

METIS CREATIVE STUDIO

2026 CATALOGUE



**METIS
CREATIVE**



About the Historica Arcanum series:

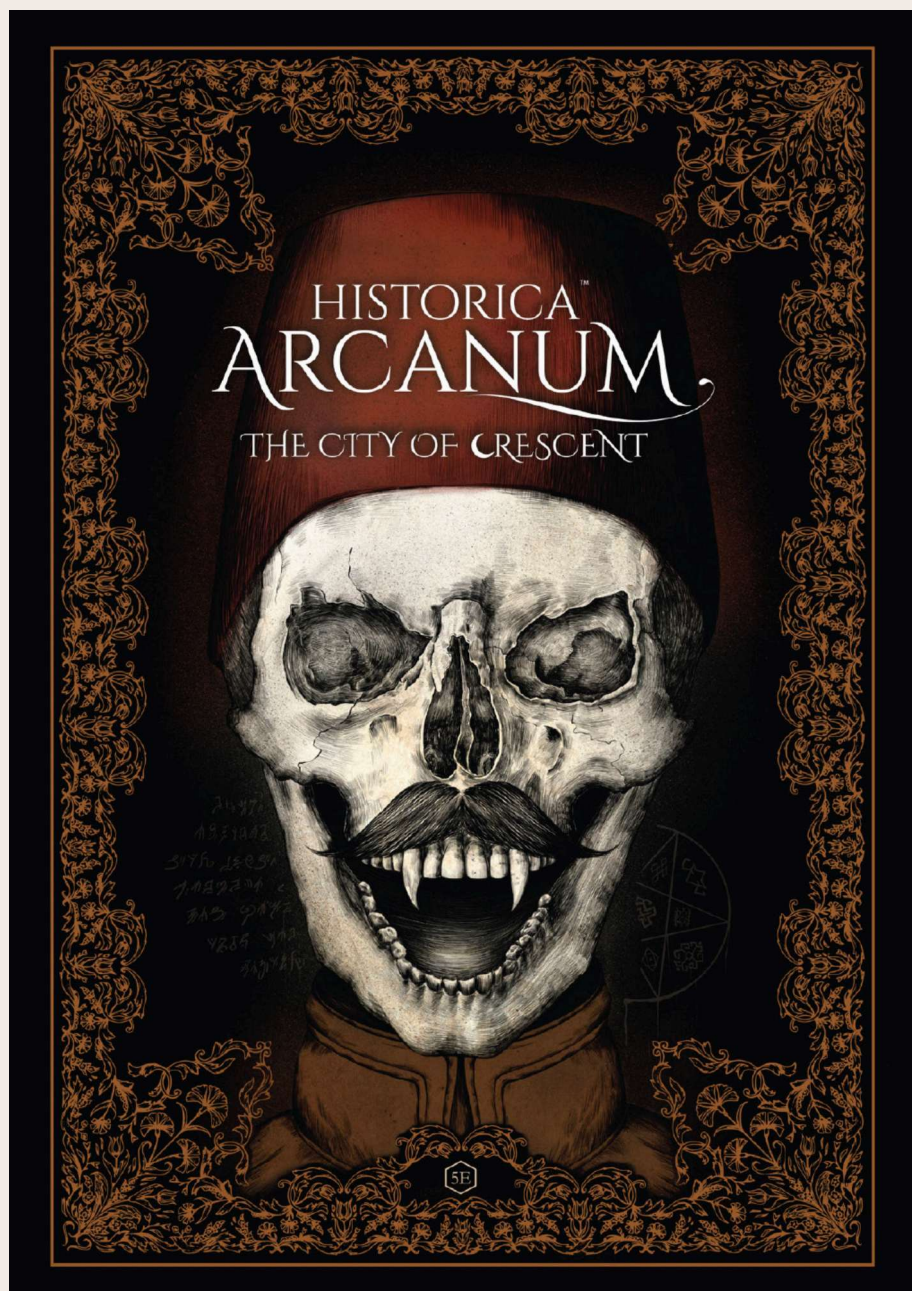
An expansive 5th edition universe, Historica Arcanum is where arcane powers, eldritch horrors, and unlikely heroes clash in secrecy as the history of our world marches on. In each sourcebook of the series, players and GMs can delve into exciting timelines and regions of the world. Each book is brimming with lore and storylines to explore.

The settings and adventures of Historica Arcanum are grittier, more realistic, and feature characters and storylines inspired by history, cultures, and myths, as well as branching narratives and locations with gameplay options!



Hardcover of **HISTORICA ARCANUM: The City of Crescent**

SKU: HA0101



MSRP: \$ 60

Page Number: 409

CONTENTS:

Introduction

Soundtracks

Chapter I: Historica Arcanum

Chapter II: Character Creation

Chapter III: The City of Crescent

Chapter IV: Alternate History Toolbox

Chapter V: Cookbook

Chapter VI: Appendix

DESCRIPTION:

About the book:

Historica Arcanum: The City of Crescent takes place in Istanbul, the capital of the Ottoman Empire, in the 19th century. The book includes a full setting guide and intrigue-filled adventure module, taking players on a journey in the imperial crossroads of continents and cultures. Within the story, you will weave your way through real landmarks, meeting and fighting (alongside or against!) real historical figures residing in the Eternal City of Istanbul.

The setting guide within contains all you will need to run a dark fantasy adventure in Istanbul, with additional tools for setting your story in different

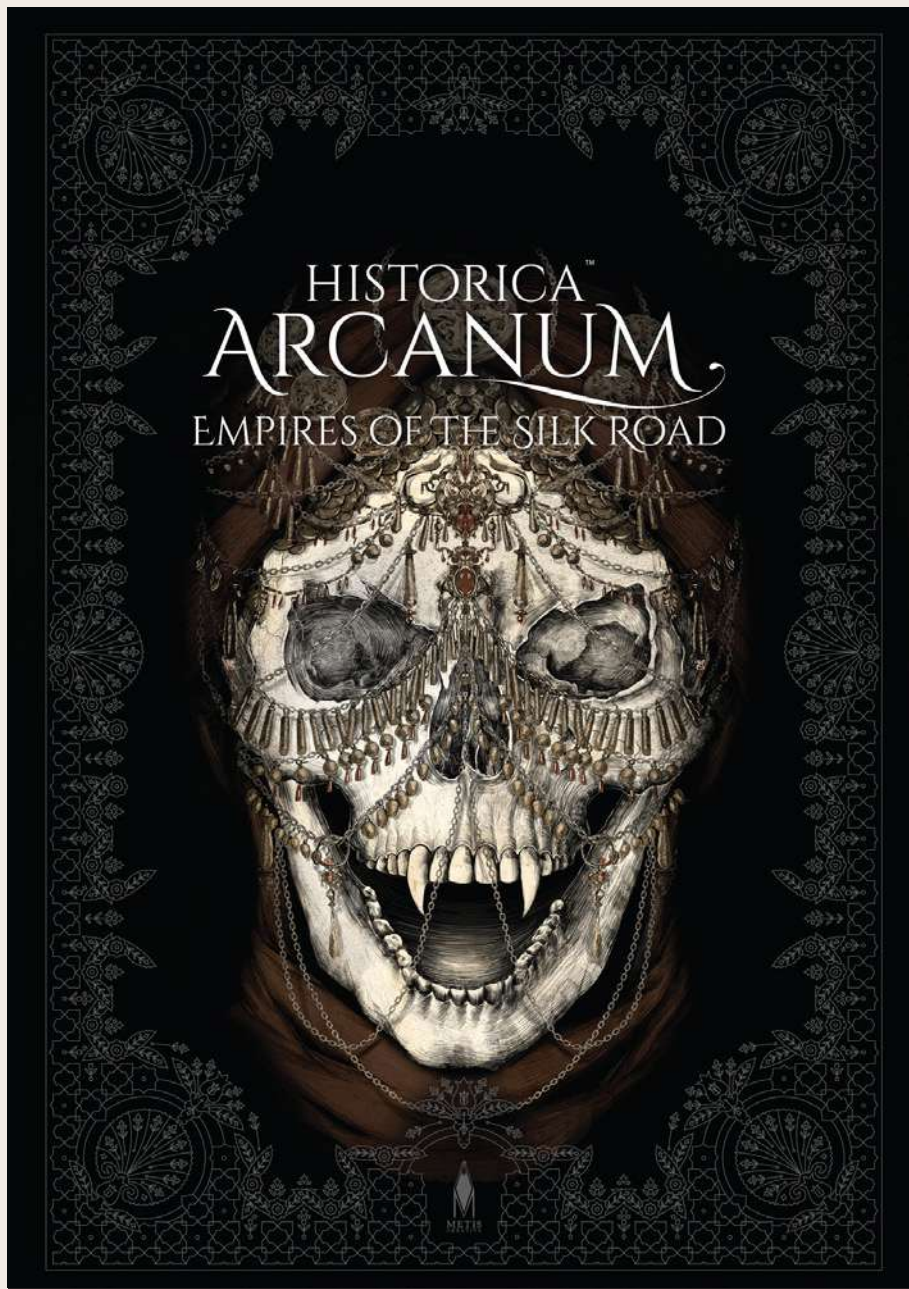
eras or locations. There are 12 new subclasses inspired by Southwest Asian myths and cultures; a massive Bestiary brimming with lore based on the region's legends and history; 7 full dungeons; and the brand-new Profession System, bringing new character advancement options to 5th Edition. There is even a chapter of real recipes for local snacks from Southwest Asian cultures so that your table can enjoy the flavors of the region while diving into your adventures.

The print will be on premium paper with perfect colors, with a thick hardcover, and with a velvet ribbon to mark the pages.

Hardcover of

HISTORICA ARCANUM: Empires of the Silk Road

SKU: HA0201



MSRP: \$ 60

Page Number: 256

CONTENTS:

Chapter I: Player Options

Chapter II: Starting the Journey

Chapter III: Locations and Legends

Chapter IV: Gameplay Systems

Chapter V: Bestiary

Chapter VI: Our Eternal Gratitude

DESCRIPTION:

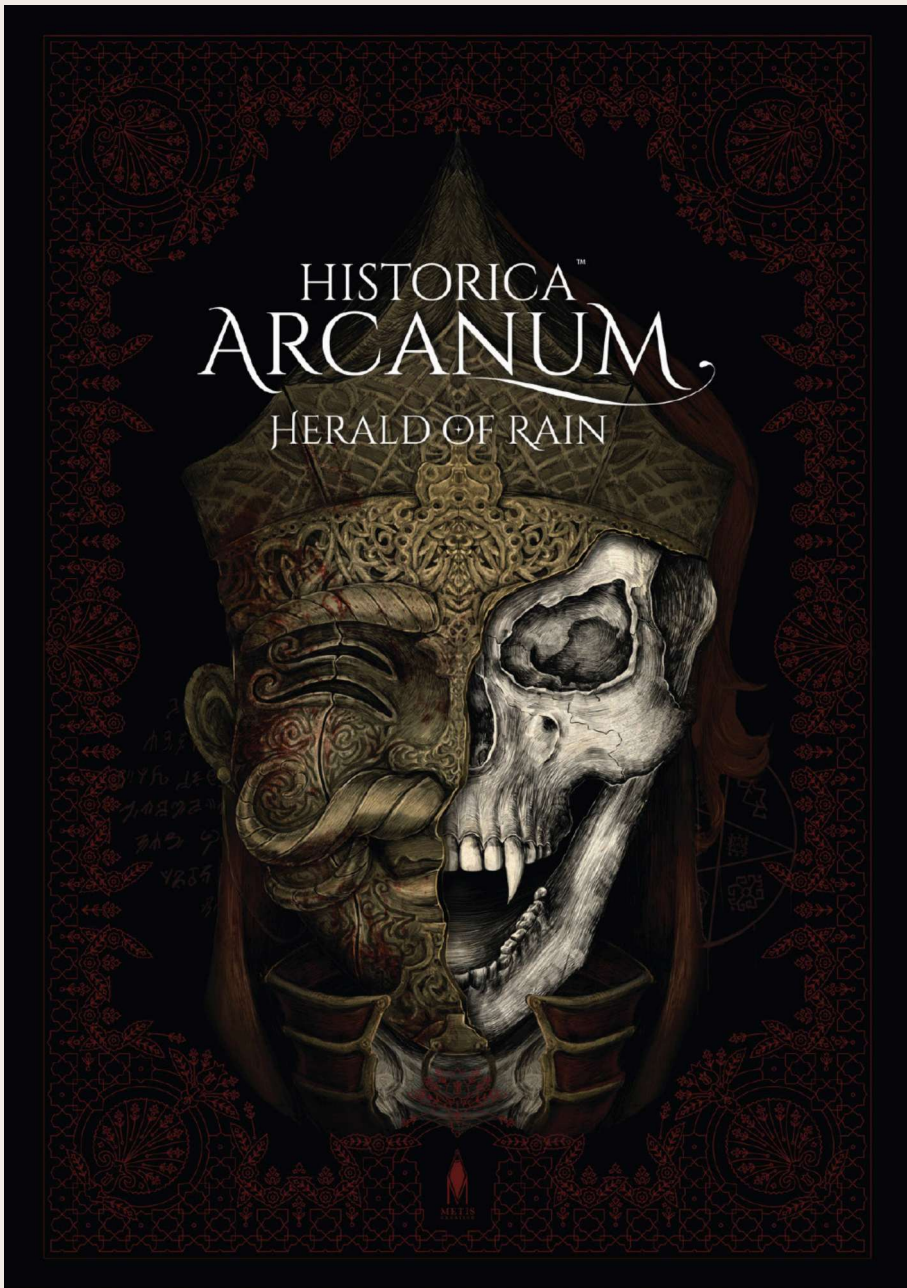
About the book:

Empires of the Silk Road is a massive sourcebook for the world of Historica Arcanum, one that takes the players on a journey along the legendary Silk Road in the 13th Century CE. Explore the mighty cities of the region: from the necropolis of Samarkand, to the House of Wisdom in Baghdad; from the assassin stronghold Alamut, to the imperial seat of power, Isfahan. Uncover arcane secrets and political conspiracies, mythical creatures, and deep-dives into the cultures of the Silk Road. With this sourcebook, you'll get everything you need to explore this famous historical region and prepare a massive campaign, or add to your homebrew games.

This sourcebook also includes city maps, creatures, quest hooks, weapons, and relics. Discover new ways to travel across the land using our unique Overhauled Land Travel; and fend off contagions that are more than just inconveniences with our Plague & Disease System. The sourcebook also features an expanded character and backstory builder, 12 new subclasses, a bestiary with 40+ monsters, and 6 new Professions (a Historica Arcanum creation) for expanded 5th edition advancement.

Hardcover of **HISTORICA ARCANUM: Herald of Rain**

SKU: HA0202



MSRP: \$ 60

Page Number: 224

CONTENTS:

Adventure Hooks

Characters

Act I: Wuthering Clouds

Act II: The First Drop

Act III: The Resonating Storm

Act IV: The Deluge of Desolation

Act V: The Ark of Salvation

Appendix

Our Eternal Gratitude

DESCRIPTION:

About the book:

Set in the Silk Road of our world, Herald of Rain is a standalone adventure module with countless hours of content, designed in an easy-to-run format for Game Masters.

Within Herald of Rain, the players are thrown into the heart of a world tied together in a web of intrigue and arcane cataclysm. In the eye of the hurricane lies Hasan Sabbah, his Hashashin Order, and their plans for vengeance, amidst which the adventurers soon become a loose

end. To save their own skins and take down a horrendous threat to the Silk Road, the adventurers must ride west from city to city, and finally challenge Sabbah in his lair, the infamous Castle Alamut.

Throughout this journey that takes the players from one end of the Silk Road to the other, it will be the party's duty to stop assassinations of the Hashashin Order in each city. They will travel through legendary cities of Samarkand, the wartorn crown jewel of Asia; Merv, the city of merchant emirs; Isfahan, the last stronghold of the Sultanate; and Baghdad, the home of the Caliph and the House of Wisdom.

The world is expansive; danger lurks in every corner, whether in the world or in the wilderness; the rewards for success are riches beyond compare; and the knowledge of worlds beyond our own beckons.



Bengu Inara - The Red Right Hand

Introduction
I have been asked the name of Bengu Inara, but I have never heard of her. I have only heard of the name of Bengu Inara, but I have never heard of her. I have only heard of the name of Bengu Inara, but I have never heard of her.

Bengu's Past
Bengu Inara, the Red Right Hand, is a warrior woman who has fought in many battles. She is a member of the Red Right Hand, a group of warriors who are known for their loyalty and bravery.

Rebuilding an Old House
The Red Right Hand has been rebuilding an old house in the city of Baghdad. The house was destroyed during the war, and the Red Right Hand has been working hard to rebuild it.

Character Progression
Bengu Inara is a warrior woman who has fought in many battles. She is a member of the Red Right Hand, a group of warriors who are known for their loyalty and bravery.



Kafender Japeth - The Skinwalker of Khorasan

Introduction
I have been asked the name of Kafender Japeth, but I have never heard of her. I have only heard of the name of Kafender Japeth, but I have never heard of her.

Kafender Japeth's Past
Kafender Japeth is a woman who has fought in many battles. She is a member of the Skinwalker, a group of warriors who are known for their loyalty and bravery.

Character Progression
Kafender Japeth is a woman who has fought in many battles. She is a member of the Skinwalker, a group of warriors who are known for their loyalty and bravery.

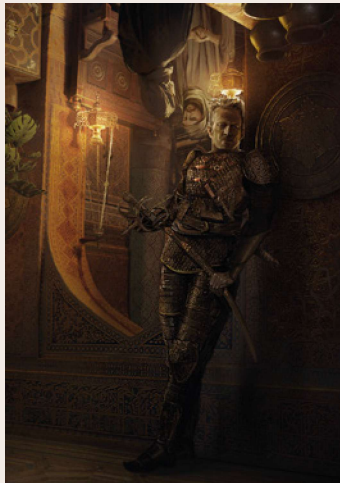


Al-Jarrah Nur-ad-Din Alim, The Sage of Baghdad

Introduction
I have been asked the name of Al-Jarrah Nur-ad-Din Alim, but I have never heard of him. I have only heard of the name of Al-Jarrah Nur-ad-Din Alim, but I have never heard of him.

Al-Jarrah's Past
Al-Jarrah Nur-ad-Din Alim is a man who has fought in many battles. He is a member of the Sage of Baghdad, a group of men who are known for their wisdom and knowledge.

Character Progression
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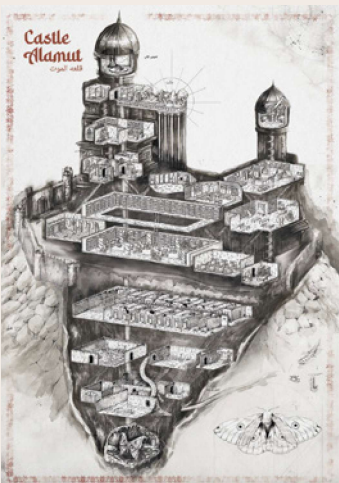


Sir Alistair of Granada - The First Harbinger, Aegis of Alamut

Introduction
I have been asked the name of Sir Alistair of Granada, but I have never heard of him. I have only heard of the name of Sir Alistair of Granada, but I have never heard of him.

Sir Alistair's Past
Sir Alistair of Granada is a man who has fought in many battles. He is a member of the First Harbinger, a group of men who are known for their loyalty and bravery.

Character Progression
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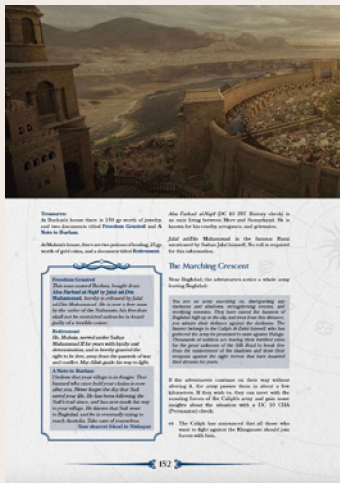


Castle Alamut

Introduction
I have been asked the name of Castle Alamut, but I have never heard of it. I have only heard of the name of Castle Alamut, but I have never heard of it.

Castle Alamut's Past
Castle Alamut is a large stone structure with a dome and minaret. It is a member of the Castle Alamut, a group of structures who are known for their loyalty and bravery.

Character Progression
Castle Alamut is a large stone structure with a dome and minaret. It is a member of the Castle Alamut, a group of structures who are known for their loyalty and bravery.



The Making of Alamut

Introduction
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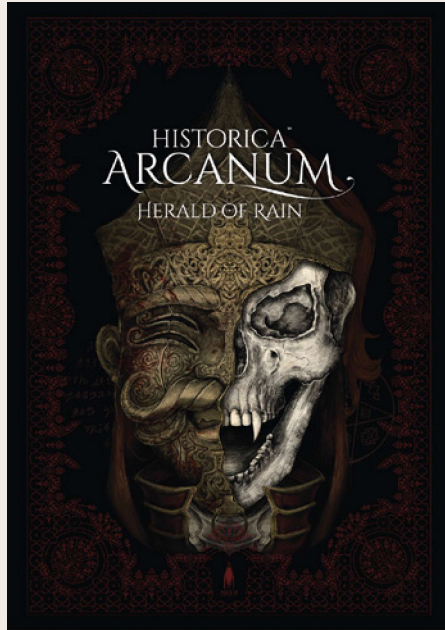
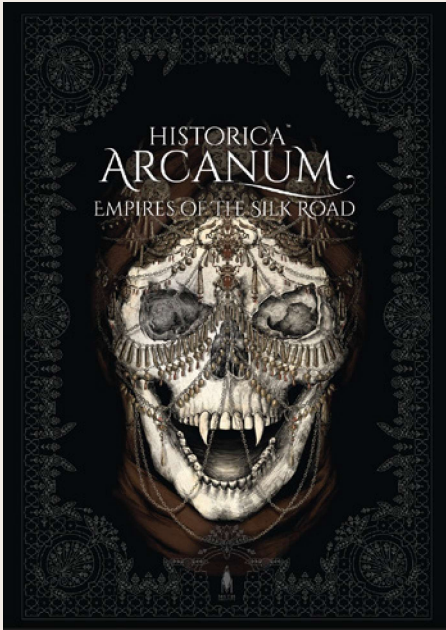
The Making of Alamut's Past
The Making of Alamut is a large stone structure with a dome and minaret. It is a member of the Making of Alamut, a group of structures who are known for their loyalty and bravery.

Character Progression
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Hardcover Bundle of

HISTORICA ARCANUM: Empires of the Silk Road

SKU: HA0201 + HA0202



MSRP: \$ 100

Page Number: 224

CONTENTS:

Chapter I: Player Options

Chapter II: Starting the Journey

Chapter III: Locations and Legends

Chapter IV: Gameplay Systems

Chapter V: Bestiary

Chapter VI: Our Eternal Gratitude

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High Priest of Enlightenment

Shams al Tabrizi

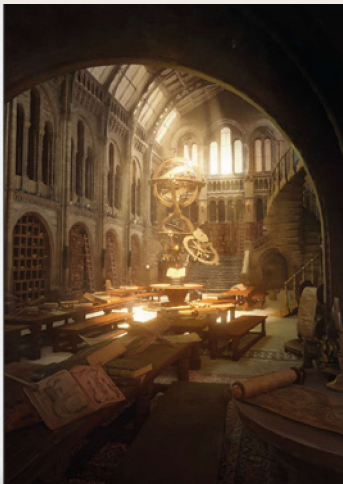
Shams al Tabrizi was a Sufi mystic and poet. He was born in Tabriz in 1154 and died in 1224. He was a prominent figure in the Sufi tradition and is known for his poetry and his role in the development of the Chishti order in the Middle East.

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Al-Jarrah Nur-ad Din Alim

The Sage of Baghdad

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The Marching Crescent

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Kafeder Japeth - The Skinwalker of Khorasan

Kafeder Japeth was a notorious figure in Khorasan, known for her cunning and her ability to manipulate others. She was a member of the Ismaili community and was feared by many. Her story is a cautionary tale of power and corruption.

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Castle Manant

Castle Manant was a significant landmark in the region. It was a large, fortified structure that served as a center of power and a symbol of the Ismaili community. The castle was built on a rocky outcrop and was surrounded by a high wall.

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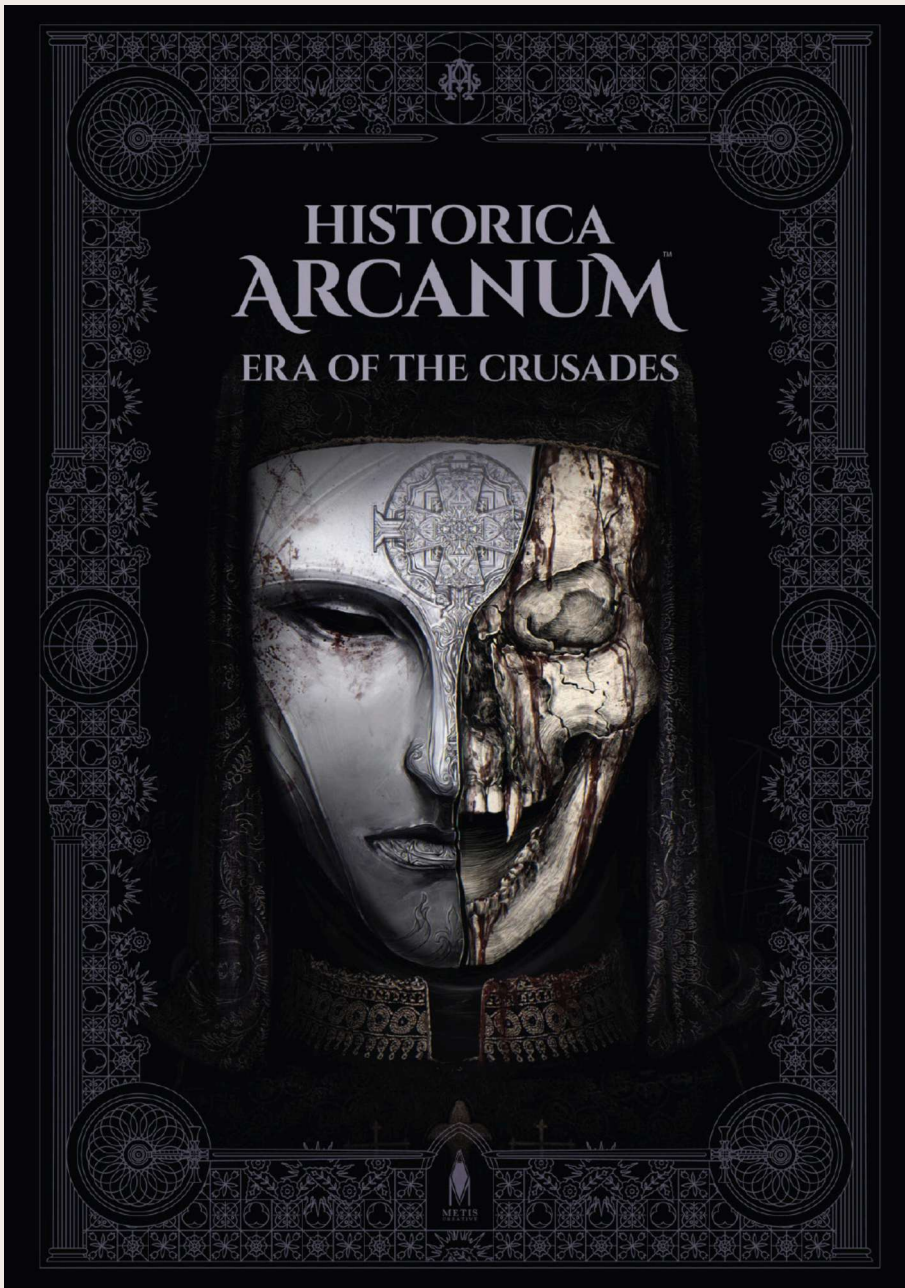
The castle always sits at an elevation of 200 feet above the surrounding plain. It was built on a rocky outcrop and was surrounded by a high wall. The castle was a symbol of power and a center of the Ismaili community.

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Hardcover of **HISTORICA ARCANUM: Era of the Crusades**

SKU: HA0301



MSRP: \$ 60

Page Number: 271

CONTENTS:

Foreword

Introduction

Chapter I: World of Historica Arcanum

Chapter II: Character Options

Chapter III: Jerusalem & Cairo

Chapter IV: Book of Ingenious Monsters

Chapter V: Appendix

DESCRIPTION:

About the book:

Crusaders led by Baldwin IV, the Leper King, and the avenging army of Saladin, the legendary general of Cairo, have been preparing for the inevitable battle that will seal the fate of Jerusalem. Yet an unexpected truce has halted the onslaught.

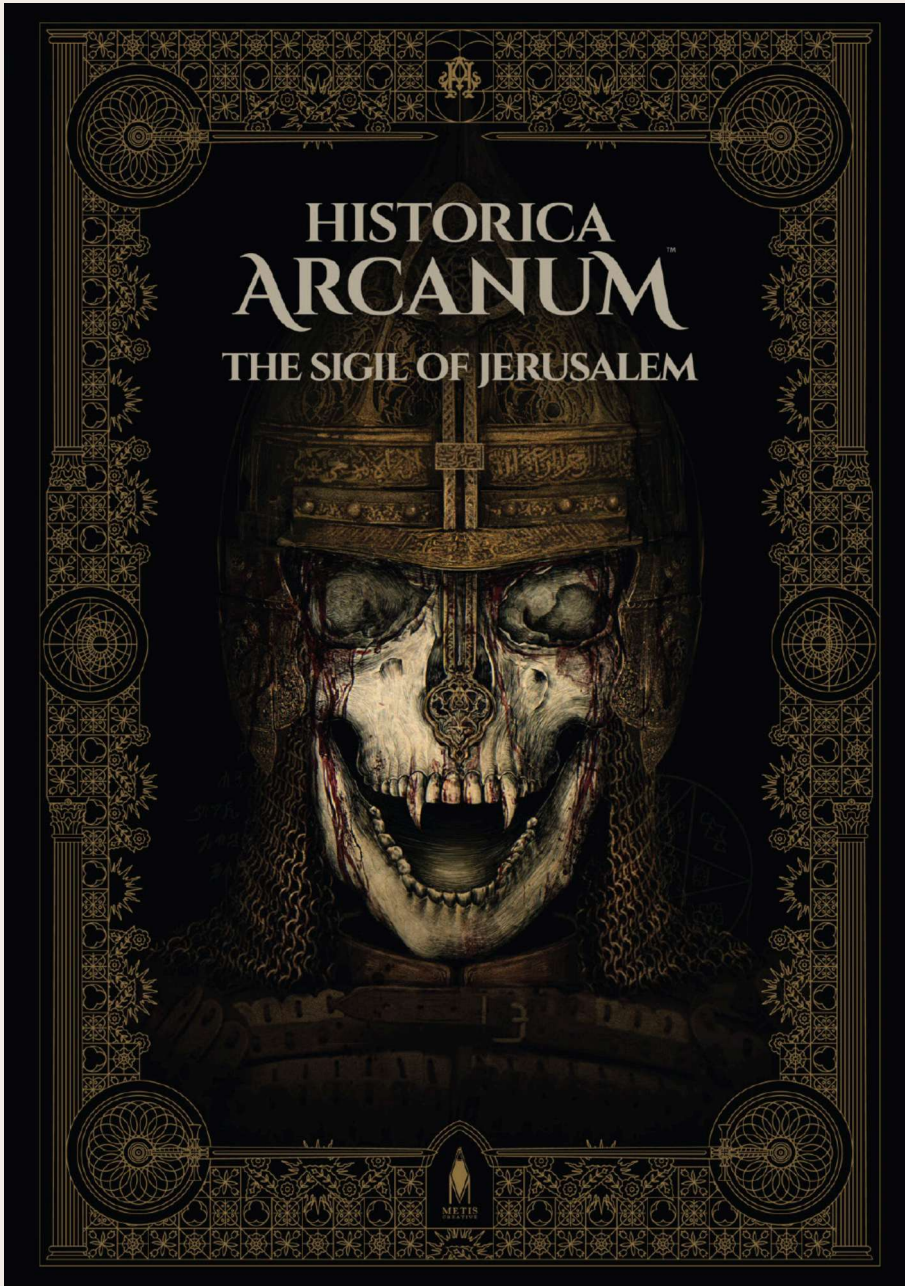
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Era of the Crusades is the definitive setting guide for 5th Edition to recreate the war for the Holy Lands. Within this setting guide you will find:

- Two majestic cities, Cairo and Jerusalem: locations, quests, and characters for both!
- A vast roster of subclasses inspired by the culture and mythology of the region.
- Deck of the Damned: A 5th Edition expansion, bringing easy to use narrative stress and madness mechanics.
- Forge your Knightly Order: Guides and rules to create knightly orders for the Players and Game Masters.
- A Grand Bestiary, hosting foes and allies from the history and legends of Southwest Asia and the Holy Lands.

Hardcover of **HISTORICA ARCANUM: Sigil of Jerusalem**

SKU: HA0302



MSRP: \$ 60

Page Number: 237

CONTENTS:

Foreword

Chapter I: Introduction

Chapter II: Player Options

Chapter III: Characters

Chapter IV: Sigil of Jerusalem

Appendix

DESCRIPTION:

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The Sigil of Jerusalem is the standalone adventure module of **Historica Arcanum: Era of the Crusades**. Within its pages you will find a vast campaign with branching narrative paths, massive dungeons, an in-depth character creation section section for players, and an extensive guide to the storyline and non-playable characters.

BALDWIN IV, THE LEPER KING

ROBERTUS SANCTI SEPULCHRI

INTRODUCTION

The report associated with Baldwin's death is a legend. It says that Baldwin IV, the young leper king, was taken to the Holy Sepulchre in Jerusalem and laid to rest in the tomb of the Virgin Mary. The story is a beautiful one, but it is not true. Baldwin IV died in 1185, and his body was buried in the Church of the Holy Sepulchre in Jerusalem. The story of his death is a legend, and it is not true.

CHARACTER'S PAST

Baldwin IV was born in 1173, the son of King Amalric I and Queen Sybil. He was a leper from a young age, and his condition worsened over time. He was crowned king in 1183, at the age of ten. He was a brave and intelligent ruler, and he fought many battles to defend his kingdom. He was a great leader, and he inspired his people to fight for him. He died in 1185, at the age of twelve.

SALAH AD-DIN YUSUF IBN AYYUB

Muhammad al-Haramani al-Salafiq, The Harming General, the Brotherhood Master of Cavalry Warfare, King of Syria and Egypt

INTRODUCTION

Salah ad-Din was a Muslim warrior and statesman who led the forces of the Ayyubid dynasty in the Holy Land. He was a great leader, and he inspired his people to fight for him. He was a brave and intelligent ruler, and he fought many battles to defend his kingdom. He was a great leader, and he inspired his people to fight for him. He died in 1193, at the age of 20.

CHARACTER'S PAST

Salah ad-Din was born in 1171, in Tikrit, Iraq. He was a member of the Ayyubid dynasty, and he was a great warrior. He was a brave and intelligent ruler, and he fought many battles to defend his kingdom. He was a great leader, and he inspired his people to fight for him. He died in 1193, at the age of 20.

SIBYLLA OF JERUSALEM

Queen of the Kingdom of Judah, Mother of Pilgrades and the Silver Towers

INTRODUCTION

Sibylla was a Jewish prophetess who lived in the 8th century BCE. She was a great leader, and she inspired her people to fight for her. She was a brave and intelligent ruler, and she fought many battles to defend her kingdom. She was a great leader, and she inspired her people to fight for her. She died in 780, at the age of 10.

CHARACTER'S PAST

Sibylla was born in 770, in Jerusalem. She was a member of the House of David, and she was a great prophetess. She was a brave and intelligent ruler, and she fought many battles to defend her kingdom. She was a great leader, and she inspired her people to fight for her. She died in 780, at the age of 10.

THE HISTORY OF THE HOLY LAND

THE HISTORY OF THE HOLY LAND

The history of the Holy Land is a long and complex one. It has been the site of many battles and wars, and it has been the home of many great leaders and rulers. The history of the Holy Land is a story of faith, courage, and sacrifice. It is a story that has inspired people for centuries.

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MONK WAY OF THE PILGRIM

Level 1: Essence of the Long Road

The monk way of the pilgrim is a path of faith and devotion. It is a path that has inspired people for centuries. The monk way of the pilgrim is a path of faith and devotion. It is a path that has inspired people for centuries.

Level 2: Hallowed Roads

The hallowed roads of the pilgrim are the paths that lead to the Holy Land. They are paths of faith and devotion, and they are paths that have inspired people for centuries. The hallowed roads of the pilgrim are the paths that lead to the Holy Land. They are paths of faith and devotion, and they are paths that have inspired people for centuries.

Level 3: Pilgrims of the Promised Lands

The pilgrims of the promised lands are the people who have traveled the paths of faith and devotion. They are people who have inspired people for centuries. The pilgrims of the promised lands are the people who have traveled the paths of faith and devotion. They are people who have inspired people for centuries.

BAND THE COLLEGE OF THE DOOMSAVER

Subclasses

The College of the Doomsaver is a band of warriors who fight for the good of the world. They are a band of faith and devotion, and they are a band that has inspired people for centuries. The College of the Doomsaver is a band of warriors who fight for the good of the world. They are a band of faith and devotion, and they are a band that has inspired people for centuries.

Level 1: Inspiring Dooms

The inspiring dooms of the College of the Doomsaver are the paths that lead to the Holy Land. They are paths of faith and devotion, and they are paths that have inspired people for centuries. The inspiring dooms of the College of the Doomsaver are the paths that lead to the Holy Land. They are paths of faith and devotion, and they are paths that have inspired people for centuries.

Level 2: Inspiring Prophecy

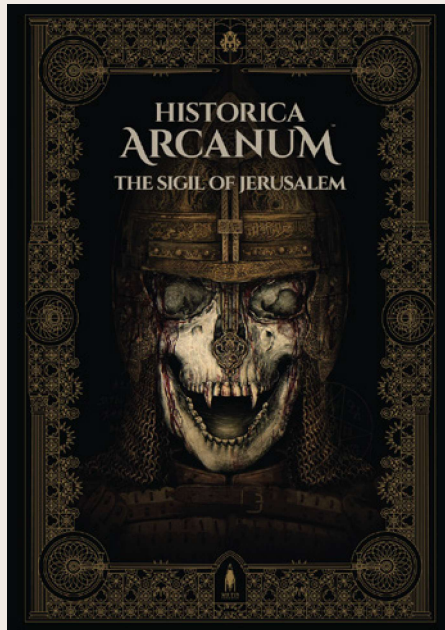
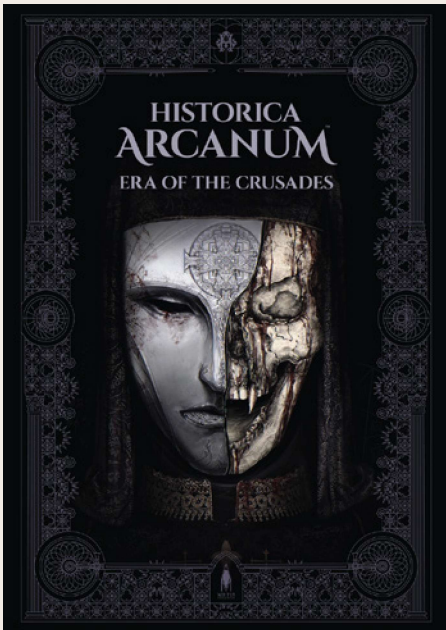
The inspiring prophecy of the College of the Doomsaver is the path that leads to the Holy Land. It is a path of faith and devotion, and it is a path that has inspired people for centuries. The inspiring prophecy of the College of the Doomsaver is the path that leads to the Holy Land. It is a path of faith and devotion, and it is a path that has inspired people for centuries.

Level 3: Tale of the End

The tale of the end of the College of the Doomsaver is the path that leads to the Holy Land. It is a path of faith and devotion, and it is a path that has inspired people for centuries. The tale of the end of the College of the Doomsaver is the path that leads to the Holy Land. It is a path of faith and devotion, and it is a path that has inspired people for centuries.

Hardcover Bundle of **HISTORICA ARCANUM: Era of the Crusades**

SKU: HA0305



MSRP: \$ 100

Page Number: 271 + 237

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Introduction

Chapter I: World of Historica Arcanum

Chapter II: Character Options

Chapter III: Jerusalem & Cairo

Chapter IV: Book of Ingenious Monsters

Chapter V: Appendix

Foreword

Chapter I: Introduction

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A Grand Bestiary, hosting foes and allies from the history and legends of Southwest Asia and the Holy Lands.

Crusaders led by Baldwin IV, the Leper King, and the avenging army of Saladin, the legendary general of Cairo, have been preparing for the inevitable battle that will seal the fate of Jerusalem. Yet an unexpected truce has halted the onslaught.

Now, the chambers of kings and counts, the inner circles of knightly orders and generals' tents, and the catacombs below Jerusalem and Cairo, echo with the clashes of another war: against encroaching eldritch horrors from a dark past. The arch-rivals of the world atop become unlikely allies; knight orders of the Crusades draw the blood of one another; and all is drawn to powers ancient and inscrutable, like moths to flame.

The Sigil of Jerusalem is the standalone adventure module of **Historica Arcanum: Era of the Crusades**. Within its pages you will find a vast campaign with branching narrative paths, massive dungeons, an in-depth character creation section section for players, and an extensive guide to the storyline and non-playable characters.

All Legends - Hardcover Bundle of 5 Books

HISTORICA ARCANUM OLD LEGENDS BUNDLE

SKU: HA0101 + HA0201 + HA0201 + HA0301 + HA0302



MSRP: \$ 200

Page Number: 409 + 256 + 224 +
271 + 237

DESCRIPTION:

All five Historica Arcanum Hardcover Books!

- Historica Arcanum: City of Crescent
- Historica Arcanum: Empires of the Silk Road
- Historica Arcanum: Herald of Rain
- Historica Arcanum: Era of the Crusades
- Historica Arcanum: The Sigil of Jerusalem

The prints will be on premium paper with perfect colors, with a thick hardcover, silver foiled cover art, and with a velvet ribbon to mark the pages!

- City of Crescent - A 5th edition source book
- Empires of the Silk Road - A 5th edition setting module
- Herald of Rain - A 5th edition adventure module
- Era of the Crusades - A 5th edition setting module
- Sigil of Jerusalem - A 5th edition adventure module

Characters

The Seeing Eye. Haseki Sultan Berguzar Hatun

Roleplaying as the Haseki Sultan

Her Role in the Campaign

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Equipment

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CIRCLE OF THE SUN

Level 1: The Sun's Embrace

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Level 4: The Sun's Embrace

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Level 6: The Sun's Embrace

Level 7: The Sun's Embrace

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Kafender Japeth - The Skinwalker of Khorasan

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Baldwin IV, the Leper King

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Level 10: The College of the Doomsayer

Level 11: The College of the Doomsayer

Level 12: The College of the Doomsayer

Level 13: The College of the Doomsayer

Level 14: The College of the Doomsayer

Level 15: The College of the Doomsayer

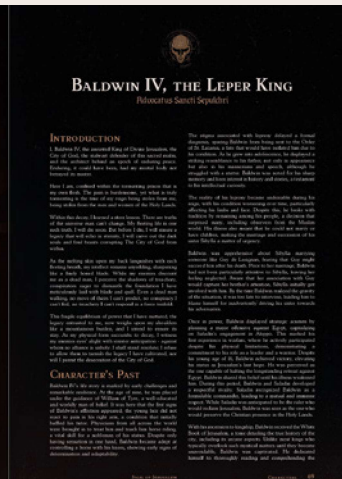
Level 16: The College of the Doomsayer

Level 17: The College of the Doomsayer

Level 18: The College of the Doomsayer

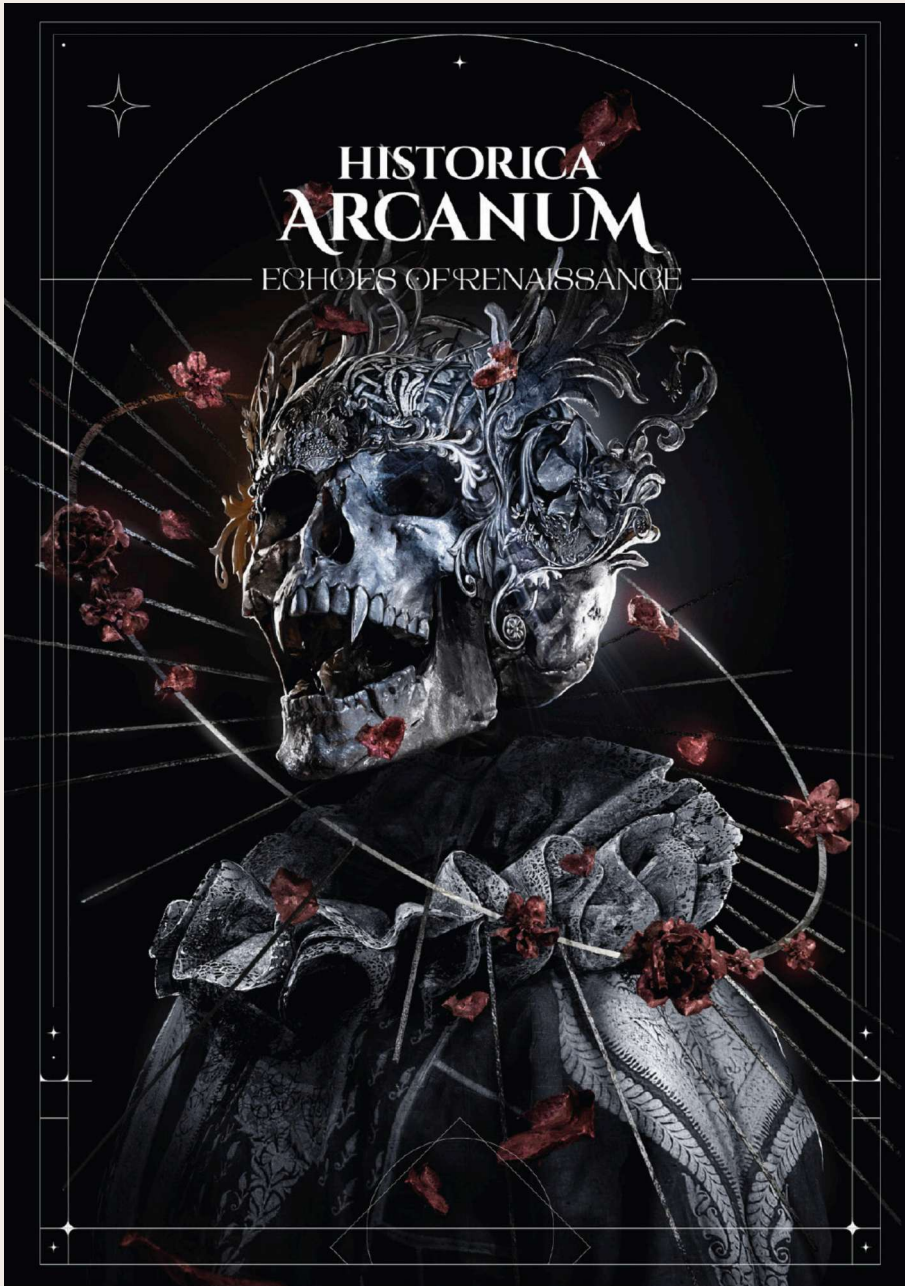
Level 19: The College of the Doomsayer

Level 20: The College of the Doomsayer



Hardcover of **HISTORICA ARCANUM: Echoes of Renaissance**

SKU: HA0401



MSRP: \$ 60

Page Number: 304

CONTENTS:

Foreword

Glossary of Key Terms

Chapter I: The World of Historica Arcanum

Chapter II: Character and GM Options

Chapter III: The City of Venice - Locations Sidequests

Chapter IV: Bestiary

Chapter V: Appendices

DESCRIPTION:

About the book:

The Most Serene Republic of Venice, 1521 CE. With the deft strokes of painters' brushes and soldiers' blades, the Italian peninsula is vibrant and seething. While the arts are flourishing under the patronage of the wealthy elite of Florence, Milan, Venice, Naples, and the Papal States, the ground beneath everyone's feet quakes with the thundering, incessant march of war. The Holy Roman Emperor and the King of France have both invaded and laid claim to huge swaths of Italian territory, and in these seemingly never-ending "Italian Wars," the various Italian

city-states and kingdoms take sides, protect their interests, and often change allies with the shift of the wind. They fight these battles with condottieri, professional soldiers for hire who have a vested interest in the battles being prolonged so that they get paid well. Sieges are common, stalemates and doublecrosses commonplace. In the most recent hue of these wars, the War of the League of Cambrai, practically all of Europe united against Venice, and though Venice suffered humiliating early losses, by the end of the war La Serenissima had regained its lost territory, and the map returned, for the most part, to its pre-war uneasy position.

Hardcover of

HISTORICA ARCANUM: Serenade for the Damned

SKU: HA0402



MSRP: \$ 60

Page Number: 336

CONTENTS:

Foreword

Glossary of Key Terms

Introduction

Dramatis Personae

Act I: Dreams of Waves and Ash

Act II: On Comes a Crimson Gyre

Act III: The Danse Macabre

Act IV: Undying Love

Appendices

DESCRIPTION:

About the book:

As dawn breaks, your ship enters the lagoon, navigating past low-lying islands of silt and short trees. Gradually, the grand islands of Venice proper come into view, like a mirage rising from the morning mist and brackish sea. You spy the Palazzo Ducale, its pink tiles glowing sumptuously in the rays of the rising sun. The Campanile, St. Mark's bell tower, looms beyond, and its largest bell, the marangona, announces to all in the city that it is time to get to work...

...Your captain deftly turns the vessel into the Grand Canal and swoops past black gondolas rowing to and

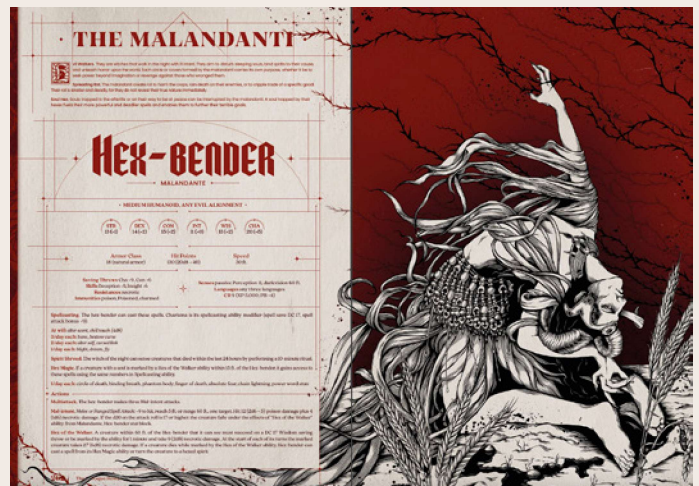
fro, and the many brilliant palazzi where servants begin opening windows and letting in the glorious morning. Up ahead is the Rialto Bridge, and the final destination of your journey. The ship pulls up to the merchant quays, and you are greeted by the music of a city waking up to bask in its own glory...

The year is 1520 CE. The dust from the War of the League of Cambrai has settled, and the kingdoms and city-states of Europe brace for another coming conflict. Resentment simmers between France and the Holy Roman Empire; the Medici Pope Leo X bristles at the writings of Martin Luther and prepares to excommunicate Luther; and the Republic of Venice watches its neighbors and the resurging might of the Ottoman Empire with patient circumspection. Meanwhile, the mages of the Harem in Constantinople sense a terrible, dark chaos rising and threatening to engulf the entire region. They send trusted agents to hunt for the source of this arcane disturbance. Amidst these tensions and fears, a group of actors begins to prepare for their biggest performance ever, one that will bring Venice and its leader, the Doge, to their knees.

Despite danger at every turn, decadent Venice eagerly anticipates the Grand Carnevale, preparing festivities and performances like never before. Its streets and canals, adorned with the elegant Istrian stone and glorious marble masterpieces, are abuzz with activity and excitement. Yet amidst the sea of masks and revelry, between the palace chambers and churches bedecked in damask silk, cristallo, and jewels, darkness looms still. Threads of a thousand plots and schemes are entwined, wickedness old and new stirs, and all is empowered by the movement of celestial bodies bolstering the fell winds of magic.

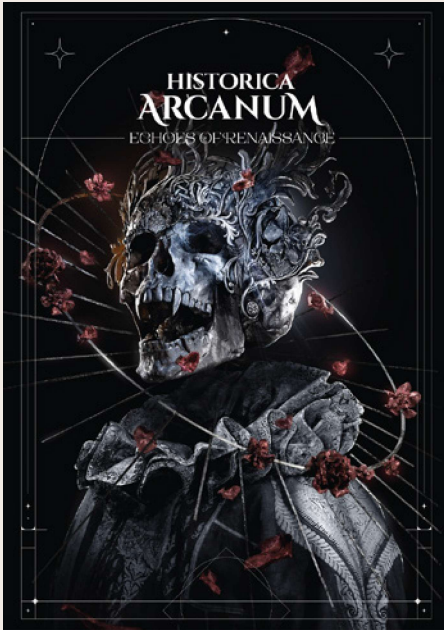
In this gyre of intrigue and darkness, shadowy faces don masks, light up the stage, and prepare for the grand crescendo of their show—a vengeance decades in the making. Will the adventurers, thrown together by circumstance, be enough to stop the flood of madness threatening to overtake Venice?

Serenade for the Damned is the Level 1-10 Adventure Module for Historica Arcanum: Echoes of Renaissance. Within its pages you will find a grand campaign of intrigue, passion, heartbreak, and dark forces beyond anyone’s control. Amidst complex narrative choices and intriguing urban encounters, the characters will encounter famous faces from history, including Titian, Doge Leonardo Loredan, and the Ottoman corsair Barbarossa, among many others. In the process, both players and the game master have myriad ways to shape the destiny of the Floating City of Venice.



Hardcover Bundle of **HISTORICA ARCANUM: Echoes of Renaissance**

SKU: HA0405



MSRP: \$ 100

Page Number: 304 + 336

CONTENTS:

Foreword

Glossary of Key Terms

Chapter I: The World of Historica Arcanum

Chapter II: Character and GM Options

Chapter III: The City of Venice - Locations Sidequests

Chapter IV: Bestiary

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Act II: On Comes a Crimson Gyre

Act III: The Danse Macabre

Act IV: Undying Love

Appendices

DESCRIPTION:

About the book:

This add-on is a great supplement for those that want to add extra copies of the Renaissance books to their pledge. It comes with both the setting guide Echoes of Renaissance and the adventure module A Serenade for the Damned, as well as PDF versions of both releases.

