

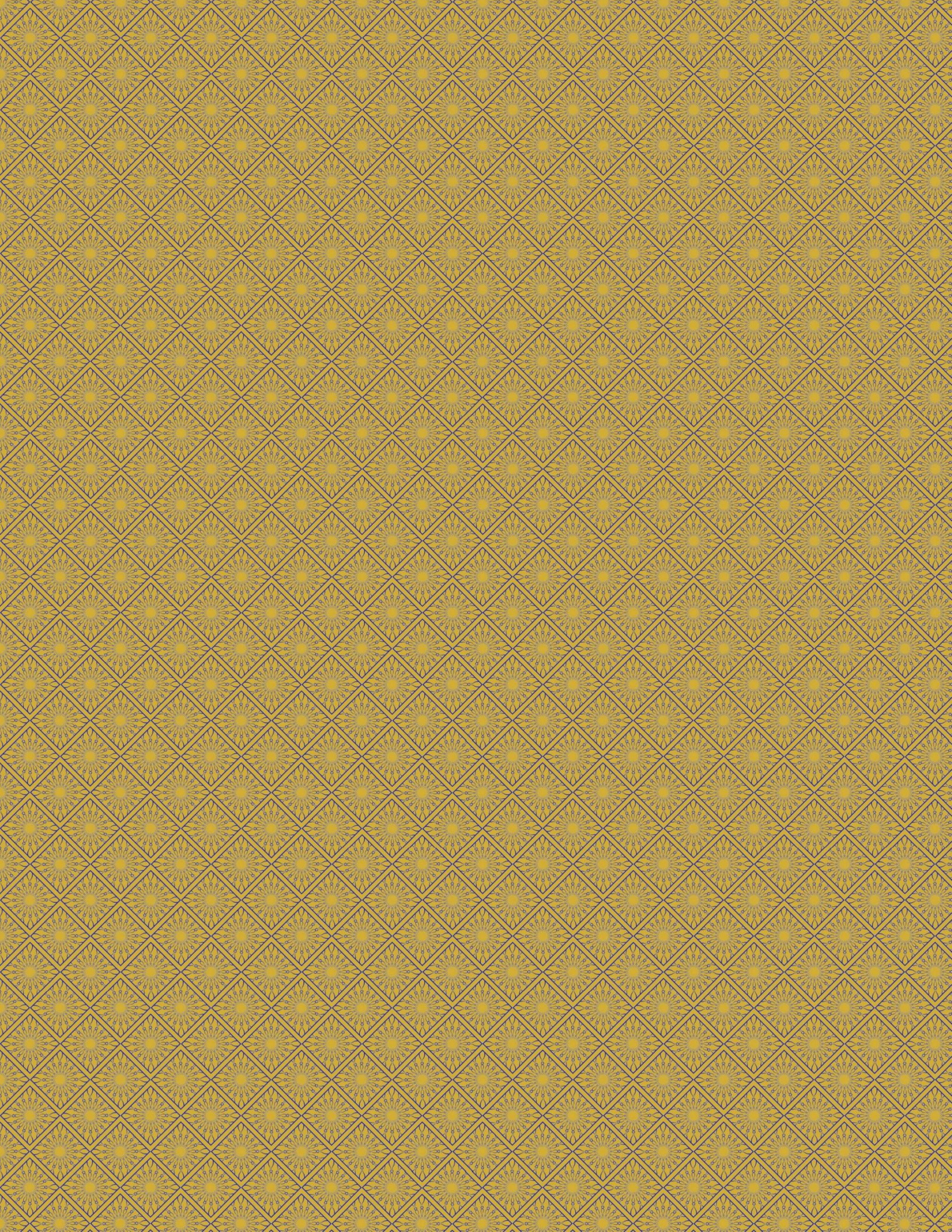
ADVENTURER'S GUIDE TO ZAKHARA



BY GM LENT AND BROCK SAYRE

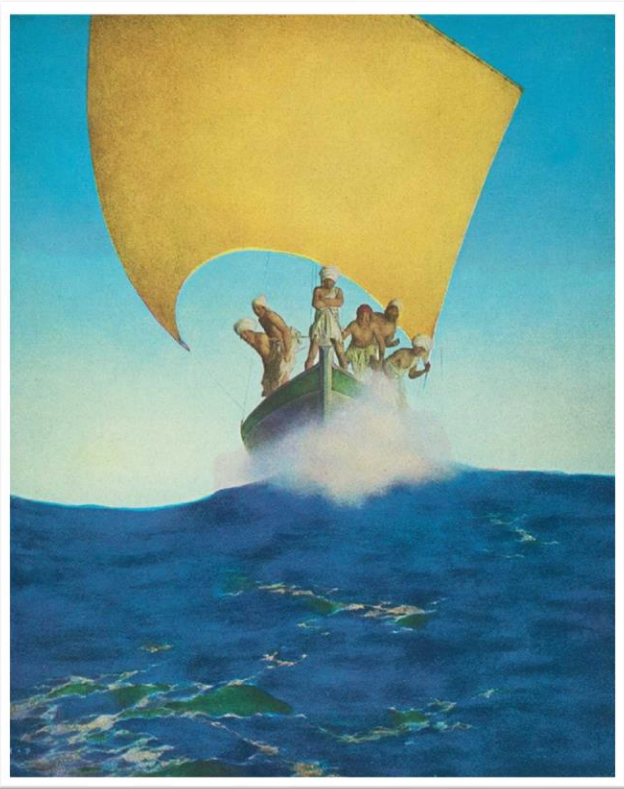
A PLAYER'S GUIDE TO THE LAND OF FATE
FOR FIFTH EDITION GAMES





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ON THE COVER A group of corsairs boldly sail Zakhara's seas in this stirring image by Maxfield Parrish.

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WORLD PILLAR MOUNTAINS

The Great Sea

Lands of the Yak-folk

FURROWED MOUNTAINS

SEGGARAN SWAMP

Foreigner's Sea

The Haunted Lands

THE GREAT ANVIL

Sea of Caravans

Pit of the Ghuls

GENIE'S ANVIL

SUQ BAY

SALT JUNGLE

The High Desert

GOLDEN GULF

Isle of the Elephant

GREY JUNGLE

Sahu

The Crowded Sea

Al-Sartan
(The Crab Archipelago)

The Djinni's Claws

ZAKHARA

THE LAND OF FATE

Scale: 1" = 300 Miles

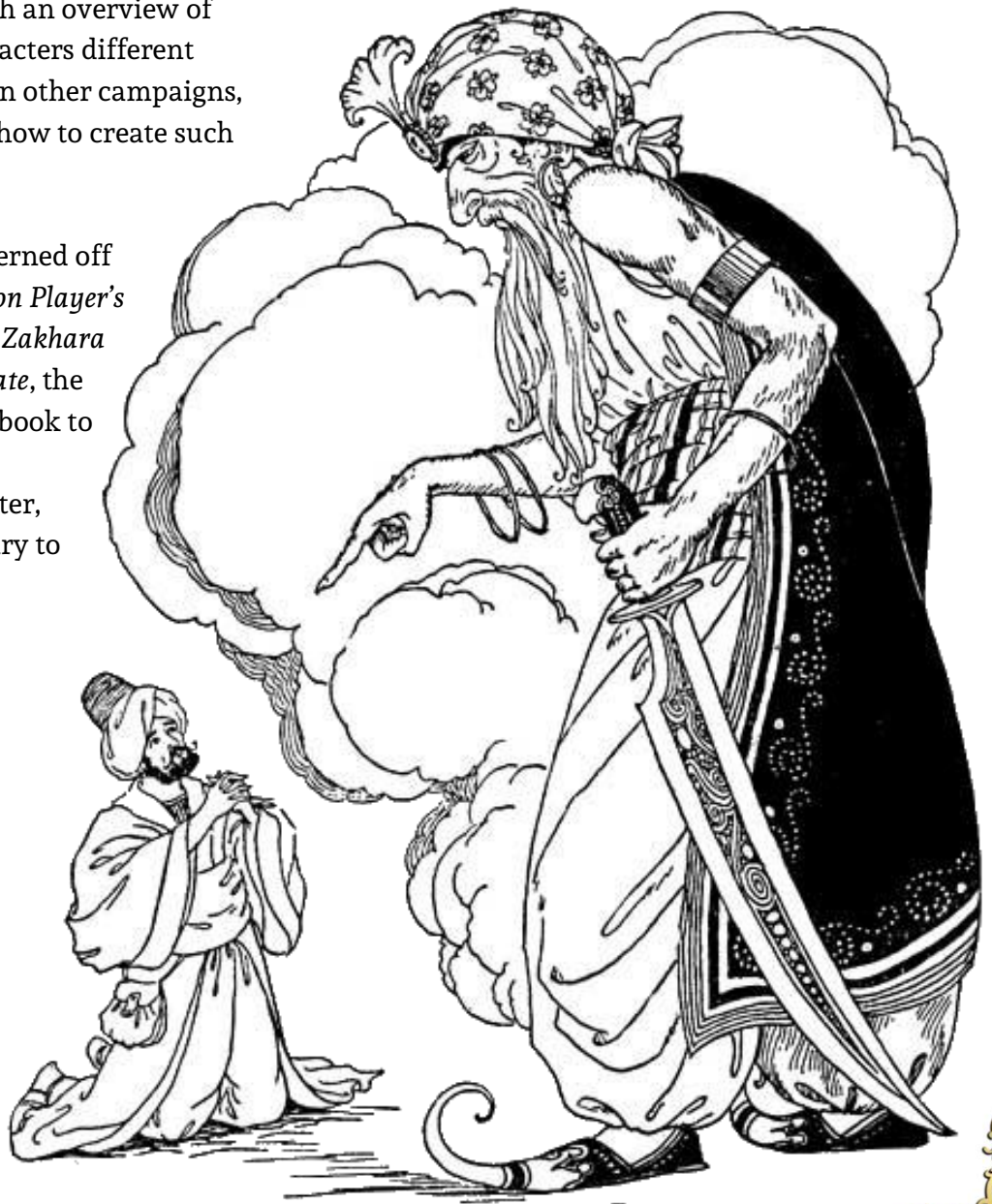


Introduction

The lands of Zakhara, originally presented in the Al-Qadim campaign setting line in the early 1990s, provide new and exciting options for experienced and new players alike. Located far to the south of Faerûn, across steep mountains and forbidding seas, Zakhara has a culture all its own—a culture based in equal parts on the Arabian Nights and 1950s Hollywood glamor.

This booklet provides all the information you need to create a Zakharan character for a 5th Edition game. We begin with an overview of what makes Zakharan characters different from those you might find in other campaigns, then provide guidelines on how to create such a character.

The sections ahead are patterned off those found in the *5th Edition Player's Handbook. Campaign Guide: Zakhara - Adventures in the Land of Fate*, the unofficial 5th Edition guidebook to Zakhara, can be useful in creating a Zakharan character, but that book is not necessary to use this guide.



Creating a Zakharan Character

Zakharan characters use the same rules, character classes, and other features as any other 5th Edition characters.

As part of creating your character, however, it will be useful to decide whether you wish your character to be one of the millions who dwell in Zakhara's great cities (known as al-Hadhar), or one of the proud and independent dwellers in the deserts (known as al-Badia). This distinction is one of the most important factors in Zakharan life, and will impact your character more than almost any other.

Another important concept to keep in mind is the idea of Enlightened vs. Unenlightened creatures. Zakharan society is built around a code of conduct called the Law of the Loregiver, which defines ideals such as piety, decency, and camaraderie. Characters who follow the Law of the Loregiver are commonly referred to as Enlightened characters; those who do not are known as Unenlightened. While there are no specific rules distinguishing between these two groups, the overwhelming majority of Zakharans are Enlightened, and acceptance into mainstream Zakharan society assumes characters follow the Law of the Loregiver.

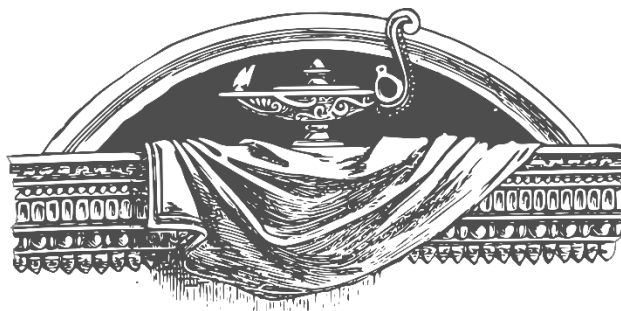
AL-HADHAR

Zakhara boasts the largest cities on the world al-Toril, and the folk who come from those metropolises are known as al-Hadhar. These city-dwellers are accustomed to the conveniences of ready goods and food available for purchase, and take comfort in the presence of many thousands of strangers living nearby. An al-Hadhar character is more likely to belong to the Bard or Rogue classes,

which thrive within large population centers, and al-Hadhar Clerics are far more likely to belong to distinct temples and ordered faiths. Al-Hadhar are also much more likely to focus on urban skills such as Performance or Sleight of Hand.

AL-BADIA

Zakhara's al-Badia, on the other hand, are accustomed to the freedom and isolation of wide open spaces. Most al-Badia belong to one of Zakhara's many desert-dwelling tribes, and they often feel constrained and limited by the walls of a city and suffocated by high population densities. An al-Badia character is more likely to be a Barbarian, Druid, or Ranger - character classes who do not require the presence of institutions and large populations. Even so, the desert-dwellers certainly boast their fair share of bards and rawuns, who carry on their storytelling traditions. Al-Badia characters are also likely to focus on wilderness-based skills such as Animal Handling, Nature, and Survival.



RACES/ANCESTRIES

Zakharan characters can be of any race or ancestry your Dungeon Master allows. People in Zakhara place far greater value on a character's actions than their appearance or bearing, so some races considered "monstrous" in other lands - such as goblins, orcs, and even ogres - find a much greater degree of acceptance in Zakhara.

Since most of Zakhara shares the same general culture, racial enclaves and kingdoms are virtually unknown. While major cities may have an "elf neighborhood" or a "gnome village" within them, such occurrences are rare. While individual dwarves may prefer the company of other dwarves to the company of halflings or gnomes, for example, Zakharans by and large react to characters based on their behavior, not their lineage.



CLASSES AND ARCHETYPES

All classes and subclasses found in the Player's Handbook can be found in Zakhara, though Zakharans may use different terminology to describe them. The table on the following page lists Zakharan terms for different archetypes and character concepts. Some terms are also the names of subclasses, backgrounds, or character Kits (see below), but none of them require a character to take any particular classes or options.

Zakharans have access to a few subclasses not found elsewhere. The table on this page lists these subclasses, their associated character class, and where to find them.

New Subclasses

Subclass	Class	Source
Flame Mage	Wizard	CGZ
Genie Blooded	Sorcerer	MCB
Mechanician	Rogue	CGZ, CM
Mystic of Nog	Monk	CGZ
Pact of the Lamp	Warlock	CGZ, MCB, TS
Path of the Jinn	Barbarian	MCB
Sand Mage	Wizard	CGZ
School of Genie Lore	Wizard	TS
Sea Mage	Wizard	CGZ
Wind Mage	Wizard	CGZ

Sources

CGZ: *Campaign Guide: Zakhara - Adventures in the Land of Fate*

CM: *The Clockwork Mage*

MCB: *Midnight in the City of Brass*

TS: *The Sha'ir*

Zakharan Archetypes

Zakharan Name Archetype

Askar	Martial combatant, character with Folk Hero background
Astrologer*	Academic who looks to the stars for divination and scrying
Barber*	A groomer, gossip, and surgeon
Beggar-thief*	Highly trained swindler who pretends to be destitute
Clockwork Mage*	Mechanic who creates automatons and geared toys
Corsair	Sea-faring warrior
Digitologist*	Academic who looks to numbers for divination and scrying
Elementalist†	Magician focused on the power of air, earth, fire, or water
Ethoist*	Preacher who acknowledges and tolerates many gods and/or faiths
Farisa/Faris*	Holy warrior
Hakima/Hakim*	Preachers gifted with discernment and special sight
Holy slayer*	Assassin devoted to a holy order or faith
Jackal	Magic user who steals spells and powers from others
Kahin	Idol priest or druid
Mageweaver	Artisan who weaves magic into textiles and cloth
Mamluk*	Servant warrior
Moralist*	Preacher who acknowledges only a select god or gods
Mounted Warrior*	Specialist in animals and combat while riding them
Mystic*	Wandering preacher unaffiliated with a specific temple or shrine
Mystic of Nog†	Combatant who enhances their body with magic and focus
Pragmatist*	Preacher who acknowledges the validity of many or all gods/faiths
Rawun*	Storyteller and historian, skilled with oratory, singing, and/or instruments
Sa'luk	Scoundrel or general rogue
Sha'ir*	Expert in genie lore and communication
Sorcerer/Sâhir	General term for magic users of all kinds
Spellslayer	Magic user who hunts and kills other magic users

† New Subclass

* Character Kit



KITS

Campaign Guide: Zakhara - Adventures in the Land of Fate, along with other products from Miniature Giant Space Hamster Press, introduces a new character option called a Kit.

A character Kit is similar to a background, except a character must meet certain qualifications to take a Kit, and a Kit is gained at higher levels - typically 5th. Like backgrounds, kits are intended to add a touch of flavor to a class while providing a small mechanical boost.

Kits are purely optional, but can absolutely help make characters feel more like they are

part of the setting. A chart summarizing available kits and where to find them appears below.

Note that the Zakharans worship a pantheon of gods quite different from those found in the *Player's Handbook*. Zakharans categorize gods and faiths between those that are listed in the Law of the Loregiver (known as Enlightened gods) and those that are not (known as Unenlightened). In addition, some regions of Zakhara have local deities unknown or less common in other areas. See "Gods and Faiths," on page 10, for more details.

Character Kits

Kit	Description	Source
Astrologer/Digitologist	Readers of stars (astrologer) or numbers (digitologist)	CGZ
Barber	Groomer and surgeon	CGZ, MCB
Beggar-Thief	Master of disguise and misdirection	CGZ
Farisa/Faris (Holy Warrior)	Devout follower of a god or faith	CGZ
Hakima/Hakim	Perceptive character with the gift of truesight	CGZ, MCB
Holy Slayer	Characters belonging to a secretive order dedicated to a god or faith	CGZ
Mamluk	Devoted character with almost unshakeable focus	CGZ, MCB
Mounted Warrior	Character dedicated to combat from the saddle	CGZ, MCB
Mystic	Holy person unfettered by the trappings of organization	CGZ
Preacher: Ethoist	Preacher who believes the validity of all gods	CGZ
Preacher: Moralist	Preacher who believes the validity of only a single god or small group of gods	CGZ
Preacher: Pragmatist	Preacher who believes in the equality of all gods	CGZ
Rawun	Storyteller and lorekeeper	CGZ
Sha'ir	Master of genie lore and negotiating with geniekind	CGZ, MCB, TS
Sungazer	Character devoted to using the power of dark forces against them	SD

Sources

CGZ: *Campaign Guide: Zakhara - Adventures in the Land of Fate*

CM: *The Clockwork Mage*

MCB: *Midnight in the City of Brass*

SD: *Sea Devils of the Pale Hand*

TS: *The Sha'ir*

PERSONALITY AND BACKGROUND

Zakharan characters can have any personality and background you like. All ideals, bonds, and flaws from the Player's Handbook are appropriate for and available to Zakharan characters. You can use the following sections on Zakharan names, Zakharan gods, and Zakharan cities to help tailor your character to the setting.

NAME

Zakharan characters' names typically sound like names from the Middle Eastern region of our world. Some examples are below; additional examples as well as more surname options can be found in *Campaign Guide: Zakhara - Adventures in the Land of Fate*.

SURNAMES

One of the most popular forms of Zakharan surnames combines the name of a place or location with the suffix -i. For example, Al-Kharji means "the person from Kharj."

Al means "the," and may also be followed by a descriptive name, as in al-Nasr ("the eagle"). In addition, al may mean "the house of" or "the tribe of."

LANGUAGES

In Zakhara, the Common or trade tongue is called Midani, and it is by far the most commonly used language. For Zakharan characters, the terms "Common" and "Midani" are interchangeable when it comes to languages. While our default assumption is that Midani is distinct from the Common tongue spoken elsewhere, your Dungeon Master and group can decide whether to maintain this distinction.

Zakharan Names

Commonly Feminine

Amsha (AHM-sha)

Aziza (ah-ZEE-zah)

Halima (ha-LEEM-ah)

Jamila (ja-MEE-lah)

Latifa (lah-TEE-fah)

Nabila (nah-BEE-lah)

Samia (sa-MEE-ah)

Tala (TAH-lah)

Wadi'a (WAH-dee-ya)

Commonly Masculine

Aasim (AH-sim)

Ahmad (ah-MAHD or
AH-mahd)

Diyab (DEE-yahb)

Essafah (ess-AH-fah)

Jamal (jah-MAHL)

Khalid (kah-LEED)

Mahmud (mah-MOOD)

Nabil (nah-BEEL)

Yezeed (yuh-ZEED)

Since Zakharans tend not to divide themselves along racial lines (see "Races/Ancestries" above), languages such as Elven, Dwarven, and similar tongues are less common in the Land of Fate. While those languages are preserved by scholars, mostly for archival purposes, Zakharan characters are more likely to learn languages from the Exotic Languages table in the *Player's Handbook*.

EQUIPMENT

Most equipment listed in the Player's Handbook is available in Zakhara, though some items are much rarer (such as rapiers) or simply impractical in the land's heat (such as heavy armor). The following table lists Zakharan equipment along with equivalent gear from the *Player's Handbook*.

For more information on Zakharan equipment and magical items, see *Kazerabet's Keepsakes*.

For information on Zakharan ships and sailing, see *Sea Devils of the Pale Hand*.

Ankus. Also called an elephant goad, this 14-18" rod is primarily designed to control and direct the movement of large animals.

Cutlass. This curved sword has a wide blade weighted at one end and is a common sidearm among corsairs and other seafarers.

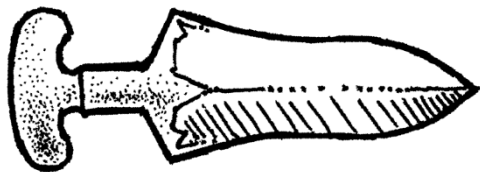
Daraq. A small shield generally made of tortoise shell or reinforced hide, a daraq (dah-RACK) can be strapped to the arm, leaving a person's hand free to use for other purposes.

Due to its small size, however, the daraq can only be used against one specific attack every round.

Great Scimitar. This massive, curved two-handed sword is also known as a "headsman's sword" due to its popularity among executioners.

Jambiya. The signature tool and weapon of the desert peoples, the jambiyah (JAHM-bee-yah) is a double-edged knife with a curved blade, used for everything from eating to self-defense to assassination.

Katar. Also called a punch dagger, the katar (kah-TAHR) is designed so its blade is perpendicular to its hilt, forming a T-shape.



Lamellar Armor. Constructed of small metal scales connected by metal links, lamellar (LAMB-ell-ahr) is the heaviest armor commonly seen in the Land of Fate. Even so, it is worn mostly by those in cooler areas.

Shamshir. A longer scimitar favored by horse riders and nobles, the shamshir (shahm-SHEER) is commonly decorated and worn as a fashion accessory, even by those unskilled in using it as a weapon.

Zakharan Equipment

Name	Equivalent
Ankus	Club
Cutlass	Scimitar
Daraq	As shield but AC bonus of +1
Great Scimitar	Greatsword
Jambiya	Dagger
Katar	Dagger but no Thrown property
Lamellar Armor	Scale mail
Shamshir	Rapier (deals slashing damage)



Coinage

In Zakhara, gold pieces are known as *dinars*, silver pieces are known as *dirham*, and copper pieces are known as *bits*. Platinum and electrum coins are highly unusual in the Land of Fate, but yield the same exchange rates as elsewhere.

Gods and Faiths

Though the Zakharan peninsula is part of the larger Forgotten Realms campaign setting, Zakhara shares almost no gods, faiths, or religions with the broader Realms. Zakharians have their own pantheon of deities, which is further subdivided into three categories: Major or Great gods have temples and shrines in all major cities, Local or Common gods can be found in only a few cities or regions, and Savage or heathen gods, which are outside the Law of the Loregiver and are considered Unenlightened. There are also a small number of deities that are all but unknown in

Zakharan society; these are sometimes referred to as Forgotten gods.

The following chart lists the most common Zakharan gods and faiths, along with the classification of each and the cause for which it is known. One region of Zakhara, known as the League of the Pantheon or the Pantheist League, recognizes only a small subset of Zakharan deities. The gods recognized by this group are marked with (Pantheon) after the god's status.

For more information on the Zakharan gods and faiths, see *Campaign Guide: Zakhara - Adventures in the Land of Fate*.

Zakharan Deities

Name	Status	Ideal
Bala of the Tidings	Common	Music
The Beast (the Devourer)	Local	Abduction
The Drummer (the Formless)	Local	Travel
The Faceless God (of Yakfolk)	Forgotten	Domination
Hajama the Courageous	Great (Pantheon)	Bravery
Hakiyah of the Sea Breezes	Great (Pantheon)	Truth
Haku of the Desert Wind	Great	Freedom
Jauhar the Gemmed	Common (Patheon)	Wealth
Jisan of the Floods	Great (Pantheon)	Fruitfulness
Kar'r'rga the Great Crab	Local	Protection
Kiga the Predator	Forgotten	Hunting
Kor the Venerable	Great (Pantheon)	Wisdom
The Lost One (the Elephant)	Local	Partnership
Lotha the Spider-Queen	Forgotten	Treachery
Migal the Mentor	Local	Indoctrination
Najm the Adventurous	Great (Pantheon)	Curiosity
Ragarra the Crocodile-Headed	Forgotten	Penance
Selan the Beautiful Moon	Great (Pantheon)	Beauty
Shajar the Fountain	Forgotten	Hunger
Temple of Ten Thousand Gods	Common	Acceptance
Vataqatal the Warrior-Servant	Common	Duty
Zann the Learned	Great	Understanding



WORLD PILLAR MOUNTAINS

The Great Sea

Lands of the Yak-folk

FURROWED MOUNTAINS

SEGGARAN SWAMP

Foreigner's Sea

The Haunted Lands
THE GREAT ANVIL

Pit of the Ghuls

Sea of Caravans

SUQ BAY

SALT JUNGLE

GENIE'S ANVIL

GOLDEN GULF

The High Desert

Isle of the Elephant

GREY JUNGLE

Sahu

The Crowded Sea

Al-Sartan
(The Crab Archipelago)

The Djinni's Claws

ZAKHARA

THE LAND OF FATE

Scale: 1" = 300 Miles



Places

Though Zakhara is most famous for its vast and forbidding deserts, in truth all terrain types can be found within its borders. An extremely detailed map of Zakhara is available at the Forgotten Realms Wiki and can be found here:

<https://static.wikia.nocookie.net/forgottenrealms/images/8/8c/Zakhara.jpg/revision/latest?cb=20100224201659>

A smaller map, suitable for general navigation and featuring the major cities with numbers corresponding to the table below, can be found on the previous page.

CITIES OF ZAKHARA

Zakhara boasts the largest cities on the face of Toril (which the Zakharans refer to as Al-Toril). Each of Zakhara's 27 major cities boasts hundreds of thousands of residents, making them marvels of urban planning, infrastructure, and industry. However, the continent also contains a handful of

Minor Cities

City	Nickname
28 Akota	The Savage City
— Iram	The Paradise City
29 Misbad	Twin Village 1
30 Jinutt	Twin Village 2
31 Moradask	The Insolent City
32 Nycopolis	The Dead City
33 Quabah	The Chivalric City
34 Raziz	The Fetid City
35 Sokkar	The Cursed City
36 Vahtov	The Sparkling City
37 Yarrat	The Pit-City
38 Ysawis	The Profane City

Major Cities

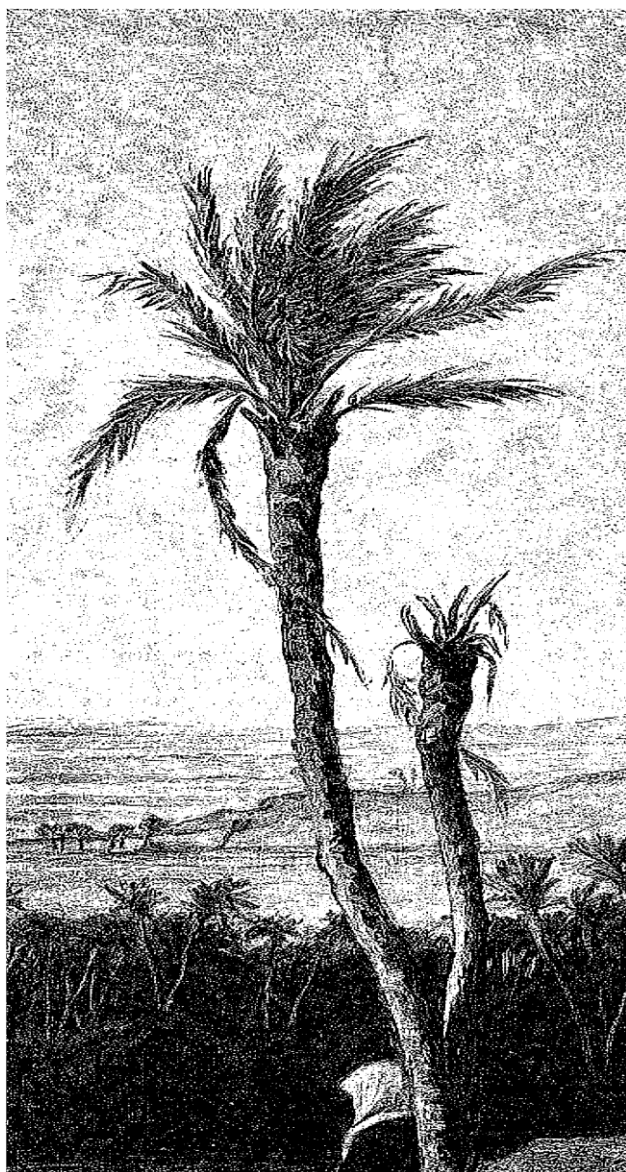
	City	Nickname	Region
1	Halwa	City of Solitude	Heart
2	Hiyal	City of Intrigue	Heart
3	Huzuz	City of Delights	Heart
4	Wasat	The Middle City	Heart
5	Hafayah	City of Secrets	North
6	Hawa	City of Chaos	North
7	Liham	City of Soldiers	North
8	Muluk	City of Kings	North
9	Qadib	City of Wands	North
10	Qudra	City of Power	North
11	Umara	City of Knights	North
12	Utaqa	City of Freedom	North
13	Ajayib	City of Wonders	Pearl
14	Gana	City of Riches	Pearl
15	Jumlat	City of Multitudes	Pearl
16	Sikak	City of Coins	Pearl
17	Tajar	City of Commerce	Pearl
18	Fahas	City of Searching	Pantheon
19	Hilm	City of Kindness	Pantheon
20	Hudid	City of Humility	Pantheon
21	I'Tiraf	City of Confessions	Pantheon
22	Mahabba	City of Silence	Pantheon
23	Talab	City of Questing	Pantheon
24	Dihliz	The Gateway City	Ancients
25	Kadarasto	City Most Sinister	Ancients
26	Medina al-Afyal	City of the Elephant	Ancients
27	Rog'osto	City of Spires	Ancients

significant minor cities, which lack the grandeur and scale of the metropolises but still appear on most maps.

Zakharan classify the major cities into five major groups: Cities of the Heart, Cities of the North, Cities of the Pearl, Cities of the Pantheon, and Cities of the Ancients. Minor cities are not considered part of this grouping.

The tables above list the major cities and minor cities, respectively, and the city numbers correspond to the included map.

For more information on the cities of Zakhara, including the city rulers, exports, and more, see *Campaign Guide: Zakhara - Adventures in the Land of Fate*.



WASTES OF ZAKHARA

Al-Badia who live in Zakhara's two great deserts, the High Desert and the Haunted Lands, generally belong to a desert tribe. Such tribes can be enormous and consist of many smaller clans, but all members of a tribe answer to the leader of that tribe, called the Sheik. The largest and most common tribes in Zakhara are listed below, along with the desert they inhabit.

For additional information on Zakhara's wastes and the desert tribes, including the janni tribes, see *Campaign Guide: Zakhara - Adventures in the Land of Fate*.

Desert Tribes

Tribe	Desert
House of the Bear	High Desert
House of the Bull	High Desert
House of Hanif	Haunted Lands
House of Hotek	Haunted Lands
Clan of the Young Camel	High Desert
People of the Eagle	High Desert
The Ghost-Warriors	High Desert
Children of the Lion	High Desert
Mutuality of the Raven*	High Desert
League of the Vulture	High Desert
Children of the Wolf	High Desert

* The Mutuality of the Raven is a tribe of jann who live atop the Genie's Anvil. They rarely welcome mortals or *ins*, who would be hard-pressed to survive the blasting heat of their territory anyhow.

A similar group lives in the Haunted Lands; they are fiercely territorial and common wisdom holds that they are best left alone.

Customization Options

For campaigns using the optional Multiclassing and Feat rules from the Player's Handbook, we present the following guidelines.

MULTICLASSING

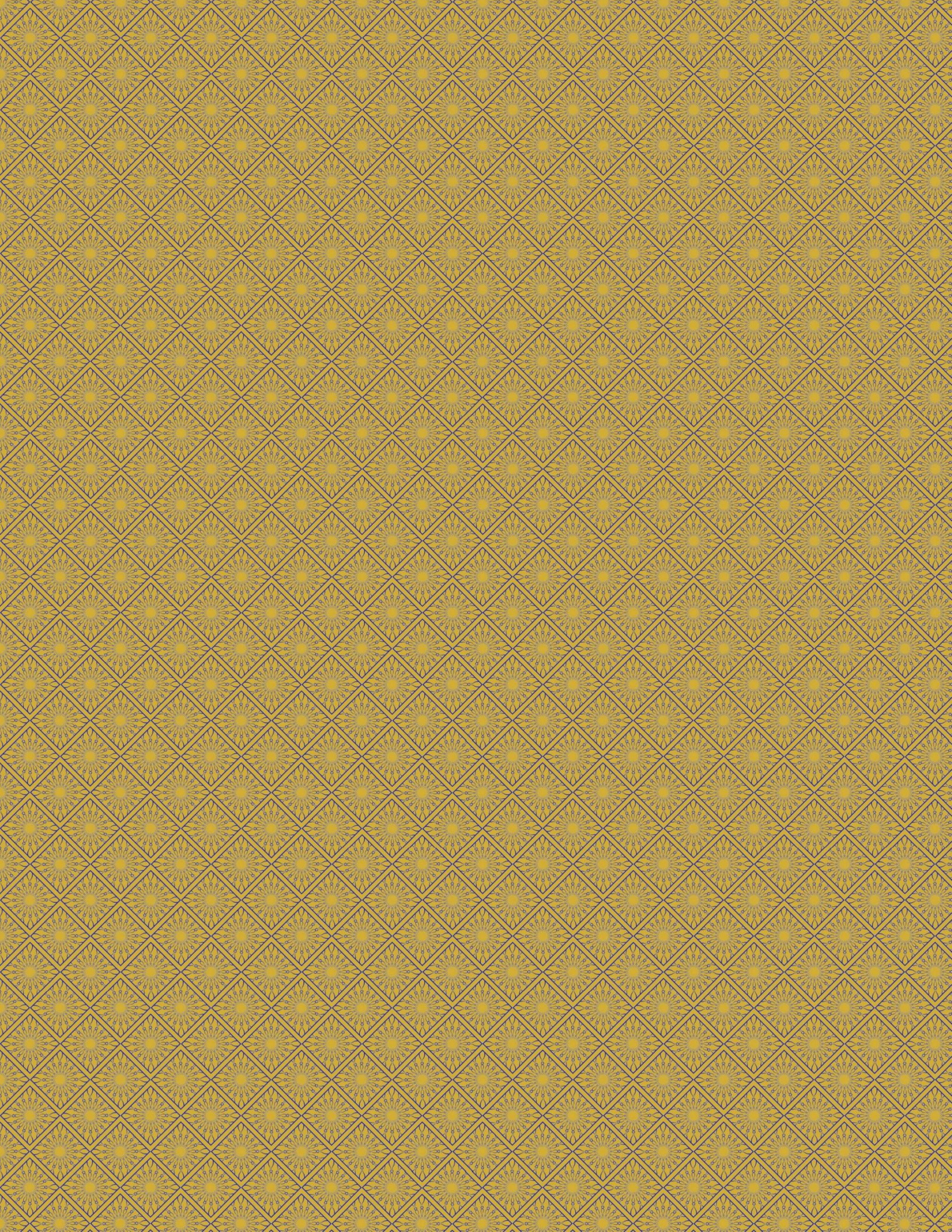
Characters in Zakhara follow the same rules for multiclassing as characters elsewhere. However, many Zakharans look distrustfully upon characters who multiclass too liberally, feeling such individuals lack dedication and focus. On the other hand, Zakharan pragmatism also acknowledges that it's always

handy to have more and unexpected tricks and tactics with which to approach a problem.

FEATS

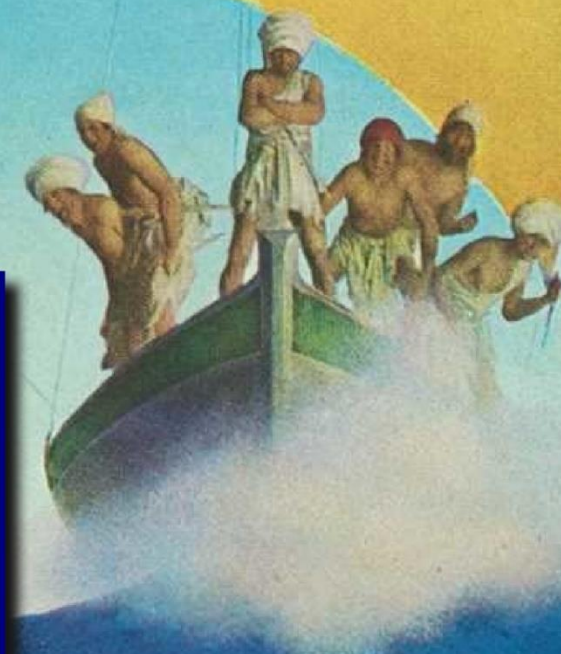
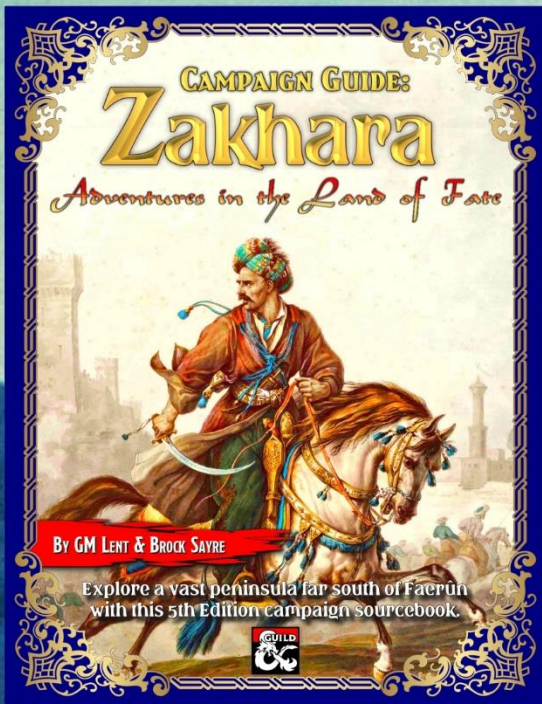
Following from the Zakharan appreciation for dedication and focus comes a fondness for specialization and a flair for dramatic demonstrations of skill. Zakharan swordmasters are renowned for their displays of weapon prowess, for example, and you can represent that prowess through feats such as Martial Adept. Similarly, feats such as Sharpshooter can help define a character known for their dead-eye aim.





Far south of Faerûn,
Fortunes and Fates await the brave.

Fortune favors the humble,
and we have no Fate
but the Fate which we are given.

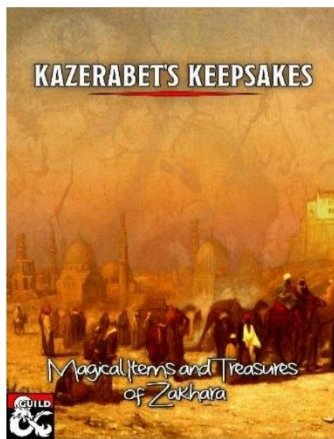


CAMPAIGN GUIDE:
ZAKHARA

Adventures in the Land of Fate

in PDF and PoD at DMSGuild.com

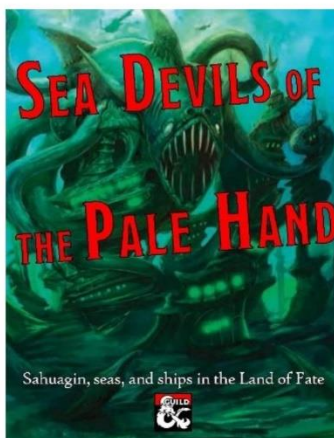
Available Now!



From the archives of the dreaded **Necromancer Queen Kazerabet** herself come **over 180 magical items and artifacts** hailing from fabled Zakhara, the Land of Fate! Whether you are seeking themed items for an Al-Qadim game, another campaign based off the *Arabian Nights*, or just looking for new goodies for your 5e game, Kazerabet's Keepsakes has what you need!

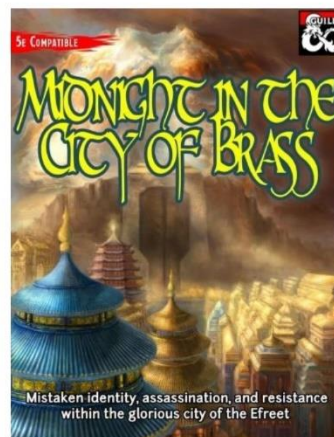
Featuring **every magical item officially published in Al-Qadim** game materials and magazine articles, as well as material from the **Complete Necromancer's Handbook**, converted and updated for the fifth edition of the world's greatest roleplaying game.

- ❖ *Kazerabet's Keepsakes* also includes common equipment appropriate for such a campaign and Zakharan names for previously published items.



Darkness in the Land of Fate: Kraken worshippers, death cults, giant four-armed horrors of the deep, and more await! This supplement provides a wealth of information to enhance your seafaring game or provide a creepy atmosphere with a truly cold-blooded foe, including:

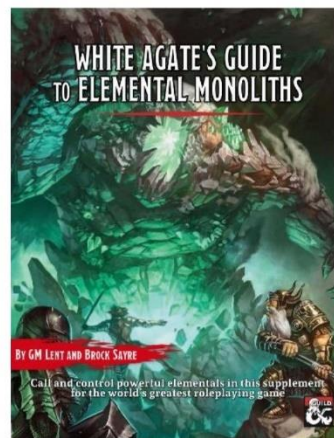
- ❖ new sahuagin equipment, including ink bombs and nasty poisons
- ❖ new player options: Zakharan equipment, a new faction, and a new kit
- ❖ 7 new monster stat blocks
- ❖ variant sahuagin and locathah cultures
- ❖ Zakharan ship types and mapping them to ships from the core rules
- ❖ advice on creating a creepy environment and wrapping it around other adventures



Join us in the **City of Brass**, where wonder lies around every corner and the lowliest beggar could be a demigod in disguise! This PDF contains a Tier 2 adventure module and a comprehensive sourcebook to the efreet capitol. Within it you will find:

- ❖ A lavishly illustrated 32-page adventure
- ❖ 9 monster entries, featuring a total of 18 monster stat blocks
- ❖ New player options and subclasses tied to the power and mystery of genies
- ❖ A whirlwind tour of the City of Brass, including plot hooks and developments for more than 20 wards and districts
- ❖ A new City of Brass poster map (downloaded separately from the adventure/sourcebook) featuring almost 100 keyed locations

Come one, come all. **The City of Brass awaits!**

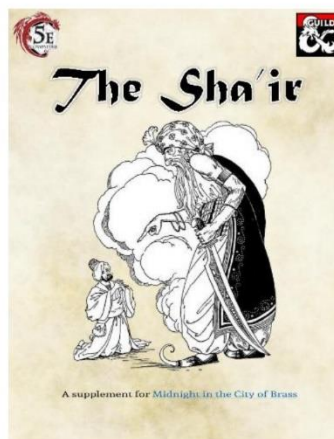


Most practitioners of magic are familiar with elemental beings; creatures of air, earth, fire, and water are no secret to the learned. Far above these minor elemental

Far above these minor elemental beasts are the great Powers of the elemental planes: genie rulers, dark princes of Elemental Evil, capricious gods, and worse have left their marks upon moral consciousness.

Between these two extremes, however, are the elemental monoliths. Comprising the same essence as their weaker brethren, monoliths lack the consciousness and shrewdness of true Powers but far eclipse their more famous cousins in might. On the elemental planes they are feared and avoided in the same way creatures on the Prime plane avoid landslides and megafauna.

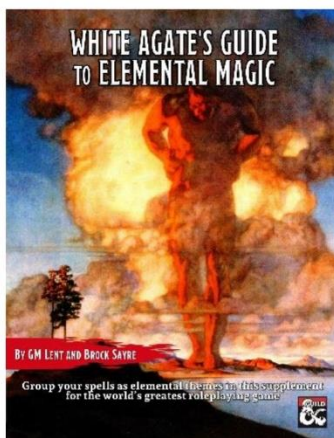
And now, the secrets of these great elementals are yours to command!



Presenting the **sha'ir**: a spellcaster whose ability comes from the assistance of an elemental familiar called a **gen**.

Our interpretation of the sha'ir draws as heavily from the AD&D 2e source as possible while opening options to different classes. We took the approach of re-introducing characters kits, which allows the sha'ir concept to be filled by many different characters - clerics, bards, and even non-spellcasters!

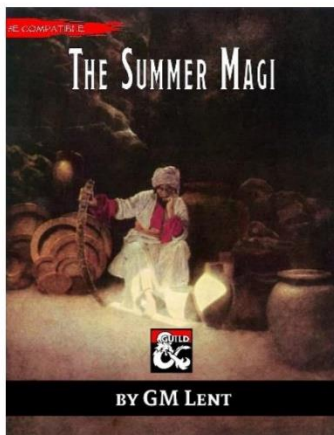
In this **FREE** document we present three different approaches to the sha'ir: a new wizard arcane tradition (appearing here for the first time), a warlock patron and pact as they appeared in *Midnight in the City of Brass*, and a suggestion for a genie-blooded sorcerer (which is detailed in *Midnight in the City of Brass*).



In Zakhara, the Land of Fate, many wizards and sorcerers have close ties to the four elements and focus their magic around one or two of those themes. **This supplement organizes all applicable officially published Fifth Edition spells into elemental groupings**, allowing players and Dungeon Masters alike to easily select spells focused around the elemental provinces.

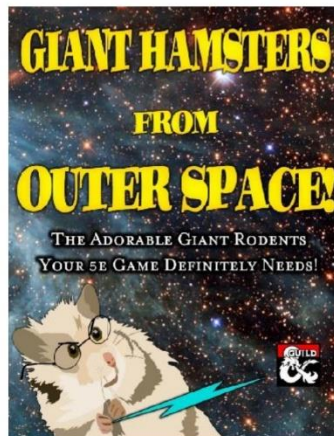
As a bonus, **we also present four elemental wizard subclasses**, one each for Flame (Fire), Sand (Earth), Sea (Water), and Wind (Air). These subclasses are the same as those found in Campaign guide: Zakhara - Adventures in the Land of Fate.

This **FREE** book will be regularly updated as new spells are published, so you always have the most up-to-date listings for elemental spells.



The heat of summer is warm and soothing, but also scorchingly hot and unforgiving. **The Summer Magi** revere both, and seek to make themselves in its image. They worship the summer's greatness, which they call the Blaze.

- ❖ This book contains information on the Summer Magi - a group of nomads who travel the land, seeking always to be as bountiful and as merciless as the Blaze. It includes details on the culture and beliefs of the Summer Magi as well as **new subclasses for clerics, sorcerers, and warlocks** who follow its path. In addition, it includes game statistics for the **saber**, the symbol and sacred weapon of the Summer Magi.



We know that look. That “If I need to come up with one more statblock for a **loveable gigantic furry rodent** on the fly I’m going to burrow into the ground so deeply they’ll never find me in a million years, then gnaw anxiously on a stove pipe” look.

You need help. You need **Giant Hamsters from Outer Space!**

Containing **over 20 incredibly distinct and innovative monster entries** (each accompanied by the very highest-quality and unique art as well as field notes from one of the engineers behind the different species), a new character race/ancestry, and three new subclasses, **this book will save your 5e game**, align the stars, and quite possibly bring about permanent peace throughout the cosmos.