**INTRODUCTION**

The Al-Qadim Arabian Adventures setting from Second Edition Advanced Dungeons & Dragons was always my favorite of the official campaigns – I loved the genies, flying carpets, vast deserts, sparkling cities, unexplored jungles, ancient ruins, and distant islands.

So the first thing I do with any new version of Dungeons & Dragons is see how hard it is to play in the Al-Qadim setting. I did it for 3rd Edition, for 4th edition, even for the D&D Next playtest.

I’ve decided to do the same for 5th Edition as well – limiting the scope to only the Basic Rules which are available for free. At a later date I may update with information from the Player’s Handbook and other sources, but for now this is focused solely on D&D Basic.

The rules given here are meant to be used in conjunction with the D&D Basic Rules (download the PDF here) and the Al-Qadim Arabian Adventures book (buy the PDF here).

In keeping with some of my earlier conversions, I’ve eliminated the Sorcerer (especially since there’s a naming conflict) and I’ve renamed the Mercenary Barbarian, the Beggar-Thief, the Mystic, the Elemental Mage, and the Merchant-Rogue. I’ve added two new wizard-oriented backgrounds to make up for the loss of the Sorcerer – the Mirage and the Vizier.

**TO DO**

I haven’t yet written up the random tables for personality traits, ideals, bonds, and flaws yet for each of the backgrounds. That’s 26 entries per background for 24 backgrounds if I do a full writeup equal to the backgrounds in the Basic Rules and that will take a little while (624 entries in total).

**Elemental Provinces**

Wizard spells in an Al-Qadim game are divided into the provinces of Flame, Sand, Sea, and Wind. All spells which are not in one of the elemental provinces are considered to be part of the Universal province. Elemental Savants cannot use spells from another province, although they may freely use Universal spells.

**Wizard Cantrips**

- Flame – dancing lights, fire bolt
- Sea – ray of frost
- Wind – shocking grasp

**1st Level Wizard Spells**

- Flame – burning hands
- Sand – sleep (*“sand slumber”*
- Wind – thunderwave

**2nd Level Wizard Spells**

- Flame – flaming sphere

**3rd Level Wizard Spells**

- Flame – fireball, protection from energy (fire)
- Sand – protection from energy (acid)
- Sea – protection from energy (cold)
- Wind – fly, lightning bolt, protection from energy (lightning, thunder)

**4th Level Wizard Spells**

- Sand – stoneskin
- Sea – ice storm

**5th Level Wizard Spells**

- Sand – passwall, wall of stone
- Sea – cone of cold

**6th Level Wizard Spells**

- Wind – chain lightning

**7th Level Wizard Spells**

- Flame – delayed blast fireball

**8th Level Wizard Spells**

- Flame – sunburst
- Sand – earthquake

**9th Level Wizard Spells**

- Flame – meteor swarm
- Sand – imprisonment
**Equipment**

Most equipment in the Basic Rules can be bought in Zakhara, with a few exceptions. In addition, there are some additional items available, as well as special rules that apply to existing items.

**Weapons**

The following table lists some weapons commonly used in Zakhara.

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Simple Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jambiya</td>
<td>4 gp</td>
<td>1d4 slashing</td>
<td>1 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td>Razor</td>
<td>4 sp</td>
<td>1 slashing</td>
<td>1 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td><strong>Martial Melee Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cutlass</td>
<td>12 gp</td>
<td>1d6 slashing</td>
<td>4 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td>Great Scimitar</td>
<td>60 gp</td>
<td>2d8 slashing</td>
<td>16 lb.</td>
<td>Heavy, two-handed, special</td>
</tr>
<tr>
<td>Katar</td>
<td>3 gp</td>
<td>1d6 piercing</td>
<td>1 lb.</td>
<td>Finesse, light</td>
</tr>
<tr>
<td>Khopesh</td>
<td>10 gp</td>
<td>1d8 slashing</td>
<td>5 lb.</td>
<td>Heavy, versatile (1d10)</td>
</tr>
</tbody>
</table>

**Great Scimitar.** This is an exceedingly clumsy weapon to use outside of an execution. If your target is capable of avoiding your attack, you have disadvantage when attacking with this weapon.

**Rapier.** This weapon is not available to players in the Al-Qadim setting. Rogues who are proficient with rapier can choose to switch that proficiency out for scimitar or cutlass proficiency.

**Armor**

Due to the oppressive heat in Zakhara, characters wearing any heavy armor besides lamellar gain disadvantage on their attack rolls and saving throws.

<table>
<thead>
<tr>
<th>Armor</th>
<th>Cost</th>
<th>AC</th>
<th>Strength</th>
<th>Stealth</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Heavy Armor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lamellar</td>
<td>100 gp</td>
<td>15</td>
<td>–</td>
<td>Disadvantage</td>
<td>30 lb.</td>
</tr>
</tbody>
</table>

**Half Plate, Plate.** These forms of armor are not available in Zakhara.

**Calling Upon Fate**

As described in Chapter 6 of *Al-Qadim Arabian Adventures*, characters in Zakhara can call upon Fate for assistance when in dire straits. This functions identically to the Cleric's Divine Intervention ability, although it has only a 2% chance of success. On a roll of 96 or higher, the hand of Fate turns against the petitioner.

**The Evil Eye**

A character suffering the effects of the evil eye, whether from a genie or a rawun, gains disadvantage on all saving throws, ability checks, and skill rolls. See Chapter 6 in *Al-Qadim Arabian Adventures* for more information on the evil eye.

**Al-Qadim Backgrounds**

These backgrounds replace those found in the Basic Rules.

**Suggested Backgrounds by Class**

<table>
<thead>
<tr>
<th>Class</th>
<th>Backgrounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleric</td>
<td>Ethoist, Hakima (female only), Kahin, Moralist, Mystic Prophet, Pragmatist</td>
</tr>
<tr>
<td>Fighter</td>
<td>Askar, Corsair, Desert Rider, Faris, Mamluk, Mercenary Savage</td>
</tr>
<tr>
<td>Rogue</td>
<td>Barber, Beggar-Hero, Holy Slayer, Merchant, Matrud, Rawun, Sa'luk</td>
</tr>
<tr>
<td>Wizard</td>
<td>Elemental Savant, Mirage, Sha'ir, Vizier</td>
</tr>
<tr>
<td>Any</td>
<td>Ajami</td>
</tr>
</tbody>
</table>

These are just suggestions; you can be a Moralist Wizard, a Desert Rider Rogue, a Vizier Cleric, or a Merchant Fighter if you like. Note that some backgrounds only provide benefits to certain classes; most notably, the backgrounds listed under Wizard on the table above provide the most benefits to Wizard characters.

For fuller descriptions of each background, see the corresponding kit in the *Arabian Adventures* book. The Ajami background is listed out of alphabetical order, at the end of this section.
**Askar**

You are an urban citizen with fighting skills. Born and raised in the city, you are more literate and educated than those from less settled backgrounds. While you may be prone to provincial chauvinism, you are well respected within your own community and looked to when your city is need of defense.

**Skill Proficiencies.** History, Persuasion

**Tool Proficiencies.** One type of artisan’s tools, vehicles (land)

**Equipment.** A set of artisan’s tools of your choice, a drinking mug, a jug of fermented koumiss, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make an Askar quickly by following these suggestions. First, choose the Fighter class. Strength should be your highest score. Your next highest score should be Constitution. Second, choose the Protection fighting style. Third, choose to come from Huzuz, the City of Delights. Fourth, choose the skills Athletics and Insight from your class.

**Feature: Home Town**

You never forget your roots, even when far from home. Roll a d8 or choose your hometown from the cities in the table below.

<table>
<thead>
<tr>
<th>d8 Hometown</th>
<th>d8 Hometown</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Huzuz, City of Delights</td>
<td>6 Mahabba, City of Charity</td>
</tr>
<tr>
<td>2 Hiyal, City of Intrigue</td>
<td>7 Medina Al-Afyal</td>
</tr>
<tr>
<td>3 Wasat, The Middle City</td>
<td>8 A tiny village that no one has ever heard of</td>
</tr>
<tr>
<td>4 Muluk, City of Kings</td>
<td></td>
</tr>
<tr>
<td>5 Gana, City of Riches</td>
<td></td>
</tr>
</tbody>
</table>

When you are in your home town, or you are dealing with other natives from your home town (even while you are abroad), you gain advantage on skill rolls to made to interact with your fellow citizens.

**Suggested Characteristics**

Coming soon.

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**Barber**

You are a member of a profession found throughout the bazaars of the Land of Fate, wielding sharp razors and even sharper wits. Not only do you deal in personal grooming and hygiene, but you also are a skilled medic and a master of rumors and tall tales.

**Skill Proficiencies.** Medicine, Sleight of Hand

**Tool Proficiencies.** Disguise kit, Herbalism kit

**Equipment.** A disguise kit, a herbalism kit, a pair of scissors, a very sharp straight razor, a whetstone, a steel mirror, two bars of soap, a single vial of perfume, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make a Barber quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score. Make Wisdom your next-highest if you want to excel at medicine. Choose Charisma instead to emphasize performance and social interaction. Second, choose the skills Insight, Investigation, Perception, and Performance from your class, and apply your Expertise to Medicine and Sleight of Hand.

**Feature: Grooming**

If you spend at least an hour working to improve someone else’s appearance, they gain advantage on Persuasion skill rolls against humanoids. This benefit lasts until the recipient takes a long rest.

**Suggested Characteristics**

Coming soon.
**Beggar-Hero**

You are dirt poor and survive on the charity of others. At least, that's the story you like to present; it works to make you nearly invisible in a society that views begging as a faceless, omnipresent phenomenon. And it's said that if Fate is willing, even a beggar can rise to become a sultan.

**Skill Proficiencies.** Deception, Sleight of Hand

**Tool Proficiencies.** One type of artisan's tools.

**Equipment.** A threadbare blanket, a shabby set of common clothes, a tin cup, and a worn belt pouch containing 5 gp, courtesy of a kind stranger.

**Quick Build**

You can make a Beggar-Hero quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score. Make Charisma your next-highest so you can excel at Deception. Second, choose the skills Insight, Perception, Persuasion, and Stealth from your class, and apply your Expertise to Deception and Sleight of Hand.

**Feature: Face in the Crowd**

When you are in a city with a large population of other beggars, you blend in with the crowd. This gives you advantage on Stealth skill rolls while other beggars are present.

**Suggested Characteristics**

Coming soon.

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**Corsair**

You are born to the sea, fighting battles over open water and traveling from port to port along the sea lanes. You may be an honest sailor or you could engage in a bit of (mostly) harmless piracy here and there. You favor fast weapons and light armor.

**Skill Proficiencies.** Acrobatics, Athletics

**Tool Proficiencies.** Navigator's tools, vehicles (water)

**Equipment.** A set of navigator's tools, a set of fishing tackle, a faded map that supposedly leads to buried treasure, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make a Corsair quickly by following these suggestions. First, choose the Fighter class. Make Dexterity your highest ability score, and use two scimitars (finesse weapons). Second, choose the Two-Weapon Fighting fighting style. Third, choose the skills Intimidation and Perception from your class.

**Feature: Sea Legs**

You gain advantage on Acrobatics and Athletics skill checks while on a boat or ship, as long as you are wearing no armor other than light armor.

**Suggested Characteristics**

Coming soon.
**Desert Rider**

You are one of the classical Zakharan warriors: a highly skilled mounted combatant, sweeping out of the desert on your horse or camel.

**Skill Proficiencies.** Animal Handling, Survival

**Equipment.** Your choice of a camel or a riding horse, bit and bridle for your chosen mount, a military saddle, a set of common clothes, and a saddlebag containing 10 gp.

**QUICK BUILD**

You can make a Desert Rider quickly by following these suggestions. First, choose the Fighter class. Make Dexterity your highest ability score, and use a scimitar (a finesse weapon). Your next highest score should be Constitution. Second, choose the Archery fighting style. Third, choose a riding horse as your mount. Fourth, choose the skills Acrobatics and Athletics from your class.

**Feature: Born in the Saddle**

You gain advantage on Dexterity saving throws to remain mounted on your horse or camel. You can mount or dismount your horse or camel on your turn without spending any of your movement to do so.

**Suggested Characteristics**

Coming soon.

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**Elemental Savant**

You wield the power of one of the elemental provinces, holding that province to be superior to all others. You have a natural affinity for flame, sand, sea, or wind, and shun the use of the other elements.

**Skill Proficiencies.** Arcana, Intimidation

**Equipment.** A flask of alchemist's fire if you're a flame savant, an hourglass if you're a sand savant, a set of navigator's tools if you're a sea savant, a colorful kite if you're a wind savant, a set of common clothes, and a belt pouch containing 15 gp.

**QUICK BUILD**

You can make an elemental savant quickly by following these suggestions. First, choose the wizard class. Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the Flame elemental province. Third, choose the *dancing lights*, *fire bolt*, and *prestidigitation* cantrips, along with the following 1st-level spells for your spellbook: *charm person*, *identify*, *mage armor*, *magic missile*, *silent image* and *shield*. (You get the *burning hands* spell in your spellbook automatically.) Fourth, choose the skills History and Religion from your class.

**Feature: Elemental Province**

You can pick from the following table or roll d4 to randomly select your elemental province.

<table>
<thead>
<tr>
<th>d4</th>
<th>Elemental Province</th>
<th>d4</th>
<th>Elemental Province</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Flame (fire, radiant)</td>
<td>3</td>
<td>Sea (cold)</td>
</tr>
<tr>
<td>2</td>
<td>Sand (acid)</td>
<td>4</td>
<td>Wind (lightning, thunder)</td>
</tr>
</tbody>
</table>

Each province has one or more associated damage types; you gain advantage on saving throws made to avoid damage of a type corresponding to your elemental province.

Each province has a list of associated Wizard spells. Upon reaching a high enough Wizard level to cast a spell in your province, you can automatically add that spell to your spellbook. From then on, you will always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a province spell that doesn't appear on the Wizard spell list, the spell is nonetheless a Wizard spell for you.

You cannot learn or prepare spells, including cantrips, that belong to a different elemental province.

**Suggested Characteristics**

Coming soon.
**Ethoist**

As an Ethoist, you are an ordered priest concerned maintaining the temples, mosques, and monasteries of your faith. Maintaining a balance between the liberal Pragmatists and the reactionary Moralists, you are ultimately concerned with your community of faith and the people who comprise it.

**Skill Proficiencies.** History, Religion

**Equipment.** A holy symbol, a prayer book, a short list of local worshipers who you should check in on, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp.

**Quick Build**

You can make an Ethoist quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Intelligence or Charisma. Second, choose to worship Zann the Learned. Third, choose the skills Insight and Medicine from your class.

**Patron Deity**

You can choose one of the Enlightened Gods from the following table or roll d8 to determine your religion randomly:

<table>
<thead>
<tr>
<th>d8</th>
<th>Great God</th>
<th>d8</th>
<th>Great God</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hajama the Courageous</td>
<td>4</td>
<td>Jisan of the Floods</td>
</tr>
<tr>
<td>2</td>
<td>Hakiyah of the Sea Breezes</td>
<td>5</td>
<td>Kor the Venerable</td>
</tr>
<tr>
<td>3</td>
<td>Haku, Master of the Desert Wind</td>
<td>6</td>
<td>Najm the Adventurous</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7</td>
<td>Selan the Beautiful Moon</td>
</tr>
<tr>
<td></td>
<td></td>
<td>8</td>
<td>Zann the Learned</td>
</tr>
</tbody>
</table>

**Feature: Shelter of the Faithful**

See the Acolyte background in the *Basic Rules*.

**Suggested Characteristics**

Coming soon.

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**Faris**

You are a bold champion of your faith, showing the best of what your religion has to offer and bravely defending your people from those who would harm them.

**Skill Proficiencies.** Intimidation, Religion

**Equipment.** A prayer book, a holy symbol, a set of common clothes, and a belt pouch containing 15 gp.

**Quick Build**

You can make a Faris quickly by following these suggestions. First, choose the Fighter class. Make Strength your highest ability score. Your next highest ability score should be Constitution. Second, choose Hajama the Courageous as your deity. Third, choose the Defense fighting style. Fourth, choose the skills Athletics and History from your class.

**Patron Deity**

You can choose one of the Enlightened Gods from the following table or roll d8 to determine your religion randomly:

<table>
<thead>
<tr>
<th>d8</th>
<th>Great God</th>
<th>d8</th>
<th>Great God</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hajama the Courageous</td>
<td>4</td>
<td>Jisan of the Floods</td>
</tr>
<tr>
<td>2</td>
<td>Hakiyah of the Sea Breezes</td>
<td>5</td>
<td>Kor the Venerable</td>
</tr>
<tr>
<td>3</td>
<td>Haku, Master of the Desert Wind</td>
<td>6</td>
<td>Najm the Adventurous</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7</td>
<td>Selan the Beautiful Moon</td>
</tr>
<tr>
<td></td>
<td></td>
<td>8</td>
<td>The Pantheon</td>
</tr>
</tbody>
</table>

**Feature: Shelter of the Faithful**

See the Acolyte background in the *Basic Rules*. In addition, you have advantage on skill checks made to interact with other members of your faith.

**Suggested Characteristics**

Coming soon.
**Hakima**

You are a “wise woman”; the gaze of a hakima can pierce the veils of magic and lies that hide the truth.

**Skill Proficiencies.** Insight, Perception

**Tool Proficiencies.** One type of artisan's tools.

**Equipment.** A set of artisan's tools of your choice, a set of common clothes, a belt pouch containing 10 gp.

**QUICK BUILD**

You can make a Hakima quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Charisma or Intelligence. Second, choose Selan the Beautiful Moon as your deity. Third, choose the skills Medicine and Persuasion from your class.

**Patron Deity**

You can choose one of the Enlightened Gods from the following table or roll d4 to determine your religion randomly.

<table>
<thead>
<tr>
<th>d4</th>
<th>Great God</th>
<th>d4</th>
<th>Great God</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hakiyah of the Sea</td>
<td>3</td>
<td>Zann the Learned</td>
</tr>
<tr>
<td>2</td>
<td>Selan the Beautiful Moon</td>
<td>4</td>
<td>An Enlightened local deity who most people haven't heard of.</td>
</tr>
</tbody>
</table>

**Feature:**

You gain advantage on Insight and Perception skill rolls made to penetrate a disguise or detect a shapeshifter.

**Suggested Characteristics**

Coming soon.

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**Holy Slayer**

You are a fanatical member of a secret fellowship, ready to kill or die for your faith. Each god in Zakhara, no matter how noble or kind, has a hidden cult of zealous assassins who carry out vital missions against the enemies of the faith. As a Holy Slayer, you do not make your profession immediately known to others but instead present a false identity to divert suspicion away from your true allegiances.

**Skill Proficiencies.** Religion, Stealth

**Tool Proficiencies.** Disguise kit

**Equipment.** A disguise kit, a holy symbol (hidden from view), an encrypted document listing one enemy of your faith, one decorated signature weapon from your Holy Slayer fellowship, a set of common clothes, and a belt pouch containing 10 gp.

**QUICK BUILD**

You can make a Holy Slayer quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score. Make Intelligence your next-highest if you want to excel at Religion. Choose Charisma instead if you plan to emphasize intimidation. Second, choose the Everlasting holy slayer fellowship. Third, choose the skills Acrobatics, Athletics, Intimidation, and Sleight of Hand from your class, and apply your Expertise to Athletics and Stealth.

**Suggested Characteristics**

Coming soon.
Feature: Holy Slayer Fellowship

You can choose one of the Holy Slayer fellowships from the following table or roll d10 to determine your affiliation randomly.

<table>
<thead>
<tr>
<th>d10</th>
<th>Holy Slayer Fellowship</th>
<th>Deity</th>
<th>Signature Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Everlasting</td>
<td>Hajama</td>
<td>Golden Scimitar</td>
</tr>
<tr>
<td>2</td>
<td>The Final Chord</td>
<td>Bala</td>
<td>Silver Jambiya</td>
</tr>
<tr>
<td>3</td>
<td>The Flamedeath Fellowship</td>
<td>Kossuth</td>
<td>Alchemist's Fire</td>
</tr>
<tr>
<td>4</td>
<td>The Friendly Word</td>
<td>Zann</td>
<td>Pen-shaped Dagger</td>
</tr>
<tr>
<td>5</td>
<td>The Gilded Palm</td>
<td>Jisan</td>
<td>Dagger with Gold Coins in the Hilt</td>
</tr>
<tr>
<td>6</td>
<td>The Gray Fire</td>
<td>Najm</td>
<td>Javelin with Gray Shaft and Red Feathers</td>
</tr>
<tr>
<td>7</td>
<td>The Moon-Spinners</td>
<td>Selan</td>
<td>Long White Scarf as a Whip</td>
</tr>
<tr>
<td>8</td>
<td>The Soft Whisper</td>
<td>Hakiyah</td>
<td>Jade Jambiya</td>
</tr>
<tr>
<td>8</td>
<td>The Wind of Fate (male only)</td>
<td>Haku</td>
<td>Blowgun</td>
</tr>
<tr>
<td>9</td>
<td>The Storm Which Destroys</td>
<td>Pantheon</td>
<td>Obsidian Shortsword</td>
</tr>
</tbody>
</table>
| 10  | The Wrath of the Old Kor | Dagger with Sunburst Symbol |}

You receive extra training in the signature weapon of your Holy Slayer fellowship – this weapon is usually left behind at the scene of an assassination as a way of taking credit for the kill. If you are not already proficient in the weapon of your fellowship, you gain proficiency with that weapon.

The cost of a distinctive, decorative signature weapon is twice the price of an ordinary weapon of the same kind. However, if you leave your weapon behind after killing an enemy of the faith, your fellowship will provide you with a new signature weapon for free, usually within 24 hours.

Suggested Characteristics

Coming soon.

Kahin

Your faith tradition is older than even the worship of the Enlightened Gods, passed down through the ages. As an idol-priest, you believe that divinity is found in all of nature and you draw strength from the land itself.


Tool Proficiencies. Herbalism kit

Equipment. A druidic focus of your choice, a herbalism kit, a set of common clothes, and a belt pouch containing 10 gp.

Quick Build

You can make a Kahin quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Dexterity or Constitution. Second, choose the skills History and Medicine from your class.

Feature: Idol Priest

You worship the balance of nature, rather than any specific god or group of gods. You can use a druidic focus to cast spells instead of a holy symbol.

If you can cast cantrips, you can choose them from the wizard cantrip list or the cleric cantrip list regardless of your actual class.

Suggested Characteristics

Coming soon.
**Mamluk**

You are a member of a cadre of professional soldiers; slave-warriors captured at an early age and impressed into the service of the Grand Caliph and the armies of Enlightenment. Educated not only for war but for civil service as well, you are part of a highly trained organization, respected throughout Zakhara.

**Skill Proficiencies:** Athletics, History

**Tool Proficiencies:** One type of gaming set.

**Equipment:** Facial tattoos denoting your rank, written orders for your most recent assignment, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make a Mamluk quickly by following these suggestions. First, choose the Fighter class. Make Strength your highest ability score. Your next highest ability score should be Intelligence. Second, choose the Dueling fighting style. Third, choose the Dutiful mamluk society. Fourth, choose the skills Intimidation and Perception from your class.

**Specialty**

You can pick your specialty or roll on the table for the Soldier background in the *Basic Rules*.

**Mamluk Society**

You are a member of a mamluk society, an elite military organization. Roll a d12 or choose from the options in the table below to determine your society.

<table>
<thead>
<tr>
<th>d12 Mamluk Society</th>
<th>d12 Mamluk Society</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 The Dauntless (Huzuz)</td>
<td>7 The Faithful (Qudra)</td>
</tr>
<tr>
<td>2 The Defenders (Qudra)</td>
<td>8 The Parched (Talab)</td>
</tr>
<tr>
<td>3 The Devoted (I’tiraf)</td>
<td>9 The Respected (Muluk)</td>
</tr>
<tr>
<td>4 The Devout (Kadarasto)</td>
<td>10 The Studious (Qudra)</td>
</tr>
<tr>
<td>5 The Dutiful (Qudra)</td>
<td>11 The Valiant (Qudra)</td>
</tr>
<tr>
<td>6 The Exalted (I’tiraf)</td>
<td>12 The Wondrous (Afyal)</td>
</tr>
</tbody>
</table>

**Feature: Military Rank**

See the Soldier background in the *Basic Rules*.

**Suggested Characteristics**

Coming soon.

---

**Matrud**

You are an exile from people. Once a respected member of a nomadic tribe, you were cast out for a crime you committed – or were said to have committed. Whether your punishment was just or not, you now survive on the fringes of both tribal and urban society, taking on jobs that few others will do and stealing what you can along the way.

**Skill Proficiencies:** Deception, Survival

**Equipment:** An iron pot, a wanted notice with your description on it that you tore down before anyone could read it, a set of manacles (unlocked, no key), a set of common clothes, and a belt pouch with 10 gp.

**Quick Build**

You can make a Matrud quickly by following these suggestions. First, choose the Rogue class. Strength should be your highest ability score, followed by Charisma or Dexterity. Second, choose the Athletics, Intimidation, Persuasion, and Sleight of Hand skills from your class, and apply your Expertise to Deception and Intimidation.

**Banished from the Tribe**

You are an outcast from your desert tribe. Choose from the following table or roll d8 to determine the reason for your banishment.

<table>
<thead>
<tr>
<th>d8</th>
<th>Crime Committed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Murder</td>
</tr>
<tr>
<td>2</td>
<td>Theft</td>
</tr>
<tr>
<td>3</td>
<td>Lack of Hospitality</td>
</tr>
<tr>
<td>4</td>
<td>Forbidden Love</td>
</tr>
<tr>
<td>5</td>
<td>Disrespect</td>
</tr>
<tr>
<td>6</td>
<td>Blasphemy</td>
</tr>
<tr>
<td>7</td>
<td>A big misunderstanding</td>
</tr>
<tr>
<td>8</td>
<td>Nothing, you were framed</td>
</tr>
</tbody>
</table>

**Feature: Criminal Contact**

See the Criminal Contact feature of the Criminal background in the *Basic Rules*.

**Suggested Characteristics**

Coming soon.
**Mercenary Savage**

You have come from the lands on the fringes of Zakhara, where civilization is a distant concept, and now make your way as a mercenary for hire. The civilized people of the Land of Fate view you as a necessary evil – someone expendable to fight in their wars but not share in the rewards of their society.

**Skill Proficiencies.** Athletics, Intimidation

**Languages.** One additional language of your choice, usually that of your original tribe.

**Equipment.** A club if you are from the Hills, a short bow if you are from the Jungle, a jambiya if you are from the Plains, a set of common clothes, and a belt pouch with 10 gp.

**QUICK BUILD**

You can make a Mercenary Savage quickly by following these suggestions. First, choose the Fighter class. Strength should be your highest ability score, followed by Constitution. Second, choose a homeland in the hills. Third, choose the Great Weapon Fighting fighting style. Fourth, choose the skills Animal Handling and Survival from your class.

**Homeland**

You can choose your homeland from the table below or roll a d6 to determine your origin randomly.

<table>
<thead>
<tr>
<th>d6</th>
<th>Homeland (Weapon)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hills (club)</td>
</tr>
<tr>
<td>2</td>
<td>Jungle (short bow)</td>
</tr>
<tr>
<td>3</td>
<td>Plains (jambiya)</td>
</tr>
<tr>
<td>4</td>
<td>Hills (club)</td>
</tr>
<tr>
<td>5</td>
<td>Jungle (short bow)</td>
</tr>
<tr>
<td>6</td>
<td>Plains (jambiya)</td>
</tr>
</tbody>
</table>

If you are not proficient in the use of your tribe's weapon, you gain proficiency in that weapon.

**Feature: Savage, Ill-Tempered Brute**

When you attempt to Intimidate an Enlightened humanoid native of Zakhara, you gain advantage of the roll. You gain disadvantage against Enlightened humanoid natives of Zakhara if you use Persuasion.

**Suggested Characteristics**

Coming soon.

---

**Merchant**

Trade is your lifeblood, and you can often be found haggling in the bazaar, leading a caravan through a desert trail, or seeking out new goods to barter for increased wealth. Like all merchants, you are as honest as the day is long and would never think to cheat a customer – unless there was a good amount of profit to be made by doing so.

**Skill Proficiencies.** Insight, Persuasion

**Tool Proficiencies.** One set of artisan's tools of your choice, vehicles (land).

**Languages.** One of your choice.

**Equipment.** A merchant's scale, one bottle of ink, five sheets of paper, one set of artisan's tools of your choice, 50 gp worth of trade goods, a set of common clothes, and a belt pouch containing 15 gp.

**QUICK BUILD**

You can make a Merchant quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score, followed by Charisma. Second, choose the skills Deception, Intimidation, Investigation, and Sleight of Hand from your class, and apply your Expertise to Insight and Persuasion.

**Feature: Buying in Bulk**

You can buy trade goods (except precious metals) for half price to resell elsewhere. You must purchase the trade goods in 1,000-unit lots if the item is normally priced in copper pieces or silver pieces, or 100-unit lots of the item is priced in gold.

<table>
<thead>
<tr>
<th>Trade Goods</th>
<th>Discounted Cost of One Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,000 lb. of wheat</td>
<td>5 gp</td>
</tr>
<tr>
<td>1,000 lb. of flour</td>
<td>10 gp</td>
</tr>
<tr>
<td>1,000 lb. of salt</td>
<td>25 gp</td>
</tr>
<tr>
<td>1,000 lb. of iron</td>
<td>50 gp</td>
</tr>
<tr>
<td>26 bolts of canvas</td>
<td>50 gp</td>
</tr>
<tr>
<td>(1,000 sq. yd.)</td>
<td></td>
</tr>
<tr>
<td>100 lb. of ginger</td>
<td>50 gp</td>
</tr>
<tr>
<td>100 lb. of cinnamon</td>
<td>100 gp</td>
</tr>
<tr>
<td>100 lb. of pepper</td>
<td>100 gp</td>
</tr>
<tr>
<td>100 lb. of cloves</td>
<td>150 gp</td>
</tr>
<tr>
<td>10 bolts of cotton cloth</td>
<td>250 gp</td>
</tr>
<tr>
<td>(1,000 sq. yd.)</td>
<td></td>
</tr>
<tr>
<td>1 bolt of linen (100 sq. yd)</td>
<td>250 gp</td>
</tr>
</tbody>
</table>
**Trade Goods**

<table>
<thead>
<tr>
<th>Item</th>
<th>Discounted Cost of One Lot</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 bolt of silk (100 sq. yd.)</td>
<td>500 gp</td>
</tr>
<tr>
<td>100 lb. of saffron</td>
<td>750 gp</td>
</tr>
</tbody>
</table>

**Suggested Characteristics**

Coming soon.

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**Mirage**

You blend together illusion and stealth to maintain an air of mystery about yourself. Who can even say if you were truly here or if it were just a trick of the eye?

**Skill Proficiencies.** Deception, Stealth

**Tool Proficiencies.** Disguise kit

**Equipment.** A disguise kit, two costumes, a magnifying glass, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make a Mirage quickly by following these suggestions. First, choose the Wizard class. Make Intelligence your highest ability, followed by Dexterity or Charisma. Second, choose the *dancing lights*, *minor illusion*, and *prestidigitation* cantrips, along with the following 1st-level spells for your spellbook: *charm person*, *detect magic*, *mage armor*, *magic missile*, *silent image*, and *sleep*. Third, choose the skills Arcana and Investigation from your class.

**Feature: Silence of the Sands**

If you are hiding using Stealth and you miss with a ranged attack, you remain hidden. Whenever you cast an illusion spell, the spell loses any verbal (V) components and is cast silently.

**Suggested Characteristics**

Coming soon.
MORALIST

Your faith is the only correct one, and its precepts must be followed to the letter. Morality is not subjective, and other beliefs seek to confuse and mislead the faithful. You must constantly be on your guard against heresies; tolerance is the path to spiritual ruin.

**Skill Proficiencies.** Intimidation, Religion

**Equipment.** A holy symbol, a prayer book, a book of religious laws (which most people you meet are breaking), vestments, a set of common clothes, and a belt pouch containing 15 gp.

**QUICK BUILD**

You can make a Moralist quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Strength or Charisma. Second, choose to be a priest of the Pantheon. Third, choose the skills History and Insight from your class.

**Patron Deity**

You can choose one of the Enlightened Gods from the following table or roll d8 to determine your religion randomly:

<table>
<thead>
<tr>
<th>d8</th>
<th>Great God</th>
<th>d8</th>
<th>Great God</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Haku, Master of the Desert Wind</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>The Pantheon</td>
<td>5</td>
<td>Jisan of the Floods</td>
</tr>
<tr>
<td>3</td>
<td>Jauhar the Gemmed</td>
<td>6</td>
<td>The Pantheon</td>
</tr>
<tr>
<td>4</td>
<td>The Pantheon</td>
<td>7</td>
<td>Zann the Learned</td>
</tr>
<tr>
<td>8</td>
<td>The Pantheon</td>
<td>8</td>
<td>The Pantheon</td>
</tr>
</tbody>
</table>

**Feature: Shelter of the Faithful**

See the Acolyte background in the Basic Rules. Additionally, you gain advantage when using the Intimidation or Persuasion skills on members of your own faith.

**Suggested Characteristics**

Coming soon.

MYSTIC PROPHET

You have discovered truths beyond those which can be found in the books and rites of ordered priests. Through your devotion to unorthodox practices, you have found new revelations and ideas which may not be fully accepted by more hierarchical members of your faith. Let them doubt, though, for the truth of your words can only spread like wildfire throughout the land – since you speak those words on behalf of your god.

**Skill Proficiencies.** Religion, Performance

**Equipment.** A holy symbol, a set of common clothes, and a belt pouch containing 10 gp.

**QUICK BUILD**

You can make a Mystic Prophet quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Strength. Second, worship Kor the Venerable as part of the Dancing Dwarves mystic group (and gain proficiency with the battleaxe). Third, choose the skills History and Insight from your class.

**Feature: Unorthodox Theology**

You can choose one of the mystic groups from the following table or roll d8 to determine your mystic group randomly:

<table>
<thead>
<tr>
<th>d8</th>
<th>Group</th>
<th>Deity</th>
<th>Bonus Proficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Dancing Dwarves</td>
<td>Kor</td>
<td>Battleaxe</td>
</tr>
<tr>
<td>2</td>
<td>The Dome Dancers</td>
<td>Haku</td>
<td>Scimitar</td>
</tr>
<tr>
<td>3</td>
<td>The Readers</td>
<td>Zann</td>
<td>Calligrapher's supplies</td>
</tr>
<tr>
<td>4</td>
<td>The Chant Masters</td>
<td>Jisan</td>
<td>Intimidate</td>
</tr>
<tr>
<td>5</td>
<td>The Court of Rhythm</td>
<td>Hajama</td>
<td>Shortsword</td>
</tr>
<tr>
<td>6</td>
<td>The Quiet Multitude</td>
<td>Selan</td>
<td>Insight</td>
</tr>
<tr>
<td>7</td>
<td>A new, small mystic group</td>
<td>Any</td>
<td>Any one musical instrument</td>
</tr>
<tr>
<td>8</td>
<td>Lone prophet</td>
<td>Any</td>
<td>Survival</td>
</tr>
</tbody>
</table>

You gain a free proficiency based on your mystic group. This could be a weapon proficiency, a skill proficiency, or a tool proficiency, as shown in the table above.

You gain disadvantage on attempts to use Persuasion on ordered priests (ethoists, moralists, pragmatists), even if you follow the same god.

**Suggested Characteristics**

Coming soon.
**Pragmatist**

You are among the most liberal of the ordered priests, willing to look for truth in all religions and not just your own. As a seeker of divine truth you may be affiliated with specific temples or mosques but are free to wander the land to promote your faith.

**Skill Proficiencies:** Persuasion, Religion  
**Tool Proficiencies:** One set of artisan's tools of your choice.  
**Equipment:** A holy symbol, a prayer book, a set of artisan's tools of your choice, a set of common clothes, and a belt pouch containing 15 gp.

**Quick Build**

You can make a Pragmatist quickly by following these suggestions. First, choose the Cleric class. Wisdom should be your highest ability score, followed by Charisma. Second, choose to serve the Temple of Ten Thousand Gods. Third, choose the skills Insight and Medicine from your class.

**Patron Deity**

You can choose one of the Enlightened Gods from the following table or roll d8 to determine your religion randomly.

<table>
<thead>
<tr>
<th>d8</th>
<th>Great God</th>
<th>d8</th>
<th>Great God</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hajama the Courageous</td>
<td>5</td>
<td>Najm the Adventurous</td>
</tr>
<tr>
<td>2</td>
<td>Temple of Ten Thousand Gods</td>
<td>6</td>
<td>Temple of Ten Thousand Gods</td>
</tr>
<tr>
<td>3</td>
<td>Haku, Master of the Desert Wind</td>
<td>7</td>
<td>Zann the Learned</td>
</tr>
<tr>
<td>4</td>
<td>Temple of Ten Thousand Gods</td>
<td>8</td>
<td>Temple of Ten Thousand Gods</td>
</tr>
</tbody>
</table>

**Feature: Shelter of the Faithful**

See the Acolyte background in the Basic Rules.

In addition to your own temples, you can use this feature with any Pragmatist church, regardless of religion.

**Suggested Characteristics**

Coming soon.

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**Rawun**

You are a desert storyteller, passing on oral legends that have been preserved and retold around campfires for generations. Whether you dwell as among the nomadic tribes or live within the great cities, your poems and stories serve as inspiration to those who listen.

**Skill Proficiencies:** History, Performance  
**Tool Proficiencies:** One musical instrument of your choice.  
**Equipment:** A musical instruments of your choice, a set of common clothes, and a belt pouch containing 10 gp.

**Quick Build**

You can make a Rawun quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score. Make Charisma your next highest ability score. Second, choose the skills Insight, Perception, Persuasion, and Sleight of Hand from your class, and apply your Expertise to History and Persuasion.

**Feature: The Evil Eye**

Once per day you can either call or remove the evil eye.

Calling the evil eye requires one action and has a range of 30 feet. The Charisma save DC is equal to 8 + your proficiency bonus + your Wisdom modifier; if the target makes the save, you are instead affected by the eye.

Removing the evil eye likewise requires one action and has a 30-foot range; however, you can't remove the effects of the evil eye from yourself.

Someone affected by the evil eye has disadvantage on all saving throws, ability checks, and skill checks.

**Suggested Characteristics**

Coming soon.
**SA'LUK**

You are a common thief, equally at home in the sands of the desert and the spires of the greatest cities. You have to look out for yourself because no one else will. Charm and finesse are your primary tools for making your way through life as a free scoundrel unbound by strong ties.

**Skill Proficiencies.** Acrobatics, Persuasion

**Tool Proficiencies.** Your choice of one gaming set.

**Equipment.** A gaming set of your choice, a piece of fruit you stole from a merchant, a tarnished brass lamp you “found”, a set of common clothes, and a belt pouch with 10 gp that used to belong to someone else.

**QUICK BUILD**

You can make a Sa’luk quickly by following these suggestions. First, choose the Rogue class. Dexterity should be your highest ability score, followed by Charisma. Second, choose the Athletics, Deception, Sleight of Hand, and Stealth skills from your class, and apply your Expertise to Acrobatics and Persuasion.

**Feature: One Jump Ahead**

You can use your Dexterity modifier instead of your Strength modifier when making Athletics skill checks.

**Suggested Characteristics**

Coming soon.

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**SHA'IR**

You gain your power through your negotiations with genies. By bending these powerful elemental beings to your will, you can master the forces of magic that flow throughout the Land of Fate.

**Skill Proficiencies.** Arcana, Persuasion

**Tool Proficiencies.** One of the following artisan's tools of your choice: glassblower's tools, jeweler's tools, smith's tools, or tinker's tools.

**Languages.** Jannti (Primordial)

**Equipment.** A set of artisan's tools of your choice, a book describing each of the major genie races, a set of common clothes, and a belt pouch containing 10 gp.

**QUICK BUILD**

You can make a Sha’ir quickly by following these suggestions. First, choose the Wizard class. Intelligence should be your highest ability score, followed by Charisma. Second, choose a djinnling familiar. Third, choose the light, prestidigitation, and ray of frost cantrips. Fourth, choose the skills Insight and Investigation from your class.

**Feature: Gen Familiar**

You can pick from the following table or roll d4 to randomly select your gen familiar:

<table>
<thead>
<tr>
<th>d4</th>
<th>Gen Familiar (Province)</th>
<th>d4</th>
<th>Gen Familiar (Province)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Daolanin (sand)</td>
<td>3</td>
<td>Efreetikin (flame)</td>
</tr>
<tr>
<td>2</td>
<td>Djinnling (wind)</td>
<td>4</td>
<td>Maridan (sea)</td>
</tr>
</tbody>
</table>

You do not prepare spells normally as other casters do. Instead, you send your gen into the elemental chaos to seek out a specific spell, and if it returns successfully, you now have that spell prepared. You can only have one such spell prepared at any time, and your gen must be present and within 10 feet of you for you to cast it.

You can spend a bonus action on your turn to have your gen begin to search for a spell. It takes your gen one round per level of the spell to attempt to fetch a spell. At the end of that time, the gen returns to within 10 feet of you, and you can make an Arcana skill roll. The DC of the check is equal to 8 + the level of spell being sought.
On a successful check, you now have that spell prepared and can cast it using your normal spell slots. On a failure, the gen does not return with the spell and subsequent checks for the same spell within the next 24 hours receive a cumulative +2 increase to the DC for each such failed attempt.

The spell sought does not have to be from your class; if it is a spell from a different class, you get disadvantage on the Arcana roll. If the elemental province of your gen matches the elemental province of a Wizard spell you are seeking, you gain advantage on the Arcana check.

**Suggested Characteristics**

Coming soon.

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**Vizier**

As a trained scholar, you are highly sought out as an advisor to caliphs, sultans, merchant princes, and religious leaders. You can employ your extensive education and massive intellect to solve nearly any problem put before you.

**Skill Proficiencies.** Arcana, Insight

**Languages.** Two of your choice

**Equipment.** A bottle of black ink, a quill, three blank pieces of paper, one sealed letter of introduction vouching for your competence, a set of fine clothes, and a belt pouch containing 15 gp.

**Quick Build**

You can make a Vizier quickly by following these suggestions. First, choose the Wizard class. Intelligence should be your highest ability score, followed by Wisdom or Charisma. Second, choose the *light, mage hand*, and *minor illusion* cantrips, along with the following 1st-level spells for your spellbook: *charm person, comprehend languages, detect magic, identify, mage armor*, and *sleep*. Third, choose the History and Religion skills from your class.

**Specialty**

You can determine your specialty by picking from or rolling on the table for the Sage background in the *Basic Rules*.

**Feature: Researcher**

See the Sage background in the *Basic Rules*.

**Suggested Characteristics**

Coming soon.
You are a foreigner in the Land of Fate. You may be a disreputable master of alien wizardry, a misplaced outland warrior, or a foreign infidel priest, but it's obvious that you don't come from around here.

**Skill Proficiencies.** Choose two skills from Athletics, Acrobatics, Arcana, Perception, Survival, or Intimidation.

**Languages.** Choose one foreign language which is all but unknown in Zakhara.

**Equipment.** A map case, a partially accurate map of Zakhara, a set of traveler's clothes that clearly mark you as an outsider, and a belt pouch with 10 gp in foreign currency.

**QUICK BUILD**

You can make an Ajami quickly by following these suggestions. First, choose any class. Create the character according to the guidelines in the *Basic Rules* but choose Ajami as your background.

**Feature: Outlander**

As a foreigner, no one really expects you to be able to function properly in civilized society. Thus, you're able to get away with a lot of things that a native of Zakhara would know better than to even try to do.

You gain advantage when using Persuasion or Deception to try to convince a native Zakharan of your ignorance.

**Suggested Characteristics**

Coming soon.