from all over the world.

GOVERNMENT: As Egypt has become an occupied territory of the Roman empire, most cities will be overseen by a Roman Proconsul. In general, Alexandria has a reputation for being less strict in the enforcement of Roman law than other cities of a similar size.

DEFENSES: A large wall surrounds the city of Alexandria. Only two entrances are accessible to the public: the Gate of the Sun and the Gate of the Moon. Law and order is kept by patrols of Roman Legionaries.

RELIGION: Alexandria has an eclectic mix of faiths. Around 100 years ago, the Pharaoh of the time enforced a new official religion, called the "Cult of Serapis." Temples to this new god, (called a *Serapeum*) can be found throughout the city, but many native Egyptians are still dubious of this faith. Meanwhile, a host of temples to Roman gods have begun cropping up along the coastline. Last, there is a small but active Jewish population in the city, in the northeast quarter.

LANGUAGE: The official language of Alexandria is Coptic, but many citizens also speak Common.

COMMERCE: As a port city, Alexandria boasts merchants and products from all over the world. More coin trades hands in Alexandria's marketplaces than anywhere else on the continent.

FACTIONS: Aside from Rome, a faction of Jewish scholars and mystics known as the Essenes are active in and around the Library of Alexandria. Also, several guilds of merchants and traders are active near the markets and ports.

Antioch

HISTORY: As a port city along a well-established highway, Antioch was and is a key player in the famed "Silk Road" network.

GOVERNMENT: As a territory of Rome, Antioch

is always staffed by a detachment of Roman soldiers. However, as a bustling port city, the main focus of the Roman military presence here is on preventing crime, rather than becoming embroiled in the local political rivalries of neighboring cities.

DEFENSES: Although Antioch is known for being a walled city, it has a reputation for always being in business, with travelers coming and going day and night. Given the volume of traffic, travelers are rarely searched or questioned by the authorities here.

RELIGION: Antioch has many temples to Roman gods, but this faith is rivaled by Judaism, and there are almost as many synagogues in the city.

LANGUAGE: The official language of Alexandria is Latin, but Aramaic and Common are also spoken here.

COMMERCE: As a port city and part of the Silk Road, the City of Antioch plays an important role in international trade for the Roman empire. Despite this, there are few true marketplaces in the city, since most merchants are only passing through to higher paying customers on the other side of the Sea. A major source of revenue for the city comes from the Circus of Antioch, which features gladiator battles and chariot races at least twice per week.

Assur Wastes

HISTORY: Assur was once the capital of Assyria, which was a long-time rival of both Egypt and Babylon. After Assyria was destroyed, the region became abandoned, and legends of mysterious creatures haunting the area kept people from even visiting the ruins, let alone considering rebuilding in that area. Only small suburbs of Assur (such as Mari) still exist, and only in a diminished state.

POPULATION: This area is not known to have any inhabitants, and it is not known whether any ruins from the ancient city even still exist.

Babylon

HISTORY: Babylon is the impressive city of the once-great empire of Babylonia. Although Babylonia has since been overthrown, Babylon still maintains a sense of royal splendor. In particular, Babylon is known for one of the Wonders of the World: the Hanging Gardens. According to legend, this towering marvel of architecture was built to honor a Babylonian queen who missed the flora of her





homeland.

GOVERNMENT: As a vassal kingdom of Parthia, Babylon is allowed to maintain its own monarchy. The current King is Mithridates. King Mithridates is known to be a fierce enemy of Rome, and has led several conquests against Rome in the last few decades. His chief advisor and strategist is a sorcerer of some fame called Atomos.

DEFENSES: Babylon is known to have some of the best defenses of any city in Parthia. A moat filled with Crocodiles famously surrounds the entire city, and a massive wall adds an extra layer of security. Law and order in the city is overseen by an elite military force called the Order of Blades.

RELIGION: Officially, Babylon worships the old gods of Babylonia, but the largest religion here is actually Zoroastrianism, followed by Judaism.

LANGUAGE: The official language of Alexandria is Common.

COMMERCE: Babylon straddles the Euphrates River, and oversees all trade along its waters. It is also known to have a thriving marketplace of its own.

Bethany

HISTORY: Bethany is a suburb in the hill country of Jerusalem.

GOVERNMENT: None

DEFENSES: None

RELIGION: Judaism

LANGUAGE: Aramaic

COMMERCE: Bethany specializes in growing figs and olives for trade in Jerusalem's "Lower City." Bethany is also known for its production of some perfumes and essential oils.

FACTIONS: None

Bethlehem

HISTORY: Bethlehem is a suburb in the hill country of Jerusalem.

GOVERNMENT: None

DEFENSES: None

RELIGION: Judaism



The Hanging Gardens of Babylon

LANGUAGE: Aramaic

COMMERCE: Bethlehem is a farming community that raises livestock. The abundant fields and pastures in the surrounding area are ideal for raising animals for slaughter in Jerusalem's meat markets.

FACTIONS: None

Citius

HISTORY: Citius began as a mere fishing village of little importance. However, when Cyprus's capital city of Salamis was destroyed by an earthquake, Citius suddenly found its ports flooded with incoming ships. Citius quickly rose to become the new capital city of Cyprus, although this position has become challenged by the new rising city of Paphos on the west coast of the Island. In the last decade or so, travel to and from the island has become increasingly limited, although no one is sure why.

GOVERNMENT: Citius is under martial law, and trade in this port city is strictly monitored and taxed by the Roman authorities here.

DEFENSES: Law and order is kept by Roman Legionaries.

RELIGION: The official religion here is that of the Roman pantheon.

LANGUAGE: Although the official language here is Latin, Common is the predominant tongue on the island.

COMMERCE: Citius was once a major waypoint for the Silk Road. However, Roman trade ships have started using more efficient routes, and Citius no longer participates in international trade in any meaningful way. The chief export from the Island is olive oil, although even this export has decreased in the last decade.

Cyprus

HISTORY: Historically Cyprus had always been the territory of Egypt. This ended less than 100 years ago, when Rome invaded and seized control of the island from the Pharaoh Cleopatra. It has been under Roman rule since.

GOVERNMENT: Cyprus is overseen by a Roman Proconsul who resides in the Palace of Paphos on the west coast of the Island.

DEFENSES: Law and order is kept by Roman Legionaries.

RELIGION: The official religion here is that of the Roman pantheon.

LANGUAGE: Common is the predominant tongue on the island.

COMMERCE: Island culture specializes in the production of high-quality olive oil, although in general the Island does far less trade with the mainland than it used to.

Damascus

HISTORY: Damascus sits on the confluence of several major overland highways, and thus enjoys an influential position in trade between the Silk Road and Judea.

GOVERNMENT: Damascus was historically ruled by a monarchy. However, after being incorporated into Rome's Leagues of Ten Cities, Damascus was allowed to keep its king, under the condition that this king be called a "Tetrarch," and that this tetrach pledged allegiance to Rome. The current Tetrarch is a shrewd man named Philip, who is known to be the brother of King Herod of Jerusalem.

DEFENSES: The city is surrounded by a medium-sized wall, but the gates are known to be open for trade, day and night.

RELIGION: The primary religion here is Judaism, although there are also Roman temples along the Cardo.

LANGUAGE: Almost every language can be heard spoken in the main roads here, but the primary languages are Aramaic and Latin.

COMMERCE: Damascus has a thriving marketplace along its main thoroughfare (called the "Cardo"). Merchants from the Silk Road conduct trade here.

The Dead Sea

HISTORY: The Dead sea is famous for having a salt content so high that it cannot sustain life of any kind. As a result, the surrounding landscape is filled with caves and other natural structures made entirely of salt.

The Deep

HISTORY: A massive whirlpool in the Great Sea, known for swallowing ships whole, is called "Tehom" by Judean sailors. "Tehom" in Hebrew is translated to "The Deep" in Common, or "Realm of Tiamat" in Akkadian.

Ecbatana

HISTORY: Ecbatana was the capital city of Media until it was overthrown by Parthia some time ago. Regardless of who controls it, Ecbatana is known for being one of the grandest and most politically strategic cities in the world.

GOVERNMENT: Ecbatana is the capital of the

Parthian empire, and at the top of its golden spires sits the throne of the “King of Kings,” the official title of the Parthian monarch. The current King of Kings is Artabanus II. Who rarely leaves the golden palace of Splendor’s Envy in his old age. Artabanus is advised by a High Sorcerer named Ara.

DEFENSES: Ecbatana is built on a hill, and constructed as a series of concentric districts. Each district has its own massive wall of white stone. Breaching one of these walls is an ordeal, and reaching the palace at the top of the hill means breaching seven. Law and order in the city is kept by patrols of Parthian soldiers, led by a general names Surenas, famed for his combat experience.

RELIGION: There are no official rules regarding religious practice in the city, but most citizens are adherents to Zoroastrianism.

LANGUAGE: The official language is Common.

COMMERCE: Ecbatana provides security for (and imposes taxes on) most overland trade coming in and out of Asia.

Egypt

HISTORY: Egypt was once the undisputed world power, and held that title longer than any other nation in history. However, following the death of Cleopatra, the once great empire has fallen under the control of a new superpower to the north: Rome.

Euphrates River

HISTORY: The Euphrates is a water superhighway. Connecting the Silk road to Babylon and then continuing on to the Persian Gulf, the river is often used by shipping merchants, as well as pedestrian vessels simply desiring to travel somewhere new.

Forest of Sumer

HISTORY: This lush and wild region of forests, swamps, and wetlands is generally known as the Forest



Ecbatana

of Sumer. A constant supply of fresh water from the surrounding rivers creates a fertile environment for plants and exotic wildlife, but the wetness of the soil prevents any civilizations from building here. The result is a beautiful, wild, dangerous, and mysterious forest.

Galilee

HISTORY: Galilee was once part of the grand “Northern Kingdom” of Israel. However, after it was conquered by Babylonia, it never regained its former status. Most of the small towns in the region are populated by simple laborers, and the architecture here is indicative of the region’s lower-income status.

GOVERNMENT: The region is officially overseen by Rome, and falls under the jurisdiction of Jerusalem.

DEFENSES: The geography of the region makes it unlikely to be noticed, let alone targeted by an attack from bandits. Law and order is kept by Roman soldiers, but some small towns may go weeks without seeing a patrol. As a result, Galilee has a fairly high crime rate.

RELIGION: Judaism

LANGUAGE: Aramaic

COMMERCE: Galilee’s main export is salted and smoked fish.

FACTIONS: Since the Roman presence here is not as strong, Galilee is a natural hub for criminal organizations and outlaw groups, such as the Zealots or the Sicarii.

Gaza

HISTORY: Gaza has been a successful shipping port for as long as anyone can remember. Although it has been conquered again and again by different empires, it remains as it always has: an efficient waypoint for people wishing to travel by sea.

GOVERNMENT: Officially Gaza is overseen by Rome, but it is well known in the region that the true power in Gaza lies with a powerful guild of Silk Road merchants whose identities are unknown.

DEFENSES: None

RELIGION: Judaism, Roman Pantheon, Cult of Serapis.

LANGUAGE: Aramaic and Common

COMMERCE: There is very little trade that occurs in Gaza, but a great deal of trade passes *through* Gaza. As such, the city is extremely successful as a shipping port, and securing passage on a ship is often much cheaper here than it might be in other places.

FACTIONS: Aside from Rome, there is a powerful faction of Silk Road merchants, as well as an alliance of nomads who frequently come in from the desert to do trade.

The Great Sea

HISTORY: Once thought to be endless, the Great Sea borders the north coast of Egypt, and the west coast of Judea. Shipping routes connect Tarsus, Alexandria, Antioch, Citius, and Gaza, but merchants prefer to stay close to the shore if possible, for many dangers exist on the open ocean.

Hebron

HISTORY: As the burial place for some of the most important heroes in Judaism, including Abraham, Sarah, Isaac, Rebekah, and Jacob, Hebron is considered a holy site to most Jews. However, despite its spiritual significance, Hebron is little more than a series of small hamlets in the Judean hill country. There are no established roads into or out of Hebron, so to reach these hamlets requires a full day’s journey from Jerusalem on foot, over hill and vale.

GOVERNMENT: Hebron falls under the oversight of Jerusalem, and is technically under Roman control, although there is little to no Roman military presence here.

DEFENSES: The landscape of the hill country makes traveling here difficult, but aside from this, Hebron has no real defenses.

RELIGION: Judaism

LANGUAGE: Aramaic

COMMERCE: Most residents of Hebron are farmers, and trade in wool. Without access to larger markets, the barter system is much more common here.

FACTIONS: The Essenes are known to travel in this area, as are some rebel groups, including the Zealots and the Sicarii.

Jericho

HISTORY: Jericho has been a strategic military stronghold since a time immemorial. When the Israelites seized control of Judea from the Canaanites, portions of the walls were destroyed and had to be rebuilt, but the city nevertheless maintains its status as the forward guard of dangers to the east in the region.

GOVERNMENT: The region is officially controlled by Rome, and falls under the jurisdiction of Jerusalem. Roman military patrols are frequent in this city, although there is considerably less Roman interference here than in cities like Jerusalem.

DEFENSES: The walls of Jericho are legendary. As wide as city block, they have only been breached once, and only by divine intervention. Only two massive gates allow access to the city, one to the west and one to the east. These gates are rarely opened, and travelers are permitted access



only through the small side passages at the main gates. Law and order inside the city is preserved by patrols of Roman Legionaries.

RELIGION: Jericho is a Jewish city, but there are also an assortment of small temples to Roman gods here.

LANGUAGE: Aramaic is the official language, but most citizens of Jericho also speak Common.

COMMERCE: Jericho's two main exports are figs and balsam.

FACTIONS: The Pharisees and Essenes have known congregations here.

Jerusalem

HISTORY: Construction of Jerusalem started under the leadership of the legendary King David. Jerusalem is the most sacred location to Jews worldwide because it is the home of the temple mount. The grand Temple here was constructed to hold the Holy of Holies, the residing place of the Ark of the Covenant. Around 600 years ago, the kingdom of Babylonia seized control of Jerusalem and destroyed the temple. Countless artifacts of great religious importance were lost or destroyed during the invasion, and the Israelite people were scattered to the four winds. The Temple has since been rebuilt, but the lost artifacts,

including the Ark of the Covenant, were never recovered and their whereabouts are currently unknown. As the tribe of Judah was the only of the original 12 tribes to return to Jerusalem in the wake of the Babylonian captivity, the people who live here are now called "Jews" rather than "Israelites."

GOVERNMENT: Judea has been a monarchy for over a thousand years. The current monarch is King Herod. However, after Rome seized control of Jerusalem, the true seat of authority lies with the Roman proconsul: Pontius Pilate. Herod has been demoted to the position of "tetrarch," although he still likes to refer to himself as "King" for sentimental reasons.

DEFENSES: Jerusalem is a walled city with several gates in and out. All gates are heavily guarded, and all watch towers are staffed by Roman legionaries who keep watch, day and night. Due to a recent increase in uprisings from rebel groups like the Zealots, The Roman military presence here has been strengthened, and numbers in the thousands.

RELIGION: Judaism and Roman

LANGUAGE: Aramaic, Latin, and Common

COMMERCE: Jerusalem is a major economic center positioned along the Via Maris. Due to its size and prominence as a great city, many Silk Road merchants

make a point of stopping in Jerusalem for at least a few days, even if their destination lies elsewhere. Jerusalem's main export is honey. The wealthy elite in the city are in the market for any number of imports, including purple fabric, incense, oils, grains, and silk.

FACTIONS: Jerusalem is a hotbed of activity from multiple rival factions, which has led to a palpable unease in the city. Although Rome is officially in control of the city, the common people look more to their religious leaders for guidance. Within Judaism, there are competing factions that have led to dissent in the ranks of the religious community. The Pharisees, Sadducees, and Essenes are all well-connected in their own way, and debate the correct interpretation of scripture with one another. Meanwhile, rebel groups like the Zealots and Sicarii make effective use of the caves and tunnels around the Dead sea to launch assassinations against Roman nobility in the city.

Jordan River

HISTORY: The Jordan river flows steadily from north to south, carrying waters from the Sea of Galilee and other natural springs in the northern hill country into the Dead sea.

Judea

HISTORY: This region, once known as "Canaan" is the ancestral home of the Jewish people, who see it as their "promised land."

GOVERNMENT: The capital city of Judea is Jerusalem, where sits the monarch of Judea (currently King Herod). However, Judea has recently fallen under Roman military control, and so true power lies with the regional proconsul (Pontius Pilate), and the other members of the nobility (both Jewish and Roman) who are loyal to the emperor over the sea.

DEFENSES: Judea is protected against invasion geographically, being nestled between several mountain ranges and the Jordan river. Beyond this, the major cities like Jerusalem and Jericho are walled, and constant patrols of Roman Legionaries in the region keep outside threats to a minimum.

RELIGION: The main religion in this region is Judaism, but there are many other forms of Abrahamic monotheism in Judea. Both the Samaritans in the north and the Nabateans in the south worship the one, true God of Abraham, but their local traditions and forms of worship are rejected as heretical by the religious elite in Jerusalem. Even within Judaism there is disagreement, however. The Pharisees, Sadducees, and Essenes consistently disagree on

the correct interpretation of scripture. On top of all of this is the recent rise in Roman polytheism, which has led Judea to become a real melting pot of conflicting religious ideas.

LANGUAGE: Larger cities speak Aramaic, Latin, and Common, but many of the smaller villages and towns may speak only Aramaic.

COMMERCE: Judea's main exports are fish, honey, and wool, but Jerusalem is a bustling hub of trade where merchants from around the world come to do trade.

FACTIONS: Cities on the outskirts of Judea, such as in the region of Galilee, have a large population of criminal organizations and outlaw groups, such as the Zealots or the Sicarii. The main cities host congregations of religious groups, including the Pharisees, Sadducees and Essenes. And, of course, Rome has a strong presence here.

King's Highway

HISTORY: The King's Highway connects the Spice Road in the south with the Silk Road in the north. Since this overland road cuts through the Judean wilderness, it has far fewer patrols from Roman Legionaries than the Via Maris and, hence, a higher risk of attacks from bandits.

Lotus Marshes

HISTORY: The wetlands that permeate the coastline of the Persian Gulf are named for the abundance of lotus flowers that dot the marshy ground. People rarely come through these marshes due to the ease of travel provided by the Tigris and Euphrates rivers.

Malgium

HISTORY: Malgium was once a thriving military city under the Medes, but has fallen into obscurity under the rule of the Parthian empire.

GOVERNMENT: Malgium is loyal to Parthia, and city is currently under martial law, with the local Spahbed controlling local ordinances.

DEFENSES: Malgium is a walled city, but the city watch is critically understaffed. Although the walls are impressive, they are often unwatched and unguarded. Within the city, patrols of Parthian Cataphracts are known to aggressively detain and question any travelers who look suspicious.

RELIGION: There are some local temples to the old Babylonian gods, but even religious culture in Malgium is dwindling.

LANGUAGE: Malgium's official language is Common, but many here speak Akkadian.

COMMERCE: Malgium has no imports or exports, and



Queen
Makeda

the only main source of revenue for the city is its thriving gambling community located at the center of the city. A moderately-sized area hosts 24-hour gambling halls and fighting pits that bring in a modest amount of money from bored travelers.

Ma'rib

HISTORY: Ma'rib is the capital city of the Kingdom of Sheba in the southern desert region. Although the region was once inhospitable, the construction of a massive dam has created a kind of thriving oasis in center of Zin.

GOVERNMENT: Sheba is ruled by its monarch, Queen Makeda. Known to be ruthless and pragmatic, Makeda is a shrewd and decisive ruler.

DEFENSES: Ma'rib is a walled city, and the region is constantly patrolled by the Queen's elite guard, the Zin'tori, who can usually eliminate threats before they arrive at the city gates.

RELIGION: Sheba practices a form of Abrahamic monotheism. They worship the one, true God of Abraham, but their practice looks quite different from that of Judaism in the west.

LANGUAGE: Sabaic

COMMERCE: Sheba has a flourishing trade relationship with India, China, and Judea, and mainly exports incense and oils.

Memphis

HISTORY: Memphis is the capital city of the Egyptian empire. A few hundred years ago, the pharaoh of the time attempted to Hellenize the empire, and evidence of this reformation is nowhere more evident than here in the city's capital.

GOVERNMENT: In the last few decades, Egypt has fallen into Roman control. The entire region is now overseen by the proconsul Lucius Galerius, who is based out of Memphis.

DEFENSES: Memphis is a walled city, but its gates are almost always open. Since Egypt sits to the west and well within Roman territory, there is less fear here of a foreign invasion. Law and order is maintained by patrols of Roman Legionaries.

RELIGION: The official religion of Egypt is the cult of Serapis. Temples to the god Serapis (called "Serapeum") are scattered throughout the city, as are newly constructed temples to Roman gods.

LANGUAGE: Coptic.

COMMERCE: Many merchants pass through Memphis, but the main center of commerce in Egypt lies in Alexandria to the north.

FACTIONS: Aside from Rome, Memphis has a fair amount of activity from the Essenes and visits from desert nomads.

Midian

HISTORY: “Midian” refers to a territory more than a specific location. The tribe of desert nomads known as the “Midianites” are known to frequent this region, although little is known about them, and few travelers have ever even seen them.

GOVERNMENT: Little is known about the culture or government structure (if any) of the Midianite people.

DEFENSES: Unknown

RELIGION: Unknown

LANGUAGE: Unknown

COMMERCE: Some merchants have reported trading with the nomads, who use the barter system and trade wool and beadwork.

Mt. Ararat

HISTORY: This great mountain once overshadowed the capital city of the Assyrian empire. It now sits as a foreboding landmark of a wasteland that none dare to visit.

Mt. Nebo

HISTORY: This is the highest point in the mountain range that forms a natural protective barrier for the region of Judea.

Mt. Sinai

HISTORY: This massively tall mountain casts an ominous shadow over the desert of Zin. Many legends have been passed down through the ages from merchants and travelers along the King’s Highway, but there is no way of knowing which are true and which were invented centuries ago.

Mt. Troodos

HISTORY: The mountain range of Troodos features the highest point on the island of Cyprus. Troodos is covered in tall cedar trees, and there are no records of any human settlements anywhere in the mountainous region.

The Nile River

HISTORY: The Nile is the beating heart of Egypt. Flowing, unusually, from south to north, the Nile not only

provides an abundant source of fresh water, but also a means of fast travel that connects all major Egyptian cities.

Nimrud

HISTORY: Nimrud was, according to legend, once one of the greatest cities in the world. In recent years it has become little more than a footnote in history. Although it technically still exists as vassal of the Parthian empire, no one can remember the last time there was Parthian military presence in the area.

GOVERNMENT: Nimrud was, historically a monarchy with a similar governmental structure to Nineveh. However, it is unclear who the current monarch is, or whether Nimrud’s allegiance still lies with Parthia at all.

DEFENSES: Unknown

RELIGION: Unknown

LANGUAGE: Likely Common

COMMERCE: Unknown

FACTIONS: Unknown

Nineveh

HISTORY: Nineveh was once a strategic city within the Assyrian empire, and continued its prominent role within the Babylonian empire. Now, Nineveh still holds an important position in world politics, as one of Parthia’s most prominent vassals.

GOVERNMENT: Nineveh is a monarchy ruled by King Meherdates. Meherdates is loyal to Parthia, and Nineveh is a common staging area where Parthian military forces gather before marching west to confront their Roman adversaries.

DEFENSES: Nineveh is a walled city, and the Tigris river provides a natural barrier against enemies to the west.

RELIGION: The Babylonian pantheon, Judaism, and Zoroastrianism are all prominent faiths in Nineveh. In general, Nineveh is a spiritually curious culture that often adopts new ways of thinking and worshiping.

LANGUAGE: Common

COMMERCE: Nineveh’s largest export is bronze, and mints bronze coinage. Nineveh also uses bronze coins in its own currency, which is unusual for most kingdoms in the region. As a waypoint on the Silk Road, Nineveh is constantly involved in trade with nations all over the world.

FACTIONS: Nineveh is controlled by Parthia but also has a large presence of Essenes, who frequently travel here due to their relationship with the library of Ashurbanipal, as well as several influential guilds of silk road merchants.

Parthia

HISTORY: Like Rome, the empire of Parthia has risen to prominence in its pursuit of world domination. As she moves steadily west, conquering all in her path, Parthia will inevitably come into conflict with Rome.

GOVERNMENT: Parthia takes a fairly hands-off approach to government. As new kingdoms are conquered, they are allowed to continue their way of life and even their kings can keep their crowns, as long as they pledge fealty to Parthia. The empire is ruled by a monarch who calls himself the “King of Kings.” The current King of Kings is Artabanus II who rules from Parthia’s capital city in Ecbatana.

DEFENSES: Most of Parthia’s major cities are walled, and military patrols of mounted soldiers called “cataphracts” are frequent in the region. Parthia also benefits from the natural protection of the Tigris and Euphrates rivers, which restrict overland attacks from the west.

RELIGION: There is no official religion in the Parthian empire, and temples within Parthian cities are an eclectic mix of Babylonian and Greek gods. Judaism is also on the rise in Parthia as the largest minority religion, as many Jews who were displaced during the Babylonian captivity chose to remain in cities like Babylon and Nineveh rather than returning to their homeland. Jewish customs, culture, and religion has thus been preserved in the Parthian empire.

LANGUAGE: Common

COMMERCE: Parthia is the world’s leading exporter of opium and exotic fabric dyes.

FACTIONS: Parthia is known to have a close relationship with a powerful guild of merchants along the Silk Road who call themselves “the Society,” although no one seems to know exactly who they are.

The Persian Gulf

HISTORY: Both the Tigris and Euphrates rivers outlet into this gulf, named for the Persian empire that once controlled it. The importance of the gulf cannot be understated, as it provides direct access to the open ocean, meaning that merchant vessels from China, India, and Africa have access to the rivers that connect the major cities in the Parthian Empire. It is also by means of the Persian gulf that merchant ships from Nineveh or Babylon can carry goods around to the Red Sea and find port at Gaza or Alexandria without making a perilous overland journey.

Petra

HISTORY: “Petra” is the local name for a series of

narrow canyons that wind through the overland pass that connects the continents of Asia and Africa. This pass was historically a hazardous route filled with bandits, but in recent years, attacks from bandits have become less frequent.

GOVERNMENT: A group of nomads called the Nabateans are known to travel through Petra, and it is rumored that they have a central base of operations somewhere in these canyons, although “civilized” peoples rarely travel farther into these canyons than they need to.

DEFENSES: It is rumored that the Nabateans hold an alliance with the other nomadic tribes called the “Nomad Confederation.” It is unclear how organized or dangerous this group is.

RELIGION: The nomads in this region likely practice a form of Abrahamic Monotheism.

LANGUAGE: Aramaic

COMMERCE: Nabateans and Midianites frequently trade with each other, and prefer the barter system. These tribes rarely trade with outsiders.

FACTIONS: It has been rumored that some guilds of Silk Road merchants have alliances with the Nomad Confederation.

The Pyramids

HISTORY: Reaching nearly 500 feet into the air, the Great Pyramid in Egypt is unchallenged as the tallest building in the world. Constructed over 2000 years ago, the Pyramids are a harsh reminder that even the greatest empires in the world do not last forever.

The Red Sea

HISTORY: This wide body of water separates the continents of Africa and Asia, save for the small barren overland pass of the Sinai Wastes. The waters of the Red Sea provide the ports of Gaza and Alexandria with access to the open ocean, with the ability to sail to the Persian Gulf and up the Tigris and Euphrates rivers.

Rome

HISTORY: The great empire of Rome has finally reached Judea in its pursuit of world domination. Unlike Parthia, Rome does not allow its conquered territories to maintain their way of life. Religions are strictly regulated, and local government is controlled by Roman overseers called “proconsuls.”

GOVERNMENT: Major cities within the empire usually feature a proconsul who governs the entire surrounding region and answers directly to Rome on the

other side of the Great Sea. The current Roman emperor is Tiberius Caesar.

DEFENSES: As Rome moves steadily east, Roman legions are responsible for conquering new cities, as well as keeping the peace once a city has fallen under Roman rule. Law and order in such cities is the responsibility of a Centurion, who would oversee the Legionaries under their command.

RELIGION: Rome practices a form of polytheism that mimics the structure and even gods of the Greek pantheon.

LANGUAGE: Latin

COMMERCE: Rome's main exports include iron, leather, wine, and glassware.

FACTIONS: Wherever Rome oppresses new people, there will be uprisings. Major Roman cities usually also feature rebel groups like the Zealots and the Sicarii.

The Royal Road

HISTORY: Most trade between Rome and her partners to the east happens by sea, through the port of Antioch; but any overland journeys will use the long highway known as the Royal Road. Connecting the outer reaches of the empire to its metropolitan center in Europe, the Royal Road is a long dirt path, wide enough for carriages and wagons, dotted with stone mile markers to conveniently indicate distance between major cities to travelers.

Samaria

HISTORY: Samaria was once the thriving capital of the Northern Kingdom of Israel. After it was conquered by Babylon 600 years ago, the great city never regained its status.

GOVERNMENT: As an inherently religious community, Samaria looks to its religious centers for guidance. The city is governed by a High Priest, who is also the religious authority in the city.

DEFENSES: None

RELIGION: Samaria practices a monotheism that is very similar to the Judaism in Jerusalem. Despite this, Jews and Samaritans are harshly critical of each other's faiths, and generally even avoid entering each other's territories on account of these religious differences.

LANGUAGE: Aramaic

Sheba

HISTORY: Sheba may be the last true kingdom that remains staunchly neutral in the war between Rome and Parthia. Although the region was once inhospitable, the construction of a massive dam has created a kind of thriving oasis in center of Zin. The harsh desert that

surrounds Sheba has made it extremely difficult for either Rome or Parthia to attempt an invasion and so, for the time, Sheba remains independent.

GOVERNMENT: Sheba is ruled by its monarch, Queen Makeda. Known to be ruthless and pragmatic, Makeda is a shrewd and decisive ruler.

DEFENSES: Sheba's cities are walled, and the region is constantly patrolled by the Queen's elite guard, the Zin'tori, who can usually eliminate threats before they arrive at the city gates.

RELIGION: Sheba practices a form of Abrahamic monotheism. They worship the one, true God of Abraham, but their practice looks quite different from that of Judaism in the west.

LANGUAGE: Sabaic

COMMERCE: Sheba has a flourishing trade relationship with India, China, and Judea, and mainly exports incense and oils.

The Silk Road

HISTORY: The Silk Road is the name given to a network of highways constructed to ease the process of trade between east and west. The Silk Road is the largest and busiest trade route by land, and travelers can meet people from all over the world after only walking a few miles.

DEFENSES: The security of the road was of utmost importance to the world powers who benefited from its lucrative trade possibilities. Rome has increased military presence in the western territories, and China has been working on an expansion to the Great Wall in order to protect the merchants who travel back and forth.

Sinai Wastes

HISTORY: The desert expanse of the Wilderness of Zin extends into the peninsula that connects the continents of Africa and Asia.

Sirwah

HISTORY: Little is known about the Sabean city of Sirwah. Few travelers seem to visit this city, and many report passing by without noticing its presence. Some scholars have speculated that this city is a kind of military base, but these theories are unverified.

GOVERNMENT: Sheba is ruled by its monarch, Queen Makeda. Known to be ruthless and pragmatic, Makeda is a shrewd and decisive ruler.

DEFENSES: Those who claim to have visited Sirwah report that it is a walled city with impressive defenses.

LANGUAGE: Sabaic

COMMERCE: Unknown

The Spice Road

HISTORY: This “road” is actually nothing more than a series of trail markers through the desert sands of Zin to help keep travelers on the right path.

Tarsus

HISTORY: Tarsus has a reputation for being a “truly Roman” city in its culture and customs. The port city is known for lavish parties, brightly-colored garments, and exotic luxuries.

GOVERNMENT: Tarsus is a Roman territory, and is overseen by a proconsul.

DEFENSES: Being situated well within the Roman territory, Tarsus has little in the way of defenses.

RELIGION: Tarsus follows the Roman pantheon, although there has been a recent surge in interest in exploring new religions from the younger generations.

LANGUAGE: Latin

COMMERCE: Rome’s main exports include iron, leather, wine, and glassware. As a port city, Tarsus is heavily involved in all sorts of trade in the empire.

Teredon

HISTORY: Teredon was a port city for the Medes long ago, but as a Parthian vassal, Teredon seems to be a city of little importance.

GOVERNMENT: Teredon is officially a monarchy, but it is unclear if this form of government is still practiced.

DEFENSES: Teredon is a walled city, but travelers in the region report that the gates are routinely left open, and the city guards (called the Arizanti) are not very vigilant.

RELIGION: Zoroastrianism

LANGUAGE: Common

COMMERCE: Teredon has a thriving bazaar that features all manner of small businesses. Their chief export is fabric dyed a rare color called “Royal Purple.”

FACTIONS: Unknown

Thebes

HISTORY: Thebes was once, famously, the religious center of Egypt. Featuring the temples of Karnak and Luxor, Thebes was the holiest city in the world for Old Egypt. However, after the empire was hellenized, and then subsequently conquered by Rome, the old ways have gone extinct. No one travels to Thebes to see the temples anymore, and the future of the city is unclear.

GOVERNMENT: Thebes is a Roman territory that answers to the proconsul in Memphis.

DEFENSES: None

RELIGION: Unknown

LANGUAGE: Coptic

COMMERCE: Thebes mainly existed as a holy site to ancient Egyptians. As its importance has faded into history, it is unlikely that the economy of the city will be sustained.

FACTIONS: Unknown

Thonis

HISTORY: Thonis was a strategic military port for ancient Egypt until a massive earthquake obliterated its city center. The once-great city was literally swallowed by the Great Sea, and it is unclear what, if any, civilization even remains here.

GOVERNMENT: Unknown, likely none

DEFENSES: Unknown, likely none

RELIGION: Unknown, likely none

LANGUAGE: Coptic, if any

COMMERCE: Unknown, likely none

FACTIONS: Unknown, likely none

Tigris River

HISTORY: The Tigris River is a water superhighway. Connecting Nineveh to the Persian Gulf, Ninevites can swiftly sail to other major cities like Babylon or Teredon in a matter of days.

Ur

HISTORY: The Babylonian city of Ur was once a great port of trade that was built on the mouth of the Euphrates river where it emptied into the Persian Gulf. However, over the thousand-year history of this city the coastline has shifted and changed, causing Ur to move inland and fall into drought. The final death knell of the city came when Babylonia fell under the control of the Persians, who had little interest in maintaining the city that had lost its function as a port of trade. Ur is now a ghost town.

Via Maris

HISTORY: “The Way of the Sea” is a highway constructed along the coast of the Great Sea by the Roman Empire. Connecting Memphis, Gaza, Jerusalem, and Antioch, the empire sought to ease travel and increase its military strength in the region.

Wilderness of Zin

HISTORY: A 600 mile expanse of scorching heat and dry sand, Zin is a treacherous and unforgiving place. The ever-changing landscape of rolling dunes and sand storms make it clear why the Israelite people spent 40 years lost in this wilderness.



Expanded Spell Lists

BARD SPELLS

1st Level

Every Knee Shall Bend
Magnificat

5th Level

Cenacle
Covenant
Paraclete
Unum in Christo

6th Level

A Glass Darkly
Annunciation
Visitation
Mark of Cain

9th Level

Ascension
Pentecost

CLERIC SPELLS

1st Level

Do Unto Others
Every Knee Shall Bend
Magnificat
Manna and Quail

2nd Level

Lesser Atonement
Turn the Other Cheek

3rd Level

Scapegoat

4th Level

Pillar of Fire

5th Level

Cenacle
Covenant
Create Golem
Greater Atonement
Paraclete
Unum in Christo

6th Level

A Glass Darkly
Annunciation
Pillar of Cloud

Summon Angel

7th Level

Transubstantiation

9th Level

Ascension
Pentecost
Summon Cherub

DRUID SPELLS

1st Level

Manna and Quail

3rd Level

Deluge
Torrent of Water

4th Level

Bind with Water
Pillar of Fire

5th Level

Paraclete
Tehom
Walk in Shadow

6th Level

Pillar of Cloud

7th Level

Hail and Fire

PALADIN SPELLS

1st Level

Do Unto Others
Every Knee Shall Bend
Magnificat

5th Level

Covenant
Paraclete

RANGER SPELLS

1st Level

Magnificat
Manna and Quail

3rd Level

Scapegoat
Torrent of Water

4th Level

Bind With Water

5th Level

Walk in Shadow
Paraclete

SORCERER SPELLS

3rd Level

Deluge
Induce Envy
Induce Gluttony
Induce Greed
Induce Lust
Induce Pride
Induce Sloth
Induce Wrath

4th Level

Bind with Water
Pillar of Fire

5th Level

Tehom
Walk in Shadow

6th Level

Visitation

7th Level

Hail and Fire
Transubstantiation

8th Level

Weave Sin

9th Level

Ascension
Aura of Temptation

WARLOCK SPELLS

3rd Level

Induce Envy
Induce Gluttony
Induce Greed
Induce Lust
Induce Pride
Induce Sloth
Induce Wrath

5th Level

Tehom
Walk in Shadow

WIZARD SPELLS

3rd Level

Induce Envy
Induce gluttony
Induce Greed
Induce Lust
Induce Pride
Induce Sloth
Induce Wrath

4th Level

Pillar of Fire

5th Level

Create Golem
Unum in Christo
Walk in Shadow

6th Level

A Glass Darkly
Mark of Cain
Pillar of Cloud
Summon Angel
Visitation

7th Level

Transubstantiation

8th Level

Weave Sin



Spells A-Z

A Glass Darkly

6th-level Divination

"For now we see as through a glass darkly,
but then we shall see face to face.
Now I know partially, then shall I know fully."
-1 Corinthians 13:12

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature and speak words in an angelic tongue, granting the creature the ability to see the influences from beyond the veil. For the duration, the creature can see into the spiritual realm, noticing angels, demons, and other spiritual creatures that would normally be invisible to the mortal eye out to a range of 120 feet. The creature is also aware of the presence of angels or demons who are disguised by magic, or who have a physical form or simulacrum that would otherwise be undetectable out to a range of 120 feet.

Additionally, you can see a faint glow around creatures who are actively telling a lie or withholding important information, and a faint glow around creatures who have a deeply buried secret. The stronger the feeling of guilt (or the more the secret is eating away at them), the stronger the glow becomes.

Annunciation

6th-level Conjuration

"The angel of the Lord appeared to them and the
glory of the Lord shone around them."
-Luke 2:9

Casting Time: 1 action

Range: Self

Components: V, S, M (Some dirt taken from Holy Ground, and 500 gp worth of incense, which the spell consumes)

Duration: Instantaneous

You open a momentary rift in the veil between the spiritual and mortal realms, allowing celestial beings of the heavenly host a few moments to speak to you. The angels proclaim good news of great joy for all people. It takes 10 minutes for the angels to proclaim their message, and at the end of the 10 minutes the angels disappear and the rift closes. Any creatures who were present to hear this announcement immediately forget the exact words that the angels spoke, but the feeling of the words remain with them for the next 24 hours, granting the following benefits.

- The creature becomes immune to being charmed or frightened
- The creature gains advantage on all ability checks
- The creature's speed increases by 10 feet.

Ascension

9th-level conjuration

"A chariot of fire came between them,
and Elijah was taken up to heaven."
-2 Kings 2:11

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You attempt to enter - body and soul - into the heavenly realm. You can specify a target destination in general terms, such as "on the bank of the Glassy Sea" or "in the presence of Cherubim," and you may arrive near that destination, at the GM's discretion. Your body is physically transported with you as you enter heaven.

If you cast this spell with selfish or evil intent, as determined by the GM, the spell fails and you take 12d12 radiant damage and are knocked prone in the space where you cast the spell.

Aura of Temptation

9th-level Enchantment

"They are falling into temptation which will plunge
them into ruin and destruction."
-1 Timothy 6:9

Casting Time: 24 hours

Range: Self

Components: V, S, M (a ripe piece of fruit and the skin of a snake, which the spell consumes)

Duration: Until Dispelled

You call upon the innate stain of original sin in the human heart, causing all humanoids in the area to feel an inclination to commit sins of a specified type with greater frequency. When you cast this spell, you specify a type of sin (lust, greed, sloth, etc.), creating an aura of temptation toward that sin which radiates out in a 1-mile-radius sphere. Creatures who enter this area for the first time on a turn or begin their turn there must make a Wisdom saving throw against your spell save DC or have their mind filled with thoughts that tempt them to commit sins of the specified type. In addition, you cause any of the following effects to take hold within 1 mile:

- A harmless sensory effect associated with the chosen sin (example: the smell of baked goods in an aura of Gluttony).
- A recurring minor illusory effect associated with the chosen sin (such as posters that advertise a local gambling hall in an aura of Greed).
- Harmless recurring events that mimic the effects of a spell of first level or lower (such as *fog cloud*, *prestidigitation*, or similar).

Bind with Water

4th-level Conjuration

"Moses stretched out his hand and the water covered
Pharaoh's army, and not even one escaped."
—Exodus 14:28

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You stretch out your hand, causing tendrils of water to erupt from the earth at a point within range. Any creatures within a 20-foot wide, 50-foot tall cylinder centered on that point must make a Strength saving throw. A creature who succeeds on the save is ejected to the nearest empty space outside of the cylinder. On a failed save, a creature is restrained and held aloft by the tendrils of water. The cylinder can restrain up to 8 "points" worth of creatures. The number of "points" it takes to restrain a creature is determined by its size, shown in the chart below.

Size	Cost
Tiny or Small	1 point
Medium	2 points
Large	4 points
Huge	8 points
Gargantuan	16 points

At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, The cylinder can restrain two additional "points" worth of creatures for each slot level above 4th.

Cenacle

5th-level Conjuration

They locked the doors of the upper room, for they
were afraid of those who persecuted them.
—John 20:19

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a jar of water)

Duration: 12 hours

You conjure a doorway to an extradimensional space within range. The door is 5 feet wide and 8 feet tall, and you designate its location when you cast the spell. You and any creature you designate when you cast the spell can open and close the door to the extradimensional space, but when the door is closed, it becomes magically locked as though through the *Arcane Lock* spell. The door is immune to all damage, and spells and other magical effects cannot pass through the door.

Inside the doorway is a simple stone staircase that leads into an upper room. The upper room is 20 feet wide and 40 feet long, with windows that give the illusion of looking out over any city or landscape you choose when you cast the spell. If no landscape is chosen when the spell is cast, the illusion takes the form of a

location of a fond memory of the caster. The room smells of fresh herbs and spices, and is kept warm by a large stone fireplace set into the far wall. A long wooden table dominates the center of the space, with place settings and enough space to accommodate 15 people. The table is already prepared with bread, wine, and any other foods you specify when you cast the spell.

Cushions and blankets are neatly folded and placed along the outside of the room, and the walls are adorned with any pictures, trinkets, or decorations you choose when you cast the spell. Any food or objects created by this spell are nourishing and functional, but may not be removed from the upper room.

When the spell ends, any creatures inside the upper room or staircase are expelled into the open spaces nearest to the entrance. All objects and uneaten food created by this spell vanish when the spell ends.

Covenant

5th-level Divination

"We have not forgotten you,
nor been disloyal to your covenant."
—Psalm 44:18

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 30 days

You make a promise or contract, binding any number of creatures you choose within range with magic of covenant language. The contract must be spoken out loud as the verbal component of the spell, but may take the form of a song, an impassioned speech, or a stern exhortation. If a creature can see, hear, and understand you, the spell marks that creature.

As part of this contract you specify a triggering behavior, action, or course of activity. Examples of triggers include "if you break your promise," "if you speak my name out loud," or "if any harm comes to this child." If a creature marked by this spell performs the triggering action before the spell ends, you are immediately alerted to this fact. If you are sleeping, this mental alert wakes you up.

At Higher Levels: When you cast this spell using a spell slot of 6th level, you are also alerted to the identity of the creature that performed the triggering action. When you cast this spell using a spell slot of 7th level or higher, you are alerted to the creature's distance and direction at the time of the triggering event, as well as its identity.

Create Golem

5th-level Transmutation

"You saw that I was unformed, as a golem"
—Psalm 139:16

Casting Time: 1 hour

Range: Touch

Components: V, S, M (350 pounds of clay, earth, or other substance)

Duration: 24 hours

You shape the clay used in the material component into the

form of a golem. During the casting of this spell, you etch the Hebrew letter aleph “א” into the forehead of the golem, imbuing it with a semblance of life force. The type of golem is chosen by you during the casting of the spell and must have a challenge rating of 4 or lower. Any golem created with this spell obeys your commands without question for the duration of its existence.

As a bonus action on each of your turns you can issue a command to the golem if it is within 120 feet and can hear you. Once given a command, the golem will continue to obey it until the task is complete.

The golem exists for 24 hours, after which it collapses back into a pile of shapeless earth. To maintain the golem’s existence for another 24 hours, you must cast this spell on the golem again before the current 24-hour period ends. This use of the spell restores the golem’s hit points to full and maintains the golem’s existence, rather than creating a new golem.

Deluge

3rd-level Conjuration

“You cannot see!
A deluge of water covers you.”
—Job 14:2

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A vial of rainwater)

Duration: Instantaneous

You conjure a deluge of water that crashes down in a 10-foot-radius, 40-foot-high cylinder centered on a point you can see within range. Each creature in this area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone. The water then spreads across the ground in all directions, extinguishing unprotected flames within 30 feet of it, and then vanishes.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Do Unto Others

1st-level enchantment

“Give to anyone who begs from you.
Do unto others as you would have them do to you.”
—Luke 6:30

Casting Time: 1 reaction

Range: Special

Components: V, S, M (a selfless action, done out of concern for another’s wellbeing)

Duration: Instantaneous

You weave magic into a simple action, sending ripples into the metaphysical world. After you offer aid to a creature in need of help (offering money to a beggar, healing a wounded animal, performing a favor for a town priest), you can use your reaction to consecrate the act as a truly selfless offering to God.

If the act was done out of concern for the wellbeing of the creature rather than out of selfish gain (at the discretion of the

GM), then the fabric of universe shifts in your favor. At some time in the next 3 days, aid will be given to you in kind taking a form chosen by the GM. Typically, the aid you receive will reflect your original selfless action (if you make an offering of money, you may stumble upon some hidden fortune; if you cast a 3rd-level spell to heal a creature’s affliction, you may receive a boon equal to the effects of another 3rd-level spell); however, the aid you receive is determined by the GM and is not restricted by the original action you performed.

You may also cast this spell as a reaction to your own inaction. For example, if a pickpocket steals your party’s Bag of Holding and you cast this spell as a reaction rather than giving chase or seeking revenge, then the spell functions as normal, treating the contents of the theft as it would an offering to a beggar. Similarly, casting this spell as you choose not to engage in a bar fight or other warranted act of aggression may result in bandits choosing not to attack your party the road during the following evening.

Every Knee Shall Bend

1st-level enchantment

“Every knee should bend, of those in heaven and on
earth and under the earth.”
—Philippians 2:10

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

You speak one of the names of God to a creature who can hear you within 30 feet. The target must succeed on a Wisdom saving throw or drop to one knee out of respect for the name. On a failed saving throw, the target’s speed becomes 0, and it is unable to stand up for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on this saving throw if it is triggered by taking damage. On a success, the spell ends.

Greater Atonement

5th-level abjuration (ritual)

“Abraham looked up and saw a ram, which he made
as a burnt offering in place of Isaac.”
—Genesis 22:13

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (incense worth 150 gp and a sacrificial ram which appears during the casting, both of which are consumed)

Duration: Instantaneous

During the casting of this spell, a spectral ram appears in an unoccupied space within 30 feet. The ram then becomes the material component of the spell. At the conclusion of the casting, all sin within range is dispelled, regardless of type.

This spell dispels the magic of sins that have already been committed, but does not prevent future sinful action. All creatures

within range are forgiven for their sins; however, creatures are still responsible for the consequences of such sins. For example, a creature that commits theft can be forgiven for the sin of greed, but the theft has still occurred and the creature may still receive punishment.

Any magic within range that requires sin as a material component is instantly dispelled, and any simulacra created by the spell *Weave Sin* are instantly reduced to 0 hit points and destroyed.

Hail and Fire

7th-level evocation

"Such heavy hail as had never been seen before
rained down destruction, with flashes of fire and light
in the midst of it."
-Exodus 9:24

Casting Time: 1 action

Range: 1000 feet

Components: V, S

Duration: Instantaneous

Fist-sized chunks of ice begin raining down to the ground at four points you can see within range. Each creature in a 30-foot radius, 40-foot-high cylinder centered on each point you choose must make a Dexterity saving throw. Each cylinder spreads around corners. A creature in the cylinder takes 2d6 bludgeoning damage and 2d6 radiant damage on a failed save, or half as much damage on a successful one. The spell also deals double damage objects and structures in the area.

A creature in the area of more than one cylinder is affected by each one. For example, a creature simultaneously in the area of all four cylinders takes 8d6 bludgeoning damage and 8d6 radiant damage on a failed save, or half as much on a successful one.

Induce Envy

3rd-level enchantment

"Then I saw that all toil and all skill in work
come from one person's envy of another."
-Ecclesiastes 4:4

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 8 hours

You reach into the subconscious of a creature you can see within range, filling its mind with the magic of temptation. The target must succeed on an Intelligence saving throw or be Charmed by you for the duration. While Charmed in this way, the target becomes envious of another creature you specify when you cast the spell.

The target will actively work against the creature of whom it is envious in subtle ways. The target will not attack the creature or use violence, but will eavesdrop, spy, gossip, and blackmail in order to undermine the creature's status and plans. Any check made to persuade or deceive the target may be made

with advantage if the target perceives the course of action to be detrimental to the creature of whom it is envious.

The spell lasts for the duration, or until the target takes damage. When the spell ends, the target is aware that it has been acting strangely, but is unable to identify the reason for its behavior.

Induce Gluttony

3rd-level Enchantment

"Gluttony brings only sickness."
-Sirach 37:30

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (something edible within 30 feet)

Duration: Concentration, up to 1 minute

You point to a morsel of food, a flagon of ale, a platter of dessert, or other edible substance within range, imbuing it with the magic of temptation. Each creature within a 20-foot-radius sphere, centered on the object must make a Wisdom saving throw. On a failed save, a creature is Charmed by you. A creature Charmed in this way is overcome with hunger and will use its movement and action to move as close to the food or drink as possible and attempt to consume it. If there is not enough food or drink to be shared by all creatures Charmed, they may argue over who gets the last bite or sip, but will not become violent.

At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

Induce Greed

3rd-level Enchantment

"This is the way of everyone greedy for loot:
It takes away their lives."
-Proverbs 1:19

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (any object within 30 feet worth at least 10 gp)

Duration: Concentration, up to 1 minute

You point to an object within range, imbuing it with the magic of temptation. Each creature within a 20-foot-radius sphere, centered on the object must make a Wisdom saving throw. On a failed save, a creature is charmed by you. A creature charmed in this way is overcome with a desire to possess the object and will use its movement and action to move as close to the object as possible and attempt to pick it up. If multiple creatures are charmed at the same time, they may squabble over possession of the object, but will not cause damage to each other.

At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

Induce Lust

3rd-level Enchantment

"If you look at a woman with lust, you have already committed adultery with her in your heart."
-Matthew 5:28

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bottle of perfume)

Duration: Concentration, up to 1 minute

You touch a creature, imbuing it with the magic of temptation. When you cast the spell, you designate any number of creatures you can see to be unaffected by it. When a creature sees the target for the first time or starts its turn with the ability to see the target, it must make a Wisdom saving throw or become Charmed. A creature Charmed in this way is incapacitated, has a speed of 0, and cannot speak as it stares dumbfounded at the beauty of the target. Creatures of a different creature type than the target automatically succeed on their saving throw. Creatures that would not normally be attracted to the sex of the target may make their saving throw with advantage.

At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, loses sight of the target, or that takes any damage before the spell ends.

Induce Pride

3rd-level Enchantment

"Pride goes before disaster,
and a haughty spirit before a fall."
-Proverbs 16:18

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A peacock feather)

Duration: Concentration, up to 1 minute

You cause creatures in a certain area to become embarrassingly prideful. Each creature within a 30-foot-radius sphere, centered on a point you choose within range, must make a Charisma saving throw. On a failed save, a creature is Charmed by you for the duration. A creature Charmed in this way is overcome with pride in its appearance, strength, and accomplishments. During its turn, an affected creature must perform a random prideful action determined by rolling a d4.

1. **Boast.** The creature spends its breath proclaiming how great it is. It cannot use actions that require a mouth (including bite attacks, breath weapons, and spells with a verbal component) this turn. Creatures that are unable to speak simply roar a prideful roar.
 2. **Strut.** The creature spends its entire movement to show off its figure, moving at half speed in a random direction.
 3. **Flex.** The creature spends its action to make an Athletics or Acrobatics check to show off its physical power.
 4. **Pose.** The creature's movement becomes 0 for this turn as it strikes a pose. It can still take actions this turn.
- While a creature is affected in this way, it has disadvantage on

Wisdom (Perception and Insight) checks. At the end of each of its turns, an affected creature may repeat the saving throw. The effect ends early for a creature that succeeds on its saving throw, or that takes any damage before the spell ends.

Induce Sloth

3rd-level Enchantment

"This is the way of everyone greedy for loot:
it takes away their lives."
-Proverbs 15:19

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sprig of lavender)

Duration: Concentration, up to 1 minute

You force a creature you can see within 30 feet to be overwhelmingly lazy. The creature must succeed on a Constitution saving throw or gain one level of exhaustion. A creature that has one or more levels of exhaustion automatically succeeds on its saving throw against this spell.

Induce Wrath

3rd-level Enchantment

"A harsh word stirs up wrath."
-Proverbs 15:1

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You cause wrath and violence to break out unexpectedly among allies. Each creature within a 20-foot-radius sphere, centered on a point you choose within range, must make a Wisdom saving throw. On a failed save, a creature is Charmed by you and draws a weapon. A creature affected in this way perceives all creatures it can see as enemies, and will use its action on its turn to attack the nearest creature to it. If a creature it perceives as an enemy provokes an opportunity attack, it must use its reaction to make an opportunity attack.

At the end of each of its turns, an affected creature may repeat the saving throw. If the creature has taken damage, it makes the saving throw with advantage. The effect ends early for a creature that succeeds on its saving throw.

Lesser Atonement

2nd-level abjuration

"Those who ministered to the Lord
offered the daily burnt offering."
-Judith 4:14

Casting Time: 1 action

Range: Self

Components: V, S, M (a burnt offering, specific to the type of sin to be forgiven, which is consumed)

Duration: Concentration, up to 1 hour

Cleansing energy radiates out from you in a 30-foot radius. Until the spell ends, the aura moves with you, centered on you.

The magic of sin is dispelled inside of this radius, and any creature that enters this area for the first time on its turn or begins its turn there is instantly forgiven for sins associated with the chosen type.

When you cast this spell, you name a specific type of sin to be dispelled. The type can be pride, wrath, envy, gluttony, greed, sloth, or lust. The type named also determines the material component (shown in the table below), which must be burnt and consumed during the casting of the spell.

Any magic within this aura that requires sin as a material component is instantly dispelled, and any simulacra created by the spell *Weave Sin* (using sin of the chosen type) take 27 (6d8) force damage when it enters this space for the first time on a turn or ends its turn there.

Sin	Burnt Offering
Envy	A rare, or rarer magic item
Greed	A gem worth 500 gp or more
Gluttony	The fangs of a dragon
Lust	The heart of a creature killed in self-defense
Pride	The spellcasting focus of the caster
Sloth	A stone taken from the peak of a mountain
Wrath	The tears of a unicorn, freely given

Magnificat

1st-level abjuration

"My soul magnifies the Lord, and my spirit rejoices in God my savior."
—Luke 1:46

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

A protective aura surrounds you as you sing a song of praise to God. For the next hour, if a creature targets you with a spell or ability that requires you to make a saving throw, the creature instantly takes 2d10 radiant damage and this spell ends.

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

Manna and Quail

1st-level conjuration

"I will rain down bread from heaven."
—Exodus 16:4

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You offer a prayer to the heavens, and suddenly the ground is covered with a flaky white substance called "manna" at a point you choose within range. The manna has a familiar texture that you cannot quite place, and tastes of wafers made with

wild honey. A creature that eats the manna gains 1d6 temporary hit points and enough nourishment for 1 day, regardless of the amount eaten. This spell provides enough manna to nourish 6 creatures.

Manna cannot be stored overnight, and spoils the following day at dawn, becoming filled with worms and giving off a foul-smelling odor.

If this spell is cast in the moonlight, the manna instead takes the form of spectral quail that cover the ground. The effects of eating the quail are the same as eating the manna.

Mark of Cain

6th-level necromancy

"If anyone harms Cain,
Cain shall be avenged 7 times."
—Genesis 4:15

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

The Hebrew letter "Vav" appears on your forehead as you point at a creature you can see within range. An identical mark burns itself into the forehead of the target, magically tethering itself to the mark on your own. Whenever you take damage, the target must make a Constitution saving throw. On a failed save, you take half of the damage (rounded down), and the target takes the remaining damage.

Paraclete

5th-level conjuration

"The Father will send you a paraclete,
he will teach you and remind you."
—John 14:26

Casting Time: 10 minutes

Range: Self

Components: V, S, M (an olive branch)

Duration: 24 hours

A pure white dove descends from above to perch on your shoulder. The dove remains with you for the next 24 hours, or until you dismiss it as a bonus action. The dove has a fly speed of 40, and follows your movements unless you request that it go elsewhere. The dove is immune to all damage, cannot be targeted by spells, cannot have its speed reduced, and is immune to being paralyzed or restrained. The dove understands all spoken languages but cannot speak.

The dove may perform simple actions for you (such as delivering a letter or retrieving an item), but the dove is entirely devoted to the will of God. If you or any of your companions attempt to trick or coerce the dove into performing an evil action, it vanishes and the spell ends. As long as the dove remains with you, you gain the following benefits:

- You, and up to 8 other creatures you designate when you cast the spell, may add 1d4 to all ability checks, as though by the *guidance* cantrip
- The dove sheds bright light out to a radius of 30 feet. As a

bonus action, you can request the dove to dim or extinguish the light.

- Once before the spell ends, when you cast a spell with a range of Touch, the dove can deliver the spell for you as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the roll. Once you have cast a spell through the dove in this way, the dove immediately vanishes and the spell ends.

Pentecost

9th-level divination

"There came a noise like a strong driving wind, and tongues of fire came to rest on each of them."

-Acts 2:2

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a dove's feather)

Duration: Concentration, Up to 10 minutes

Dark clouds form in the sky, and a violent wind shakes structures within 1 mile. Motes of fire appear in the sky and come to hover over 12 creatures within range that you designate when you cast the spell (one of which can be you). Creatures affected in this way gain the following benefits:

- You are immune to the Frightened condition.
- Any creature that can understand a language can understand you, regardless of the language you speak.
- You can understand all spoken languages.
- You have advantage on Charisma checks and Charisma saving throws.

If you maintain concentration on this spell for the duration, the effects become permanent.

Pillar of Cloud

6th-level divination

"By day the Lord went ahead of them in a Pillar of Cloud to guide them on their way."

-Exodus 13:21

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 day

Your prayers for guidance are answered as a swirling pillar of pure white cloud reaches down from the heavens and hovers in a space you can see within range. You speak the name of a creature, location, or item with which you are familiar, or which you can describe with sufficient detail. The pillar of cloud instantly moves in the direction of the most efficient path toward the target, but stops to wait if it moves further than 30 feet ahead of you. The pillar leads you in the most direct and efficient physical path to the target, but this path will not necessarily be the safest. As a rule, the pillar will automatically lead you around any terrain that would require an ability check to pass, leading you to a bridge to cross difficult waters or to a hidden goat path to avoid a rocky mountain climb. However, the pillar is not aware of threats unrelated to the landscape, and you may still run into a group of

bandits waiting to ambush you, violent weather, or unfriendly beasts in the wilderness.

Pillar of Fire

4th-level evocation

"Then the Pillar of Fire moved between Israel and the army of Egypt, so that Pharaoh could not attack during the night."

-Exodus 14:19

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 8 hours

You call down a pillar of swirling flame from heaven. The pillar hovers in a space you can see within range. The pillar of fire sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Any creature hostile to you that comes within 5 feet of the pillar, or ends its turn there, must succeed on a Dexterity saving throw. The creature takes 10 fire damage on a failed save, and half as much on a successful one. Each time the pillar deals damage to an enemy its form becomes smaller, and its light, dimmer. When the pillar has dealt a total of 80 damage, it fades away entirely and the spell ends. As a bonus action, you can command the pillar to move up to 25 feet in a turn. The pillar deals damage to enemies as it moves, but has no effect on objects or structures.

Scapegoat

3rd-level abjuration

You shall bring forward a goat, And lay upon its head the iniquities of the people.

-Leviticus 16:20

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You call forth a celestial spirit that takes the shape of a spectral goat in a space you can see within range. The scapegoat is a small celestial with an AC of 10 and 4d8 hit points. When a creature you can see within 30 feet of the goat would take damage, you may use your reaction to transfer half of the damage, rounded up, to the goat. You may transfer this damage even if the total damage the goat would receive is greater than its remaining hit points. When the goat drops to 0 hit points or fewer, it vanishes and the spell ends.

The goat has a hovering speed of 30, and follows your movements for the duration. As a bonus action, you may command the goat to use its movement to follow an ally, stay in a specific location, or follow you. The scapegoat is unaffected by difficult terrain, cannot have its speed reduced, is immune to being paralyzed or restrained, and does not need to make climb checks. Since the scapegoat is technically hovering above the ground, it also does not trigger traps or other effects that respond to a creature's weight. The scapegoat is incorporeal, and cannot interact with items or its environment in any way.

Casting at Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the scapegoat's hit points increase by 1d8 for each spell slot above 3rd.

Summon Angel

6th-level conjuration

"The Lord commands his angels
to guard you wherever you go."
-Psalm 91:11

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of parchment or other material onto which is inscribed the true name of an angel)

Duration: Instantaneous

You call out the name of an angel of the Lord. You choose the angel's type, which must be of challenge rating 5 or lower, such as a **Messenger Angel**, **Guardian Angel**, or **Challenger Angel**. The angel appears in an unoccupied space you can see within range. The angel disappears when it drops to 0 hit points or when it decides to return to the heavenly realm.

The angel is obedient to the will of God alone, and is under no compulsion to behave in any particular way. You may respectfully request the angel's aid, but it is not obliged to help you.

Examples of tasks that an angel may willingly perform include: delivering a message, providing advice, rescuing an innocent person from danger, or engaging in combat with a demon. An angel will not commit an act of violence against a mortal creature unless in defense of another mortal creature's life, and even then will use nonlethal damage. An angel can provide excellent and insightful advice, but it is not omniscient and its advice is limited to its own experience of the universe.

If the angel decides that it is the will of God that it should assist you, it will remain on earth until your request is complete. If you are rude to the angel, or if it deems your request to be against the will of God, the angel will disappear at once.

Summon Cherubim

9th-level conjuration

Blessed are you who look upon the Cherubim.
-Daniel 3:55

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of parchment or other material onto which is inscribed the true name of a Cherubim)

Duration: instantaneous

You call out the true name of one of the guardians of the heavenly throne. All creatures (including you) within 120 feet take 2d6 thunder damage as the fabric of reality is torn asunder with a thunderous noise. A cherubim steps through this portal, appearing in a space you can see within range. The cherubim disappears when it drops to 0 hit points or when it decides to return to the heavenly realm.

The cherubim is obedient to the will of God alone, and is

under no compulsion to behave in any particular way. You may respectfully request the cherubim's aid, but it is not obliged to help you.

Cherubim may agree to answer a question or questions, deliver a message, or enter combat against a demon. The cherubim have existed since before the creation of the world, and thus possess near infinite knowledge. However, a Cherubim will not share knowledge that could be used for selfish gain or evil intent. A cherubim will also not commit any act that it perceives to be contrary to the will of God. If you are rude to the cherubim, or if it deems your request to be against the will of God, there is an equal chance that it will either disappear or attempt to strike you down.

Tehom

5th-level conjuration

"Now you are swallowed up by the seas,
in the depths of the waters."
-Ezekiel 27:34

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water taken from any body of water)

Duration: Concentration, up to 1 minute

A swirling whirlpool of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that enters it for the first time on its turn or starts its turn there must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is pulled 15 feet toward the center on a failure. A creature that succeeds its saving throw takes half as much damage and is not pulled.

If a creature begins its turn at the center of the whirlpool and fails its saving throw, it immediately disappears and is magically teleported into a distant body of water, in the exact spot from which you drew the vial of water used as the material component of the spell. The target remains there until the spell ends, at which point the target reappears in the nearest unoccupied space to the one it left.

If you maintain concentration on this spell for the full duration, vanished creatures do not return.

Torrent of Water

3rd-level conjuration

"A river has swept away their foundations."
-Job 22:16

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A smooth stone taken from a riverbed)

Duration: Concentration, up to 1 minute

A river flows up from the ground at a point you choose within range. You can make the river up to 60 feet long and 10

feet wide, and the river can be shaped in any way you choose as long as it makes a continuous path along the ground. The river is considered difficult terrain. You choose the direction the water is flowing when you cast the spell. The river lasts for the duration.

When the river appears, each creature within its area must make a Strength saving throw. On failure a creature takes 2d10 bludgeoning damage and is pushed 10 feet in the direction of the water's flow. On a successful saving throw, the creature takes half as much damage and is not pushed. A creature must make this saving throw when it enters the area of the river for the first time on its turn, or when it begins its turn there.

Transubstantiation

7th-level transmutation

"Aaron raised his staff and struck the waters of the Nile, and it was changed to blood."
-Job 14:2

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You choose a volume of any nonmagical liquid that you can see that fits within a 40-foot cube within range, permanently changing it into an equal volume of a different nonmagical liquid. Examples include turning water into wine or turning a river into blood.

You must be intimately familiar with the type of liquid it is to become. For example, you cannot produce a vintage of wine that you have never tasted yourself, and if you transmute a liquid into blood, the blood is identical to your own.

Turn the Other Cheek

2nd-level abjuration

"When someone strikes you on your right cheek, turn the other one to him as well."
-Matthew 5:39

Casting Time: 1 reaction

Range: Self

Components: S

Duration: 1 minute

Whenever you take damage from a creature's attack, you can use your reaction to turn the other cheek to your attacker. The attacking creature must succeed on a Wisdom saving throw or it is turned for the duration.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also cannot take Reactions. For its action, it can use only the Dash action or try to Escape from an Effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature takes damage before the spell ends, it may repeat the saving throw, ending the effect on itself with a success.

Unum in Christo

5th-level transmutation

"We are now one body, one spirit."
-Ephesians 4:4

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a trinket gifted to you by the target)

Duration: 24 hours

You touch a willing creature with whom you are familiar, recognizing the spiritual bond you share with it and designating it as the target.

Until the spell ends, you ignore the range and sight restrictions on any spells with a range greater than Touch when this creature is the target of the spell. This allows you to target the designated creature over any distance, as long as it is on the same plane of existence.

Visitation

6th-level conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (an object or trinket, previously taken from the target)

Duration: 10 minutes

Choose a creature or location with which you are familiar as the target of the spell. The target must be on the same plane of existence as you. You enter a trance-like state as a copy of your physical form coalesces in an unoccupied space within 30 feet of the target. Creating this copy of yourself takes 1 minute, during which time you are incapacitated and cannot move. This copy is identical to you in every way, and for the duration of the spell you may move and act as normal in the form of this copy.

The copy has your same game statistics and abilities, but it does not possess any weapons, armor, or items from your inventory, appearing clothed in a simple white tunic. Your copy can cast spells of 3rd level or lower as normal, using your spell slots. Your copy has 4d8 hit points.

For the duration of the spell you may move and take actions as normal, and can physically interact with your environment and other creatures. If your copy is reduced to 0 hit points, it vanishes in a cloud of mist, and the spell ends early.

When the spell ends, your consciousness returns to your body and your trance ends. Any items worn or carried by your copy remain where they are, dropping to the ground in the space where your copy vanishes.

Walk in Shadow

5th-level transmutation

"Swift is the shadow that does not abide."
-Job 14:2

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Your body melts into two-dimensional darkness, appearing as a mere shadow on the wall. Anything you are wearing or carrying is absorbed into your shadow form. The shadow looks like your normal shadow, but with no apparent source. While in this form, you move across surfaces and up and down along walls as a shadow does. Your shadow form is visible to creatures who are looking for it, but you may make all Stealth checks with advantage while in this form. You have darkvision out to a range of 120 feet. Also, regardless of the light available in the space, you are not able to see color and instead regard the world in shades of gray. Similarly, sound becomes more obscured and nearby voices sound muffled. You make all Perception checks that rely on sound with disadvantage.

While moving as a shadow, you can move up, down, and across vertical surfaces as well as along floors and ceilings at your normal walking speed. You are also unaffected by difficult terrain, cannot have your speed reduced, and are immune to being paralyzed or restrained while in your shadow form. You can, however, still take damage from attacks and can still suffer other negative effects. You cannot pick up or physically interact with objects while in this form.

You are treated as shadow for the purpose of determining spaces you can occupy. You may be able to slide along the floor to pass beneath a locked door, provided there is a gap, but you cannot slide beneath an object that is sitting squarely on the ground (your form would instead move up the side of the object and across its top).

Weave Sin

8th-level Necromancy

"Thus death came to all,
because all have sinned."

—Romans 5:12

Casting Time: 24 hours

Range: Touch

Components: V, S, M (Sinful acts of a certain type being committed within a 1 mile radius of the spells casting)

Duration: Instantaneous

You shape the fabric of sin itself to create a magical construct called a "simulacrum." This simulacrum is the personification of the accumulated sin, but otherwise appears to be a normal human person. When the casting time for the spell is complete, your body enters into a dormant state as your consciousness enters the body of the newly created simulacrum. Once the effects of this spell take hold, they last until the simulacrum is destroyed.

The process of casting this spell is difficult, and requires an abundance of sinful acts being committed within a 1 mile radius for the duration of the casting. The type of sin being committed (lust, greed, sloth, etc.) affects the statistics and abilities of the simulacrum produced. Only one simulacrum can be controlled at a time. If you cast this spell again, any currently active simulacra are instantly destroyed.

The created simulacrum is the physical manifestation of sin, and is therefore extremely vulnerable to repentance and forgiveness. A simulacrum that enters in the aura of a *lesser atonement* spell or similar magic is instantly destroyed.





Vehicles

Chariot

Large Construct (land vehicle)
Capacity: 2 medium creatures

AC: 12
HP: 35
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	--	--	--

Damage Immunities: Poison, Psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

FEATURES

Horsepower: A chariot can be upgraded from 4 horses to 6 horses at no additional cost to the charioteer. This increases the chariot's speed to 60 ft., and requires all Animal Handling checks to be made with disadvantage.

ACTIONS

Ram: If the chariot moves at least 20 feet straight toward a target, the charioteer can force the target to make a DC 16 Dexterity saving throw. The target takes 28 (5d8) bludgeoning damage on a failed save, or half as much on a successful one. The chariot also takes damage equal to half the damage taken by the target (rounded down).

Dash: The chariot doubles its movement speed for this turn.

REACTIONS

Swerve: If the chariot is targeted by an attack roll, the charioteer may spend its reaction to impose disadvantage on that attack roll.

Persian Dhow

Gargantuan Construct (water vehicle)
Capacity: 6 medium creatures

AC: 18
HP: 75
Speed: 40 ft. (90° turns)

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	--	--	--

Damage Immunities: Poison, Psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

ACTIONS

Ram: If the ship moves at least 20 feet straight toward a target, the helmsman can force the target to make a DC 16 Dexterity saving throw. The target takes 33 (6d10) bludgeoning damage on a failed save, or half as much on a successful one. The ship also takes damage equal to half the damage taken by the target (rounded down).

Roman Warship

Gargantuan Construct (water vehicle)
Capacity: 12 medium creatures

AC: 16
HP: 200
Speed: 25 ft. (90° turns)

STR	DEX	CON	INT	WIS	CHA
+4	-2	+4	--	--	--

Damage Immunities: Poison, Psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

ACTIONS

Ram: If the ship moves at least 20 feet straight toward a target, the helmsman can force the target to make a DC 16 Dexterity saving throw. The target takes 44 (8d10) bludgeoning damage on a failed save, or half as much on a successful one. The ship also takes damage equal to half the damage taken by the target (rounded down).

Beasts and Familiars

Introduction

The following is a list of common beasts of CR 2 or lower. These stat blocks may be used by a Druid's Wild Shape feature, the *Conjure Animals* spell, or other abilities that call for a player to have access to a beast's stat block. Additionally, some of these animals may be available as familiars or pets, at the discretion of your GM.

Addax

The addax resemble the graceful gazelle with their slender form and long, curving horns; however, the addax tend to be slightly slower and more docile. Led by an Alpha female, herds of addax can be found wandering the deserts of Zin, sometimes traveling hundreds of miles at a time.

Peerless Adapters. The Addax have adapted to some of the harshest environments in the world. A specialized digestive system allows the addax to survive without a water source almost indefinitely, and its ability to regulate its temperature and energy reserves allows travel over vast distances without a need to rest or recuperate.

Addax

Medium beast, unaligned

AC: 12
HP: 14
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	-4	+2	-3

Condition Immunities: Exhaustion

Senses: Passive Perception 12

Challenge 0 (10 XP)

ACTIONS

Horns: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage.

Agama

The agama is a species of small and brightly colored, desert-dwelling lizards. The agama is accustomed to the extreme temperatures of the desert and remains active even during the heat of the day. Its distinctive colorful scales are constantly changing throughout the day.

"But of the following
you shall not eat... the Agama."
-Leviticus 11:29

Chromatic Empathy. The agama's vibrant rainbow skin will change colors throughout the day. Unlike the chameleon, who uses this ability to blend in, the agama has no control over this change, and its color is always a reflection of its mood, using a variety of vibrant colors to reflect its various emotional states.

Agama

Tiny beast, unaligned

AC: 11
HP: 2
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	+1	-4	+0	-2

Senses: Darkvision 30 ft., Passive Perception 10

Challenge 0 (10 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Agamas as Familiars

If a player character chooses an agama as an animal companion or familiar, the agama may start to change colors as a reflection of its master's mood as well as its own. At the discretion of the GM, player characters may even be able to train their agama to detect emotional signals from nearby humanoids, changing its color in response to the emotional temperature of a room or situation.



Angry Mob

"Jumping up, they mobbed Jesus and forced him to the edge of the hill on which the town was built. They intended to push him over the cliff."
-Luke 4:28

Mob Mentality. Wherever a group of like-minded, angry people congregate, there is a danger of an Angry Mob. While individuals may be rational, empathetic people, there is a transformation that happens when they join together into a crowd. The individual loses their inhibitions, and in some cases even their sense of right and wrong. When feelings of panic or anger or bigotry or fear or even love grow strong enough, a thronging crowd ceases to be a group of individuals and becomes an Angry Mob.

First Century Vigilantism

Even the most organized military units fear an Angry Mob. In the first century, Angry Mobs were even responsible for violently enforcing laws within their communities. For example, in Judea many crimes were punishable by execution through a method known as "stoning" where the guilty party is killed by having stones hurled at them by an Angry Mob. These public stonings were technically illegal in Roman-controlled cities, but even the Romans knew better than to stand in the way of an Angry Mob.

Arabian Horse

Large beast, unaligned

AC: 11
HP: 12
Speed: 70 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	-4	+0	-2

Senses: Passive Perception 10
Challenge 1/8 (25 XP)

ACTIONS

Hooves: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4+2) bludgeoning damage.

The Legend of Safanad

One of these old stories about Arabian horses dates back to the reign of King Solomon. According to legend, Solomon was gifted an Arabian named Safanad from the **Queen of Sheba** during her visit to Israel. Safanad (whose name means "purity") was so fast that she could outrun any other horse alive. According to legend, there are still descendants of Safanad living in the Arabian desert to this day, and if you are lucky enough to gain one as a mount, it will never fail you.

Angry Mob

AC: 10
HP: 165
Speed: 20 ft.

Huge swarm of humanoids, unaligned

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	-1	+0	+5

Saving Throws: WIS +3, CHA +8

Skills: Intimidation +8

Languages: Any language known to a member of the swarm

Senses: Passive Perception 13

Challenge 5 (1,800 XP)

FEATURES

Cast the First Stone: The Angry Mob adds +5 to initiative rolls, and wins ties in initiative order.

Swarm: The Angry Mob can move into and out of another creature's space, and can fit through any opening large enough for a medium creature. The Angry Mob cannot regain hit points.

Cowardly Dispersal: If the Angry Mob is reduced to 0 hit points, the mob disperses into individual humanoids who attempt to flee. Each humanoid is a **Commoner** with 1 hit point and the Frightened condition.

ACTIONS

Multiattack: The Angry Mob makes three Throw Stones attacks and one Overwhelm attack.

Throw Stones: *Ranged Weapon Attack:* +3 to hit, range 40/80 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Overwhelm: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (5d6+3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the Angry Mob cannot Overwhelm another target.

Arabian Horse

Bred for War. Many myths and legends have been passed down by the Bedouin tribes about the horse referred to simply as the "Arabian." Although there is no proof to any of these old stories, what is certainly true is that the Arabian horse was unmatched in its speed, agility, and stamina during the time period. The Parthian military bred Arabians exclusively as mounts and to pull military chariots. Arabians made excellent mounts, and their ability to travel long distances over sandy terrain also made them a favored companion desert nomads in the region.





Arabian Tiger

Ambush Predators. The Arabian Tiger is a large super-predator found throughout Mesopotamia and Arabia. Although it is only slightly larger than the Bengal Tiger, witnesses of the Arabian Tiger in action tend to exaggerate its proportions, with several wilderness guides describing the creature as “no smaller than a horse” and “massive in size.” The Arabian tiger tends to hunt near sources of fresh water, targeting creatures traveling alone and avoiding larger groups of animals moving together. Due to the changing nature of seasons in the area, Arabian tigers would migrate along with their prey, who moved according to the wet and dray seasons.

Gladiatorial Adversaries. When the Roman empire discovered the Arabian tiger in their conquests, it was introduced as a recurring feature of Gladiator battles. Arabian tigers were made to fight against gladiators for entertainment, and sometimes used for public executions of religious dissidents.

Extinction

The Arabian Tiger eventually became known as the “Caspian Tiger,” due to the fact that the majority of these cats lived in the vicinity of the Caspian sea by the time of the middle ages. Highly prized as a game animal, this species of tiger was hunted to extinction during the early 19th century.

Arabian Tiger

Large Beast, unaligned

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	-4	+1	-1

Skills: Perception +3, Stealth +5
Senses: Darkvision 60 ft., Passive Perception 13
Challenge 1 (200 XP)

FEATURES

Ambusher: The Arabian Tiger has advantage on attack rolls against any creature it has Surprised.

Keen Smell: The Arabian tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If the Arabian tiger moves at least 20 feet straight toward a creature and then hits with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one Bite attack against it as a bonus action.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

AC: 11
HP: 43
Speed: 40 ft.



Aurochs

Lone Giants. These massive creatures roam the desert wastes of Zin and the desolate climbs of Assur, preferring to keep to themselves. As the land grows colder during the winter months these gentle creatures can be found moving in small herds, only to split up again as the weather grows warmer.

"God brings them out of Egypt;
He is for them like the horns of the Aurochs."
-Numbers 23:22

Legendary Strength. The aurochs was known widely throughout the fertile crescent for its strength. It was highly prized as a pack animal, but only by those who could contain these unstoppable beasts who were known to plow unknowingly through fences and walls in their search for greener pastures.

Did You Know?

The Aurochs officially went extinct in the 1600s and has since faded from the collective memory of the human race. Although the word "aurochs" appears many times in the Bible, most English translations change it to read simply "wild ox" for the sake of clarity.

Aurochs

Large Beast, unaligned

AC: 15

HP: 56

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+4	-5	+0	-2

Senses: Passive Perception 10

Challenge 2 (450 XP)

FEATURES

Strong Frame: The Aurochs counts as one size larger when determining the weight it can push, pull, lift, or break.

Territorial: The Aurochs has advantage on Perception checks and Attack rolls when it is in a region it considers to be its territory.

ACTIONS

Gore: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+5) piercing damage, and the target must succeed on a DC 18 Strength saving throw or be pushed 15 feet in a direction of the Aurochs's choice.

Challenge: The Aurochs digs in its hooves and belows a challenge to combat. The Aurochs gains 5 temporary hit points and can add 10 points of damage to its next Gore attack.

Barn Owl

"Of the birds, these you shall not eat:
...the Barn Owl."
-Leviticus 11:13

Nocturnal Hunters. Barn owls are found throughout the Arabian peninsula and northern Africa. Their keen sight and hearing makes them ideally suited for hunting in the desert sands of Zin at night.



Barn Owl

Tiny beast, unaligned

AC: 11
HP: 1
Speed: 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
-4	+1	-1	-4	+1	-2

Senses: Perception +3, Stealth +3

Senses: Darkvision 120 ft., Passive Perception 13

Challenge 0 (25 XP)

FEATURES

Flyby: The owl does not provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight: The owl has advantage on Perception checks that rely on hearing or sight.

ACTIONS

Talons: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

This monster is derived from the "Owl" in the SRD 5.1 and reproduced under the OGL.

Camel



The servant took ten of his master's camels
bearing all kinds of gifts.
-Genesis 12:16

Desert Wanderers. Camels are the mount of choice by nomads and merchants traveling across the sandy landscape of the Arabian peninsula. Not only are they well-built to carry goods and equipment as pack animals, they are extremely well-adjusted to the unforgiving climate of the desert. While they may not have the speed of the Arabian horse, they are a more affordable and reliable option for the average traveler.

Camel (Arabian)

Large beast, unaligned

AC: 9
HP: 15
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	-4	-1	-3

Senses: Passive Perception 9

Challenge 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) bludgeoning damage.

This monster is derived from the "Camel" in the SRD 5.1 and reproduced under the OGL.

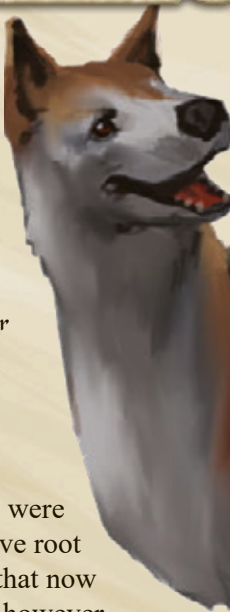
Canaan Dog

A Mortal's Best Friend. The befriending of dogs by humans goes back to prehistoric time, and in the region of Judea, no breed of dog is more prevalent than the Canaan dog. This highly intelligent breed is widely used by the nomadic tribes of Midian and Petra for herding sheep

and other livestock. The Canaan Dog is perfectly suited to the harsh climate of the Arabian desert and can run long distances without stopping for rest or water, which makes them perfectly suited for the overland treks necessary for the nomadic way of life

"Raphael and Tobias went ahead together
and the dog ran along behind them."
-Tobit 11:4

Loyal Companions. When the Israelite people were made to leave their homeland during the Babylonian exile, many families were forced to leave their dogs behind, which gave root to an expansive population of "wild" dogs that now inhabit the region of Judea. Some families, however, managed to bring their loyal canines with them into exile. 500 years later, the Canaan Dog can be found even in the Parthian cities along Mesopotamia, particularly among the Jewish populations in these cities.



Canaan Dog

Small beast, lawful good

AC: 13
HP: 6
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	-3	+1	+0

Skills: Perception +3, Stealth +5

Senses: Passive Perception 13

Challenge 1/8 (25 XP)

ACTIONS

Keen Hearing and Smell: The Canaan Dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Tireless Companion: The Canaan Dog has unusually high endurance. It does not suffer from the effects of exhaustion until it gains its 6th level and dies.

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+1) slashing damage.

REACTIONS

Sacrifice: If the Canaan Dog is within 5 feet of its owner, and its owner is hit with an attack, the Canaan Dog can use its reaction to become the target of the attack instead of its owner.

Dire Wolf

Prehistoric Stalkers. Dire Wolves

are large pack hunters that have stalked the mountainous terrains longer than humans can remember. Although more prevalent in Eastern Asia, some packs travel as far west as the Assur Wastes, preferring to stick to the rocky foothills and upper climbs of Mountains like Mt. Ararat.

Although many myths and stories about these beasts have been passed down through the ages, it is rare for humans to actually come into contact with these wandering hunters.



Dire Wolf

Large Beast, unaligned

AC: 14
HP: 37
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	-4	+1	-2

Skills: Perception +3, Stealth +4

Senses: Passive Perception 13

Challenge 1 (200 XP)

FEATURES

Keen Hearing and Smell: The Dire Wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics: The Dire Wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

This monster is derived from the "Dire Wolf" in the SRD 5.1 and reproduced under the OGL.

Dire Wolves in the Bible

Although the Bible cites "wolves" in several places, it does not draw a distinction between Dire Wolves and the much smaller Arabian Wolves. Although the Dire Wolf went extinct around the time of the Judges (Deborah, Samson, etc.), its stat block has been included in this adventure as a nod to ages passed!



Donkey

"They loaded their donkeys with the grain and departed."
-Genesis 42:26

Working Animals. Donkeys are a subspecies of the African Wild Ass, which was domesticated in Egypt around the time the Great Pyramids were built. Donkeys are incredibly strong for their small size, make effective and affordable pack animals, and can be found in just about every major kingdom on the map. Native to the arid climates they inhabit, Donkeys have very tough digestive systems that allow them to feed in scrubland that other animals (like Arabian Horse) might find inhospitable.

Donkey

AC: 10
HP: 7
Speed: 30 ft.

Small Beast, unaligned

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	-4	+0	-3

Senses: Passive Perception 10

Challenge 1/8 (25 XP)

FEATURES

Beast of Burden: The donkey is considered one size larger for the purpose of determining the amount it can push, pull, or carry.

Sure-Footed: The donkey has advantage on saving throws made against effects that would knock it prone.

ACTIONS

Hooves: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 2) bludgeoning damage.

Hoopoe

Colorful Wanderers. Considered sacred by ancient Egypt and viewed as a symbol of virtue in Parthia, the hoopoe can be spotted across the map. Because their diet consists primarily of insects that humans consider to be pests, many farmers construct alcoves near their crops to encourage hoopoes to nest nearby. Sometimes called the "king of birds" because of its distinctive crown, the hoopoe will usually be found cruising the skies wherever insects congregate, or taking "sand baths" in the desert dunes.



Hoopoe

AC: 13
HP: 1
Speed: Fly 50 ft.

Tiny Beast, unaligned

STR	DEX	CON	INT	WIS	CHA
-6	+4	-1	-4	+1	-2

Skills: Perception +3

Senses: Passive Perception 13

Challenge 0 (10 XP)

ACTIONS

Beak: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Hyrax

"Hyrax are creatures of little power, yet they make their home in the crags."
-Proverbs 30:26

Desert Foragers. With a highly adapted digestive system that allows their multi-chambered stomachs to break down the tough plants found in the desert, these small foragers can make their homes in the arid climates that other animals would deem inhospitable.



Hyrax

AC: 11
HP: 2
Speed: 30 ft., Burrow 5 ft.

Tiny Beast, unaligned

STR	DEX	CON	INT	WIS	CHA
-4	+1	+1	-4	+1	-4

Skills: Perception +3, Stealth +3

Senses: Darkvision 30 ft., Passive Perception 13

Challenge 0 (10 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Sunwing

"They who wait for the Lord shall renew their strength;
They shall mount up on the wings of eagles."
-Isaiah 40:31

Sentries in the Sky. Sunwings share a close bond with the Nabateans of Petra. Those who can make the treacherous climb to a Sunwing's perch in the rocky cliff face stand a chance of earning a Sunwing's trust; a bond which, once established, can never be broken.

"The eagle touched the corpse, and it revived."
-Apocrypha of Fourth Baruch

Loyal Mounts. A Sunwing will only bond with one human in its lifetime. These majestic birds and their riders can be seen patrolling the skies over Sinai and other nomadic regions in Zin.

Sunwings in the Bible?

The Sunwing is inspired by stories of large, magical eagles from multiple cultures during this time period, and in particular the book of Fourth Baruch. Although the stories in Fourth Baruch are fascinating, they are not considered part of the Bible by any branch of Christianity other than the Ethiopian Orthodox Church. Despite the fact that this creature does not appear in any other version of the Bible, it has been included in this adventure because of its close association with ancient Christian folklore.

Sunwing

AC: 13
HP: 50
Speed: 10 ft., Fly 80 ft.

Huge Beast, lawful good

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	-1	+3	+0

Skills: Insight +5, Perception +5
Senses: Passive Perception 15
Languages: Understands Aramaic and Sabaic but cannot speak
Challenge 1 (200 XP)

FEATURES

Keen Sight: The Sunwing has advantage on Perception checks that rely on sight.

Loyal Mount: The Sunwing will never willingly attack the rider to whom it has bonded, and if forced or magically compelled to do so, it makes all attack rolls with disadvantage.

ACTIONS

Multiattack: The Sunwing makes two attacks: one with its beak and one with its talons.

Beak: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Talons: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Revivify (1/Day): The Sunwing touches a creature that has died in the last minute. That creature returns to life with 1 hit point. Once it has used this feature, it cannot do so again until after completing a long rest. This feature does not restore missing body parts.

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