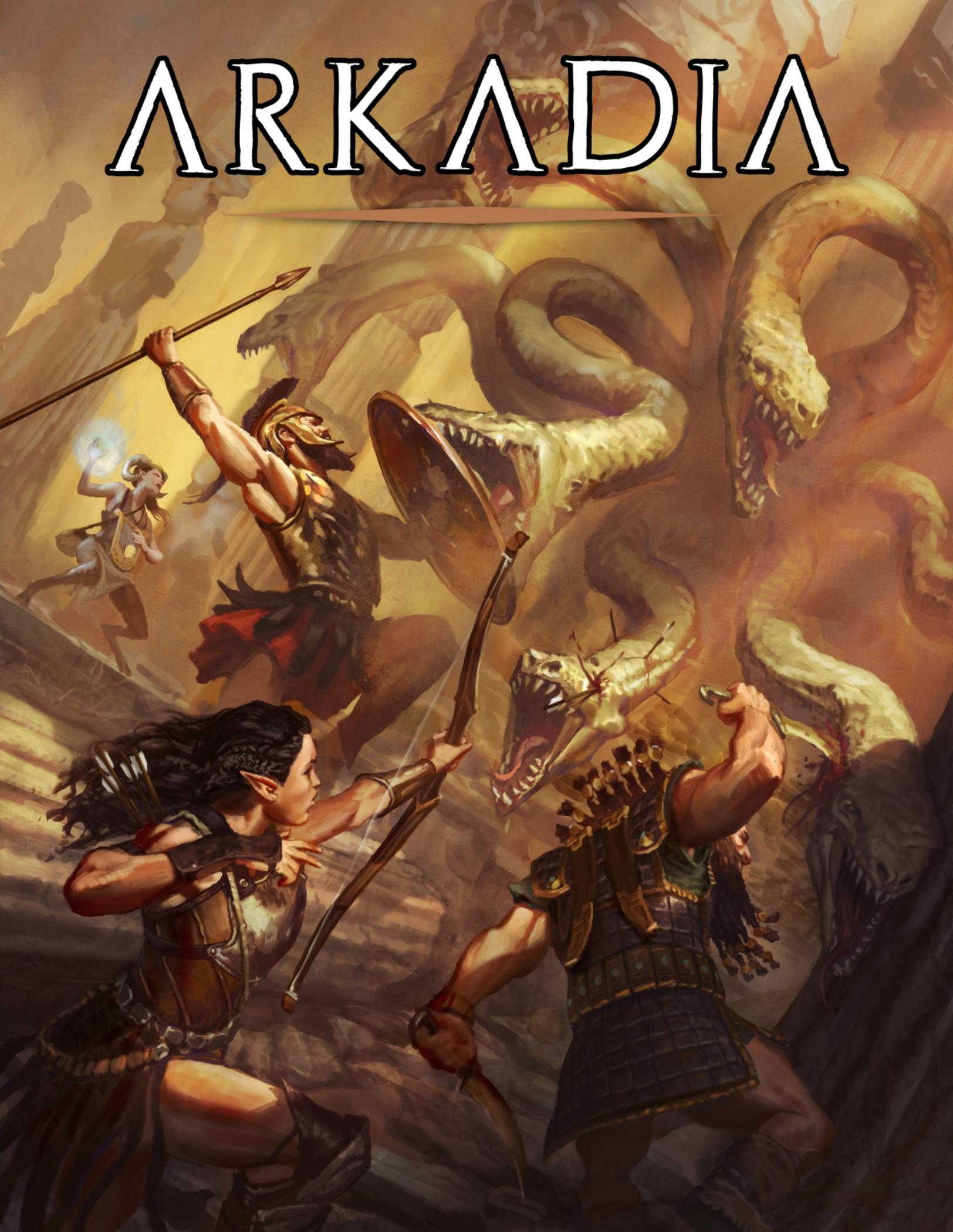


ARKADIA



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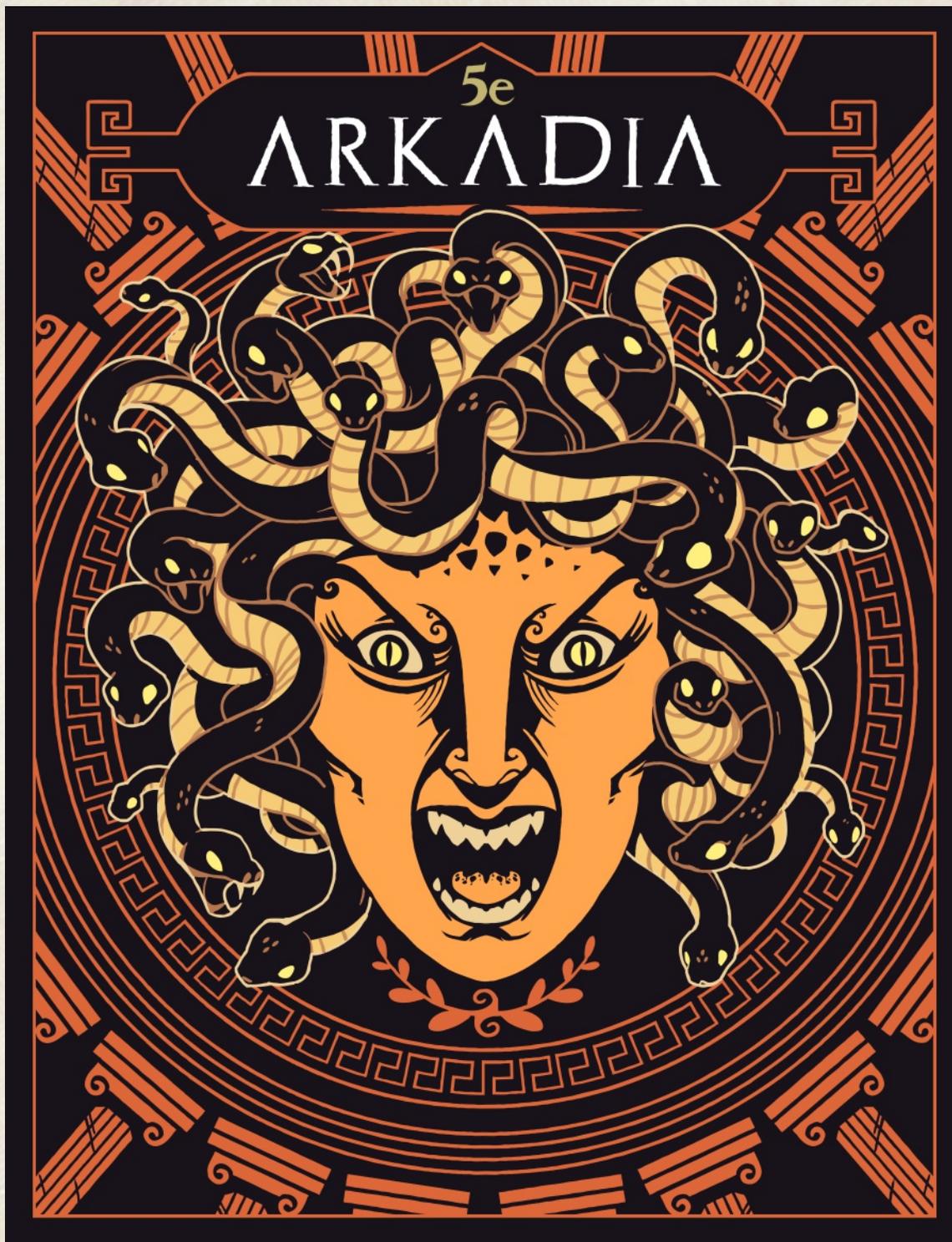
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PREFACE

In the pages that follow we have endeavoured to create something entirely new: a world informed by the histories and myths of ancient Greece in the context of traditional tabletop roleplaying. It is our hope that many years from now, when a player with their dice, and paper, and dreams of bronze and ruined columns asks how best to play a Greek adventure — the answer will be Arkadia.

Eugene Fasano
May 2019

INTRODUCTION

Arkadia is a setting for the fifth edition of the world's greatest roleplaying game, inspired by the history and myths of ancient Greece. It draws on the spirit of classical antiquity, blending elements of ancient civilizations such as Rome, Egypt, Persia, and of course Greece, with traditional fantasy elements to create something wholly unique.

The world of Arkadia presented in this book is one of gods and titans, mythical monsters and epic heroes. Familiar staples of the fantasy genre such as elves, dwarves, and orcs have been reimagined through the lens of Greek mythology and given a new place in this ancient, bronze age world. They exist alongside wonders both new and ancient, reimaginings of the gods, heroes, and myths of a lost age.

USING THIS BOOK

This book is divided into two parts. Part 1 is a handbook for players. It contains character options such as races, class archetypes, feats, and all the information a player needs to create and customize a character for an adventure in Arkadia. Part 2 is a game master's guide. It contains details of the setting, monsters, treasure, and everything else a game master might need to run a game in Arkadia.



AGE OF BRONZE

Fantasy Over History. Arkadia is inspired by the history and myths of ancient Greece and the classical world, but it is not a historical setting. Arkadia blends historical elements with those of myth and traditional fantasy to create something new.

An Age, Not a Time. Arkadia is not rooted in a year or bound to a chronology of events. The world is painted in broad strokes that depict a sweeping age defined in relation to its mythic past.

Bronze Before Iron. Arkadia exists in an age of bronze. Many weapons, armor, and items are different than those you would find in traditional fantasy. Instead of finding rapiers and crossbows in Arkadia you will and take up the spear and sling.

Ancient Magic. Though the spells you will be casting in Arkadia are familiar, the style of magic is mythical rather than medieval. To this end, we encourage you to instill your spells with mythic flavor; instead of the spell *spirit guardians* conjuring angelic figures, it could instead summon a host of spectral hoplites, the spirits of your ancestors or fallen comrades, their arms and armor still scarred and pitted from their final battle.

Age of Heroes. Though the presence of the gods can be felt throughout Arkadia, they are distant in a world shaped by the reverberations of their myths. Though their presence and the echoes of their deeds can be felt throughout the world, they are no longer physical beings walking among mortals. It falls to mortal heroes to take up the torch and decide the future of Arkadia.

Many Gods. Though certain races, places, and classes in Arkadia are connected to specific gods, all gods are worshiped in all places. An Illyrian sailor might pray to Thessa for fair winds and calm seas before embarking on a voyage, just as an Ithean youth might pray to Lyria for their affections to be returned.

Gods at the Source. All magic in Arkadia flows from the age of gods. As in Greek mythology, all supernatural or fantastical elements in Arkadia — monsters, magic items, and even your heroic powers — are believed to ultimately stem from the gods or the titans.

If it Exists in 5e. If it exists in another source book, it might exist in Arkadia. Many races and classes from the basic game would be at home in Arkadia, while others might challenge the tone or themes of the setting. Ultimately it is up to your Game Master to decide what is appropriate for the version of Arkadia that is played at your table.

CHAPTER 1: RACES



DWARF

The stone pillars of the great hall stared down at Bakis with the carved faces of the dwarven kings of Erebos, illuminated by the steady orange glow of the volcano's blood. It flowed in stone channels, carried from deep within the living heart of the mountain. In spite of its warmth, wide bronze braziers blazed between the columns, yet even their heat was swallowed by the great forge.

With slow deliberation, Bakis lowered the crucible, cracked and glowing as the lava itself, and poured the molten bronze. It spilled in a white-hot fall, flowing into the lines of the mold chiseled into the plinth before him. It was one of the oldest, carved from the very stone of the chamber. Slowly, the metal took its shape, the blazing, broad-leafed silhouette of a sword.

KIN OF EREBOS

The dwarves say Erebos made them in his image. From carved stone and molten bronze he gave them life and into them poured the best of him, his enduring strength and skill. They say Kor Erebos was the forge where they were born, the fist forge. And since Erebos gave them that flame, the fire of the gods, never has it gone cold.

It was there in that first fire that he forged the weapons of the gods for their great battle with the Titans for the heart of Arkadia. Beneath the sacred mountain, in shadow and the glow of bronze he toiled and made for the gods many wondrous things. For Krytos he made a spear that could never fail to strike and a shield to make him unbeatable in combat. For Thessa he made a trident, to hold within it all the secrets of the roiling sea. And to Hyperius he gave a chain of Orchalcum, unbreakable, and his greatest gift — a javelin of pure lightning that held within its crackling form all the power of the heavens' wrath.

GOLD AND BRONZE

Dwarves have strong, prominent features. Field dwarves have skin tanned and weathered by many years of sun and soil in the fields. Volcano dwarves have a slightly lighter complexion due to their lives spend toiling under the mountains. While field dwarves tend to dress simply, volcano dwarves take deep pride in their appearance. Their hair and beards, black or reddish brown, is worn in matted locks. They cap these coils in heavy beads of gold, bronze, or mountain glass. They trade with humans for royal colors of cloth and adorn themselves with thick rings and armbands, set with wide stones.



FORGE AND FIELD

The dwarves of Erebos say that in the beginning, all the dwarves called the mountains home. As some toiled at the mountains base, Phaedrus lured them away from their work with wine, and a bountiful feast. It is said those dwarves never returned to their mountain home, but followed Phaedrus into the hills and fields, and thus as the field dwarves they became known.

Volcano dwarves do not think much of their cousins in the fields. They believe that Erebos created dwarves to be workers, viewing the field dwarves as lazy and unskilled. The field dwarves, in turn, think their kin in the volcanoes are too secretive and serious.

Volcano dwarves tend to like field dwarves best when they are producing good work. Field dwarves, on the other hand, like volcano dwarves best once they've tried a bit of field dwarven wine.

KEEPERS OF THE FLAME

Mount Erebos, or Kor Erebos in the dwarven tongue, is the most sacred site of their people. The fires of its great forge are fed from the blood of the mountain and its flames have never died. The elders, smith-priests of Erebos, tend the fire and forge the weapons of kings and heroes. Ancient channels are carved in the stones of the floor for molten bronze to flow. Some of these molds are said to have been used to forge the legendary weapons of the gods. It is one of the few places where orichalcum can be worked. This rare golden-bronze metal, sacred to Eberos, is found only in Gargaros, drawn from the fiery peaks of that broken land. Many horrible monstrosities bound to the Titans are seared by its golden touch, making its weapons prized by the bravest of Arkadia's heroes. Weapons and armor that are wrought from it are more precious than gold, though they can never be sold, only given.

Though the dwarves call the volcanic mountains of Kor Erebos and its foothills their home, they can be found throughout Arkadia, lighting forges in each of the great cities. They consider themselves Arkadians, in their blood, as much as the race of men and share with them a deep hatred of the orcs of Gargaros. Their masterful crafts are highly valued and sought after. They make crystal glass and beaten lead funeral masks in Crixos; jewelry in Corinth; and rams, nails, and all the tools needed to furnish Ithean ships. Their most common work, however, is found in Kryta and Hyperium, where the bronze of their swords and spears and armor is prized above all others.

DWARF NAMES

Dwarves have only a single name, given at birth by the elders of their forge. Many dwarves write their names as a unique maker's mark to distinguish their work and identify where it was made, whether scratched into the clay underside of a pot, chiseled into the base of a statue, or stamped on the back of a golden pendant.

Male Names: Agamemnon, Bakis, Bokolus, Bienor, Bortes, Branchus, Bormus, Cordus, Clytus, Demophon, Elpenor, Glaucus, Hebros, Haemus, Imbrius, Lampus, Leodokus, Magnes, Nestor, Oxylus, Phlegyas, Pittheus, Rhadamanthys, Telemon, Thaddaeus, Prometheus

Female Names: Agatha, Batea, Bianna, Bolina, Briseis, Cydona, Deianeira, Demetra, Diomede, Gerana, Hecamede, Hilaera, Halimede, Ino, Laodamia, Medea, Myrina, Myrrha, Perimede, Phoebe, Ptolema, Rhadine, Thisbe, Timandra



Maker's Name: Volcano dwarves identify with the city or place where they work, as it implies their craft. For example, a dwarf might introduce himself as Bakis of Kryta, implying that he works with bronze and is possibly a smith or armorer.

DWARF TRAITS

Your dwarf character has an assortment of inherent abilities, as part of your dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. Volcano dwarves tend to be lawful, as their craft is steeped in secretive tradition. Field dwarves are often less rigid, believing a hard day's work should be balanced by a hard night's revel.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the sling, bronze mace, bronze sword, and bronze shortsword.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, such as ancient columns or statues, you are considered proficient in the History skill and add double your proficiency bonus to the check instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. When carved or written, Dwarvish appears as rows of horizontal and vertical fletched lines. Dwarves often use clay tablets to tally payments, account for shipments of ore, or send messages. It can be etched on leaves of copper and gold as a prayer to the gods. These metal scrolls are then melted into the bronze of swords or armor, believed to imbue them with the words of the smith.

Subraces. When you choose the subrace of your character, you can choose from among the following options or those presented in the core handbook.

VOLCANO DWARF

Volcano dwarves are an old people. Said to be descended from Erebos himself, they are great metalworkers, jewelers, and glass-cutters. They are a mysterious and reclusive folk, withdrawn from the world and protective of the secrets of their crafts.

They carve their homes deep in the rock of Arkadia's oldest mountains, so deep that they tap into the very blood of the earth. Lava heats their everlit forges, shedding warmth and light; as it is the heart of the mountain, so too is it the heart of their people.

In the orange glow of their forges they pour molten bronze into the molds of swords and armor. Their work is prized and highly sought after by Hyperium, Ithea, and Kryta alike. They trade freely, for they boast deep love of gold and take great pride in its accolades.

They do not produce only instruments of war, but are also the finest jewelers and glaziers in all Arkadia. Both their jewelry and their glass is thick and heavy as its craftsmen. They mine gold from deep in the earth and with it strike coins and craft things of wonder fit for kings. The excess sand from their tunnels is not wasted, but spun into molten strands in the magma of their forges, for they know the secrets of glass and how to make stone flow.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Glassblower's tools or Jeweler's tools.

Erebos' Gift. As a light activity during a long rest you may hone one simple or martial weapon. At the end of the long rest, the object becomes a magic item, if it is not already, granting a +1 bonus to attack and damage rolls in addition to the weapon's other effects. The weapon retains these benefits until you use this feature again. Once you use this feature, you can't use it again until you finish a long rest.

FIELD DWARF

Field dwarves are simple folk. They have a love of wine, and growing things, and rich, dark earth. They take great pleasure in the deliberate perfection of stacked stone shepherds' walls and village wells, fitting each stone to the next.

In the countryside they tend the soil, planting vineyards and olive trees. From the clay of the earth, they fire pots and vases of orange and black to bear the fruits of their labor. Their wines and oils are as renowned as the clay pottery that holds them.

Some field dwarves are drawn to the promise of the cities. Their proud stonework is far advanced from that of their country kin. They turn their hammers and chisels to the columns, statues, and fountains that adorn the great cities of men. Their kilns fire clay figures, vases, and the terracotta tiles found on many a roof throughout Arkadia.

It is said field dwarves built the walls of Illyria, when the land was young, of huge stacked stones from the bosom of Arkadia. When asked why they did not mortar the stones together, the dwarves replied that mortar may crack and chip, but stone upon stone, perfectly laid, will last as long as the hills.

Ability Score Increase. Your Wisdom score increases by 1.

Phaedrus' Gift. You may use your action to cause 4d4 magical grapes to grow from the soil at your feet. A creature can use its action to eat one or more of these grapes. Eating a grape restores 1 hit point, and the grape provides enough nourishment to sustain a creature for one day. You must finish a long rest before using this ability again.

The grapes lose their potency if they have not been consumed within 24 hours of the use of this ability. The number of grapes created increases to 8d4 at 11th level and 16d4 at 17th level.





ELF

Never breaking stride, Diana turned to loose an arrow as she dashed between the crumbling sandstone columns, the beast's hooves thundering behind her. The column to her right exploded in a shower of rock and dust as powerful horns smashed it aside. She was tumbling down a steep dry hill, stumbling, her sandaled feet skidding on shale and loose earth. It bellowed in rage, in a voice neither human nor beast.

She landed on one greaved knee, sending dust billowing from the cracked arid earth. Around her were broken tumbled pillars, half buried by sand and dry grass. There, by the base of a statue worn faceless by wind and time, was her bow. Above her, atop the slope, the creature stood. Its huge chest, stuck with the broken shafts of many arrows, heaved with each breath; above it, the horned head of a bull, nostrils flared. The minotaur's roar echoed off the ancient stones.

It charged. Diana dove; rolling, she picked up her bow, nocking and drawing her arrow in a single, swift movement...

THE FIRST MORTALS

Elves, are fading remnants of the age of gods. When the world was young and gods and titans walked the earth, the splendor of great elven civilizations crowned the land. Now only ruins remain. The white spires of Scyllaea, jewel of the sea, are lost beneath the waves, a thousand secrets drowned. The great temples and pyramids of cursed Nys are dry as bones beneath the sun, buried by sand and desert winds.

Many ancient ruins cover Arkadia, their stones tumbled forgotten by all but time. Faceless elven caryatids stand in crumbling colonnades, open to the sky. Worn stones trace the lines of tumbled walls, and toppled columns lie like fallen trees among the heads of wheat and dry grass. So ancient are these elven ruins that none who live can claim to have known their builders, their secrets lost, riddled only now in the worn shapes of bare stone.

SEA, SAND, AND WOOD

Oreyan elves have tanned tawny or bronze skin with dark hair and eyes. Most wear their hair long and wild or bound in a thick plait, though some crop it short.

Scyllaeen elves have fair skin, with eyes of blue and grey and green, as the sea. They have striking hair of black or gold, and typically wear it loose or in elaborate coiled braids.

Nyssian elves, or drow, have dark skin that ranges from obsidian black to onyx grey. Their hair is white, though it is common for Nyssians to shave their hair or dye it with henna. Their eyes range from blood red to canid shades of orange and gold.



ELF NAMES

The Elven tongue is the oldest spoken by the races of Arkadia, said to be the very language of the gods themselves.

Male Names: Agamedes, Alcimede, Asterion, Caeneus, Castor, Deileon, Dimoetes, Endymion, Eos, Ereuthalion, Galanthis, Ganymede, Gelanor, Helios, Hermeias, Hippolytus, Hylas, Iasus, Ikelos Ioneus, Laërtes, Leucus, Lycaon, Lysis, Nycteus, Orion, Sarpedon, Theiodamas, Zelos,

Female Names: Aegea, Aegiale, Aella, Aethilla, Ariadne, Artemisia, Asteria, Atalanta, Caenis, Calipso, Cassandra, Cilla, Circe, Cleopatra, Diana, Hypolita, Ismene, Lethaea, Lysianassa, Natasa, Nausicaa, Polymnia, Psyche, Pythia, Selene, Thalestris, Zephyra, Cassiopeia

Epithets: Elven surnames are epithets earned by an elf. They may be gained and lost throughout the elf's life. Young elves have only a single epithet, often given for their birth or appearance. Older elves may have several, given for their manners, occupation, or the deeds they have performed.

Oreyan Epithets

The swift footed, who strikes from afar, joiner of battles, the huntress, mountain born, tamer of horses, of the golden bow, cunning, keen eyed, spear-famed

Scyllaeon Epithets

Of the grey eyes, the high crowned, the seer, the caller of waves, golden haired, wise, blessed of Ithea, stormbreaker, of the sea, who watches the tide

Nyssian Epithets

The immortal, speaker of the dead, the cruel master, the hidden one, possessor of secrets, guardian of the tomb, eater of flesh, undying, the exiled, the withered

ELF TRAITS

Your elf character possess many gifts, vestiges of their ancient legacy.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Elves though long lived can age and die like all mortals. They reach adulthood in a century, and can live for over seven hundred years.

Alignment. Elves are vestiges of a lost age, their civilizations fallen. They are untethered by the laws of humans and are often chaotic. Oreyan elves are fierce protectors of all mortal life. Scyllaeon elves, wild as the sea, are distant, veiled in secrets and prophecy. Both are typically good or neutral. The drow of Nys, however, cursed and driven beneath the sands, are more often evil.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to ancient ruins and shadowed woods, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Immortal Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves cannot sleep. Instead, they enter a trance, remaining semiconscious, for 4 hours a day. While in this state you rarely dream, though such visions, when they come, are often seen as messages from the gods and ascribed importance. After resting in this way, you gain the same benefits that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is said to be the tongue of the gods, the language spoken before the age of men and bronze. Few written pieces survive, for the Oreyans do not write their secret tongue. Many fragments remain in the sunken ruins of lost Scyllaea, much sought after by the Ithean philosophers for their mystical secrets. The Nyssians are said to carve their words as pictures on the walls of stone tombs, sheets of lead, and scrolls of human skin.

Subraces. When you choose the subrace of your character, you can choose from among the following options or those presented in the core handbook.

OREYAN ELVES

Oreyan elves are an ancient amazonian race of warriors and huntresses. They have no walls or cities, but are one with the land, the arid hills and dry grass, the gnarled trees and tumbled stones. Many choose to live in the wilds, ancient woods, and ivy-covered ruins. Like the dryads, many are fearful and curious of the world of men. Others walk freely among humans, their hatred of the titans making them natural allies to those who would protect Arkadia.

Oreyan elves dwell primarily in Oreya's Wood, a sacred forest stretching from Crixos to Ithea. Beset by the spreading blight from the south, many have been driven from their ancestral home. Others can be found throughout the wild places of Arkadia, ranging the mountains of Garagos in pursuit of orc marauders or guiding a band of Krytan hoplites through dry manticores-infested hills.

Ability Score Increase. Your Wisdom score increases by 1.

Huntress' Accuracy. Whenever you make a ranged attack roll and roll a 1 you can reroll the die, but you must use the new roll even if it is another 1.

Elven Weapon Aptitude. You have proficiency with the javelin, spear, war spear, simple bow, and recurve bow.

Amazonian Stride. Your base walking speed is increased by 5 feet.

Half Elves

Half elves are the rare children born of the joining of human and elf. They say the first half elf was born to Oreya herself, who fell in love with a human huntsman. These tragic romances of men and elves have long graced the amphitheatres of Illyria. You can find the statistics for a half elf character in the core handbook

SCYLLAEAN ELF

Scyllaeen elves are those descended from the few who heeded a prophecy of doom and escaped the fall of Scyllaea, that ancient and wondrous island city lost beneath the waves.

They came from the sea to Arkadia bearing great gifts from the gods, the fragmented arcane secrets of their fallen civilization. Seen by some as the children of Thessa, it is said they taught the first Itheans magic. Few of their kind remain, last scions of those long cast adrift from their drowned home. Still, ancient magic clings to their scattered lineage, manifesting in powerful philosophers and seers, the legacy of lost Scyllaea.

Most Scyllaeen elves dwell in Ithea, the closest city to the shattered islands of their lost home, where they are highly valued for their innate skill in magic and love of the sea. Others live as hermits along Arkadia's blue-green shores or the broken island ruins of their lost kingdom, hearing in the waves the muffled whispers of their ancestors, never far from the sea. Wherever they stray, they are marked by tragedy, beauty, and mystery. The most famed among them is the Oracle, an ancient and powerful seer, sequestered in the high reaches of Mount Hyperium.

Ability Score Increase. Your Intelligence score increases by 1.

Gift of Prophecy. When you trance during a long rest you are sometimes visited by prophetic dreams whose omens and portents may give you insight into the future. When you finish a long rest, roll 1d20. On a roll of 20 you can ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a vision, a cryptic rhyme, or an omen.

Thessa's Trident. You learn the *magic missile* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. At 3rd and 5th level the number of times you can cast the spell in this way without expending a spell slot is increased by one. Intelligence is your spellcasting ability for this spell.

Lost Knowledge. You are proficient in the History and Arcana skills.



NYSSIAN ELF (DROW)

Nyssian Drow are the cursed and mysterious people of Nys, the desert land across the sea. There only crumbling pyramids break the dunes, the tops of great underground spires, uncovered in the sands by desert winds. The drow dwell in ancient stone tombs and cities, buried beneath the sands of their withered and dried land. They say the oldest tunnels of their underworld were carved by the massive jaws of the Great Worm, the titan slain by Crixys. Their undying priests tend to its whispering husk, preparing for its prophesied return. Their highest caste are the pharaohs, liches beholden to the dead Worm, their hearts sealed in canopic jars in pursuit of the true immortality that is the dark promise of their master.

Nyssian drow in Arkadia are exceptionally rare. In their esoteric culture, to leave their vast and sprawling underworld of buried ruins, stone tombs, and ancient tunnels is anathema. Once on the surface, touched by the sun, a drow's caste is broken. Unfortunate outcasts wander the sands of Nys, withered husks, their burned skin wrapped in bandages, white eyes seared blind by the sun. Some lucky few exiled drow are found by tomb raiders, Arkadians set out from Crixos, who sail across the sea to plunder forgotten treasures from the sandswept ruins of cursed Nys.

Those that come to dwell in Arkadia are exiled, whether by choice or banishment, never to return. Most make their home in the blighted city of Crixos. Immune to the plague and imbued with a proclivity for the undead, they are met by the Crixian priests with hostility and mistrust, begrudgingly accepted only for the utility of their strange gifts. They are welcomed by the Crixian Philosophers' school who hold no reservations about necromancy, viewing it as a tool with which to fight fire with fire. They offer Nyssian drow a place in their ranks in exchange for occult secrets and ancient embalmic formulae.

Ability Score Increase. Your Charisma score increases by 1.

Darksight. While in bright light, you have disadvantage on Wisdom (Perception) checks that rely on sight. While in nonmagical darkness, you have advantage on Wisdom (Perception) checks that rely on sight.

Whispers of the Worm. You learn the *command* spell and can cast it at will, without expending a spell slot, but you may only target Undead creatures when it is cast in this way.

Curse of Nys. You are immune to disease.





HUMAN

Isereon tasted salt and sea spray as the eyed prow of his ship cut the waves. Under a hot sun and a clear sky, the steady rhythmic fall of the oars took him closer. There on the horizon, he could see golden and arid hills cresting the blue sea.

Sailors called and gulls cried as the painted sails of the ship unfurled to take in the warm fair winds. Upon the coast and dry hills, among the distant forms of wizened cypress trees, there rested a white city, its pillared buildings and towers flat roofed or capped in bronze domes, shining in the sun. He held a hand to his brow, shielding it from the glare, and saw, there on the highest hill, the columns of the ancient acropolis. He was coming home.

ARKADIANS

Arkadia is the land and civilization that unites all humans. Beyond the fringes of Arkadia no free humans dwell; those are the realms of the titans, insurmountable, hostile, and forever encroaching on the world of men. To humans, Arkadia is not merely a civilization, but civilization itself. Humans see themselves as the keepers of reason, freedom, and mortal life. They are the keepers of the flame of knowledge, given them by their gods, both a gift and a sacred charge they hold with utmost reverence. Arkadians see their gods as both parents and liberators, and the boldest aspire to heroism in their name, that Arkadia may remain free through their actions.

At their best, Arkadian humans value honor and excellence, striving to embody the heroic virtues of their gods. At their worst, their drive for power and renown can sour, turning to hubris. The will of mortals, that sacred flame, is both their greatest gift and most fatal flaw.

OLIVE AND BRONZE

Arkadians vary widely in appearance. Their skin tones range from dark to fair, often falling in between as shades of tan or olive. Their hair and eyes are generally dark, black, brown, or hazel. Golden hair and blue eyes are more common in Ithea but can be found throughout all the great cities.

THE GREAT CITIES

Arkadia holds five great cities, each founded by one of the gods. Like the gods, they are as family; they squabble, and hold rivalries and grudges, but always unite against their common enemies. Arkadians identify strongly with the city they call home; it harbors for them a fierce sense of pride and loyalty.



Ithea is built on the western shore, a center of knowledge and exploration of the natural and arcane. It boasts a mighty navy and is as a democracy, headed by a council of philosophers, powerful wielders of magic.

Crixos, once a hallowed, sacred place on the black river, where great heroes and kings were laid to rest, is now ravaged by an inscrutable plague of undeath from the south.

Illyria is a lavish and lawless free city, a center of art and cultural exchange, filled with all the decadent pleasures that gold can bring.

Kryta is a city of mighty warriors. Its citadels are the shield that protects Arkadia from the constant threat of Pysserian invasion from across the sea.

Hyperium is the seat of kings, the first city of men and home to the gods. Its marble columns and temples stand proudly atop the mountain at the heart of Arkadia, overseeing all the land. Its shining armies and mighty consuls strive to keep peace and bring justice to the land.

HUMAN NAMES BY CITY

ITHEA

Male Names: Aquarius, Argus, Atreides, Daedelus, Erymanthus, Isereon, Ixion, Perseus, Sentor, Theseus, Odysseus

Female Names: Alkmini, Ariel, Calisto, Desma, Eurydice, Hermione, Tethys, Thalia, Thesilea, Andromeda

KRYTA

Male Names: Ajax, Anticlus, Atreus, Darieos, Jason, Leonidas, Leto, Menelaus, Minos, Achilles

Female Names: Arete, Astypalaea, Camilla, Eris, Helia, Ioanna, Megara, Nike, Sappho, Spatha

HYPERIUM

Male Names: Acteon, Agathon, Alexander, Antilochus, Demokles, Dracus, Hector, Tydeus, Aeneas

Female Names: Alexandria, Corinna, Demetria, Leda, Meadia, Ophelia, Panelope, Praxia, Rhea, Hestia

CRIXOS

Male Names: Anax, Charon, Geryon, Haides, Ilamenus, Leander, Seirios, Tiresias, Xenophon, Phrastor

Female Names: Ananke, Aurai, Daphne, Delphi, Macaria, Mestra, Narkissa, Pandora, Persephone, Elysia

ILLYRIA

Male Names: Adonis, Alexio, Amphion, Apollonas, Evander, Ikaros, Orpheus, Thero, Thespius, Pharis

Female Names: Cyrilla, Danae, Elektra, Eros, Hellen, Cassandra, Nesaea, Sophia, Xenia, Lydia

Patronym or Matronym: Humans of Arkadia do not have family names, but instead are known by their parentage, introducing themselves as the son or daughter of their parent, such as Perseus, son of Ixion.

HUMAN TRAITS

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

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment, harboring both heroism and weakness.

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

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. A warrior from Kryta or Hyperium might also speak Dwarvish or Orcish, while an Ithean or Illyrian sailor might know Elven or Sylvan.



ORC

Phrixus, Phrixus, Phrixus, the chanting of the crowd came muffled through the flagstones as he strode down the tunnel, rolling his muscled shoulder beneath the leather harness. The chanting broke into a wordless roar as he emerged from the gate into the dazzling brilliance of the coliseum. He held high his pitted bronze blades, baring them to the frenzy of the faceless mob. Phrixus opened wide his tusked mouth and roared in challenge as the gates on the far side of the arena sands began to rumble open.

TRIBES OF GARGAROS

Orcs first came from Gargaros, a land of fire and ash and broken stone, born from the blood of the Great Hydra, spilled in its mighty battle with Hyperion. Possessed by madness and destruction, they are the ancestral enemy of Arkadia. Many times have their hordes attacked her land, only to break upon the shields of Erebos, Hyperium, and Kryta.

There are many tribes of orcs scattered throughout Gargaros. The Cerberans train cerberus worgs to hunt and kill; the Cyclopax fight alongside cyclopean giants; and the Hydrak, the largest and most hated — even by their own kind — who worship the bound titan, seeking to free it through fire and blood.

Despite such ancient animosity, some tribes of orcs have come to find a place in Arkadia, especially among the Krytans who value strength and physical prowess above all else. These orcs were first taken as slaves during one of the many wars with Gargaros. Thrown into the fighting pits and gladiatorial arenas they displayed such power and ferocity that the king, impressed, granted them freedom and a place in his army. Many Orcs have since taken to the worship of Krytos with abandon, finding in the mighty god a surrogate father who shares their savagery and love of combat.

BLOOD OF GIANTS

Often called giants due to their impressive size, orcs typically stand 6 to 7 feet tall, though the orcs of Gargaros can grow even larger. Their skin is the color of ochre clay; orange, reddish brown, or ashen grey, often varying from tribe to tribe. Many orcs wear black warpaint in stark bands and square keyed patterns.

SAVAGERY AND CIVILIZATION

Valuing strength and dominance above all else, orcs, as a Hyperian general once put it, make excellent warriors and terrible soldiers. Their physical prowess and violent nature make them most at home in Kryta, whose army cares more for the might of individuals than the discipline of lines. Their fearlessness and unbridled aggression on the field make them an unstoppable force, ideal as linebreakers, often turning the tide of battle almost single-handed. Some, lacking even the control for this, become



mercenaries. Others take to the fighting pits or, with some luck, the grand coliseums of Illyria, untouched by Gargaran raids, where their prodigious size and strength are coveted for their exotic nature.

ORC TRAITS

Your orc character has certain traits deriving from your orc ancestry.

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

Age. Orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Orcs are chaotic by nature.

Size. Orcs are far larger and bulkier than humans, and they range from 6 to well over 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Since your ancestors were accustomed to the perpetual ash-choked twilight of Gargaros, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Colossal Build. Your carrying capacity and the amount of weight you can push, drag, or lift is doubled as if you were one size category larger.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common. You can also speak Orcish, though it has no written form. Orcish is a harsh, grating language with hard consonants.

ORC NAMES

Over many generations, orc names have taken on the shapes of the Arkadian dialect while retaining the harsh and guttural sounds of the Gargaran tongue, Orcish.

Male Names: Aekhmagoras, Agron, Akragas, Anaxgoras, Atrax, Carnus, Cecrops, Cratos, Creon, Crisus, Deimachus, Echion, Golgos, Kronos, Maeon, Makedon, Oncius, Paeon, Phrixus, Pronax, Tyres, Ucalegon

Female Names: Aglaea, Calydon, Carya, Dia, Echidna, Enarete, Epirus, Gerana, Hekate, Hyale, Iakhe, Jokasta, Kakeira, Lynx, Mariah, Minyas, Morea, Nysa, Ossa, Phrike, Skaea, Thrace, Thrashymedes, Agrea

Tribe Names: Orcs take the name of the tribe they are descended from — Phrixus the Ionokian, for example.

Ionokian, Minaran, Stygian, Mycerian, Agikorei, Karatolian, Archaean, Acharnian, Lokrian, Doran, Phaeacian, Crotonean, Mesanarian

Half Orcs

Half orcs are common in Arkadia. In Kryta, where strength and ferocity are prized, many orcs have some human blood in their veins. In Illyria, they are desired for their size and striking appearance. In Hyperium, however, they are met with contempt, as many of the half orcs in this region are a bitter reminder of the incessant conflict with the marauding orcs of Gargaros. Half orcs in Arkadia use the same game statistics as the orcs in this section.



PHAEDRAN

Kassandra blew idle notes on her pan pipes as she reclined, hooved legs crossed on the dry grass, back against the gnarled trunk of an ancient cypress that afforded her dappled shade from the heat of the Arkadian summer sun. Her stick, lyre, and a terracotta jug — the sole survivor of last night's revelry — lay propped against the weathered bark. Out from the hill stretched fields of olive trees and trellised grapes, out to a villa's pillared walls and tiled roof, and beyond, the glint of the blue sea.

Along the road that cut the fields a cloud of dust plumed from horses or mules; a merchant's caravan most likely. She yawned and stretched, pushing her hair back behind her curled horns as she stood. They were travelling toward Illyria; perhaps they wouldn't mind the company of one of her kind, and if they did — she picked up her lyre and jug — she had song and wine enough to change the mind of any mortal.

CHILDREN OF PHAEDRUS

Phaedran are the rare hybrid descendants of Arkadian fae. Sometimes, such children are born without warning to a pair of mortal parents, seemingly a gift — or curse — from the gods. Other such children are the direct result of a mortal mingling with a fae. Some Phaedran claim to be born of Phaedrus himself.

FAE LEGACY

Whether concealed or borne with pride, all Phaedran are marked by fae features such as the curled horns of a ram, the talons of a harpy, or the golden eyes of a serpent. These strange features mark them, setting them apart from other mortals. Some believe them cursed, spurned by fate and the heavens, while others see them as sacred creatures, given gifts by the gods and imbued with a special destiny.

Many Phaedran, restless in the great cities, take to the roads and wilds and small villages, never staying in one place for long as their youth stretches on for almost a century. Part human and part fae, they are a stranger in both worlds with a foot in each and a home in neither. As such, many flock to Illyria, the wild and beautiful land of their patron god, but nowhere in Arkadia will you meet a common Phaedran. Touched by fate, they are almost always exceptional individuals, destined for heroism or tragedy.

PSYSSERIAN BLOOD

Though they are perhaps the most numerous of their kind, gorgon Phaedran predominantly live in the hostile, enthralled foreign land of Psysseria, comprising its highest mortal caste, second only to their gorgon



masters. As they come from her ancestral enemy across the sea, gorgon Phaedran are met with fear and suspicion in Arkadia. They are seen as spies or assassins, and many are cold or even openly hostile towards them. Too often do they give cause to these suspicions, though not all gorgon Phaedran serve the titan. Some have fled their oppressors, braving foreign seas and war torn lands to start anew in Arkadia. Others are genuinely born to free gorgons who dwell in the Arkadian wilds and have never known the serpent's lash.

PHAEDRAN NAMES

Phaedran bear human names as they are almost always left to be raised by humans. Some choose to shun the patronym or matronym of their human lineage, instead introducing themselves as a son or daughter of Phaedrus. Some do this so as not to bring shame to their family while others, abandoned by their family, abandon them in turn.

PHAEDRAN TRAITS

The blood of Arkadian fae flows in your veins, setting you apart from other mortals and granting you strange powers.

Ability Score Increase. Your Charisma score increases by 2 and one other ability score of your choice increases by 1.

Age. Phaedran mature at the same rate as humans but live almost twice as long, their youth stretching on for more than a century.

Alignment. Most Phaedran share the chaotic nature of their fae lineage, preferring the wilds and ruins to

walls and cities. They value freedom and individuality, and are often neutral or good. The Psysserians are an exception; beholden to their titan mistress they tend to be cold and cruel, making them more lawful and more evil than their Arkadian cousins.

Size. Your size is Medium; the size and build of a human.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Many subraces of Phaedran exist, each rooted in a specific fae lineage. Choose one of the options below.

SATYR

Satyr Phaedran are the most common in Arkadia. Out past the shepherds' walls where the wilds begin, they mingle freely with humans and, on warm summer nights by roaring fires and the flow of wine, find common ground in the love of unbridled revelry.

Satyr Phaedran have horns, ridged and curled like those of a ram. Their legs, when transformed, look like those of a goat, doe, or other cloven-hoofed beast, covered in thick shaggy fur.

Satyr's Hooves. You gain the ability to transform your legs and feet into those of a cloven-hoofed goat that double your jump distance and grant you advantage on saving throws against effects that would knock you prone or shove you. You can create these hooves as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

Horns. You can make an attack with your horns to butt a target, causing 1d4 bludgeoning damage plus your Strength modifier. If the target is a creature no more than one size larger than you, it must succeed on a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus or be shoved 10 feet away. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

SIREN

The beauty of siren Phaedran is attested to by thespians and sailors alike. Many an Arkadian has heard the tale of an enamoured youth, lured out into the waves by unearthly song, only later to have friends pull them back from the surf begging to return.

Siren Phaedran wear only the faintest traces of their lineage: thin gill-like scars on the sides of the neck, a pearly shimmer on the skin, or a voice whose haunting lilt betrays the underlying magic of the fae.

Siren's Tail. You gain the ability to meld your legs into a shimmering fishtail, losing your walking speed and gaining a swimming speed of 60 feet. You can create this tail as a bonus action on your turn. It lasts until you dismiss it as a bonus action on your turn. While you have this tail, you can breathe both air and water.

Siren's Song. As an action you can attempt to charm a humanoid that can hear you by singing an unearthly song. It must succeed on a Wisdom saving throw against a DC equal to 8 + your Charisma modifier + your proficiency bonus, with advantage if you are currently fighting it, or it becomes charmed by you for one hour or until someone in your party harms it. It will know it has been charmed when the effect ends. You must finish a long rest before using this ability again.



GORGON

Not technically the children of Phaedrus, these creatures are born of another powerful Fae, the titanic Mother of Monsters. They are no product of lust or fate; they are bred and birthed in the serpent temples of Psysseria. Human slaves are offered as ritual sacrifice to the gorgons within. It is said all gorgons and their children are descended from the Mother of Monsters, the first gorgon, a titan beautiful and terrible who rules the Psysserian Empire, feared and worshiped by all beneath her gaze and lash.

Their features are often less immediately apparent, such as fangs, a forked tongue, or the golden slitted eyes of a serpent. Some, however, have coiling serpents for hair. Those from Psysseria share the features of their human kin, with tawny or bronze skin and black hair.

Gorgon's Coils. You gain the ability to meld your legs into a serpentine tail, increasing your base walking speed by 10 feet and allowing your movement to ignore difficult terrain. You can create this tail as a bonus action on your turn. It lasts until you dismiss it as a bonus action on your turn.

Petrifying Gaze. As an action, you can try to petrify a creature you can see, and that can see you, within 60 feet by turning it to stone. The target must succeed on a Wisdom saving throw against a DC equal to 8 + your Charisma modifier + your proficiency bonus or be petrified. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends. You must finish a long rest before using this ability again.

HARPY

Harpy Phaedran are believed to be the result of a curse or ill-fated bargain. There are myths of old harpy crones striking deals with mortals and replacing human children with their own.

Often more slender and slight of build, harpy Phaedran are marked by avian features such as large inquisitive eyes, long talon-like nails, or soft feathers in their hair.

Harpy's Wings. You gain the ability to sprout a pair of feathered wings from your back, gaining a flying speed of 25 feet. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

If you are wearing heavy armor or are encumbered, you cannot use your flying speed. Instead, your wings can slow your fall and allow you to glide. When you fall and aren't incapacitated, you can slow your rate of descent to 50 feet per round, and you can move up to your speed horizontally as you descend.

Talons. You are proficient with unarmed strikes. Due to your talons, your unarmed strikes deal 1d4 + your Strength or Dexterity modifier slashing damage on a hit.

CENTAUR

Centaur Phaedran are a rare breed, born of the crossing of mortal and centaur. Centaur are proud solitary hunters and trackers of the Arkadian wild, often viewing mortals as little more than weak prey. Some, however, come to be impressed by the strength and skill of a mortal hunter or huntress and take them as a mate, especially among the Oreyan Elves for whom they hold a begrudging respect.

Centaur Phaedran are often of strong build, with thick mane-like hair. Some have the tails of horses. Their eyes are typically dark, seeming to be entirely irises with wide pupils.

Centaur's Form. You gain the ability to transform the lower half of your body into that of a horse. While you have these aspects of a steed, your walking speed is increased to 60 feet but your climbing speed is reduced to 0. Additionally, your carrying capacity and the amount of weight you can push, drag, or lift is doubled as if you were one size category larger. You can create this change as a bonus action on your turn. This form last until you dismiss it as a bonus action on your turn.

Hunter's Charge. While transformed, If you move at least 30 feet in a straight line, the first creature of your size or smaller whose space you move through must make a Strength or Dexterity saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone and take 2d4 + your Strength modifier in bludgeoning damage. A creature takes half as much damage on a successful save and is not knocked prone. You may not end your movement on another creature's space. Once you use this ability, you can't use it again until you finish a short or long rest.

Minotaur

Though monstrous children begot of minotaurs do exist, they are almost always abominations. Twisted by the gods, they bear the heads and horns of bulls and are most often dumb as beasts. Unteachable and untameable, some are thrown into arenas and fighting pits for sport, while other are abandoned, consigned to the labyrinthine depths of forgotten catacombs or crumbling sewers. Legend tells of a queen of old Krytan who bore such a son, and had for him a sprawling maze built beneath her city.



CHAPTER 2: CLASSES



BARBARIAN

PATH OF THE HERO

The Path of the Hero is a journey into legend, as the barbarian seeks fame and glory through feats of great daring and herculean strength. Your deeds and very reputation stir courage in the hearts of your companions and those you champion.

HEROIC PRESENCE

Starting when you choose this path at 3rd level, your formidable presence emboldens your allies. When you enter your rage, choose up to six friendly creatures within 30 feet of you (including yourself) to gain temporary hit points equal to your proficiency bonus + your Strength modifier.

Additionally, you may add your Strength modifier instead of your Charisma modifier to Intimidation, Performance, and Persuasion checks.

UNDAUNTED RESOLVE

Beginning at 6th level, your might becomes unmatched. You have resistance to all damage while you have temporary hit points gained from your Path of the Hero features.

BOLSTERING TALE

By 10th level you have accomplished many great victories and feats of strength. You can spend 10 minutes telling a tale of your prowess. When you do so, choose up to twelve friendly creatures (including yourself) who can hear and understand you. Each creature becomes immune to being frightened for one hour. You can't use this feature again until you finish a long rest.



AVATAR OF STRENGTH

At 14th level you become a paragon of mortal strength. When you would gain temporary hit points from your Path of the Hero features, the temporary hit points are doubled.

While creatures have temporary hit points gained from your Path of the Hero features, they have advantage on attack rolls against any hostile creature within 5 feet of you.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a giant club or (b) any other martial melee weapon
- (a) two javelins or (b) any simple weapon and a net
- A traveler's pack and four javelins



Warriors of Legend

Arkadian barbarians fight for fame and glory, that they may be immortalized among the gods. They are the quintessential heroes of might and courage, their names echoing across the ages, unforgettable and inspiring. Such heroes are known for taking upon themselves great labors, proclaiming loudly and publicly in the name of the gods to achieve great deeds for the good of all Arkadia, whether it be the slaying of mighty beasts and titanspawn or the reclaiming of lost relics and weapons of power. Whole ages turn upon the actions of such heroes, the fate of whole cities and peoples resting on their broad shoulders.

Barbarians of the Path of the Hero are found throughout Arkadia, wherever there are great dangers to thwart or wealth and fame to be earned. They are especially drawn to Kryta and the god Krytos, who most celebrates their warrior spirit; and to Illyria, where their great deeds are immortalized forever in marble and bronze, and the bards sing songs of their glories. Path of the Berserker barbarians are most common in Kryta, especially among the orcs, and are beloved of Krytos, acting as mighty line breakers in his armies. Barbarians are also common among the fierce Oreyan elves, often tied to the wild spirits of nature.



BARD

COLLEGE OF THE MUSE

Bards of the College of the Muse dedicate themselves to the pursuit of art and beauty in their highest forms. With lyre, pipes, or siren song, they seek out great heroes to inspire and, in turn, be inspired by. Blessed with charm and orphean gifts they are sought-after companions, not just by heroes, but also by prosperous patrons such as aristocrats and even kings. They play on the appeal of decadence and desire, basking in the luxury and sensual comforts afforded them by their gifts.

CALMING PRESENCE

When you join the College of the Muse at 3rd level you can enhance your very presence to instill calm and ease in those around you. As an action you may emanate an aura of repose for 1 hour. Any creature who targets you with an attack or a harmful spell must first make a Charisma saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This feature doesn't protect you from area effects. If you make an attack or cast a spell that affects an enemy creature, this effect ends. You can't use this feature again until you finish a short or long rest.

MUSE'S INSPIRATION

Also at 3rd level you learn to revitalize your allies as you inspire them. When a creature that you can see



within 60 feet of you regains any hit points, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the amount of hit points restored. That creature then gains one Bardic Inspiration die.

SONG OF SLEEP

At 6th level your words and music can lull even the sharpest mind into a state of blissful slumber. You can use your action to attempt to put a creature that can hear you to sleep. The target must succeed on a Wisdom saving throw or fall unconscious for an hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Song of Sleep for the next 24 hours. The creature is immune if it can't hear you or if it's immune to being charmed.

ECHOING CHORD

At 14th level, even the barest ripples of your influence carry with them a lingering potency. When a creature uses Bardic Inspiration from you they regain a number of hit points equal to your bard level.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a bronze sword or (b) any simple weapon

- (a) a philosopher's pack or (b) an entertainer's pack
- (a) a lyre or (b) a pan flute or (c) any other musical instrument`
- Leather armor and a bronze dagger

Voices of Lyria

Bards in Arkadia are considered the chosen of Lyria, goddess of beauty. The College of the Muse is Lyria's greatest temple, resting on a hill overlooking decadent Illyria and surrounded by Arkadia's most beautiful garden. There, the gifted are trained in the arts of enchantment, diplomacy, politics, seduction, and — most importantly — the many epic tales of the gods and heroes of old, used to inspire future generations to similar acts of heroism and glory. Many then choose to take to the roads of Arkadia and spread such tales, to keep the heroic spirit alive in dark times, and celebrate it in peaceful ones. Others seek to become heroes in their own right, or inspire others to do so, undertaking great deeds.

Arkadian bards have strong ties not only to Illyria but to the hill dwarves and Phaedran who live there as well, and many of the greatest bards are among their number. Their natural powers of enchantment are akin to those of the Fae, and Phaedran take to the bard's life more naturally than most. Many of the more mischievous bards honor Phaedrus alongside Lyria, using their powers to liberate others and beguile those who would control them. Bards of the College of Lore are trained in Ithea; owing their powers to Thessa, they are bent on uncovering Arkadia's secrets. Bards can also be found on the battlefield, the boldest and most valorous inspiring the armies of Hyperius with sword and song.



CLERIC

DOMAIN OF FATE

Fate is seen by some as a power above the gods themselves; the cosmic force to which all, mortal and immortal, are bound. Clerics of such a force are seers, oracles, and prophets. They attempt to unravel the mysteries of destiny. Through their art they gain secret knowledge of things past, present, and future.

ORACLE

At 1st level you learn the Thaumaturgy cantrip.

VESTAL TEACHINGS

At 1st level you become proficient in your choice of two of the following skills: Arcana, Religion, Insight.

CHANNEL DIVINITY: SEER'S OMEN

Starting at 2nd level, you can use your Channel Divinity to force a creature you can see within 30 feet to make a Wisdom saving throw. If the creature fails its saving throw, then for the next minute whenever it makes an attack roll or a saving throw, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.



GLIMPSE

At 6th level you may use your Channel Divinity as a bonus action to see things as they actually are. Until the start of your next turn, you have truesight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

POTENT SPELLCASTING

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

SEAL FATE

At 17th level you gain the ability to sever a creature's fate. As an action you choose a creature you can see, roll 1d4 and choose rounds, days, or years. The creature is forced to make a Wisdom saving throw. After the chosen time has passed, the creature takes 10d10 necrotic damage on a failed save or half as much on a successful one. You can't use this feature again until you complete a long rest.

Fate Domain Spells

Cleric Level	Spells
1st	<i>identify, find familiar</i>
3rd	<i>augury, detect thoughts</i>
5th	<i>sending, clairvoyance</i>
7th	<i>divination, locate creature</i>
9th	<i>commune, contact other plane</i>

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a staff or (b) a bronze scepter (if proficient)
- (a) bronze cuirass, (b) leather armor, or (c) heroic panoply (if proficient)
- (a) a shortbow and 20 arrows or (b) any simple weapon
- (a) a priest's pack or (b) a traveler's pack
- A shield and a holy symbol

Seers and Prophets

Arkadian clerics are the bridge between mortal and immortal, the interpreters of divine will, and are held in the highest esteem. Every Arkadian god has priests pledged to their service, but few are as powerful and revered as the Seers, the clerics of Fate. Able to peer into the weave of destiny and foretell the future, they are a crucial weapon against the enemies of Arkadia. The most powerful among them, an ancient Scyllaeen elf called the Oracle, lives upon Mount Hyperius in the depths of Hyperius' greatest temple. There she whispers words of prophecy, recorded by the temple adepts. Kings and queens of Arkadia seek her wisdom, and great heroes are sometimes called to undertake momentous quests to avert her portents of doom.



DRUID

CIRCLE OF BEASTS

Druids of the Circle of Beasts are shapechangers, masters of many forms capable of turning not only themselves but also their allies and even their foes into wild beasts. They often live as wanderers or secluded hermits, in deep wilds or on mist-shrouded islands. They keep company with beasts and fae, for most folk avoid these mystics and the places they call home, thinking them dangerous enchanters or witches.

GIFT OF FORMS

When you choose this Circle at 2nd level you can use your Wild Shape on a willing creature within 30 feet to transform them into a beast with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level or until they choose to end the effect early by using a bonus action on their turn.

MYRIAD WILD SHAPE

Starting at 2nd level, you can use your Wild Shape feature a number of times equal to your Wisdom modifier (minimum 2) instead of twice. You regain all expended uses when you finish a short or long rest.





SHAPECHANGER

Beginning at 6th level, when you use your Wild Shape to transform yourself or a willing creature into a beast with a challenge rating as high as $\frac{1}{4}$, you may do so without expending a use of Wild Shape.

WILD CURSE

At 10th level you gain the ability to use Wild Shape on an unwilling creature within 30 feet of you. When you use Wild Shape on an unwilling creature, the creature is forced to make a Wisdom saving throw or be transformed into a beast of your choosing with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level but the creature can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends and they revert to their normal form.

PATRON OF CHANGES

At 14th level you gain the ability to change the forms of multiple creatures simultaneously. You can use Wild Shape on any number of creatures within range as a single action, expending a charge of Wild Shape for each creature.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a spear or (b) any simple melee weapon
- Leather armor, a traveler's pack, and a druidic focus

Agents of Change

The Circle of Beasts are the druids of Phaedrus, trickster god of change and passion. Like their patron, they seek to stir the animal instinct in those around them, eager to remind mortals that they are in fact beasts, full of feral desire bubbling just below the surface. They are experts at bringing this desire out, whether through wine, subtle trickery, or a gentle nudge in the right direction. They are often mysterious figures, traveling the wild places alone or in the company of Fae and beasts, until they sense their services are needed. Then they emerge from the forest, bringing revels to a returning army or farming village exhausted from long labor, rivers of wine to the thirsty, bounteous feasts to the hungry, and, when required, punishment to the rigid and oppressive, those rulers whose love of order and deprivation become too strong. Such druids are feared by tyrants across Arkadia, for there are tales of such wanderers — Phaedrus himself in disguise — who tear them down from their thrones and remind them what they are, often by turning them into whatever beast they seem most like, humiliating them and stripping them of power for their own good and the good of Arkadia.

Though Phaedrus calls to all, many of their druids are hill dwarves and Phaedran, and the hills of Illyria are lush with their blessings. Druids of the Circle of the Land often follow Thessa, and are bound to the sea and its secret power, living solitary lives along the coasts and among the islands. Druids who take the form of powerful beasts under the moon often hunt in Oreyia's name.



FIGHTER

HOPLITE

The hoplite is a warrior whose singular prowess and skill can defy even the most overwhelming odds. They are a hero among lesser warriors, the champion of a great army or a band of mighty myrmidons. The hoplite's discipline and tenacity set them apart from other fighters. They excel at both holding a defensive line and breaking from their ranks to weave through a battlefield, devastating multiple foes.

PHALANX TACTICS

Starting at 3rd level when you choose this archetype, you learn how to lead others to defend themselves as a phalanx unit. If you move half your speed or less on your turn, at the end of your turn, you and allies within 5 feet of you, receive a +1 bonus to AC until the start of your next turn. If you are wielding a shield, you and these allies gain +2 bonus to AC instead. A creature can only benefit from this feature from one Fighter at a time.

LINEBREAKER

Starting at 3rd level, you learn to overwhelm foes with vicious attacks. If no allies are within 5 feet of you, as a reaction to hitting a creature with a melee weapon attack, you can immediately make an additional melee attack with your shield or the butt of your weapon. The weapon's damage die for this attack is a d4 + your Strength or Dexterity modifier and it deals bludgeoning damage. A creature damaged by this attack



has disadvantage on attacks against you until the start of your next turn.

SURE STRIDE

Starting at 7th level, your base walking speed is increased by 10 feet and you cannot be shoved or knocked prone. Allies within 5 feet of you have advantage on saving throws against effects that would shove them or knock them prone.

HERO'S ADVANCE

At 10th level you learn to close on enemies with surprising speed and coordination. As a bonus action, you may move up to half your speed and make one weapon attack against a target you have not already attacked this turn. Allies within 5 feet of you may use their reaction to move up to the same distance but must end their movement within 5 feet of you.

COMRADES IN ARMS

Beginning at 15th level, when a creature within 5 feet of you misses you or a friendly creature with a melee attack, you can use your reaction to make a melee weapon attack against the attacking creature.

RUTHLESS CADENCE

By 18th level your speed and skill have become unsurpassed. Any hit you score against a creature that is at its hit point maximum is a critical hit. Additionally, when you score a critical hit with a weapon attack, you deal additional damage equal to your fighter level.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) heroic panoply or (b) leather, recurve bow and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a shortbow and 20 arrows or (b) four javelins
- A traveler's pack

Spears of Arkadia

Arkadia is a land of conflict and war, and fighters are the tip of the spear, leading elite vanguards and holding the line against overwhelming odds on every battlefield. Whether facing down the monstrous armies of the titans or waging war against a rival Arkadian city, fighters are the backbone of every army, champions whose names are known and whispered with reverence among the rank and file, their inspiring deeds turning the tide of even the fiercest conflict.

Hoplites are the pride of Kryta, martial city of Krytos, god of war. They are trained from the time they can hold a spear for strength, courage, and ferocity, and their reputation precedes them across Arkadia. Krytan hoplites are prized as mercenaries, and many leave home to lead armies in foreign wars, or serve as elite bodyguards for powerful rulers and mystics. Often they do this to spread the fame of their proud homeland, and prove the strength of their mighty god Krytos to all Arkadia.



MONK

WAY OF THE GLADIATOR

Monks who follow the Way of the Gladiator live and die on the bloody sands of the arena in pursuit of glory, gold, and perfection of their martial art. From the dirty fighting of the pits to the flashy spectacle of grand coliseums, there are few who can match their skill with a bronze blade and wrapped fist.

COMBATANT'S GAMBIT

Starting at 3rd level you specialize in an exotic signature weapon, such as a trident, net, or khopesh. The weapon can be any simple or martial melee weapon that does not have the heavy or two handed property. Weapons of the chosen type are considered monk weapons for you. The first attack you make each round with a monk weapon has advantage.

FLASH OF BRONZE

Starting at 6th level your attacks with monk weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, whenever you are able to make an unarmed attack, you may spend 1 ki point to make the attack with your monk weapon instead, if you are wielding one. This attack deals bonus damage equal to your Martial Arts die.

SUPERIOR OPPONENT

Beginning at 11th level you can enter a special meditation that prepares you for battle. Following a



long rest, the next attack you make with a monk weapon you may treat the d20 roll as a 20, scoring a critical hit.

GLORIOUS SPECTACLE

Beginning at 17th level, when another character's turn ends, you may take an immediate additional turn this round. During this turn you have advantage on all Acrobatics, Athletics, and Performance skill checks. You must complete a short rest before you can use this feature again.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a bronze shortsword or (b) any simple weapon
- (a) a sling and 20 bullets or (b) four javelins
- A traveler's pack



Exotic Combatants

Arkadian monks are masters of unconventional combat. The gladiator's style is flashy and bold, designed to thrill and entertain. Gladiators are always testing themselves, pushing their limits to achieve excellence. They must be the best, able to fight any foe under any conditions, for to be otherwise means death. Often they are not Arkadians at all but helots, captured slaves or criminals trying to earn their citizenship and freedom through bloody service on the sands of the coliseum, or as private performers or personal guards. Such a background is common among the orcs of Arkadia, and many free orcs still sing songs of the famous gladiators of old, who earned their people freedom on the sands of the coliseums and fighting pits of Kryta and Illyria.

Free Arkadians drawn by promise of wealth and fame also pursue the gladiator's path, seeking to test themselves in combat under the gaze of teeming crowds. Many gladiators, having made a name for themselves in the stadium, continue on to acts of heroism and glory in the wider world, to the inspiration and delight of their many fans.

Arkadian monks of the Way of the Open Hand are called pankratiasts, practicing an exotic style of hand to hand combat developed in Illyria as equal parts art form and martial style, and as such it is highly performative, akin to a brutal dance. Monks who specialize in stealth are known to serve Crixys as faceless assassins and hunters of those who serve the Worm, and monks who wield the power of the elements comprise a small Hyperian sect embodying the wrath of the gods.



PALADIN

OATH OF JUDGMENT

The Oath of Judgment is taken by paladins who emulate the kings of old, tempering wrath with law and strength with wisdom. From their throne they wield the powers of judge, jury, and executioner, smiting those they deem their foes. Storm and lightning represent the sudden, irrevocable, and inescapable nature of their judgment.

Oath of Judgment Spells

Paladin Level	Spells
3rd	<i>thunderwave, command</i>
5th	<i>shatter, branding smite</i>
9th	<i>call lightning, lightning bolt</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>destructive wave, banishing smite</i>

CHANNEL DIVINITY

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

Fulminating Smite. As a bonus action you imbue your weapon with lightning. Until the end of your turn, your melee weapon attacks become ranged (100 ft.) and deal lightning damage. You can use your Charisma instead of Strength or Dexterity for these attacks. These attacks also deal 1d8 bonus lightning damage. When you make a ranged attack in this way, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.



Exile. As an action you can use your Channel Divinity to turn humanoids. Each enemy humanoid within 30 feet of you that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned until the end of your next turn or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF THE KING

Beginning at 7th level, your commanding presence saps the will from your foes. Enemies who begin their turn within 10 feet of you lose an amount of movement equal to half their speed until the end of their turn.

At 18th level the range of this aura increases to 30 feet.

EYE FOR AN EYE

Starting at 15th level, when you are damaged by a melee attack, the attacker must succeed on a Dexterity saving throw against your paladin spell save DC or take lightning damage equal to half your paladin level.

AVATAR OF JUDGMENT

At 20th level you can use an action to channel your wrath for 1 minute, gaining the following benefits:

- You have resistance to all damage, and immunity to

lightning and thunder damage.

- Your melee weapon attacks become ranged (100 ft.) and deal lightning damage. You can use your Charisma instead of Strength or Dexterity for the attack.
- Your weapon attacks score critical hits on a roll of 18, 19, or 20 on the d20.

Once you use this feature, you can't use it again until you finish a long rest.

TENETS

The tenets of the Oath of Judgement echo the sacred laws of ancient kings, handed down throughout the ages.

Temper Strength with Wisdom. As a king you must possess both the shrewdness to make sound judgments and the power to enforce them. One without the other is folly.

Majesty. Your power is that of a king; if you wish to command the respect and authority of a king so too must you bear the responsibility and dignity of a king.

Wrath. Once passed, your judgment is absolute. Mercy can be given, but not after the verdict has been decided. Only blood can pay for blood.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

Paladin

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) a traveler's pack
- A heroic panoply and a holy symbol



RANGER

AMAZON

Amazons are wild hunters who turn their deadly arts to the defense of others. Armed with uncanny instincts and unerring precision, they stand sentinel over their allies in battle and protect those who cannot protect themselves.

AMAZONIAN MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Amazon Spells table. These spells counts as ranger spells for you but don't count against the number of ranger spells you know.

Amazon Spells

Ranger Level	Spells
3rd	<i>guiding bolt</i>
5th	<i>warding bond</i>
9th	<i>haste</i>
13th	<i>deathward</i>
17th	<i>telepathic bond</i>

VIGILANCE

When you choose this path at 3rd level, your protective instincts sharpen. If a creature you can see within range attacks an ally, you can use your reaction to attack that creature after the attack is rolled but before the triggering attack deals damage.



PINNING BLOWS

Beginning at 7th level, you learn to harry foes with your attacks. When you damage a creature with a weapon attack, its next opportunity attack has disadvantage until the start of your next turn.

HUNTRESS' STRIKE

By 11th level, you can focus your skill into a single, perfect strike against a foe's most vulnerable points. As an action, you can make a weapon attack with advantage. On a hit, the target also has disadvantage on the next attack it makes before the start of your next turn.

QUELL

At 15th level, if a creature within range forces you to make a Dexterity saving throw, such as a hydra's fiery breath, you may use your reaction to immediately make one weapon attack against it. If your attack hits, in addition to its normal effects, you and all other creatures forced to make the Dexterity saving throw automatically succeed. You can make this special attack even if you have already used your reaction this round.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) Bronze cuirass or (b) leather armor
- (a) two bronze shortswords or (b) two simple melee weapons
- (a) a hunter's pack or (b) a traveler's pack
- A recurve bow and a quiver of 20 arrows

Swift Sentinels

Rangers in Arkadia are fierce protectors of the weak. Amazons are the chosen hunters of Oreya, the most skilled archers and trackers in all Arkadia. They patrol the wild places of the world, the vast forgotten wilderness and untamed borderlands where feral Fae and the monstrous spawn of titans roam unchecked, culling their numbers and watching for signs of greater threats on the horizon. They are the wardens of Arkadia, and stand among the titans' most bitter enemies. Oreya's chosen fight on all fronts, patrolling the mountains of Gargaros on the lookout for orc raids, protecting Ithean sailors from swarming merrow, supporting the Krytan army against gorgon hordes, and patrolling the Arkadian roads, warding the common folk against bandits and feral Fae. Many make a living as monster hunters, hired by kings and generals to take down fierce beasts when all others have failed. Oreya elves have a proud ranger tradition, and some of the fiercest amazons are among their number. Rangers of the Hunter archetype are common in Crixos, where they hunt powerful undead and corrupted Fae, and Phaedran hunters have been known to hunt with animal companions owing to their strong ties to nature.





ROGUE

TRICKSTER

The tools of your trade are a silver tongue and wit keener than any blade. Those who fit this archetype are often as foolish as they are wise, talking themselves into trouble as often as they do out. Armed with clever words and cunning plans, tricksters make for unlikely heroes with tales of their acts of canny bravery and skillful deceit becoming the stuff of legend.

FATED

Starting when you choose this archetype at 3rd level, when you have advantage or disadvantage you must roll 3d20 instead of 2d20. If you have advantage, use the highest of the three rolls. If you have disadvantage, use the lowest of the three rolls.

CLEVERNESS

Beginning at 3rd level you can use your Cunning Action to give an ally within 30 feet that can see or hear you advantage on an attack roll or ability check until the start of your next turn.

CUNNING PLAN

Starting at 9th level you can spend 10 minutes making a specific plan. Choose a number of friendly creatures up to to your Charisma modifier (minimum 1). When each of these creatures carries out a predetermined action within the next hour they will have advantage on that action. You can't use this feature again until you finish a short rest.



GUILE

By 13th level your wits are unfailing. If your total for a Charisma skill check or saving throw is less than your Charisma score, you can use that score in place of the total. You can't use this feature again until you finish a short rest.

HERO'S TRICK

At 17th level when you would make a roll with disadvantage you may choose to roll with advantage instead. You can't use this feature again until you finish a short rest.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a bronze sword or (b) a khopesh or (c) a bronze shortsword
- (a) a short bow and quiver of 20 arrows or (b) a bronze shortsword
- (a) a hunter's pack or (b) a traveler's pack
- Leather armor, two bronze daggers, and thieves' tools



Tempters of Fate

Arkadian rogues are enterprising explorers, cunning leaders, and clever tacticians, endlessly seeking wealth and power no matter the odds. Invariably well-spoken, charming, and ingenious, tricksters hatch brilliant, daring schemes, turning from rags to riches and back again. Such rogues thrive in Illyria, a chaotic city of wealth and political intrigue, where they rule the noble houses, each seeking to outmaneuver the others. Many rogues hail from the Illyrian nobility themselves, or eventually find themselves caught up in their games, gravitating toward the status and coin they offer. Others are spread far and wide, earning the favor of kings and queens and directing events in their favor. Less politically inclined rogues become smugglers and tomb raiders, bandits and treasure hunters, sailing as far as distant Nys and Psysseria to bring back exotic, forbidden wares in defiance of the Ithean fleet.

Rogues notoriously defy not only Arkadian law, to the consternation of Hyperium and its consuls, but the gods themselves, trusting their wit and cunning to see them through against any obstacle. Some devout rogues honor Lyria, sharing her love of gold, while even more honor Phaedrus, god of trickery and cunning, who delights in all their exploits whether they praise him or no.

Thieves find a home in Illyria among the guilds, or among smugglers and bandits. Whispers speak of an elite sect of assassins who serve Crixys, killing for coin in the name of their patron god. Rogues who seek arcane power are notorious in Ithea, leading voyages into sunken Scyllaea in search of arcane relics and priceless lost treasure



SORCERER

DEMIGOD BLOODLINE

Your innate magic comes from your ancestral ties to the gods themselves. Often, such sorcerers do not know the details of their descent, save that ancient power flows through their veins from a time when gods and mortals once freely mingled. Some lineages pass down myths or legends about their origin, while others claim direct descent from the coupling of a mortal and deity.

FAVOR OF THE GODS

Beginning at 1st level, you can use Charisma instead of another attribute for an ability check. You can use this a number of times equal to your Charisma modifier (minimum 1). You regain any expended uses when you finish a long rest.

FORCE OF WILL

From 6th level onwards, your foes find it an act of will to resist the force of your spells. If a creature succeeds a saving throw against a spell you cast of 1st level or higher, it has disadvantage on its next attack made before the start of your next turn.



SHROUDED PASSAGE

Starting at 14th level, you gain the ability to conceal your brilliant presence from mortal eyes. As an action, you may become invisible. Anything you are wearing or carrying is invisible as long as it is worn or carried. This effect ends if you attack or cast a spell.

ASCENDANT PRESENCE

At 18th level you gain the ability to appear as a glorious deity to those around you. You can use your bonus action and spend 5 sorcery points to emanate the presence of a god. All creatures that can see you are forced to make a Wisdom saving throw or suffer disadvantage on all saving throws caused by your spells and abilities for the next hour. The target succeeds automatically if it is immune to being charmed.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:
Sorcerer

- (a) a sling and 40 bullets or (b) any simple weapon
- (a) an arcane focus
- Two bronze daggers and a traveler's pack



Children of the Gods

Sorcerers in Arkadia possess the spark of the divine in their blood. They are the fading legacy of the Age of Gods, when long ago the gods walked Arkadia in the flesh and mingled with mortals. Some consider it a gift, others a curse; for sorcerers are fated to play a pivotal role in the age of heroes, wielding an innate power that cannot be hidden or ignored, the raging fire of divinity coursing through them. Arkadians honor and fear sorcerers in equal measure, as they honor and fear the gods themselves.

Sorcerers are most welcome in Ithea, where they are considered the children of Thessa, blessed with arcane gifts which are the envy of the philosophers, who are eager to study and learn from their powers. Sorcerers are also celebrated in Illyria, as much for their exotic beauty as for their power, and many call them children of Lyria. Hyperium claims all sorcerers to be the children of Hyperius, for no other could grant such power, and it must be channeled for the good of Arkadia.

Regardless of the parentage they claim, most sorcerers are born among the humans, Scyllaeen elves, and Phaedran, lending credence to their ties to Hyperius, Thessa, and Lyria. Monstrous draconic sorcerers are said to be cursed with the blood of the titans, and sorcerers whose powers are wild and unpredictable are said to bear the mark of Phaedrus.



WARLOCK

THE DEAD KING

Your patron is a powerful undead being who, through dark magics, commands the forces of death and eternal life. Such entities desire to preserve their unending life above all else. They seek immortality by amassing power and controlling other undead and living servants. Beings such as this include ancient wraiths and powerful necromancer-liches like the Black Pharaohs of the Nyssian drow.

UNEARTHED BLADES

Starting at 1st level, your patron grants you the power to draw on the remains of the ancient dead to shred your foes. As an action you can temporarily draw ancient bone fragments from the ground to swirl around you. The gyre of bones collapses within 1 minute or if it moves more than 60 feet from you. As a bonus action, you can have the bone shards move up to 60 feet and attack a creature within 5 feet using your spellcasting ability modifier, dealing 1d8 + your spellcasting ability modifier piercing damage on a hit.

Once you use this feature, you can't use it again until you finish a short or long rest.

SHAMBLING SERVANT

When you reach 6th level, your patron shows you how to raise undead servants of your own. As a bonus action, you can raise a rapidly decomposing **zombie** under your control from the corpse of a Medium or Small humanoid



within 10 feet of you. In combat, the zombie's turn comes immediately after yours. The zombie collapses within 1 minute or if it moves more than 60 feet from you, and follows your mental commands to the best of its ability. The zombie's hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this zombie to make one attack as its reaction.

Once you use this feature, you can't use it again until you finish a short or long rest.

ASPECT OF UNDEATH

At 10th level, your patron gifts you with some aspects of undeath. You become immune to disease and gain resistance to poison and necrotic damage.

WRAPPINGS OF THE KING

Starting at 14th level you learn forbidden secrets of preserving the dead. As an action you can transform a zombie under your control within 10 feet of you into a **mummy** under your control. The mummy decomposes within 1 hour or if it moves more than 60 feet from you, and follows your verbal orders to the best of its ability. The mummy's hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this mummy to make one attack as its reaction.

Dead King Expanded Spells

Spell Level	Spells
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>blindness, gentle repose</i>
3rd	<i>vampiric touch, feign death</i>
4th	<i>giant insect, black tentacles</i>
5th	<i>contagion, insect plague</i>

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a sling and 40 bullets or (b) any simple weapon
- (a) a philosopher's pack or (b) a traveler's pack
- Leather armor, any simple weapon, two bronze daggers, and an arcane focus

Servants of the Titans

Warlocks in Arkadia are the servants of the titans. The Dead King Patron described in this section is made for use with the dead Worm titan of Nys. Patrons laid out in other books can be easily converted to fit the setting. For example, a warlock who serves the Great Hydra titan in the ruined, hellish landscape of Gargaros could be beholden to the Fiend patron. Similarly, a warlock who serves the abyssal Maw could be mapped onto the Great Old God, while a warlock bound to the Mother of Monsters could use the Fey patron, filled with enchantment and beguilement.



WIZARD

SCHOOL OF PHILOSOPHY

As a member of the School of Philosophy you are as much a theorist as you are a practitioner of arcane arts. A student of magic, you do not focus on a single school but seek to use logic and methodology to explore all mystical secrets. Other schools denounce the rhetoric of these so-called philosophers, often faulting them for sharing the esoteric teachings that most seek to keep to themselves.

MASTER'S TEACHINGS

When you choose this school at 2nd level, you replace your spellbook with a magical scroll. The scroll acts as an arcane focus.

When you prepare your spells each day, you can prepare an additional number of spells equal to your Intelligence modifier (minimum 1).

PHILOSOPHER'S REBUKE

Starting at 6th level, your mastery of magical discourse allows you to efficiently counter hostile magic. Whenever you use dispel magic or counterspell to successfully end a spell, you regain one expended spell slot. The slot you regain must be of a lower level than the spell you cast and can't be higher than 5th level.





ARCANE SYMPOSIUM

Beginning at 10th level you gain the ability to share your arcane teachings with others. When you prepare a 1st level wizard spell during a long rest you may choose a number of willing creatures who can hear and understand you, up to your Intelligence modifier (minimum 1). These creatures gain the ability to cast this spell once at its lowest level without expending a spell slot and requiring no material components. Intelligence is the spellcasting ability for spells cast in this way. Creatures lose the ability to cast the spell in this way 8 hours after the spell is prepared.

MAGNUM OPUS

By 14th level your scroll has become a masterwork of arcane philosophy. You gain the ability to cast a spell of 3rd level or lower with a casting time of one action as if it were your highest level spell slot. Casting a spell in this way does not expend a spell slot. You must complete a long rest before you can use this feature again.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- (a) a staff or (b) a bronze dagger
- (a) a philosopher's pack or (b) a traveler's pack
- A mystic scroll (which serves as a spellbook) and an arcane focus

The Prometheans

Arkadian wizards are the stewards of lost lore, keepers of the secret power of the immortals. The school of philosophy is at the Acropolis in Ithea, home of their most treasured possession and the catalyst of all arcane lore in Arkadia: the Synian Stone. A gift from the Scyllaeen elves, the Synian Stone is an ancient relic of the Age of Gods rescued from Scyllaea before she sank beneath the waves. The stone is a cypher, a key that unlocks the world, granting mortals power akin to the gods and titans of old.

While the rest of Arkadia looks to the future, the wizards delve into the past, yearning to reclaim the wonders of a lost age when the gods walked among mortals and bent reality to their will. Their patron is Thessa, goddess of secrets, and they unravel the mysteries of the past in her name. They sail the mist-shrouded ruins of sunken Scyllaea in search of the lost knowledge of the Scyllaeen elves, once the unparalleled masters of the arcane, their lost city an island of unimaginable splendor and magic. Many Scyllaeen elves seek to reclaim this heritage, and are among the mightiest Arkadian wizards.

In Crixos, the school of Hekamn delves into the dark secrets of necromancy, transmutation, and alchemy under the guidance of enigmatic Nyssian exiles. The decadent Illyrian school tutors the wealthy and gifted in the arts of enchantment and illusion, while the Hyperian college trains war-wizards and scryers in the practical magics of evocation and divination.

CHAPTER 3: EQUIPMENT

STARTING EQUIPMENT

The starting equipment you get from your class includes a collection of bronze age adventuring gear, put together in a pack. The contents of these packs are listed here.

Entertainer's Pack. Includes a pack, a blanket, 2 ceramic masks, a disguise kit, a bronze mirror, a lamp, 2 flasks of oil, 2 days of rations and a full wineskin.

Hunter's Pack. Includes a satchel, a pouch of 20 caltrops, a net, 10 feet of leather cord, a torch, flint and tinder, 2 days of rations and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Philosopher's Pack. Includes a small chest or satchel, 2 cases for maps and scrolls, a set of fine clothes, 2 wax tablets, a stylus, a lamp, 2 jars of oil, 10 scrolls of papyrus, a glass vial of perfume, sealing wax, a block of incense, 2 days of rations and a full wineskin.

Priest's Pack. Includes a pack, a blanket, 10 candles, flint and tinder, a small statue of a god, 2 blocks of incense, a censer, vestments, 2 days of rations, a waterskin.

Traveler's Pack. Includes a satchel, a blanket a small copper knife, 2 torches, flint and tinder, 10 days of rations and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

WEALTH

This book uses standard coinage (Copper, Silver, and Gold), but in Arkadia, citizens refer to their money by many different names. There is no central mint, as coins are created by each city. The Arkadia Currency table summarizes the various polis' coinage and its value.

Crixian Masks. Crixos casts coins of dull lead. On either side they are marked with a worn faceless mask. Used in funeral rites, these lead coins are placed over the eyes of the dead to buy them passage to the plains of Lycium in the underworld.

These leaden coins are worth the same as copper coins and are called Masks.

Krytan Shields. The bronze coins of Kryta are made from the same metal as of Krytan weapons and armor. On one side they bear the faces of heroes, great warriors, favored gladiators, or distinguished commanders. It is the highest honor to have one's likeness struck on a Krytan coin. On the reverse side, they bear a shield with crossed blades, the symbol of Kryta.

These alloyed coins are worth the same as silver coins and are called Shields.

Ithean Tridents. The silver coins of Ithea are often tarnished black by time and ocean spray. On one side they bear the weathered faces of old senate consuls, crusted in green rime. On the other rests a trident, symbol of Ithea and the sea.

These tarnished coins are worth the same as silver coins and are called Tridents.

Illyrian Lyres. Illyria does not mine its own gold, though they do mint coins, melted down and formed from those of their neighbors. Coins from Hyperium and Psysseria are recast into smaller, thinner, gold coins. These coins are used as tokens in the city for entrance to theaters, coliseums, and brothels. On one side is the beautiful form or face of Lyria or a fae; on the back, a lyre.

These small coins are worth the same as five silver coins and are called Lyres.

Hyperium Bolts. The coins of Hyperium are the most widely used coins in all Arkadia, and can be found in every city. Produced by the dwarves of the mountain, they are minted to a precise standard of weight and purity. On their face, they are crowned with the likenesses of kings of old, for they consider it hubris to use the face of a king still living. The back holds the motif of a crashing lightning bolt.

These coins are worth the same as gold coins and are called Bolts.



ARMOR AND SHIELDS

LIGHT ARMOR

Light Leather. Favored by gladiators and poor soldiers, this boiled leather armor offers minimal protection. It consists primarily of a thick, broad belt and one or two segmented arm and shoulder guards harnessed by leather straps.

Heavy Leather. The centerpiece of a set of heavy leather armor is its fitted chest, boiled, molded, and hardened in the image of a muscled torso. Such armor often incorporates studded leather tassets that hang down for further protection. Such armor may be simple with little detail, or ornate with bronze motifs.



MEDIUM ARMOR

Hide. This armor is leather or heavy leather with the added protection of the pelt of a great beast, such as a lion or boar slung over the shoulder or draped as a hood or cloak. From kings to orcs, such trophies carry symbolic weight and are worn for more than the mere protection the hide offers.

Bronze Cuirass. A simple bronze breastplate and backplate, held together by leather straps.

Heroic Cuirass. A fitted bronze breastplate and backplate, sculpted to depict the stylized musculature of the chest and abdomen of the warrior beneath. Such armor often incorporates studded tassets that hang down for further protection.



HEAVY ARMOR

Heroic Panoply. This full set of bronze armor consists of multiple pieces centred around a heroic cuirass. It includes bronze bracers and greaves as well as a corinthian helm, sometimes crested with a plume of bristling horse hair.

Plate. This set of armor is wrought from thick, close-set bronze plates. The plates cover the torso and shoulders, and hang down in a plated skirt almost to the knee. This armor includes bronze bracers, greaves, and a helm embossed with raised shapes or set with precious stones.

Dwarven Plate. This set of armor is made of heavy overlapping bronze segments. Beaten bronze sheets rise to protect the shoulders and neck and descend to hang from the waist in a skirt of overlapping layers. This armor includes thick bronze bracers, greaves, and a raised helm.



SHIELDS

Shields vary in style throughout Arkadia, though their protective merits are similar. The most common shields, favored by hoplites, are large and round, made of wood and plated in bronze. Soldiers' shields in this style often feature the symbol of their city's patron god while mercenary companies and sailors wear their own designs. Many other styles of shield exist; the dwarves of Erebos favor wide tower shields and the Oreyan elves use light crescent-shaped shields.



Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Light Leather	10gp	11 + Dex modifier	—	—	8lb.
Heavy Leather	50gp	12 + Dex modifier	—	—	14lb.
<i>Medium Armor</i>					
Hide	10gp	12 + Dex modifier (max 2)	—	—	10lb.
Bronze Cuirass	200gp	14 + Dex modifier (max 2)	—	Disadvantage	30lb.
Heroic Cuirass	400gp	15 + Dex modifier (max 2)	—	—	25lb.
<i>Heavy Armor</i>					
Heroic Panoply	750gp	16	Str 13	Disadvantage	45lb.
Plate	1500gp	17	Str 15	Disadvantage	60lb.
Dwarven Plate	2000gp	18	Str 17	Disadvantage	90lb.
<i>Shield</i>					
Shield	10gp	+2	—	—	8lb.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bronze Dagger	2gp	1d4 piercing	1lb.	Finesse, light
Club	1sp	1d4 bludgeoning	2lb.	Light
Great Club	2sp	1d8 bludgeoning	10lb.	Two-handed
Javelin	5sp	1d6 piercing	2lb.	Light, thrown (range 30/120)
Spear	1gp	1d6 piercing	3lb.	Thrown (range 20/60), versatile (1d8)
Staff	2sp	1d6 bludgeoning	3lb.	Versatile (1d8)
<i>Simple Ranged Weapons</i>				
Shortbow	25gp	1d6 piercing	2lb.	Ammunition (range 80/320), two-handed
Sling	1sp	1d4 bludgeoning	—	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Bronze Mace	10gp	1d8 bludgeoning	4lb.	
Bronze Shortsword	15gp	1d6 piercing	2lb.	Finesse, light
Bronze Sword	25gp	1d8 slashing	3lb.	Finesse
Giant Club	10gp	1d12 bludgeoning	12lb.	Heavy, two-handed
Khopesh	30gp	1d8 slashing	3lb.	Finesse
Sarisa	5gp	1d10 piercing	16lb.	Heavy, reach, two-handed
Trident	10gp	1d6 piercing	4lb.	Versatile (1d8), thrown (range 20/60)
War Spear	5gp	1d8 piercing	4lb.	Versatile (1d10), thrown (range 20/60)
Whip	2gp	1d4 slashing	2lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Net	1gp	—	—	Finesse, thrown (range 5/15), special
Recurve Bow	50gp	1d8 piercing	3lb.	Ammunition (range 150/600), heavy, two-handed



TRINKETS

When you create a character you can roll once on this trinket table to gain a trinket in addition to the standard starting equipment available to your class. You can also choose to select a trinket directly, or use the table as inspiration to create your own. You can do the same with the Trinket Origin table.

Trinkets

d20	Trinket
1	A set of knucklebone dice
2	A carved wooden dryad figurine
3	A small cracked bronze statue of a god
4	Old panpipes with only three notes
5	The hilt of a broken bronze sword
6	A heavy brass signet ring
7	A lead coin bearing your own face
8	A cracked bone flute
9	A lead sling bullet with an inscription
10	A wicked arrowhead shaped like a scorpion
11	A blue stone scarab, covered in hieroglyphics
12	A sealed scroll
13	An ornate bronze stylus
14	A curved copper embalming knife
15	A fragment of a painted clay vase
16	A thin golden sprig from a crown of laurels
17	A black glass perfume vial, smelling of the sea
18	A yellowing ivory comb with a lion motif
19	Several links of thick, corroded chain
20	A tall man's mummified finger

Trinket Origin

d20	Trinket
1	A gift from an oracle
2	An heirloom from an ancestor
3	A token from a lover
4	A trophy from a foe
5	A gift from a mentor
6	A present from a peer
7	A tribute from a rival
8	A payment for a debt owed
9	You made it
10	You stole it
11	You traded for it at a market
12	You won in a wager or gamble
13	You unearthed in a field
14	You took it from a dead man
15	You recovered from a wrecked ship
16	You found it lost among a crowd
17	You always remember having it
18	It was loaned by a lost friend
19	It turned up after a night of drinking
20	It remained on waking from a dream



SHIPS

Ships are a vital part of life in Arkadia, bounded as it is on three sides by the sea and surrounded by numerous uncharted islands. Most of its major cities are along the coast. Ithea has a proud navy and Illyria relies on merchant ships for trade. In this section you will find rules for several types of vessels. They are described in terms of the rules used for objects found in other books.

Ships are comprised of sections. Each section has 200 hit points. If half or more of a ship's sections are destroyed it begins to sink.

A ship with fewer than half its sections destroyed can be repaired. Repairs to a damaged ship can be made while it is moored in a harbor. Repairing 1 destroyed or damaged section requires 1 month with appropriate materials and labor. It is up to your game master to decide the price or other cost of such repairs.

MERCHANT SHIP

Gargantuan object

Sections: 1
Armor Class: 15
Speed: 4 miles per hour (35 feet per round)
Damage Threshold: 10
Damage Immunities: poison, psychic
Damage Vulnerabilities: fire

Merchant ships are small vessels used by fishermen, traders, and explorers. They can be crewed by as few as two sailors. They have a large storage space below deck for fish, trade goods, or provisions. They can carry a full cargo and half a dozen passengers, or a dozen passengers and a light cargo of essential provisions.

PENTECONTER

Gargantuan object

Sections: 3
Armor Class: 15
Speed: 4 miles per hour (35 feet per round)
Damage Threshold: 15
Damage Immunities: poison, psychic
Damage Vulnerabilities: fire

Penteconter are medium vessels of an old design, still favored by heroes and pirates alike. They have a single row of oars down each side, summing fifty in all, and an oarsman to each. The rowers are typically warriors; the hero's company or a pirate's raiding party.

Storage space below deck is limited, and these ships must stay close to the coast or chart direct routes through open water. To support such a large crew, they must harbor frequently to barter or pillage supplies.

TRIREME

Gargantuan object

Sections: 5

Armor Class: 15

Speed: 8 miles per hour (70 feet per round)

Damage Threshold: 20

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

Triremes are large warships and are the standard of naval warfare. They boast crews of two hundred souls, with one hundred and fifty set to the ship's three rows of oars. Their prows are often cased in bronze to make for devastating rams.

Since these ships are so large, they can only take on enough water for a single day at sea. They are meant for battles, not voyages. Rarely, they are used as transports with skeleton crews of only fifty, allowing for the ferrying of horses or siege equipment.

SHIP'S WEAPONS

BALLISTA

Ballistae are large siege crossbows mounted on the decks of ships. It takes one action to load a large bolt into this device and another action to shoot it.

Bolt. Ranged Weapon Attack: +6 to hit, range 200/800 ft., one target. Hit: 16 (3d10) piercing damage.

ARKADIAN FIRE

Arkadian fire is a flammable oil that can be pumped through a pipe at the prow of a ship, often through the bronze visage of a lion or other beast which appears to breathe the flames. Once fired, the device must be filled with fresh oil before it can be fired again. It takes three actions to pump new oil into this device and one action to fire it.

Firebreath. Each creature in a 30-foot long 5-foot wide line must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

PROW RAM

Some rowed vessels are built with a wedgelike prow, clad in plates of bronze. These weapons, often painted with fearsome eyes, may be used to ram enemies. If a ship with a prow ram collides with another ship at full speed, it automatically destroys one of that ship's sections. If it collides with something other than a ship it has the following effect.

Ram. Melee Weapon Attack: +8 to hit, one object. Hit: 44 (8d10) bludgeoning damage.



CHAPTER 4: FEATS

FEATS

ARENA CHAMPION

Prerequisite: 13 Charisma

Whether you adopt the dirty fighting of the pits or the flashy spectacle of the arena, your combat style takes on the performative aspects of a gladiator. You gain the following benefits:

- Increase your Charisma, Dexterity, or Strength score by 1, to a maximum of 20.
- As an action you may make a melee weapon attack using Acrobatics (Dexterity), Athletics (Strength), or Performance (Charisma). If this attack hits treat it as a critical hit. Once you use this feature, you can't use it again until you finish a short or long rest.

COLOSSUS BREAKER

Prerequisite: 13 Strength or Dexterity

When you hit a Large or larger creature with a weapon attack, the creature takes an extra 1d6 damage for each size category it is above Medium — for example, a Huge creature would take an additional 2d6 damage. You can deal this extra damage only once per turn.

MYRMIDON

Like the heroes of ages past, you learn to fight unencumbered by armor, instead relying on your innate speed and agility to grant you the following benefits:

- While unarmored, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- While unarmored, damage you take from nonmagical bludgeoning, piercing, and slashing damage is reduced by an amount equal to your Dexterity modifier.

ORACLE

You gain the power of Sight. Such abilities could be a latent inheritance passed down through bloodlines or they could arise suddenly, a gift or curse from the gods. You gain the following benefits:

- You learn the *dream* spell and cast it without expending a spell slot. When cast in this way, you may only choose yourself as the spell's messenger and the spell's target automatically succeeds on its saving throw.
- You learn the *divination* spell and can cast it as a ritual. You may ask three questions instead of one.

PANKRATIAST

You have studied the Arkadian sport of unarmed combat, gaining the following benefits:

- Your unarmed strikes use a d4 for damage.
- While you have a free hand, you can use your bonus action to make one unarmed attack.
- If you hit a creature with an unarmed attack, you can use your reaction to attempt to grapple that creature.

PHALANX WARRIOR

You adopt the fighting style of the hoplite, with spear and shield, adept at protecting those in their formation on the field of battle, and gain the following benefits:

- When using a spear or war spear in one hand and a shield in the other, the weapon's damage die changes as if you wielded the weapon in two hands, from a d6 to a d8 or a d8 to a d10. (This benefit has no effect if another feature has already improved the weapon's die.)
- You may wield spears and war spears as if they had the finesse property.
- The thrown range of spears and war spears becomes (range 30/120).
- When an ally within 5 feet of you is attacked, you can use your reaction to grant them a +2 bonus to AC against the triggering attack.

REVELER

Prerequisite: 13 Charisma

You are the life of the party. Your hedonistic indulgences, be they drinking, feasting, or debauchery, are sure to lead others to follow.

- Increase your Charisma score by 1 to a maximum of 20.
- You gain advantage on Constitution saving throws against poison from alcohol.
- You gain proficiency in one of the following musical instruments: pan pipes, double flute, lyre, drum, or your voice as if it were a musical instrument.
- When you are in a social area, such as a market square, fighting pit, or an inn, populated with ten or more creatures that can see and hear you, you can make a Performance (Charisma) skill check against a DC of 5–20 (at the GM's discretion based on the crowd). If you succeed, for the next hour you have advantage on any ability check to interact socially with a creature in the area. If you fail, you cannot use this feature in the same area for 24 hours. Any creature that can't be charmed is immune to these effects.

SLINGER

You are with trained with a sling as a weapon of war.

- When using lead or other dense, uniform bullets rather than rough stones as ammunition, your range with slings increases to 60/240.
- If you wield a weapon or shield in your other hand while using a sling, you may still load it as if you had a free hand.
- You may use your bonus action to make a ranged attack with your sling.

TRITON

You learn the art of fighting with spear and net, and gain the following benefits:

- When you wield a trident, its damage die changes from a d6 to a d8 when wielded in one hand, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- Your reach with tridents with which you are proficient is increased by 5 feet. Other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.
- You can use a bonus action to attack with a net you are holding. This attack has advantage if you are also wielding a trident.

RACIAL FEATS

ALLURING

Prerequisite: Siren Phaedran

You have mastered the otherworldly powers of your voice, gaining the following benefits:

- As an action you can attempt to charm one or more humanoids that can hear you by singing an unearthly song. A creature must succeed on a Wisdom saving throw against a DC equal to 8 + your Charisma modifier + your proficiency bonus, with advantage if you are currently fighting it, or it becomes charmed by you for one hour or until one of your allies harms it. It will know it has been charmed when the effect ends. You can use this a number of times equal to your Charisma modifier (minimum 1). You may expend multiple uses in a single action to affect an additional creature for each use beyond the first. You regain any expended uses when you finish a long rest.
- You become proficient in singing as if your voice were a musical instrument and can sing underwater. While you are singing, humanoids, giants, and beasts with intelligence 7 or less that can hear you are charmed by you. If you or your companions do anything harmful to an affected creature, it becomes immune to your song for 24 hours.

EMBALMIC ALCHEMIST

Prerequisite: Nyssian elf

You have unearthed a fragment of the ancient alchemical knowledge of your people, gaining the following benefits:

- You add double your proficiency bonus to checks you make with your medicine kit and alchemist's supplies.
- During a long rest you can use your alchemist's supplies or medicine kit to create up to five healing elixirs. The elixirs are completed at the end of the long rest, and lose their potency if they have not been consumed within 8 hours.
- As an action, a creature can drink a healing elixir or administer one to a willing or unconscious creature. The creature imbibing the elixir immediately uses a number of Hit Dice equal to half their level to heal themselves. If a character has insufficient Hit Dice, they use all remaining dice. They roll the dice, add their Constitution modifier to each roll, and regain a number of hit points equal to the total (minimum of 1).

FIELDLING

Prerequisite: Field Dwarf

Seemingly blessed by the gods, abundant bounty grows around you, granting you the following benefits:

- Increase your Wisdom score by 1 to a maximum of 20.
- When you finish a long rest, you can choose to enrich the land around you. All plants in a half-mile radius centered on you become enriched for 1 year. The plants yield twice the normal amount of food when harvested. When you would produce food or drink from foraging, a feature, or a spell, such as *create food and water*, *goodberry*, or *heroes' feast*, you produce twice as much.

FORGE HEART

Prerequisite: Volcano dwarf

You have achieved mastery of some of your people's sacred crafting skills. You gain the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- You gain proficiency in two of the following tools of your choice: smith's tools, mason's tools, glassblower's tools or jeweler's tools. If you are already proficient in the chosen tool your proficiency bonus with that tool is doubled.
- Whenever you make an Intelligence (History) check related to the origin of metal craftsmanship, such as a golden ring or bronze sword, you are considered proficient in the History skill and add double your proficiency bonus to the check instead of your normal proficiency bonus.

GIANTBORN

Prerequisite: Orc

The blood of the first orcs, giants among mortals, flows through your veins, granting you the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- Immediately after you use your Relentless Endurance trait, you can spend a number of Hit Dice up to half your level to heal yourself. Roll the dice, add your Constitution modifier to each roll, and regain a number of hit points equal to the total (minimum of 1). For the next ten minutes, your size is increased by one category — from Medium to Large, for example. While enlarged, you have advantage on Strength checks and Strength saving throws, and your attacks deal 1d4 extra damage.

ICARIAN

Prerequisite: Harpy Phaedran

Your wings grow large and strong. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- Your flying speed is doubled.

LEGACY OF SCYLLAEA

Prerequisite: Scyllaeae Elf

Echoes of the power your people once possessed awaken inside of you, granting you the following benefits:

- You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
 - You can cast *magic missile* once using this feature without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. When casting *magic missile*, whenever you would roll a d4, roll a d6 instead.
- Intelligence is your spellcasting ability for these spells.

OREYAN HUNTRESS

Prerequisite: Oreyan elf

- You do not have disadvantage as a result of making a ranged weapon attack while within 5 feet of a hostile creature.

- When you could use your reaction to make a melee attack as part of an opportunity attack, you may make a ranged weapon attack against that creature instead.
- If you make a ranged weapon attack on your turn you may take the disengage action as a bonus action.

ORPHEAN

Prerequisite: Satyr Phaedran

You can inspire others through stirring words or music. You gain the following benefits:

- As a bonus action on your turn you can choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die.
- If you already have uses of Bardic Inspiration, you gain one more; otherwise, you have one, a d6. You regain any expended uses when you finish a short or long rest.

SERPENTINE

Prerequisite: Gorgon Phaedran

Thanks to your gorgon heritage you have developed a strong kinship with serpents, granting you the following benefits:

- You learn the *find familiar* spell and can cast it as a ritual. A familiar summoned this way is always a **giant poisonous snake** or a **constrictor snake** (your choice).
 - You learn the *speak with animals* spell (snakes only) and can cast it at will, without expending a spell slot.
 - You learn the *animal friendship* spell (snakes only) and can cast it at will, without expending a spell slot.
- Charisma is your spellcasting ability for these spells.

WILD HUNTER

Prerequisite: Centaur Phaedran

You have significant experience studying, tracking, and hunting a particular kind of enemy. Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. Additionally, you gain a 1d4 bonus to damage rolls with weapon attacks against creatures of the chosen type.

PART 2
THE SETTING OF ARKADIA



CHAPTER 5: THE GODS & TITANS

Before the age of men and shining bronze, there was an age of darkness, of titans terrible and great who held dominion over the earth. Yet from that darkness, atop the highest mountain's snow-crowned peak, came Hyperius, mighty and just, father of the gods. And from the clouds he gazed upon the land stretched out before him, golden and fertile, the curves of its yet unfurrowed hills — Arkadia, that ancient land.

He took the earth, Aegia, as his love and from her bore many children, strong and beautiful of form. First came Krytos, sharp of spear and strong of shield, mighty as his father. Thessa next, grey eyed, and wiser than her father still. Then Crixys dark; and Lyria, more beautiful than all the rest. Two children she had already, born of sky and stone, eldest of their kin. Oreya, fierce and cunning and Erebos, of stunted form, though undiminished in his skill.

Each god went down into the world and made a part their own. Krytos strode east across the land, and those red hills he claimed. Thessa travelled west until land gave way to the glint of sea. Crixys and Lyria each to the south, beyond the fair hills to darkened wood and fertile hills. Erebos went slowly the north, to claim a mountain of his own. All the wilds in between, were left to Oreya and her endless hunt.

And in the bosom of the land, on highest peak — Hyperius upon carven throne.

Yet the titans, looming dark upon the fringes of the world, saw this golden land and grew jealous in their pride. At once they came, those creatures of unspoken names, and each a god befell. They did battle with the gods so great the earth trembled and the sky wheeled above... Each in turn was repelled. Wounded, bound, or killed, they were driven back to the corners of the world, to in darkness writhe.

And so the gods, victorious and laurel-crowned, great cities built upon the land. First were they of kings and queens, and from them all we Arkadians are descended. Few mortals still hold the power in their veins, that power of the gods. With those gifts, Arkadia is ours to hold; an age of heroes and bronze.

They say we are bound by fate, gods and mortals both. High in the marble temple atop mount Hyperius, in days of old the Oracle gave prophecy: that ere the end there would come a day when the titans rise again, when the dead stir from silent sleep, when ancient wounds heal and chains break. The titans will rise again, and so it falls to us to drive them back — we mortals, we children of the gods, we Arkadians.



HYPERIUS

God of Strength and Wisdom

Hyperius is the king of gods, and father to them all. He is strength and wisdom, the balance of kings. He represents civilization itself, law, reason, and justice. Yet when tested, he is wrath, the swift lightning of retribution and the thundering crash of judgment. Like Krytos, he is a god of battle, but represents its nobler side. He is honor, courage, and valor. His are the tactics and strategies that bring victory over strength of arms alone.

Depiction: An old king, sometimes seated, holding a bolt of lightning

Worshippers: Citizens, paladins, heroes, kings, soldiers

Sacred Places: Temples, shrines, palaces, courts, Mount Hyperius

Suggested Classes: Paladin, fighter, sorcerer

KRYTOS

God of War

Krytos is the god of war, glory, and strength. He is in the clash of bronze, the hot blood spilled upon arena sand. Wherever mortals fight and die, Krytos lives. He is the god of conflict, battle, and victory. He is the god of bloodlust, fury, and battle madness. Those that worship him seek glory, renown through feats of strength, and to die a good death that will be remembered in tale and song.

Depiction: A mighty male warrior clad in armor, wielding shield and spear

Worshippers: Orcs, gladiators, hoplites, mercenaries

Sacred Places: Arenas, colosseums, battlefields, Krytan Citadels

Suggested Classes: Fighter, barbarian, monk

THESSA

Goddess of Knowledge and the Sea

Thessa is the goddess of knowledge, magic, prophecy, and the sea. She is in the promise of the tide, the warm winds that bring sailors safely home, and the life-giving bounty of the sea. Hers are the arts of navigation, the stars, divination, arcana, and discovery.

Depiction: A human or Scyllaeen elf woman holding a trident and a scroll or stone tablet

Worshippers: Scyllaeen elves, sailors, philosophers, fishermen, explorers, merchants

Sacred Places: Lighthouses, harbors, the Acropolis of Ithea

Suggested Classes: Wizard, cleric, rogue

CRIXYS

God of Death and the Underworld

Crixys is the god of death and the underworld. He is the gatekeeper, the ferrier of souls to Lycium, the golden fields beyond the dark. He is the guardian of souls and the finality of death, his silent promise. It is said that when he comes, the last marker of your fate, you will recognize him, for his leaden mask will bear your face.

Depiction: A hooded man wearing a leaden burial mask

Worshippers: Assassins, those who fight the undead, priests, old, sick and dying, lepers

Sacred Places: Temples, caves, catacombs, the Temple of Crixys

Suggested Classes: Rogue, paladin, cleric

LYRIA

Goddess of Beauty and Wealth

Lyria is the beautiful goddess of love and beauty in all its forms. She values luxury, prosperity, and the sensual comforts it may bring. As such she is the goddess of exchange, both the trade of gold and the patronage of poets and muses. She is passion, inspiration, and music.

Depiction: A beautiful woman holding a golden lyre

Worshippers: Merchants, thespians, poets, the wealthy, companions

Temples: Palaces, pleasure gardens, baths, amphitheatres

Suggested Classes: Bards, rogues, sorcerers

OREYA

Goddess of the Hunt

Oreya is the goddess of the hunt and the wild places of Arkadia. She lives between the cities beyond tumbled walls the old places are hers. She is in the ancient trees and dry hills where her people the elves dwell. She is in the bite of the wolf, the hooves of the stag on dry grass, and the waxing moon.

Depiction: A young female elf or half elf with a bow

Worshipped by: Oreyan elves, hunters, travellers, shepherds

Sacred Places: Ancient glades, wild places

Suggested Classes: Ranger, druid, barbarian

EREBOS

God of Fire and Crafting

Erebos is the god of fire and crafting. He is the god of smiths, potters, and stonemasons — all those who give life and form to the earth as he did to his children the dwarves. He is the god of bronze and gold, and all the things of wonder that can be made of these. He is in the red fires that warm stone and the balance of a bronze blade.

Depiction: A dwarf holding a flame

Worshippers: Dwarves, craftsmen; masons, bronze smiths, miners, jewelers and glaziers

Sacred Places: Forges and mountain shrines with ever-burning flames

Suggested Classes: Fighters, paladins

PHAEDRUS

God of Revelry and Fae

Phaedrus is the trickster god of revelry and of the fae. They are the wild beat of drums and dancing of cloven hooves by firelight and the flow of wine. They are the celebration of bounty, chaotic and wild, the vitality of youth. They are epicurean, indulgent, and mischievous. They appear as a puckish satyr-like youth. Phaedrus was once a powerful fae, but through trickery and cunning earned a place among the gods.

Depiction: A satyr or faun, or a beautiful androgynous youth with horns

Worshippers: Phaedran, field dwarves, revelers, thieves, travelers, farmers

Sacred Places: Wild revels, brothels, gardens, fields, baths, amphitheatres

Suggested Classes: Druids, bards, rogues

Deities of Arkadia

Deity	Alignment	Suggested Domain	Symbol
Hyperius	LG	Tempest, Light	A white lightning bolt
Krytos	CN	War	A pair of red swords crossed on a shield
Thessa	NG	Fate, Knowledge	A dark blue trident
Crixys	LN	Death	A black mask
Lyria	NG	Life, Light	A golden lyre
Oreya	CG	Nature, War	A bow and arrows
Erebos	LN	Light, Knowledge	A volcano
Phaedrus	CN	Nature, Trickery	A ram's horn
Agea	N	Nature	A laurel bough



TITANS

The titans are ancient and powerful beings left over from the churning primordial chaos at the start of the world. Long did they rule the world before the age of man, their reign dark and terrible. Defeated by the gods, they have been driven back to the fringes of the world, consigned to dwell wounded and imprisoned as mortal civilization thrives in their absence. Yet still the looming threat of their influence encroaches ever more on the borders of the mortal world. The titans seethe in the darkness, their agents working their will in Arkadia while they await the hour of their prophesied return.

THE GREAT HYDRA

Legend tells that the Great Hydra is the most ancient and powerful of all the titans. A beast with a hundred heads, he was shackled by Hyperius' hand, and rages still beneath a mountain at the heart of Gargaros, bound by chains of orichalcum forged by Erebus himself. He is destruction and death. From his prison, chained beneath the world, he spews fire from the mountain, and when he strains against his chains the very earth trembles and splits.

It is his greatest desire to break free from his bonds and be unleashed upon the world once more. It was his fires, the erupting flame of his hundred heads, that scorched Gargaros into a wasteland of ash-covered ruins. The Great Hydra would see all the world burnt before him, reduced to charred bones and smoldering ash.

His children are the hydra, cunning and powerful ancient beasts. Like him, they seek to be worshiped as gods, coveting the placations of mortals. They are worshiped by the orcs of Gargaros, who revel in destruction and value strength and power above all else.

THE MOTHER OF MONSTERS

The Mother of Monsters is the gorgon empress who rules all Psysseria. She is the first of her kind, the gorgon that birthed all others. When the ancient city of Old Kryta was young, she came to Krytos upon his throne of bronze with charms, and incense, and honeyed words; she seduced the warrior king, and from their union she bore a thousand daughters.

She desires above all else to be worshiped, to be loved, to be adored by mortals, beasts, and fae alike. All Psysseria is a cult in her image, its temples carved with serpentine motifs, each housing one of her terrible daughters, born in her wicked likeness. In ritual sacrifice they breed with mortals, creating gorgon Phaedran, monsters born of monsters. These Phaedran rule over Psysserian humans, vast hordes enslaved by magics and the crack of forked snakeskin whips.

With these legions at her command, she holds designs on all the mortal world, Arkadia its prize jewel. Her assassins and spies armed with poisoned daggers and venomous words spread her dark influence through the veins of the land, working from the shadows of every city.

Where guile fails her she seeks domination through strength, sending her enslaved hordes and serpentine abominations crashing against a wall of Krytan shields and spears.

THE MAW

The Maw, a creature of unfathomable scale, waits beneath the waves, down where the ocean is vast and dark and still, deep in the recesses of that abyssal void. Wounded by Thessa's trident at Scyllaea's fall, the creature writhes in the depths, always in pain, always hungry, black blood pluming out into the sea from a wound that never heals.

Some sailors claim she rises as a great whirlpool, ringed by the deep shadows of a thousand tendrils, out beyond the end of the sea where waterfalls cascade past flesh and endless rows of jagged teeth, drinking in the sea and hungering to swallow all the world. Others know this to be just a tale, for when the Maw rises, all the world will drown. A great wave will take the land, and all will be as Scyllaea, lost beneath the waves.

The Maw's blood, black as ink, billows out into the sea, polluting the tides of Arkadia. Sailors call it the black tide, an oily sheen upon the waves. When it comes, so too do the servants of the Maw — Merrow, twisted merfolk born of drowned men, who raid ship and shore and drag mortals, live and screaming, down into the cold silence of the deep. Other creatures of the deep are drawn by the tide, heralds of destruction feared by sailor and siren alike. Some say they are the children of the Maw; others that they were once beasts, now twisted by her blood, leviathans from ancient times whose tentacles can crack ships and splinter stone.

THE WORM

The Worm is dead, slain by Crixys in their fierce battle beneath the world. Though only its dry husk remains, it whispers still, worshiped in Nys as a dead god. It promises power, eternal life, for those who would serve it. Nysian drow long ago struck this bargain, trading their mortality for something more. Their priests place their organs in canopic jars of stone, filled with the coagulated ichor of the Worm, neither dead nor living, but suspended in between. They pledge their lands and their peoples to the service of the Worm.

Ever does the Worm thirst to live again. It seeks resurrection, through the actions of those that serve it. From it came the blight that dried Nys, withering its once fertile lands to dust and sand. The bones of their vast civilization lie half buried beneath the dunes, ancient tunnels and tombs giving way to yawning caves, carved ages ago by tireless jaws. This is where the drow dwell. They serve their pharaohs, powerful undying necromancers eternally bound to the Worm.

Feeding on the lifeforce of land and creature, the Worm drank deep. Now an insatiable blight spreads across a dead sea to Arkadia, a festering plague upon its shores. And as the land decays, the dead rise; a symptom, perhaps, of the Worm's occult design. Fae are twisted by its curse, and mortals fall sick, only to return as shambling husks or silent shades, robbed of their mortal rest.

HYPERIUM

Their battle shook the very earth, those two colossal forms. Hyperius, wise in battle and mightiest of all gods, his armor now soot-blackened and battle scarred, his spear all but splinters in his hand. His foe, undaunted, enraged, reared its myriad heads, each as a terrible serpent, and from those hundred terrible mouths came a hundred terrible cries. Fire welled up in the belly of the beast and from its many jaws spilled out across the land, scorching the earth unto stone and rock, which before it blackened and cracked, and so seeped the very blood of the earth, hot as molten bronze.

Where Hyperius had stood there billowed only sulphurous smoke from the sundered earth. The very breath of that place grew still, as the air before a storm. And from the clouds of ash stepped Hyperius, first among gods. He cast aside his shattered spear, and looked upon his coiling foe. To his hand, a bolt of lightning formed, white and crackling, a jagged line as if the world had been torn and only bright light lay beyond. With a mighty heave he hurled it at the center of the beast, and as it struck, thunder boomed and echoed across the mountains now scorched black and bare.

The beast twisted by pain, bellowed its hundred cries. From his shoulder, Hyperium took his final weapon, a thing of wondrous craft, a chain of orichalcum, each link heavy, perfect in form, forged by Erebos, he who knows the secrets of fire and stone. And before the many jaws of the beast could snap in return, he bound them fast with that chain unbreakable and forced the beast back, back into the bowels of a great mountain dark and there shackled it, painfully bound, each of its thrashing heads tethered to the very bones of the earth.

The titan writhes there still, beneath the earth, in the blasted land scarred by their ancient battle, deep at the center of Gargaros, beyond the mountains. It writhes in its unbreakable chains, shaking the very land asunder and causing the jagged peaks to weep tears of fire.



THE CITY OF HYPERIUM

Hyperium is the oldest and greatest of all the cities of Arkadia. Legend holds that this sacred mountain was the birthplace of mankind, where the first men walked in the footsteps of the gods.

Mount Hyperius, crested in snow, rises above the dry hills at the bosom of Arkadia. At its base, ascending its rocky slopes into the very mountain, is carved the city that shares its name. It is an awesome sight to behold, white marble columns and polished stone, a peerless work shaped by the dwarves of Erebos as symbol of their brotherhood with the mortals of Arkadia.

THE PANTHEON

Above the stone houses and streets, steps as wide as an army are cut into the rock, leading up the stern face of the mountain. There, above the clouds crowning the summit of the highest peak, sits the Pantheon of the Gods, its gilded dome shining in the light of the sun. Beyond bronze doors bearing reliefs of the deeds of the heroes of yore, is the chamber of the gods.

Sunlight streams through the circular opening at the dome's center, falling in turn on each of the gods of Arkadia as the sun marks its eternal gyre. They are carved in marble, adorned in gold: Krytos, Thessa, Crixys, Erebos, Oreya, and Hyperion himself upon his throne. Here many pilgrims come from all the corners of Arkadia, to leave tribute on the marble plinths before the gods.

It is here the king of Hyperium holds his court, his throne upon the base of Hyperius' statue, and one for each of the leaders of the other great cities. Not for an age has such a council been called, when the leaders of all Arkadia met on that high mountain in the presence of the gods.

THE ORACLE

Through a chasm cleft in the rocks, there is a small and ancient shrine atop the mountain. There lives the Oracle, a Scyllaeen elf born with the gift of sight. Her low pillared hall is draped in translucent silks, seeming to mingle with the smoke of censers burning amber and incense. There she mutters prophecy, always whispering; from her spill the secrets of the gods. Kings and heroes come from across the land to hear her speak omens and riddles, that they might divine something of their fate.

THE HYPERIAN FORUM

While the matters of kings are met in the Pantheon, matters of the people are settled on the Forum, an outcropping carved from a ledge in the stone of the cliff halfway up the mountainside, whose pillared arches look out upon all Arkadia. It is to the polished marble floors of the Forum, worn smooth by many sandaled feet, that the common folk come to seek their justice. They travel long, philosophers, farmers and hoplites alike. They come to seek the authority of Hyperium. There, they seek justice for wrongdoings, have disputes

settled, and agreements drawn. From trade contracts between cities to the trials of petty thieves, the Forum bears them all.

THE TRACK

At the base of the mountain, where the earth levels and the flat-roofed huts of common folk rest, is the track. Part amphitheatre, part arena, it is a long dusty track ringed with tiered stone seats. Here grand chariot races are held throughout the year. Once every four years, a great games is held. There all Arkadians are welcome to compete, regardless of city or status. They compete in feats of strength and skill until a victor emerges, laurel-crowned — their prize a single favor from the king.

CONSULS

Consuls are champions chosen from the army's elite. They are appointed by the king not only for their martial skill, but also for their excellence as citizens and devotion to their king, the gods, and Arkadia. Granted the authority to speak as ambassadors of the king, they travel the land settling disputes among the common folk in small villages, imbued with the powers of judge, jury, and executioner.

Each city has its own laws, but all begrudgingly accept the acords set forth by Hyperium, acknowledging the wisdom and strength of its king. As such, consuls experience a mixed reception, even by those in need of their aid. Some consuls abuse their power, while others truly seek to bring justice.

The symbol of the consuls is the pegasus, a silver winged horse emblazoned on their shields and armor. It is said they once flew on such magnificent creatures, though now they are rumored to be extinct.

THE GATES OF EREBOS

To the north lies Gargaros, a blasted wasteland of ash-covered ruins. The barren volcanic landscape is sundered by cracks and fissures from which seep the blood of the earth. The land was destroyed by the fires of the Great Hydra as he and Hyperius battled with thunder and flame. Though bound, shackled by the chains forged by Erebos in the heart of the distant mountain, the Great Hydra is still worshiped by many orc tribes, bent on freeing their master. There the earth quakes and lava flows from ancient wounds as the titan strains against his bonds.

Hyperium is the spearhead of Arkadia's defense against these foes beyond the mountains. From Gargaros pour giant orcs, cyclopes, and cerberus worgs, bent on the destruction of Arkadia. All along the peaks of the Gargaran mountains stand columned temples to Hyperius, housing signal beacons and companies of hoplites. They keep vigil for the movements of orc hordes in the ashlands bellow. The mountains are vast and treacherous, and small groups of orc reavers often slip through the mountains to pillage the small villages of northern Arkadia and set all before them to the torch.

The main bulwark against the orcs of Gargaros is a single mountain pass known as the Gates of Erebos, barely large enough to take an army across the mountains in force. It passes under the shadow of Kor Erebos, home of the dwarves. The entrance to the pass is carved with a pair of stone colossi, two legendary kings of old, lovers who once held the pass against all odds.

Here Hyperium stand against the endless tide of orcs and other hellish creatures from the blasted land. Armed and armored by the smiths of Erebos and famed for their discipline and coordination, their heavy troops hold the pass. They often stand against overwhelming odds, though not in living memory have the orc tribes united under a single banner.



KRYTA

Long had Krytos labored, sweat upon his brow, to build his mighty fortress, stone upon stone, each the hue of dried blood upon the sand. There, in his thick-pillared hall, upon his throne of hammered bronze, he sat to await his mighty foe. By him rested spear and shield and sword, unbreakable, unerring, gifts of the gods. Yet when his fated enemy came before him, not all the walls of stone nor blades of bronze could aid him.

Before him she appeared, bare feet soundless upon the stones. A woman more beautiful than all the gods. From bronze braziers firelight flickered warm upon the shapes of her honeyed skin and gleamed in her golden eyes. And Krytos, strong of arm, saw not the truth of that titan's form, there upon the red walls in the serpentine flicker of shadows belied.

His shield and spear forgotten, she joined the king upon his throne. Upon the wall their shadows moved as one, those immortal foes, eternally entwined. Yet as her back arched, his hands found not the softness of her skin but rough scales where once warm flesh had been, and where his grip had tangled in her hair now writhed a nest of hissing snakes. As her charms upon him broke, Krytos saw her terrible form. In her coils he was bound, enveloped by their writhing length.

His sword he grasped, and drew, and plunged it deep within the beast, thrusting to its hilt. She cried and shrieked, and bled. From her belly serpents came, rising from her blood. A thousand daughters from her spilled. Krytos, strong of arm and sword, upon them set. He swung with many blows, each alone enough to shatter the bones of mortal men. And from that sea of blood and writhing coils fled, his first and last defeat.

To this day Old Kryta is our greatest shame, its tumbled stones now overgrown, choked by vines and thorns. There it is silent now, filled with the crumbling statues of warriors of old. Yet all was not lost upon that fated day, for Krytos built a greater city, its walls thick and strong. Kryta, his legacy, the shield that guards the mortal realms. A hundred times has the Mother of Monsters come again and a hundred times rebuked. We greet the serpents with stone and bronze and blood. Arkadia is ours to hold.



THE CITY OF KRYTA

Kryta is a land of warriors, renowned for their strength and valor. They are a strong people, said to be descend from Krytos himself. With red cloaks and crested helmets, long have their walls of bronze shields and spears held the Psysserian hordes at bay.

THE RED CITADEL

Past dry rusted hills lie the fields of wheat, golden under the sun. Above them rises a red rock ridge, topped by the thick walls of a citadel cut from stones dark as blood. Its thick stone walls and heavy pillars are scarred with the marks of ancient battles. From its vantage, the arid land can be seen for miles around.

The citadel serves both as spartan palace as well as a training ground for the Krytan elite. From the throne or bronze in the red citadel, a mighty king or queen has always ruled Kryta. It is customary for the ruler to share power with their spouse, often a mighty warrior in their own right. Thus Kryta is often ruled by both a king and queen, two kings, or two queens.

THE WALL OF KRYTOS

They say that Krytos himself built the city's mighty walls, moving huge stones from the hills with his bare hands. This fortified wall separates the fields and farmlands from the city at the base of the citadel's escarpment. The walls are made from stacked stones, as are the houses, roofed with fire-hardened clay tiles, that are nestled within. Squat rectangular towers defend the parapets at regular intervals, burning bronze braziers of smoking coals. Hoplites from the many garrisons along the wall's base patrol the battlements.

Though many small thatch roofed farmers' huts are scattered across the dry hills and fields of wheat, most Krytans live inside the city's protective walls.

THE COLOSSEUM

Rising up from among the red stone buildings is the Colosseum, the largest fighting arena in all Arkadia. Carved of immense blocks of stone, its squat arches house tiered rows of stone benches circling a ring of rust-colored sand. There gladiators fight for sport, entertainment, and gold before the cheering of the mob.

The Colosseum, as with all arenas, is a sacred space to the Krytans. There combat is dedicated to the glory of Krytos. To die in the arena is to die with honor before the gods. Ancient customs allow disputes to be settled upon the arena sands. Any citizen of Kryta may invoke a trial of combat, putting their innocence or guilt before the god Krytos to be weighed in blood.

BORN WARRIORS

Kryta is in a state of perpetual warfare with the invading armies of Psysseria. Though valiant, their forces are never enough to stem the tide of the Psysserian hordes; they are always training new

soldiers, always spread too thin. From the fallen ruins of Old Kryta to Illyria, many crumbling citadels hold the land, manned only by a brave few.

When they are young, each child is taken from their parents to the priests of Kryta. From the poorest farmer to the king's own son, every Krytan is called. Should they be deemed strong in both body and spirit, they are taken to train. It is a great honor to be chosen. From that day, and each day after, for ten years they train. They are taught the spear and shield, to kill with sword and fist, to fight alongside their brethren and alone against all odds.

When they come of age, they are cast into the wilds for a year and a day, armed only with the iron of their strength and will. The land of Kryta is vast, forged from the shards of ancient conquest, and as violent and unforgiving as its people. Its scarred rocky hills are stained with the blood of many battles. The caves and clefts of blasted red rock are home to beast and fae alike, wolf and manticore, roc and harpy. Should a youth return, they do so a true Krytan.

Those who cannot fight and don't have great name to fall back on are sent to help the war in other ways. They are tasked to forge weapons, build walls, or tend to the endless fields of grain that keep the Krytan army alive.

ORCS OF KRYTA

Orcs, originally brought to Kryta in chains, now live, fight, and die alongside their human brethren. The bond between these kindred races was forged in the crucible of a hundred wars, fought shoulder to shoulder against a common foe. Now they share the deep and mutual respect of seasoned veterans.

They are gladiators, mercenaries and hoplites, any profession that commands strength of arm and love of force. There are many half-orcs in Kryta, and many a human can claim with pride to have a drop of orc blood in their veins.

FAMED MERCENARIES

Krytan mercenaries are famed for their strength and honor. They are said never to break a contract once taken. Many bands of warriors exist, comprised of Krytan warriors who seek gold and glory. Such bands often earn fierce reputations, and can be distinguished by the symbols on their shield, such as a minotaur, siren, or lion. Famous among them are the Sisters, a band of mostly female warriors who wear a harpy upon their shields. Another is the Sons of Phaedrus, an elite group of bastard Phaedran who bear a ram's head upon their shields. The Scorpions are sellswords who specialize in fighting the undead; they work near Crixos and are famous for their expeditions across the sea to Nys.

OLD KRYTA

The ruins of Old Kryta stand to the east, a shameful reminder of Kryta's greatest defeat. Long fallen to the Psysserians, its tumbled walls and fallen columns are overgrown. It stands silent, filled with the crumbling statues of its last defenders. Among the stones slither the serpentine offspring of the Mother of Monsters.

Gorgons, the daughters of the monstrous queen, lead vast armies against Kryta. They control elite gorgon Phaedran, fanatics of their serpent mother's cult. They are spies, emissaries, and commanders, fighting with poisoned blades and words. Their whips drive hordes of slaves — the broken humans of Psysseria, armed with spears and wicker shields — seeking to overthrow Kryta with sheer numbers where the guile of their mistress fails.



ITHEA

On lost Scyllaea, under grey sky where the land met the wine-dark sea, so stepped the goddess Thessa out unto the break of waves. The waters churned before her and from the roiling depths rose the great titan, black coils unfurling from the seething waters, a dark mass of undulating flesh, black upon frothing waves, and, at its heart, did open a terrible maw, as if to drink the sea and swallow the land and grey sky.

So shone the points of Thessa's trident, dull under that leaded sky; and her eyes were as the sea, a great calm beneath the fury, for she saw her mark upon the beast, soft, the allowance of fate. And under the wheeling sky she struck, and thrice her trident sang as the beast's blood plumed like black oil into the brine. Blind with pain the titan thrashed, and in that churning tumult did set its limbs and great waves against shining Scyllaea. Spires crumbled and a thousand voices cried as waves took the land. The titan fled then, as ruined pillars slowly sank, plunging down to the cold quiet of the abyssal depths, alone to bleed into the void.

The tide ebbd and calmed, and seafoam lapped her thighs, the taste of salt upon her lips. And though Scyllaea was lost beneath the waves, so the sea was hers, claimed by right, and all its bounty. This is her gift to Arkadia: calm seas, gentle shores, fish in full nets, and the fair winds that bring ships home.

Yet still her great foe lives, deep beneath the waves, bleeding blood black as ink into the eternal night of the silent depths. As a great shadow it writhes in the dark, causing violent storms that shatter ships and set the waves against the shore. Thus is the charge of Thessa, she who watches the sea, and waits for the day when the beast shall rise again.



THE CITY OF ITHEA

Ithea is a city of sailors and philosophers who study the lost mystical arts. Beyond the gold of arid hills, the crescent arms of fair cliffs embrace the gentle break of waves; there, below the headland fields, on white rock and white sand, rests Ithea, a jewel upon the sea.

THE ITHEAN HARBOR

White plastered houses line the ridges of the cliffs, the shore, and the sheltered bay. Many are painted with bands of blue keying, and others, down by the plinths of carved stone docks, are capped in domes of copper, turned blue-green from the salt and sea breeze.

Long, wide granite quays extend from the shore for ships to dock. There harbors a fleet of mighty triremes, blue eyes painted on their green-bronze prows, sails painted with Thessa's trident. Beside them is a shipyard, where the wooden bones of fresh ships are given life. At many of the stone plinths are moored ships from every corner of Arkadia. There are berthed the small ships of Illyrian merchants, heaped with silks and spices, amphora of wine and olive oil. Next to them, penteconters of Krytan mercenaries, loud and boisterous. They mingle with the vessels of Ithean explorers and black-sailed Cryxian envoys.

THE TWIN LIGHTHOUSES

The mouth of the harbor is flanked by twin lighthouses, and spanning the gap is a colossal statue of Thessa carved of white stone. Though worn by wind and sea, she towers above the bay, her trident blackened by salt and time.

The towers at her sides hold bronze braziers, burning with undying flames, made by the philosophers of old to never burn out, even unto sea water or storm wind. Huge bronze mirrors house them and direct their light upon the sea-gate, the safe passage into the harbor beneath Thessa — the only entrance to the sea-walled port.

THE TEMPLE OF THESSA

Out beyond the harbor, beyond the colossal statue of Thessa, in the sea itself is a small rocky island, and upon it a round temple, domed in blackened silver tarnished by the sea. To the boulders of its shores cling barnacles and green slime, for when the tide is high it covers the rocks and laps at the very pillars of the temple walls. Yet when the tide is low, a carved path of rock is revealed, and one may appear to walk across the waves, from the city out into the sea.

THE ITHEAN ACROPOLIS

At the heart of Ithea rises a high hill whose white marble walls are steep from centuries of quarrying. It is crowned by an Acropolis, a columned temple, rising above the rest of the city. A thing of wonder, it bears no mason marks, no signs of chisel or dwarven hands. It is made from a single piece of marble as if grown from the stone. It is said that the first philosophers made it so, shaped it from the marble

peak upon which it now stands. Inside its pillared square is an agora, a meeting place for the consuls, the head philosophers, elected by the people to rule the city.

THE SYNIAN STONE

At the center of the Acropolis rests the Synian Stone. It is a fragment of a ruined wall, sundered in two, and lined with cracks. Its is the key to all written magic, a stone from lost Scyllaea, an ancient city sunk beneath the waves. From this stone and the teachings of the Scyllaeen elves, those few who survived its cataclysmic end, Arkadians learned the arcane arts, those secrets of the gods. Some say the Scyllaeen elves brought the stone as a gift when they fled their lost home. Philosophers have added to the stone over the centuries, carving onto it new spells they have learned. As such it represents the values of Ithea, knowledge, exploration, and magic.

Many smaller fragments remain, in the drowned ruins of lost Scyllaea. Bold philosophers, explorers, and treasure seekers venture out into the islands, all that remain of a once grand civilization, in search of its ancient mysteries. There are tales of a library filled with stone tablets, the secrets of Scyllaea, now lost forever beneath the waves.

Ithean philosophers have spread their teachings throughout Arkadia. Some look upon their magic with disdain, such as the Krytans, though many welcome their schools. Training at the Hyperian school is seen as a mark of prestige for the Arkadian elite, while the Cryxian school studies forbidden magics, offering shelter to those exiled from the other colleges.

ITHEAN DEMOCRACY

Ithea prides itself as a democracy, set apart from the kings and queens of their neighboring city-states. All Ithean citizens can vote on large matters such as war or trade. An elected senate of consuls oversees the rule of the city. These consuls are elected based on their popularity, wealth, influence, and arcane power.

While Ithea prides itself on its progressive system of government, Kryta mocks them for their weak leaders, while Hyperium fears the rule of the mob. Whether these criticisms are justified, Ithean democracy is certainly flawed. Only citizens may vote, and to be a citizen one must be able to perform magic. A citizen does not need to be a philosopher, wholly devoted to the study of magic, but they must exhibit some ability. Thus it is frequently only an elite few, those with wealth or status, who are considered citizens and allowed to have a hand in deciding the fate of the city.

SAILORS AND SCYLLAEA

Before all else, Ithea is a city of the sea. Sailors make up the bulk of her population, from merchants to fishermen and explorers. In the shallow blue waters of her safe harbor are built the finest ships in all Arkadia. The city is protected by a large navy of triremes, their sails painted with Thessa's trident.

Most ships stay close to the shore; even merchant vessels bound for Crixos or Illyria follow the coast and shun open waters. Some brave, foolish, or desperate crews travel to the shattered islands off Arkadia's western shore. Dozens of small rocky islands lay scattered off the coast, covered in ancient elven ruins. This is all that remains of

Scyllaea, a once splendid civilization of elves, sunk beneath the sea. Some travel there in search of power or fortune, lost treasures of tarnished silver and pearls, or — more valuable still — fragments of tablets containing lost secrets from the age of gods.

THE BLACK TIDE

Whatever drives sailors to brave these flooded ruins, there is a single sight into which no Ithean captain will sail — the black tide. They say it is the blood of the titan; wounded by Ithea's very trident, it still bleeds its black blood, seeping up from the abyssal depths. With it come monsters from the deep: kraken, whose horrible tendrils can crush whole ships, and their servants the merrow. Many a ship has been swarmed by these twisted men of the sea, who can slither onto deck or land to capture humans with their tridents and nets, dragging them back into the depths from which they came. Some sailors say they eat those they take, feasting on them in bloody waters with their rows of shark-like teeth. Others say they drag them down, down into the black crushing cold of the abyssal depths where they are fed, in the alien silence of that void, to the final blackness of a titanic maw.

The sailors tell many tales of the titan defeated by Thessa. They say that when the sea grows violent, when the storms and waves hammer ships and shore, it is the anger of the titan thrashing beneath the sea. They say that if you could manage to sail past the ruins of Scyllaea, into the westernmost regions of the Arkadian sea, there you would find the Maw as a great whirlpool at the world's end, unquenchable and insatiable, drinking in the sea. Whether there is truth to these tales, none can say, for no ships that have sailed beyond the ruins of Scyllaea have ever returned.

SCYLLAEA'S LEGACY

The islands of Scyllaea's ruins can be seen from the shores of Ithea. The sun sets behind the silhouette of broken pillars and tumbled walls, all that remains of a once proud and mighty civilization of elves. Some sailors say the islands change; some sink and some rise, always changing. Many of the ruins rise and sink with the tide, or become lost in the thick mist that often clings to that part of the sea. The ruins are slick with green sea slime, toppled pillars are crusted in barnacles and brine, and the broken stone statues of ancient elves are worn faceless by the sea.

Scyllaeen elves once dwelled in this place, and when the gods were young and walked the earth, it was a city unequaled in its splendor. Arkadians say it was lost, drowned in that terrible battle between Thessa and the titan, sunk beneath the waves. Some Scyllaeen elves fled this cataclysm and sought refuge among the young race of mortals, bringing with them a dowry of arcane knowledge, a fraction of the secrets of their kind.

There is an ancient prophecy, given by the Oracle of Crixos, that the day will come when Scyllaea rises from the depths, when a great waves sweeps the land, and all the world is drowned.

CRIXOS

Through a cleft twixt ancient hills, where smoke plumed from fractured rock, to that gate came Crixys, dark of cloth and form. Far beneath the dry earth, on worn stone steps he trod, soundless into endless night, into that world beneath our own.

Through fire he walked and black water, deep and still and cold. And in those tunnels, caverns carved by tireless jaws, he heard the whispers of the worm, keeper of secrets, taker of fate. There so deep was he as like the earth is to the sky, in a vast land of shadow. There dwelt his sacred foe, huge and terrible the Worm.

The titan reared its terrible length, and upon this trespass lidless did it stare. Crixys stood, a patch of starless night, and from the shadows swung his sickle sword, yet no purchase did his blade find. Chitinous were the beasts many plates, many its mouths and eyes. Yet there upon its segmented form, the god who saw through shadow found a gap beneath its armored flesh. And with his crescent sword he swung, and sliced the belly of the beast.

It writhed and moaned, that endless worm, and so the titan died. Beneath the world far from our home, Crixys sealed its empty husk and yet its curse did spread. The earth above its buried tomb dried and withered and died. So cursed was Nys, that desert land beyond the sea, a land dead and dying and still alive, lifeless as the worm.

Now, upon our shores a dead tide does break, bringing lifeless fish and winds from Nys, carrying the whispers of the worm, to call the dead to moan and stir and rise. Crixys too this blight befell, and upon him wears a mask of beaten lead, a rotting god, a faceless god, the keeper of the gate. But fear not, for when you see that mask, a face not unlike your own, beyond him lies a different world that he himself has sown: Lycium, the Golden Fields, a world beneath our own.



THE CITY OF CRIXOS

Crixos, once counted among the most sacred sites in all Arkadia, has been defiled by a plague of undeath. Now the city and the forest around it rot like the carcass of a great beast. Lead roofed houses and temples of dark stone stand empty, their timbers gnawed by decay. Half the city, east of the River Cryx, stands abandoned, the bridges barricaded. That bank has been lost to the dead, a symptom of the plague. The city's living bank is ringed by a hastily built wall, reinforced with crumbled masonry and shored-up rubble, broken statues and columns from crumbling temples.

Dirty tattered curtains hang in doorways, and the narrow winding streets and alleyways are braced by wooden posts that prop the dilapidated buildings from crumbling into disrepair. These beams are draped with ragged cloths, forming a shadowy canopy that casts the maze of Crixos' streets into a perpetual twilight.

THE PLAGUE

The Plague is a disease borne from the withered, dead land of Nys. Some believe it to be a curse placed with the Worm's dying breath. Others say his dark blood poisoned the very earth to its bones, killing Nys before seeping across the sea. The blight corrupts all it touches. Those who are afflicted with the pestilence suffer fever and weakness. Their necrotic flesh begins to rot, and festering sores open across their body as they decay. Those that succumb to the plague soon rise as undead, twisted shambling remnants of what they once were.

THE TEMPLE OF CRIXYS

The temple of Crixys rests on the city's western shore, a leaden dome held by faceless caryatids standing as silent sentinels to the river's dark waters. Once a holy site for pilgrims from all across Arkadia, now it stands as one of the city's few sanctuaries against the dead.

Wrapped in bandages like lepers, the afflicted come to seek the aid of the priests and their silent god. Once the temple held a sacred spring whose waters, it was said, could cure any wound. Now the spring stands stagnant and polluted among the dying and the dead.

THE CATACOMBS

Beneath the temple of Crixys is a sprawling labyrinth of ancient catacombs. Vast and deep, the crumbling tunnels of this necropolis stretch out perhaps larger than the very city. Some Arkadians believe these tunnels are the entrance to the underworld itself.

THE PRIESTS OF CRIXYS

What little order remains in the city is thanks to the Priests of Crixys. His priests, faces hidden behind leaden masks, toil to stave off the tide of rotting flesh. They tend the afflicted and ensure they do not rise. They place lead coins on the eyes of corpses and consign them to the pyre. Such is the custom in all

Arkadia, but here it is done with dire purpose, lest the dead rise.

Arkadians believe that once they die, if given the proper burial rites, their shade will be taken by Crixys. He will ferry them across the river into Lycium, the golden fields at the heart of the underworld. They also believe that the curse of undeath tethers the spirit to the mortal world and it may not rest until the risen is likewise put to rest. Some shades, denied proper funeral rites, return as apparitions, haunting spectres whose unrest calls them back.

THE CORPSE TRADE

Crixos is also home to many thieves and outlaws. With no king or army to enforce the rule of law, they come seeking refuge from the pursuit of Consuls of Hyperium or the reach of a slighted Illyrian aristocrat. They see the dead not as problem, but an opportunity. Some venture into the abandoned eastern bank to loot scavange that which has not already succumbed to the blight, even stripping the lead from the domes of temple roofs to cast into bronze or coins.

Smuggler's ships sail up the brackish river, pushing past the floating bodies of pale bloated fish, to Crixos bringing supplies to the pestilent city to be sold at exorbitant fees. When they depart, the hulls of their ships carry a more sinister cargo, mummified corpses of the dead, stolen from the temples and catacombs. They are embalmed and wrapped with dirty cloth so they do not rise. Some say they sell to the School of Hekamn, other say they sell them to Nys.

THE SCHOOL OF HEKAMN

Crixos holds the largest philosopher's school outside Ithea. The School of Hekamn is devoted to the studies of necromancy, alchemy, medicine, and the secrets of the Nyssian drow.

Exiled drow teach the philosophers secrets spirited from their lost home. Much of this knowledge has been recorded in the school's library, a collection of esoteric scrolls, tablets, and artifacts, many plundered by tomb robbers in Nys.

The philosophers and the drow have an uneasy peace with the Priests of Crixys. The school's obsession with necromancy, death, and the secrets of Nys have afforded them a dark reputation. However unhealthy their interest in the dead, they help to combat the plague by herding the undead and creating elixirs and other alchemical ichors that can stave off its effects.

THE BLIGHTED WOOD

Crixos lies in the Oreyan Wood, a dark and ancient forest, the largest in all Arkadia. The blight spreading from the south has poisoned the very land itself. Dead shamble through the dark twilight beneath the branches of sickly trees. Small villages lay abandoned, their inhabitants long fled or taken by the plague. The fae of the wood, ancient as its trees, have also fallen prey to the plague's corruption, driven to madness and starvation.



ILLYRIA

Cunning Phaedrus, cloven hooved and curled of horn, looked upon the splendor of the gods, Hyperium's white pillars on snow-capped mountain high, and coveted their immortal gifts, as his kind cannot help but do. He waited then, for them to leave, as one by one they left that sacred place, each armed with mighty weapons for that ancient war. And when the last had left the mountain high, clever Phaedrus began to climb.

Upon the summit of the highest peak, above the clouds and sky, there he beheld a golden tree, and from it golden apples hung; from a pool it grew, of golden wine — ambrosia of the gods. At its side rested Lyria, beautiful of form, who laughed to see such a creature as he, her fair and idle fingers upon her golden harp. Clever Phaedrus, quick of wit asked why she lingered in that place when all her siblings took to war, to battle the titans and claim Arkadia as their own. Her reply with lilting laughter came: no warrior was she to claim such embattled land.

Cunning Phaedrus told her then of a distant place, a land where no titan loomed, yielding and fertile twixt flowing rivers parted, where beyond, the crescent arms of fair cliffs embraced the gentle break of waves. With delight she departed swift, to claim that bounty as her own. He too took then his prize — a golden apple plucked, a single bite, and then another, until all the tree was bare. He drank deeply then of the ambrosia in its pool, and with every drink more a god the beast became.

Yet when the gods, victorious and battle-weary, returned to their carved thrones and saw the apples and ambrosia gone, they stirred with rage and wrath... but long since had Phaedrus fled, back to his ancient hills where the wine flows at night and fires burn, there creatures dance on cloven hooves, to pipe and drum and lyre.



THE CITY OF ILLYRIA

Illyria is a decadent city of wealth, beauty, and earthly pleasures. Old noble families vie for control over the city's riches and vast trade networks. It is an opulent city filled with marble statues, ornate fountains, and packed market squares. To the rich, it is a place of lavish gardens, indulgence, and entertainment. Outside the city, vineyards and fields of olive trees cover the green villa-dotted hills. The city owes its abundant wealth to its natural port, fed by trade with each of the cities of Arkadia as well as Psysseria beyond.

ARTS AND PLEASURE

Illyria is famed for its culture and beauty. Every brass-domed building and arched colonnade is a monument to its prosperity. Every hill, it seems, is crowned with a palace, home to a noble or wealthy merchant. Aqueducts carry water throughout the city, giving rise to luxurious pleasure gardens. Steaming baths are fed by water from natural hot springs beneath the city.

All manner of entertainment can be found within the city's marble walls. Poets and thespians fill the city, performing in market squares, agora, and amphitheatres, wearing the terracotta faces of comedy or tragedy. Perhaps more famed than the city's theatres are its brothels, from dingy rooms by the port to the lavish pleasure gardens atop the hills.

THE COLISEUM

The great Coliseum of Illyria is second only to that of Kryta in its size, and surpasses it in the exotic nature of its games. Their special shows draw roaring crowds, pitting mortals against a menagerie of beasts: giant serpents from Psysseria, captured mantichore, or minotaurs strapped with plates of spiked bronze armor. Creatures from every corner of the earth clash with warriors from all across Arkadia, competing for the city's fleeting currencies: gold, fame, and power. Crowd favorites ascend showered in gold and all the mortal pleasures it can buy. By the port, fighting pits cater to those not sated by blood spilled on the sands of decadent arenas. Often aspiring warriors come to the city in the hopes of winning fame, only to end up fighting for scraps in the pits.

THE AGORA

The Agora is the great market square heart of Illyria — a grand plaza packed with crying merchants from every corner of the land. Field dwarves sell clay amphora of wine and olive oil from the vineyards outside the city walls, while their mountain brothers sell the finest bronze swords and heavy jewelry of gold and thick glass. Itheans resupplying their ships stop to haggle over old scrolls and ancient fragments of stone tablets, while Psysserian merchants trade spices and fine silks from their distant exotic land.

Fenced by arched pillars, the wide square's colorful mosaic tiles have been worn smooth by the endless tide

of the crowds. At its center stands a gilded statue of Lyria, surrounded by nymphs, satyrs, and siren. On holy days, the fountain flows with wine. The fountain, like much of the city's ornate stonework, was carved by the field dwarves, the first to settle this land.

THE DOCKS

The port of Illyria, set in a wide natural bay, harbors a hundred ships, their painted sails flying the colors of every civilization. Ships from Ithea, Kryta, Crixos, and even Psysseria, come to trade in this port, the gateway to all Arkadia. Long wooden docks extend from a gentle shore to berth ships of all sizes, from large triremes to small merchant vessels.

Past the docks is the city's lower level, separated from its upper half by a cliff. A wide stone stair is cut into the cliff, its long even steps wide enough to march an army and gentle enough for carts. It is lined with bronze statues and braziers, lit at night. The area at the bottom of the steps is home to the city's poor merchants, beggars, peddlers, and mercenaries. It even has its own agora, called the low market. Here, cheap goods, often of circumspect origin, may be bought, sold, bartered, and stolen. It is filled with cheap brothels, underground fighting pits, and a ruined coliseum known as the Arena where the rules are loose and the stakes high.

THE NOBLE HOUSES

Outside the walls of the city lie fertile fields, vineyards of grapes and rows of olive trees. These are owned by Illyria's noble families. The hills around Illyria are dotted with villas, roofed in terracotta tiles. Notoriously corrupt and greedy, these aristocrats vie for power and control of the city.

House Alexares is the most wealthy and powerful of all the houses, though it is not strong enough on its own to oppose the other two. Made rich on taxes, the house controls the city's walls, gates, and roads.

House Thaddaeus, run almost to ruin through the gambling and reckless squandering of its heirs, makes its gold through many of the city's underground fighting arenas and less savory brothels. On the high roads, in the hills outside the city, many bandits owe debts to this house.

House Gaiana has strong ties to Psysseria. They control much of the city's port, and grow rich off Psysserian gold, melted down and recast into Illyrian coins. No smugglers dock without paying their due bribes to this house.

There are many smaller houses, all squabbling for power in the city. They always need mercenaries to protect ships and caravans, as well as those willing to carry out other, less public, tasks.

THE MYRIAD ISLES

Off the warm southern coast of Arkadia lie the Myriad Isles. This archipelago between Arkadia, Psysseria, and Nys is home to thousands of uncharted small islands. Few have been mapped, even by Ithean explorers. Many ships that sail into the islands never return, and others only after many years, bringing back tales of enchantresses and strange lands. Some sailors speak of a mighty hydra who lives in a boiling sea of sunken wrecks, where sirens flicker between the bones of sunken triremes and the glitter of lost gold.

The isles are home to the Phoacian pirates, Psysserian humans who fled the lash of their serpent masters and turned to plundering Arkadian and Psysserian ships alike. The sails of their fast light ships are painted with the severed head of a gorgon, a dreaded sight that strikes fear in the heart of any merchant sailor.

There are also tales of the lotus eaters — exiled Nyssian drow, cannibals who now worship Phaedrus, their dark skin painted with white lines of dried and cracked mud. They drink wine from human skulls, amid the buzzing of wasps and flies.



CHAPTER 7: MAGIC ITEMS

The magic items listed in the following section can be viewed as a tool to play up or down the magic of the setting. For a game focused more on the historical elements of Arkadia, use only the common items and a curated selection of uncommon items. Include rare items only as high level rewards in games emphasising the mythic heroics of your characters.

COMMON

ARKADIAN FIRE

Potion, common

This thick amber resin ignites when exposed to the air. As an action you can throw a ceramic jar of Arkadian fire up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the ceramic jar as an improvised weapon. On a hit, the target takes 1d10 fire damage at the start of each of its turns. This lasts for 1d4 rounds or until the creature ends this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

You can also pour a jar of Arkadian fire on the ground to cover a 5-foot-square area. The fire burns for 1d4 rounds and deals 1d10 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

ITHEAN SAILS

Wondrous item, common

These sails are spun of the finest linen, woven with enchantments by a Philosopher of Ithea, and painted with a stylized design such as Thessa's trident. A ship that uses these sails has its speed increased by 10 feet, making it travel 1 additional mile per hour.

NYSSIAN POTION

Potion, common

This clay jar is covered with hieroglyphics and sealed with the clay likeness of a desert animal's head. You regain 2d4 + 2 hit points when you drink this potion. You may choose to only drink half of the potion, regaining 1d4+1 hit points instead.

PSYSSERIAN POISON

Potion, common

This black ichor is drawn from the fangs of serpents from the holy temples of Psysseria's cult. You can use an action to apply this dark venom to a weapon that deals piercing or slashing damage, or to a single piece of ammunition for such a weapon. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take 1d6 poison damage and become petrified for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature fails this saving throw by 5 or more, they are petrified for the duration. Taking damage frees a creature from the petrification caused by this venom.

SATYR'S WINE

Potion, common

This sweet wine is made by satyrs and followers of Phaedrus. When you drink this wine, you must make a DC 10 Constitution saving throw. On a failed save, you become charmed by all creatures that you can see of any species and gender you are normally attracted to. You can repeat the saving throw at the end of every hour until you succeed and are no longer charmed.



Psysserian Poison

UNCOMMON

AMBROSIA

Potion, uncommon

Consuming this golden nectar allows you to regain one expended spell slot of 3rd level or lower. A sorcerer may instead choose to recover up to 5 expended sorcery points. It is made from golden apples. Though a sacred tree once grew in Crixos, now they are found only in the most ancient parts of the forest. Beasts that eat them for many years grow large and wise, their fur golden like that of lions.

ANCIENT HOPLON

Armor (shield), uncommon

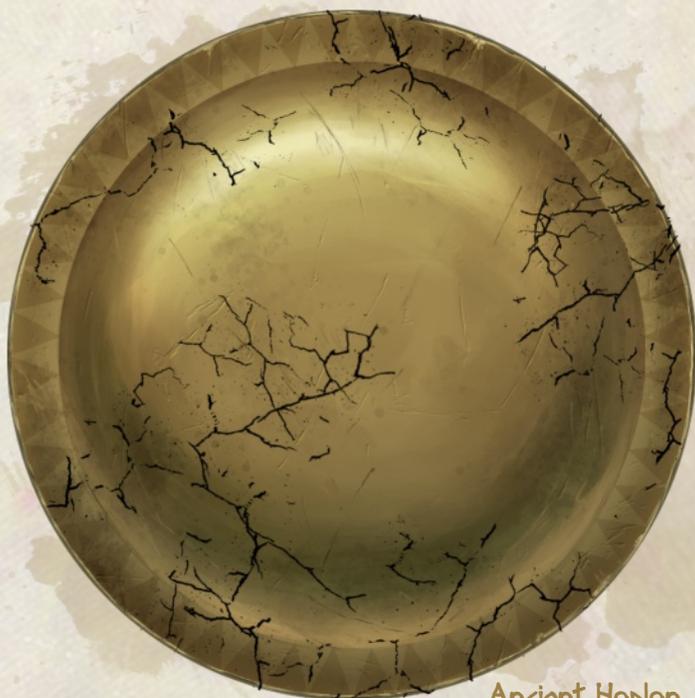
This ancient bronze shield bears several jagged cracks, radiating inward from its edge. The shield has 1d4+2 charges when found. You may use your reaction and 1 charge to cast the *shield* spell without using a spell slot. With each use, the cracks worsen, deepening and forking across the face of the shield. When the last charge is used, the shield shatters into pieces.

ARROW OF OREYA

Ammunition, uncommon

These arrows are made from the hard black wood of a sacred laurel tree. Such arrows are found alone, or in bundles of 1d4. When you make an attack roll using these arrows as ammunition for a ranged weapon, add 1d10 to your roll.

If your attack hits, the arrow is recoverable. If the attack misses, the arrow is either lost or damaged.



Ancient Hoplon

CERBERUS SKULL

Wondrous item, uncommon (requires attunement)

This skull is really two small canine skulls, malformed and fused at the base, jaws locked open. The bone is carved with crude symbols that trace the forms of the beast's calcified remains.

While attuned to this skull, you may cast the *find familiar* spell once per day. The familiar summoned this way is always a fey cerberus runt. Additionally, when you take the Attack action, you can forgo one of your attacks to allow your familiar to make one Attack as its reaction. If your attunement to the skull breaks, the cerberus turns to ash and vanishes.

CRYXIAN FUNERAL MASK

Wondrous item, uncommon

This funeral mask is made of lead, formed to the shape of a dead man's face. While wearing the mask you can cast *disguise self* at will, but only to assume the form of the humanoid in whose image the mask was formed. You can place the mask on a humanoid corpse for one minute to form the mask to their face.

If the mask has been placed on a corpse for five minutes, you can ask the corpse up to three questions. This fails to work if the corpse has already been affected by the mask, or a similar effect such as the *speak with dead* spell. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. The corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events. Its voice comes as muffled whispers from behind the leaden mask.

ICARIAN TALISMAN

Wondrous item, uncommon

This small charm is comprised of a bundle of 2d6 harpy feathers bound with wax and string to a black talon, smooth and sharp as polished glass, marred only by the symbols scratched into its face. As an action, you can pull off one of the feathers to sprout a pair of molting feathered wings. You gain a flying speed of 60 feet using these wings. The wings last for 2d4 rounds after which they burst into harmless flames before falling to ash. The DM makes this roll for you secretly.

After a feather has been used, it turns to ash and is nonmagical.



Arrows of Oreya

LOVERS' BLADES

Weapons (daggers), uncommon

Lovers' blades are twin daggers forged in pairs from a single ingot of enchanted bronze. The handles are often shaped in the form of a pair of lovers from legend, such as Acteon and Giasone, kings of Kryta who died defending the Gates of Erebus. While holding a lover's blade you can speak its command word as an action to cause it to point towards its paired blade. If its paired blade is on another plane or obscured by a spell such as *nondetection*, the dagger will spin erratically. If one dagger is destroyed, the other will shatter.

You can look into the polished bronze surface of a lovers' blade to see everything reflected in its paired blade as if looking through a window.

NEMEAN HIDE

Armor (hide), uncommon

The pelt of a magical beast, such as a golden lion, boar, or manticore. The pelt can be worn as armor, granting 2 damage reduction against all bludgeoning, piercing, and slashing damage.

ORICHALCUM ARMOR

Armor (heavy), uncommon

Forged from orichalcum salvaged from Gargaros, you gain a +1 bonus to AC while you wear this magic armor.

ORICHALCUM WEAPON

Weapon (any melee weapon that deals slashing or piercing damage), uncommon

Forged from orichalcum salvaged from Gargaros, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

SATYR'S INSTRUMENT

Wondrous item, uncommon (requires attunement by a bard)

These fae instruments are often pan pipes, double flutes, or flutes carved from wood or bone. If you are proficient in this type of instrument, all Performance skill checks you make with it have advantage.

You may make a DC 15 Performance skill check while playing this instrument to cast *enthrall* or *calm emotions* without using a spell slot, your choice.

You can make a DC 5 Performance check while playing this instrument to cast *sleep* without using a spell slot. You can increase the level of this spell by one for every 5 points by which you surpass the DC. Once you use the instrument to cast *sleep* you must finish a short or long rest before doing so again.

PSYSSERIAN BRAND

Weapon (dagger), uncommon (requires attunement)

This curved bronze blade is etched with striking serpents intertwined along its length. When you attune to the blade, its surface becomes blank as it sinks into your forearm, leaving behind its serpentine pattern as a tattoo on your skin. As a bonus action you may speak the blade's command word to call it to your hand or return it to your forearm.

While the blade is stowed, any poisons coating its blade do not expire.



Lovers' Blades



Nemean Hide

RARE

AEGIS OF KINGS

Armor (shield), rare (requires attunement)

Though the bronze is nearly black with age, this shield bears worn reliefs of animals and fighting men. A creature that is attuned to this shield can use their bonus action to cast *shield of faith*. The shield appears wielded by a spectral warrior, hollow-eyed, armor scarred and pitted from battle.

ARMOR OF THE COLOSSUS

Armor (King's Plate), rare (requires attunement)

You may use an action to speak the armor's command word to take on the form of a colossus, doubling your size in all dimensions and multiplying your weight by eight for one hour, until you become unconscious, or until you use your action to speak the command word again. This growth increases your size by one category such as from Medium to Large. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Your skin takes on the hardness and color of bronze, granting you damage resistance against all nonmagical bludgeoning, piercing, and slashing damage.

Until the effect ends, you also has advantage on Strength checks and Strength saving throws and cannot be petrified. Everything you are wearing and carrying increases in size as well including your weapons. While your weapons are enlarged, your attacks with them deal 1d4 extra damage. Once the effect ends, it can't be used again until the next dawn.

BAND OF THE PEGASUS

Wondrous item, rare (requires attunement)

This silver bracer is chased with the image of a winged horse in flight. Once attuned to the bracer you can speak its command word to summon a pegasus.

The **pegasus** serves you as a loyal mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on this pegasus, you can make any spell you cast that targets only you also target your the pegasus.

When the pegasus drops to 0 hit points, it disappears in a cloud of mist, leaving behind no physical form, and cannot be summoned again until dawn the next day. You can also dismiss your steed at any time as an action, causing it to disappear in the same way. Speaking the command word summons the same pegasus; if it was at 0 hit points, it is restored to its hit point maximum.

CHARIOT OF SOULS

Wondrous item, rare

This chariot is made from cracked wood, bleached by sun and time like the bones of a beast. Faint gilt and traces of paint attest that it was once a thing of splendor. Speaking the chariot's command word calls forth a pair of spectral **celestial warhorses**, as if by the *find steed* spell. They are loyal to the charioteer and grant the vehicle a movement speed of 60 feet.

Speaking the chariot's second command word allows you to cast *spirit guardians* as a 9th level spell. The spirits of an ancient army rise to your call, ranks of spectral hoplites, their eyes hollow beneath their helms. For the duration, the radius of the spell is increased to 30 feet and your concentration on this spell cannot be broken while you are in the chariot unless you are killed. Once the spell ends, the chariot cracks and splinters, collapsing into a heap of nonmagical wood.

DIADEM OF THE GOLDEN QUEEN

Wondrous item, rare (requires attunement)

When a spell, ability, or item to which you are attuned would petrify a creature, they are turned to gold instead of the material the effect would usually create.

Curse. This diadem is cursed. Attuning to it curses you until you are targeted by a spell such as *remove curse* or a similar effect. While cursed, your attunement to the object cannot be broken, and any creature you touch that has 10 or fewer maximum hit points is immediately petrified.

GORGON'S HEAD

Wondrous item, rare (requires attunement by a spellcaster)

The heavy stone head of a serpent-haired gorgon, her face frozen in an unending cry. While attuned to this gorgon's head, it counts as your spellcasting focus. The head has 7 charges.

As an action you can lift the head and expend 4 charges to attempt to petrify all creatures that can see it within 30 feet. Creatures made of flesh that can see the head must make a DC 13 Constitution saving throw. On a failed save, the creature is restrained as it begins to turn to stone. A creature restrained in this way must make another DC 13 Constitution saving throw at the end of each of its turns. If it fails its save two more times it is petrified as a stone statue. If the creature succeeds, this effect ends.

If a creature restrained by this effect succeeds a saving throw, you may immediately use your reaction to spend 1 charge to choose that they fail instead.

If your attunement to the head ends you must succeed on a DC 20 Constitution saving throw. On a failed save, you are immediately

petrified. If a creature is broken while petrified, it suffers from those injuries if it reverts to its original form. Petrification resulting from the head can be undone by a greater restoration spell or other similar magic.

The head regains 1d4+1 charges at sunset.

HELM OF DARKNESS

Wondrous item, rare (requires attunement)

A bronze helm, nearly black with age. You can speak the helm's command word, causing darkness to billow out from you like smoke, filling a 15 foot sphere around you. The magical darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. The darkness moves with the helm and lasts until you speak the command word again. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

You can see through magical and nonmagical darkness up to 60 feet away while you wear the helm. To you, creatures and objects appear to be traced by points of light, like constellations in the night sky.

HYPERION'S JAVELIN

Weapon (javelin), rare (requires attunement)

Of this javelin, only a fraction of its broken shaft remains beneath a head of cast electrum. It is a magic weapon with 7 charges. When you use your action and spend 1 charge to hurl it in a direction you choose, it becomes a bolt of lightning forming a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

You can use your action and spend 4 charges to slam the javelin into the ground, releasing a thunderous wave. Each creature within 30 feet of you must make a DC 15 Constitution saving throw. On a failed save, a creature takes 11d6 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. While the javelin remains in the earth, the weather within 5 miles of you changes into a severe thunderstorm that lasts for 8 hours. The storm creates strong wind and heavy precipitation. After 8 hours, or when the javelin is removed, the weather gradually returns to normal.

While attuned to the javelin and within 300 feet of it, you can speak its command word, calling it back to your hand with a thunderous boom. It regains 1d4+1 expended charges each day at dawn.

KRYTOS' KOPIS

Weapon (sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a monstrosity, snake, or gorgon fae with this forward-curving bronze sword, that target takes an extra 1d8 fire damage.

While a monstrosity, snake, or gorgon fae is within 300 feet of you while you are attuned to the blade, the blade glows with a dull heat like molten bronze, casting dim light and warmth for 15 feet.



Hyperion's Javelin



Krytos' Kopis

SPEAR OF KINGS

Weapon (war spear), rare (requires attunement)

The bronze head of this spear, though blackened with age, has not been dulled by time. A creature that is attuned to this magic weapon can use their bonus action to cast *spiritual weapon*. The weapon appears in the form of a spear, wielded by a spectral warrior, hollow-eyed, armor scarred and pitted from battle.

If you are attuned to both the Spear of Kings and the Aegis of Kings, you may activate both using a single bonus action. A spectral warrior manifests, wielding both spear and shield.

TEETH OF THE WORM

Wondrous item, rare

These long yellowed fangs are of irregular length. They are carved with Nyssian hieroglyphs, inked with faded ochre. Found in piles of 3d4 teeth, they can be sown upon the earth. Where each falls, a bleached **skeleton** will rise from the earth under your control. When they are slain, or after one hour, each skeleton and their weapons will collapse into a pile of sand and bone dust.

THESSA'S TRIDENT

Weapon (trident), rare (requires attunement)

The shaft of this trident is worn and bleached by the sea and sun, its bronze points green from brine and sea wind. Though faded to almost nothing, carved Scyllaeen motifs of fish and dolphins and all other beasts of the sea can still be traced along the ancient wood. This magic weapon has 4 charges.

While attuned to this trident, you may use an action to cast *create or destroy water*, *waterbreathing*, and *water walk* at will. You may spend 1 charge to cast *control water*.

Additionally, you may use an action to cast *speak with animals*, *animal messenger*, *animal friendship*, and *locate animals or plants* at will. You may spend 1 charge to cast *conjure animals*. When cast using the trident, these spells may only target or summon beasts that have an innate swimming speed.

The trident regains 1d4 charges at high tide.

XIPHOS OF TURNS

Weapon (short sword), rare

The circular pommel of this bronze sword depicts the spiraling walls of a maze. When you score a critical hit against a creature, it is banished to a labyrinth-shaped demiplane. It can use its action to make a DC 18 Intelligence check, escaping on a success. Upon escape, the target reappears in the space it left. If that space is occupied, then it appears in the nearest available space.

Once this blade scores a critical hit, it cannot banish another creature in this way until dawn the next day.



Xiphos of Turns



CHAPTER 8: MONSTERS

GARGAROS

A hydra is a coiling mass of writhing serpents, each head possessed of an ancient and malevolent cunning. They dwell deep in the dark places of Gargaros, making their lairs in the molten crevasses and colossal ruins of that broken, shattered land. It is said they are bound to that place beyond the mountains, just as their master, the Great Hydra, though their terrible influence extends the length and breadth of Arkadia.

Legend says the hydra were born in the Age of Gods, when Hyperius, father of Arkadia, broke the will of the Great Hydra and bound him beneath Gargaros, devastating the land. By his hand were sundered a score of the beast's hundred heads in their contest, and each fell to the broken earth and became hydra —extensions of his titanic will that fled Hyperius' might and burrowed into the dark, where they wait still, orchestrating their master's return.

Through cunning and promises of power have they bound hordes of Gargaros' children, the orcs, to their will over the many centuries, twisting their natural ferocity and pride into a ravenous hunger for blood and chaos. These Hydrak, as they call themselves, grow huge and monstrous through dark rituals taught them by their ancient masters, and sacrifice their weak to feed the endless hunger of the hydra. They make war with the other orc clans who defy the Hydra: the Cyclopax with their mighty one-eyed juggernauts, and the Cerberu who tame massive three-headed beasts as mounts and hunters. Amassed in bloodthirsty hordes, the Hydrak surge south in fierce raiding parties, besieging the gates of Erebos and the many dwarven and Hyperian keeps that bind them north.

The Gates hold, but Arkadia waits for the day when the orc tribes unite against them as in days of old, when only the combined might of all Hyperium and Erebos held the gates against the tide through an epoch of war and darkness.

Immortal relics from the Age of Gods, bound by an eldritch connection to the titan himself, hydra know much of power that has been lost through the ages — though their echoing whispers are rarely to be believed, and always do they serve their own hidden purpose, even in the gifting of magics. Many of the mightiest Hydrak wield sorceries of fire and darkness granted by their masters, and tales, scarcely to be believed, tell of fallen philosophers and other twisted mortals seeking pacts with these creatures, walking unmolested through Gargaros' ash-choked expanse to fated meetings where they pledge themselves in service to the hydra and their father for similar secrets, returning to Arkadia to work the dark will of their new patron.

Though their ultimate goal is known only to them, the Hydra seek one thing above all: orichalcum. Their Hydrak roam far and wide, plundering the deep places of Gargaros for the precious golden metal, their slaves toiling with crude tools to dredge it up and deliver it to the deep hidden lairs of their masters, where they store it in vast caverns. However, like other monstrous spawn of the titans, the hydra cannot stand its touch themselves, the pure metal searing their flesh on contact. Thus orichalcum blades are prized by the bravest heroes, especially dwarves and other Arkadians seeking to best these monsters in service to Hyperius and Erebos, the hydra's eternal enemies.



ANCIENT HYDRA

Huge monstrosity, chaotic evil

Armor Class Armor Class 19 (natural armor)

Hit Points Hit Points 207 (18d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	21 (+5)	16 (+3)	13 (+1)	18 (+4)

Skills Perception +11, Persuasion +10, Deception +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 21

Languages Common, Orcish

Challenge 16 (15,000 XP)

Multiple Heads. The hydra has seven heads. Whenever the hydra takes 30 or more damage on a single turn, one of its heads dies. If the hydra's last head dies, the hydra dies.

Actions

Multiattack. The hydra makes up to seven bite attacks, one for each of its heads. The hydra may make a devour attack in place of two bite attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) piercing damage plus 7 (2d6) fire damage.

Devour. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The hydra can grapple only one target with each of its heads. A creature grappled by the hydra takes 7 (2d6) fire damage at the end of its turn. If a head dies while the hydra is grappling a creature, the grapple ends.

Fire Breath (Recharge 5–6). The hydra's heads breathe in concert, exhaling fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. This damage is reduced by 7 (2d6) for each head that has been severed. A creature grappled by the hydra automatically fails this saving throw.

Legendary Actions

The Hydra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

Detect. The hydra makes a Wisdom (Perception) check. If more than half its head remain, this check has advantage.

Bite. The hydra makes a bite attack.

Devour (Costs 2 Actions). The Hydra makes a devour attack.

YOUNG HYDRA

Large monstrosity, chaotic evil

Armor Class Armor Class 18 (natural armor)

Hit Points Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	11 (+0)	17 (+3)

Skills Perception +10, Persuasion +9, Deception +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 Ft., passive

Perception 20

Languages Common, Orcish

Challenge 8 (3,900 XP)

Multiple Heads. The hydra has three heads. Whenever the hydra takes 30 or more damage on a single turn, one of its heads dies. If the hydra's last head dies, the hydra dies.

Actions

Multiattack. The hydra makes up to three bite attacks, one for each of its heads.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The hydra's heads breathe in concert, exhaling fire in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. This damage is reduced by 14 (4d6) for each head that has been severed. A creature grappled by the hydra automatically fails this saving throw.



GARGARAN ORC

Medium humanoid (orc), chaotic evil

Armor Class Armor Class 12 (natural armor)

Hit Points Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	9 (-1)	10 (+0)

Skills Intimidation +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Giant Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

GARGARAN ORC CHIEFTAIN

Medium humanoid (orc), chaotic evil

Armor Class Armor Class 16 (natural armor)

Hit Points Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	13 (+1)

Skills Intimidation +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Hydra's Wrath. The orc deals an extra 4 (1d8) fire damage when it hits with a weapon attack (included in the attacks).

Actions

Multiaction. The orc makes two attacks with its giant club or its spear.

Giant Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (1d12 + 4 + 1d8) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (1d6 + 4 + 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Hydra's Rebuke (Recharges after a Short or Long Rest). As a reaction to being damaged by a creature within 30 feet, the orc may blast the creature that damaged them with crackling flames. The creature must make a DC 13 Dexterity saving throw. It takes 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

CERBERUS HOUND

Large monstrosity, unaligned

Armor Class Armor Class 13 (natural armor)

Hit Points Hit Points 50 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +4, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (450 XP)

Keen Hearing and Smell. The cerberus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Carrion Eater. The cerberus is accustomed to consuming the dead and is immune to disease.

Actions

Multiaction. The cerberus makes three bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

GARGARAN CYCLOPS

Large giant, chaotic evil

Armor Class Armor Class 13 (natural armor)

Hit Points Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	8 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant, Orcish

Challenge 5 (1,800 XP)

Actions

Multiaction. The giant makes two giant club attacks.

Giant Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. *Melee Weapon Attack:* +8 to hit, reach 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Tunnel Vision. On the beginning of its turn, the cyclops fixates on a creature it can see if it is not already fixating on a creature. The cyclops has advantage on all attack rolls against that creature and disadvantage on attack rolls against all other creatures.

A successful DC 15 Charisma skill check by a creature that uses its action to distract it forces the cyclops to immediately fixate on that creature. If the cyclops can no longer see the creature it is fixating on, it chooses a new creature at the start of its turn.

SCYLLAEA

The Charybdian is a creature of legend and of terror. The boldest Ithean sailors tell of long voyages among the broken, uncharted ruins of Scyllaea, now little more than fractured isles scattered beyond the blue horizon, and of the creature that lurks there beneath the tide — immense, intelligent, and hungry; always hungry. Few live who can claim to have peered into the great eye of the beast or seen its thrashing maw, a devourer of ships, and fewer still who are not raving madmen, pulled from wreckage with a wild glint in their eye, desperate to return to the isles and rejoin the voice below.

Scyllaeen elves of the isles know it best, though they are loath to speak of it. They say it is an emissary of the Maw, the great titan that swallowed their home, plunging it and all its arcane wonders into the dark void beneath the sea. They say it can speak — not with words, but directly into one's mind — and knows the truth of a mortal's soul, which it uses to corrupt them to its own unknowable purpose.

Its coming is heralded by the Black Tide, a deep shadow on the waves, as the void itself rising to the surface. All sea life flees this Tide, which can transform beasts of the sea into dire monstrosities that follow in the Charybdian's wake and do its bidding. The most feared are the Kraken, ancient leviathans warped by the Charybdian and bound to its will, breakers of whole fleets and the bane of all Ithea.

Few fear the tide as strongly as the siren, who claim they can hear the voice of the Maw on the tide like a maddening cry. Their sisters caught by the tide are warped into sea witches, powerful enchantresses who work the Maw's will. Siren hate the Maw and its servants, and fear this fate above all others.

Around the Charybdian swarm its servants, the merrow, twisted mortals transformed into monsters of the sea by the Black Tide and bound to the Charybdian. Bound as one mind across the waters, the Merrow raid all the leagues of the sea for living victims to drag into the depths to join their ranks, or feed the endless hunger of the Charybdian and its master, who lurks at the edge of the world healing from the wound dealt it by Thessa. Scyllaeen elves, the most gifted of the seers, claim it will one day heal from Thessa's brand and rise again to swallow all Arkadia.

CHARYBDIAN KRAKEN

Gargantuan aberration, chaotic evil

Armor Class Armor Class 18 (natural armor)
Hit Points Hit Points 247 (15d20 + 90)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	7 (-2)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses blindsight 120 ft.

Languages understands Deep Speech but can't speak

Challenge 16 (15,000 XP)

Quiet of the Deep. The kraken can communicate telepathically with any creature with this trait in the same body of water over any distance.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling or Crush. The kraken can replace two tentacle attacks with one use of Sweep.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and takes 11 (1d8 + 7) bludgeoning damage at the start of each of the kraken's turns. The kraken has twelve tentacles, each of which can grapple one Large or smaller target. The kraken may use three tentacles to grapple a Huge target, or six tentacles to grapple a Gargantuan target. If the kraken takes 30 or more damage on a single turn it drops one creature that it is grappling, ending the grapple.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Crush. The kraken constricts its tentacle around a target it is grappling. The target must make a DC 17 Constitution saving throw. It takes 20 (3d8 + 7) damage on a failed save and half as much on a successful one.

Sweep. The kraken sweeps a tentacle across a wide area. Each creature in a 30-foot cone must make a DC 17 Dexterity saving throw. A creature or object takes 20 (3d8 + 7) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack. The kraken makes one tentacle attack.

Fling. The kraken uses Fling.

Sweep (Costs 2 Actions). The Kraken uses its Sweep.

Thrash (Costs 3 Actions). The kraken can swim up to half its swimming speed. The reach of the kraken's tentacle attack is doubled until the end of its next turn.

CHARYBDIAN MAW

Huge aberration, chaotic evil

Armor Class Armor Class 17 (natural armor)

Hit Points Hit Points 135 (18d10 + 36)

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Senses darkvision 120 ft.

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP)

Echoes of the Deep. The Charybdian can communicate telepathically with any creature with this trait or Quiet of the Deep in the same body of water over any distance. If a creature communicates telepathically with the Charybdian, the Charybdian learns the creature's greatest desires.

All allied creatures with the Quiet of the Deep trait have advantage on Attack rolls while they are within 60 feet of the Charybdian.

Black Tide. The Charybdian is surrounded by an inky black cloud with a 10 foot radius. A creature that ends its turn in the cloud must make a DC 14 Constitution saving throw. On a failure, the creature is diseased; the diseased creature can breathe underwater. After 1d4 hours, the creature must make a DC 14 Constitution saving throw. On a successful save, the disease is cured. On a failure the creature gains the Quiet of the Deep trait and is charmed by the Charybdian. If the creature undergoes a long rest in the radius of the Charybdian's cloud it is transformed into a merrow.

As a bonus action, the Charybdian can extend or reduce the radius of this cloud by 10 feet to a maximum of 120 feet.

Actions

Multiattack. The Charybdian makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Enslave (3/Day). The Charybdian targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the Charybdian until the Charybdian dies or is on a different plane of existence from the target. The charmed target is under the Charybdian's control and can't take reactions, and the Charybdian and the target can communicate telepathically with each other over any distance. While they are charmed in this way, the creature gains the Quiet of the Deep trait. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Charybdian.

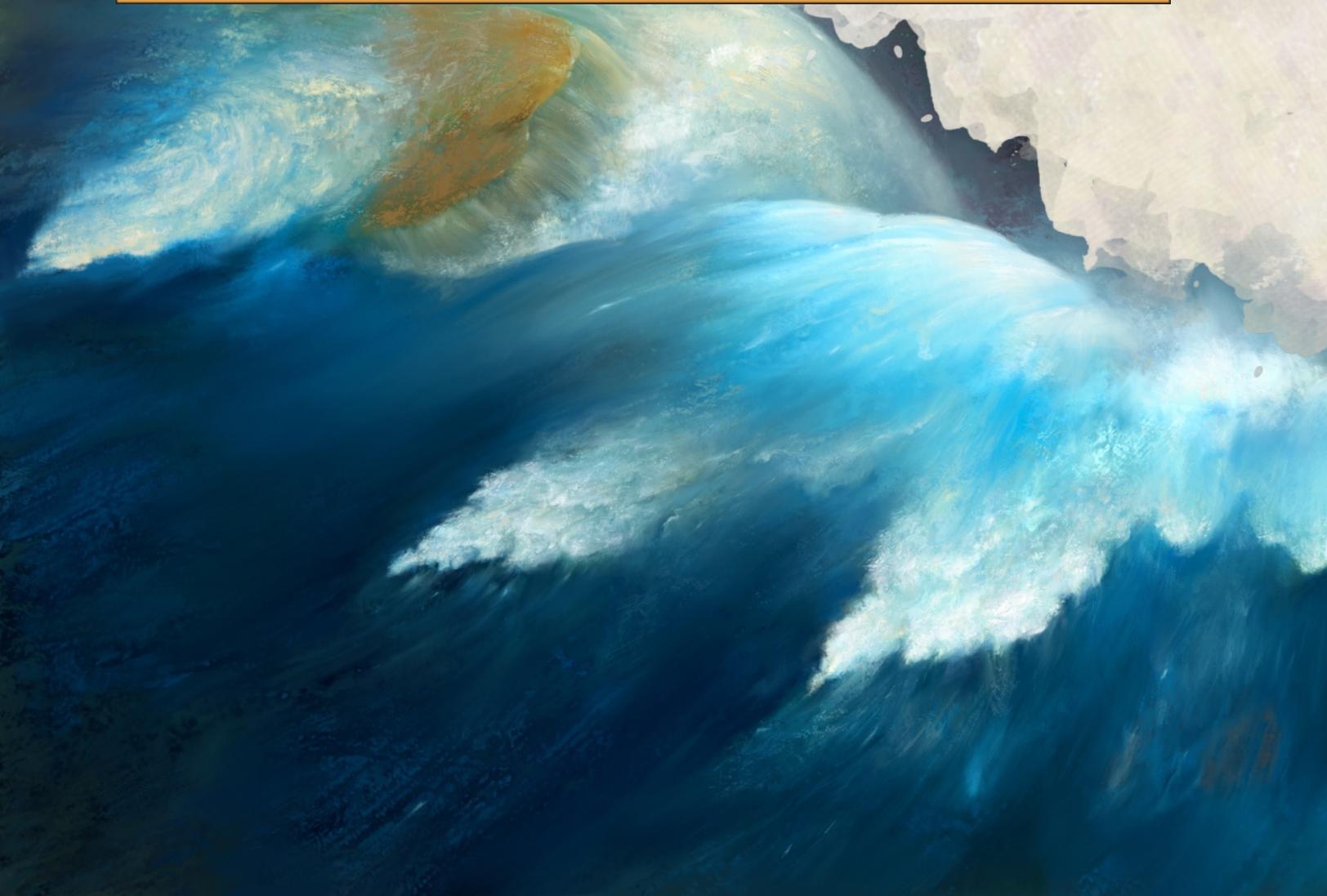
Legendary Actions

The Charybdian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Charybdian regains spent legendary actions at the start of its turn.

Detect. The Charybdian makes a Wisdom (Perception) check.

Tentacle. The Charybdian makes one tentacle attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the Charybdian takes 10 (3d6) psychic damage, and the Charybdian regains hit points equal to the damage the creature takes.



MERROW RAIDER

Medium monstrosity, chaotic evil

Armor Class Armor Class 13 (natural armor)

Hit Points Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge ½ (100 XP)

Quiet of the Deep. While underwater the merrow can communicate telepathically with any creature with this trait in the same body of water.

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two melee attacks, each one with a different weapon.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Net. *Melee Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

MERROW ABOMINATION

Large monstrosity, chaotic evil

Armor Class Armor Class 13 (natural armor)

Hit Points Hit Points 45 (6d10 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	7 (-2)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 2 (450 XP)

Quiet of the Deep. While underwater the merrow can communicate telepathically with any creature with this trait in the same body of water over any distance.

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two melee attacks, each one with a different weapon.

Trident. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

MERROW SEA WITCH

Medium monstrosity, chaotic evil

Armor Class Armor Class 13 (natural armor)

Hit Points Hit Points 31 (7d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	16 (+3)	13 (+1)	16 (+3)

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, telepathy 60 ft.

Challenge 3 (700 XP)

Amphibious. The merrow can breathe air and water.

Echoes of the Deep. While underwater the merrow can communicate telepathically with any creature with this trait or Quiet of the Deep in the same body of water over any distance.

All allied creatures with the Quiet of the Deep trait have advantage on Attack rolls while they are within 60 feet of the merrow sea witch.

Innate Spellcasting (Psionics). The merrow sea witch's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, message, vicious mockery*
1/day each: *command, suggestion, discordant whispers*

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

NYS

The Black Pharaohs are lichs from faraway Nys, the ancient desert kingdom of the dead across the sea. Initiated into the highest mysteries of their age-old religion, they are the most insidious and powerful cultists of the Worm, the undead titan slain by Crixys who lives on in the bowels of the Nyssian temples beneath the desert. For centuries its broken husk has whispered to the drow of the desert, teaching them forbidden secrets of life and death in exchange for their eternal service.

The Cult of the Worm works in secret in Crixos, spreading the plague of undeath, each victim feeding the ravenous shade of the titan. Tales are told of golden sarcophagi bearing the bodies of pharaohs smuggled across the sea in the holds of Crixian ships, their crew secret servants of the Cult. Nyssian exiles of Hekamh claim the pharaohs leave their phylacteries behind, canopic jars containing their hearts suspended in the ichor of the Worm, an alchemical secret only they understand. Thus the anchor of their immortality remains in Nys, safe in underground temple pyramids, where they will be reborn if slain doing the Cult's work in Arkadia.

Exposure to the sun is anathema in the Cult, so the pharaohs and their servants seek the underworld of Crixos, slipping into the vast catacombs of the forgotten necropolis that sprawls beneath the city and beyond. There they establish their strange workshops and alchemical laboratories, working to strengthen the plague and experiment on the tormented flesh and shades of fallen Arkadians, whose unrited corpses they purchase from Crixos' criminal underworld with endless coffers of Nyssian gold.

The Cult creates powerful mummified undead servants through a secret embalming process, unleashing them to wander the catacombs near their lairs or crawl to the surface in the dead of night, where they shepherd the wandering undead victims of the plague into fearsome hordes to besiege the walls of Crixos and hunt the decaying woods.

Cerberi, smaller two-headed versions of their hulking Gargaran cousins, stalk the woods and condemned streets of Crixos. These black hounds are scavengers feeding on the abundant carrion the plague leaves in its wake, and are considered a dire omen to be avoided — for though they themselves are immune to the plague, their bite is known to spread it.

The fallen denied Crixys' burial rites often return to Arkadia as shades, especially around the sacred city. Without Crixys' flame to guide them, they wander the world, silent, lost and alone, their despair often turning to rage and desperation, a broken fragment of who they were in life. Many are drawn to the River Cryx, and wander its banks. The River Cryx has always belonged to the dead, and drinking its icy water is said to let one commune with the shades, though it brings troubled dreams.

Victims of the plague rise as undead, unbound shambling corpses driven by the singular desire to spread the plague's corruption. They attack the living, alone or in uncoordinated ravenous hordes.

NYSSIAN PHARAOH

Medium undead, lawful evil

Armor Class Armor Class 17 (natural armor)

Hit Points Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	20 (+5)	14 (+2)	17 (+3)

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft.

Languages Elvish (Nyssian), Sylvan, Common

Challenge 15 (13,000 XP)

Rejuvenation. If it has at least one canopic jar, a destroyed pharaoh gains a new body in 1d10 days, regaining all its hit points and becoming active again. For each canopic jar that is destroyed, the pharaoh's maximum hit points are reduced by 30. The new body appears within 5 feet of the jar. A pharaoh has up to four such jars.

Legendary Resistance (3/Day). If the pharaoh fails a saving throw, it can choose to succeed instead.

Turn Resistance. The pharaoh has advantage on saving throws against any effect that turns undead.

Spellcasting. The pharaoh is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The pharaoh has the following spells prepared:

Cantrips (at will): *message, thaumaturgy, chill touch*
1st level (4 slots): *command, detect magic, find familiar, shield*
2nd level (3 slots): *detect thoughts, blur, misty step*
3rd level (3 slots): *animate dead, bestow curse, fear*
4th level (3 slots): *blight, giant insect*
5th level (2 slot): *insect plague, contagion*
6th level (1 slot): *create undead*

Actions

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 8 (1d8 + 2) slashing damage.

Wither: Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. The pharaoh regains hit points equal to half the necrotic damage dealt by this ability.

Servants of the Tomb (1/Day): The pharaoh magically calls 3d6 plague zombies. The called zombies arrive in 1d4 rounds, acting as allies of the pharaoh and obeying its spoken commands. They remain for 1 hour, until the Pharaoh dies, or until the Pharaoh dismisses them as a Bonus Action.

Legendary Actions

A pharaoh can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Wither. The Pharaoh uses its Wither ability.

Cantrip. The pharaoh casts a cantrip.

Pharaoh's Lash. The pharaoh commands an undead creature under its control that it can see to use its reaction to make one attack.

Pharaoh's Edict (Costs 2 Actions). The pharaoh commands an undead creature under its control that it can see to use its reaction to immediately move up to its speed and take the Attack action.

Pharaoh's Will (Costs 3 Actions). The pharaoh commands each undead creature under its control within 15 feet it to use its reaction to immediately move up to its speed and take one action.

SHADE

Medium undead, any alignment

Armor Class Armor Class 11

Hit Points Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	15 (+2)

Damage Immunities cold, necrotic, poison

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Silence of the Veil. The shade can't speak and ignores the verbal components of spells when casting them. For spells whose effects require speech or understanding, the shade may instead use nonverbal communication, such as cryptic gestures.

Ethereal Sight. The shade can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The shade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spellcasting. The shade's innate spellcasting ability is Charisma (spell save DC 14). The shade can innately cast the following spells, requiring no material or verbal components:

At will: *thaumaturgy*

3/day each: *suggestion*, *augury*

2/day each: *bestow curse*, *remove curse*

1/day each: *geas*, *dream*

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



BLIGHTED MUMMY

Medium undead, lawful evil

Armor Class Armor Class 16 (studded leather, shield)
Hit Points Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Senses darkvision 60 ft., passive Perception 13
Languages any languages it knew in life
Challenge 5 (1,800 XP)

Turn Resistance. The mummy has advantage on saving throws against effects that turn undead.

Actions

Multiattack. The mummy makes two attacks with its bronze longsword. It can use its Life Drain in place of one attack.

Bronze Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 9 (1d10+4) slashing damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a plague zombie under the mummy's control, unless the humanoid is restored to life or its body is destroyed. The mummy can have no more than twelve plague zombies under its control at one time.

Bind Shade. The mummy targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a shade in the space of its corpse or in the nearest unoccupied space. The shade is under the mummy's control. The mummy can have no more than one shade under its control at one time.

CERBERUS RUNT

Medium monstrosity, unaligned

Armor Class Armor Class 13 (natural armor)
Hit Points Hit Points 26 (4d8 + 8)
Speed Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge ½ (100 XP)

Keen Hearing and Smell. The cerberus runt has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Carion Eater. The cerberus runt is accustomed to consuming the dead and is immune to disease.

Actions

Multiattack. The cerberus runt makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

PLAGUE ZOMBIE

Medium undead, neutral evil

Armor Class Armor Class 8
Hit Points Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge ¼ (50 XP)

Nyssian Plague. Plague zombies carry Nyssian plague, a deadly disease from a dead land. When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with flesh or water contaminated by the disease, the creature must succeed on a DC 7 Constitution saving throw or become infected. Symptoms include fever and fatigue.

The infected creature suffers one level of exhaustion immediately. At the end of each long rest, an infected creature must make a DC 7 Constitution saving throw. On a failed save, the character fails to receive any benefit of the rest (their exhaustion level increases by one). If an infected creature no longer suffers from exhaustion, the creature recovers from the disease.

If a humanoid dies while afflicted with this disease, they become a plague zombie after 1d4 hours.

Undead Fortitude. If damage reduces the plague zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the plague zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

NYSSIAN CULTIST

Medium humanoid (any), lawful evil

Armor Class Armor Class 11
Hit Points Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)	14 (+2)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Elvish, Common
Challenge ½ (100 XP)

Whispers of the Worm. The cultist may cast the command spell at will, without expending a spell slot, but may only target undead creatures when it is cast in this way.

Spellcasting. The cultist is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The cultist has the following warlock spells:

Cantrips (at will): *eldritch blast, thaumaturgy, message*
1st level (2 slots): *inflict wounds, ray of sickness, false life*

PSYSSERIA

Gorgon are the most powerful of the Fae, fearsome daughters of the mysterious Mother of Monsters, that beautiful and cruel Titan Queen warped by her pretensions to godhood. In stealth she crossed the sea from distant Psysseria, desperate for a place of divinity among the gods, and to birth children in her image to love her, as they did. With irresistible craft and beauty she beguiled mighty Krytos, fiercest of the gods, and by him gave birth to the gorgon, monstrous daughters twisted and cursed by the hubris of their mother. Enraged at her deception, Krytos drove her from Arkadia and sought to slay his accursed daughters. They fled with their mother across the sea to Psysseria, bound to her by the desperate, eternal love for which they were bred. Some few gorgon, abandoned by their mother, escaped his wrath by fleeing into the hills, where they hide to this day.

The gorgon of Psysseria serve their mother still. Mighty enchantresses, enthralling and cruel, they lead hordes of bound Psysserian mortals back across the sea in endless tides of war to crash with the thunder of envenomed spear and khopesh against the unyielding lines of vigilant Kryta — the relentless armies of their father, who they hate above all others with the wrath of daughters scorned. Across the sea in Psysseria, where their mother reigns supreme over an enslaved empire of the broken, they receive tribute in temples strewn across the land as avatars of her glory, birthing hulking abominations and clever Phaedran in their image to be indoctrinated as zealots to her cause, the cruel and insidious instruments of her will to enslave all Arkadia and bend its people to their rightful queen.

Even those few gorgon who remain in Arkadia crave adoration, a longing that can never be sated. They surround themselves with the petrified statues of their prey, luring supplicants to their lairs deep in the wild hills and petrifying those they cannot bind through charm and sorcery, to wait on them eternally. Some who have calmed with the centuries start small communities in the wild of bound supplicants, seduced into their service, who live simply and worship the gorgon as their queen. Often, many gorgon Phaedran live among them in positions of honor, though their natural cruelty inevitably twists these seemingly idyllic villages into places of insidious suffering and mortal sacrifice.

It is rumored that some powerful Illyrian houses have at their head a gorgon matriarch — a wayward Fae seeking refuge in the city of their cousins, drawing gorgon Phaedran to their service and working as spies and puppet masters behind the scenes. Krytans, fierce in their hatred of all gorgon, claim they are wolves among the sheep, working Psysseria's will in Arkadia, while others insist such families serve no will but their own.

PSYSSERIAN ABOMINATION

Large monstrosity, neutral evil

Armor Class Armor Class 15 (natural armor)

Hit Points Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	9 (-1)	15 (+2)	17 (+3)

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Sylvan (Psysserian)

Challenge 9 (5,000 XP)

Magic Resistance. The abomination has advantage on saving throws against spells and other magical effects.

Regeneration. The abomination regains 10 hit points at the start of its turn if it has at least 1 hit point.

Status Breaker. The abomination's attacks ignore the damage resistance imposed by petrify.

Innate Spellcasting. The abomination's innate spellcasting ability is Charisma (spell save DC 15). The abomination can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only), *speak with animals* (snakes only), *animal messenger* (snakes only)

Actions

Multiattack. The abomination makes three melee attacks, but can use its bite and constrict attacks only once each.

Khopesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 10 (3d6) poison damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become petrified for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature fails this saving throw by 5 or more, they are petrified for the duration. Taking damage frees a creature from the petrification caused by this venom.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the abomination can't constrict another target.



PSYSSERIAN GORGON

Medium fae, lawful evil

Armor Class Armor Class 15 (natural armor)
Hit Points Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Senses darkvision 120 ft.
Languages Sylvan (Psysserian)
Challenge 6 (2,300 XP)

Statue Breaker. The gorgon's attacks ignore the damage resistance imposed by petrify.

Serpentine. The gorgon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The gorgon's innate spellcasting ability is Charisma (spell save DC 16). The gorgon can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*, *speak with animals (snakes only)*, *animal messenger (snakes only)*
3/day each: *charm person*, *command*
2/day each: *detect thoughts*, *enthrall*, *mirror image*, *conjure animals (Psysserian serpent only)*, *major image*

Actions

Multiattack. The gorgon makes three attacks: one with its bite and two with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage and the target must make a DC 16 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half as much damage on a successful one.

Petrify. The gorgon attempts to petrify all creatures that can see it within 30 feet. Creatures made of flesh that can see it must make a DC 16 Constitution saving throw. On a failed save, the creature is restrained as it begins to turn to stone. A creature restrained in this way must make another DC 16 Constitution saving throw at the end of each of its turns. If it fails its save two more times it is petrified as a stone statue. If the creature succeeds, this effect ends.

GORGON MATRIARCH

Large fae, lawful evil

Armor Class Armor Class 18 (natural armor)
Hit Points Hit Points 161 (17d10 + 68)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	18 (+4)	17 (+3)	15 (+2)	21 (+5)

Senses darkvision 120 ft.
Languages Sylvan (Psysserian)
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the gorgon matriarch fails a saving throw, it can choose to succeed instead.

Shapechanger. The gorgon matriarch can use its bonus action to polymorph into a medium humanoid, or back into its true form.

While in human form, the gorgon matriarch appears as a beautiful woman, can speak and understand all languages, and has advantage on any ability check to interact socially with all creatures that can see and understand it.

Regeneration. The gorgon matriarch regains 10 hit points at the start of its turn if it has at least 1 hit point.

Statue Breaker. The gorgon matriarch's attacks ignore the damage resistance imposed by petrify.

Serpentine. The gorgon matriarch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The gorgon matriarch's innate spellcasting ability is Charisma (spell save DC 17). The gorgon matriarch can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*, *speak with animals (snakes only)*, *animal messenger (snakes only)*
4/day each: *charm person*, *command*
3/day each: *detect thoughts*, *enthrall*, *mirror image*, *conjure animals (Psysserian serpent only)*, *major image*, *compulsion*, *dominate beast*, *polymorph*
1/day each: *dominate person*, *mislead*

Actions

Multiattack (Gorgon Form Only). The gorgon matriarch makes three attacks: one with its bite and two with its claws.

Claws (Gorgon Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Bite (Gorgon Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) piercing damage and the target must make a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half as much damage on a successful one.

Petrify. The gorgon matriarch attempts to petrify all creatures that can see it within 30 feet. Creatures made of flesh that can see it must make a DC 17 Constitution saving throw. On a failed save, the creature is restrained as it begins to turn to stone. A creature restrained in this way must make another DC 17 Constitution saving throw at the end of each of its turns. If it fails its save two more times it is petrified as a stone statue. If the creature succeeds, this effect ends.

Mother of Monsters (1/Day). The gorgon matriarch magically calls 1d4 swarms of poisonous snakes. The called snakes arrive in 1d4 rounds, acting as allies of the gorgon matriarch and obeying its spoken commands. The beasts remain for 1 hour, until the gorgon matriarch dies, or until the gorgon matriarch dismisses them as a bonus action.

Legendary Actions

A gorgon matriarch can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The gorgon matriarch regains spent legendary actions at the start of its turn.

Claw. The gorgon matriarch makes a claw attack.

Slither. The gorgon matriarch moves up to its speed without provoking opportunity attacks.

Gorgon's Gaze (Costs 2 Actions). A creature restrained by the gorgon matriarch's Petrify trait automatically fails their Constitution saving throw against it.



PSYSSERIAN ASSASSIN

Medium humanoid, lawful evil

Armor Class Armor Class 16 (studded leather)

Hit Points Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +10

Senses passive Perception 12

Languages Sylvan (Psysserian)

Challenge 5 (1,800 XP)

Gorgon's Coils. The assassin can take a bonus action to meld their legs into a serpentine tail, increasing their speed by 10 feet and allowing their movement to ignore difficult terrain. They may use their bonus action to reverse these effects.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Actions

Multiattack. The assassin makes two attacks with their khopesh or two ranged attacks with their shortbow.

Khopesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Shortbow. *Melee Weapon Attack:* +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become petrified for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature fails this saving throw by 5 or more, they are petrified for the duration. Taking damage frees a creature from the petrification caused by this venom.

Petrifying Gaze (Recharge 6). The assassin can try to petrify a creature within 60 feet that they can see, and that can see them, by turning it to stone. The target must succeed on a DC 13 Wisdom saving throw or be petrified. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Reactions

Parry. The assassin adds 3 to its Armor Class against one melee attack that would hit it. To do so, the assassin must see the attacker and be wielding a melee weapon.

PSYSSERIAN SERPENT

Medium beast, unaligned

Armor Class Armor Class 14

Hit Points Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +4

Senses blindsight 10 ft., passive Perception 12

Languages understands Sylvan (Psysserian) but can't speak

Challenge 1 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become petrified for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature fails this saving throw by 5 or more, they are petrified for the duration. Taking damage frees a creature from the petrification caused by this venom.

PSYSSERIAN THRALL

Medium humanoid, neutral evil

Armor Class Armor Class 14 (studded leather)

Hit Points Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Senses passive Perception 12

Languages Sylvan (Psysserian)

Challenge ¼ (50 XP)

Actions

Khopesh. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Shortbow. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 saving throw or become petrified for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature fails this saving throw by 5 or more, they are petrified for the duration. Taking damage frees a creature from the petrification caused by this venom.



FAE

Fae are the bestial children of Phaedrus, trickster god of the wilds. Possessed of a mortal's intelligence and the strong instincts of a beast, they are feral and often clever, mercurial and precocious. They have an unpredictable nature, strong passions, and a childlike disinterest in Arkadian laws and ethics. This combination makes them unpredictable at best, and extremely dangerous when provoked.

Fae live entirely in the moment with little concept of time and its passing, or of history, being entirely preoccupied with the games and passions of the moment. Thus despite their cleverness it is difficult to draw information from them, for they share few of the interests of mortals and are loath to speak of things that do not relate directly to their desires, which are most often vain and self-indulgent.

At home in the wild, Fae craft only simple tools directly related to their preoccupations, such as the musical instruments of the satyr, the jewelry of the harpies and siren, or the hunting weapons of the centaur, though what they do craft is invariably beautiful and strange. They share a common Fae language, Sylvan, and easily pick up others, though their tongue is very difficult for mortals to learn as the Fae have little interest in teaching it.

Fae share a kinship with beasts and wild things, and can often speak to them, living in harmony alongside them in the wild. Many of the cleverer Fae, such as the satyr, siren, and harpy, often cultivate an affinity for the magics of nature, and use those powers to enrich and defend their favorite forests, glades, reefs, or other places of natural beauty to which they are drawn.

Always unpredictable, Fae enjoy pranks, games, and bargains, and even the most feral among them, such as the chimera, enjoy playing with their food. Once they make a deal, they can be counted on to keep it, though more mischievous specimens will do their best to cheat with clever turns of phrase and tricks of logic. They get along best with Phaedran of similar type, and with the hill dwarves, who are the adopted children of Phaedrus and share their love of life.



SATYR

Satyr and their sisters, called faun, are the most amicable and least dangerous of the Fae, lovers of life and love and music. They are common in the hills around Illyria, where they live in close kinship with the hill dwarves and grow grapes and make wine, the strongest and sweetest in the land, calling one and all to wild revels under the stars each night. Some say the bards of Illyria learned their craft from the satyr, and their beautiful music stirs the blood of all who hear it.

SATYR (ARKADIAN)

Medium Fae, chaotic neutral

Armor Class Armor Class 13

Hit Points Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Skills Performance +6, Deception +6, Persuasion +6

Senses darkvision 60 ft.

Languages Common, Sylvan

Challenge 1 (100 XP)

Innate Spellcasting. The satyr's innate spellcasting ability is Intelligence (spell save DC 14). The satyr can innately cast the following spells, requiring no material components:

At will: *prestidigitation, druidcraft*

3/day each: *animal friendship, charm person, goodberry, heroism, sleep*

2/day each: *enhance ability, enthrall, suggestion*

Actions

Phaedrus' Bounty (1/day). The satyr causes 4d6 berries to grow from the soil at its feet. A creature can use its action to eat one or more of these berries. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the use of this ability.

The satyr can use its action to crush one berry into a single serving of wine. If a creature drinks the wine, they must make a DC 10 Constitution saving throw. On a failed save, the creature becomes charmed by all creatures that they can see of a species and gender they are normally attracted to. The creature can repeat the saving throw at the end of every hour until they succeed and are no longer charmed.

SIREN

Siren are the most beautiful of the Fae, their unearthly voices carrying across the waves. Vain and playful, they decorate themselves with shells and pearls from the ocean floor, and love beautiful gifts — though their sense of what is beautiful can be unpredictable, and they are easily slighted and roused to wrath, disappearing below the waves with an angry splash. They are commonly a hazard, eager to be admired as they sun their shimmering skin on rocks along the coast, their hypnotic songs and stunning beauty drawing distracted sailors to ruin. Siren often struggle to understand this, thinking it is a game, and are wont to forget that most mortals cannot breathe water, sometimes dragging new friends to their deaths in the excitement.

SIREN (ARKADIAN)

Medium Fae, chaotic neutral

Armor Class Armor Class 12

Hit Points Hit Points 31 (7d8)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	20 (+5)

Skills Performance +6, Deception +6, Persuasion +6

Senses darkvision 60 ft.

Languages Common, Sylvan

Challenge 1 (100 XP)

Amphibious. The siren can breathe both water and air.

Innate Spellcasting. The siren's innate spellcasting ability is Intelligence (spell save DC 16). The siren can innately cast the following spells, requiring no material components:

At will: *friendship, druidcraft*

3/day each: *animal friendship, animal messenger, charm person, fog cloud, sleep*

2/day each: *calm emotions, enthrall, suggestion*

Actions

Siren's Song (1/day). The siren can attempt to charm up to 12 humanoid that can hear it singing an unearthly song. The creatures must succeed on a DC 16 Wisdom saving throw, with advantage if it is hostile, or it becomes charmed by the siren for one hour or until the siren harms it. The creature will know it has been charmed when the effect ends.



CENTAUR

Centaur hunt the wilds of Arkadia. They are proud and solitary, living for the thrill of the hunt, always seeking worthy prey. Centaur are particularly common in Orey's Wood, and treat the elves with grudging respect, though outsiders are considered fair game and they will often set traps for them. Centaurs honor cunning and strength, and consider those too slow or too weak to escape them contemptible. They will sometimes parley with mortals, but only after those mortals prove themselves and earn the Fae's respect.

HARPY

Harpy are ill-tempered scavengers, circling the skies above barren hills and trade roads, watching and waiting. They are oft considered a bad omen, as they are drawn to calamity. Where harpies go, disaster often follows, and they are ever eager to swoop down and scavenge what they can from the wreckage. Rarely solitary, they typically travel in small groups called covens, and make their nests in cliff faces decorated with bones, jewelry, shredded cloth, and other "treasures" they reclaim from the dead.

HARPY (ARKADIAN)

Medium Fae, chaotic evil

Armor Class Armor Class 11
Hit Points Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Senses passive Perception 10
Languages Common, Sylvan
Challenge 1 (in coven 3) (700 XP)

Carnion Crones. If a harpy casts vicious mockery, up to two other harpies within 30 feet may use their reaction to cast vicious mockery.

Mimicry. The harpy can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Innate Spellcasting. The harpy's innate spellcasting ability is Intelligence (spell save DC 16). The harpy can innately cast the following spells, requiring no material components:

At will: *vicious mockery*
3/day each: *bane*, *hideous laughter*
2/day each: *augury*

Actions

Multiattack. The harpy makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Evil Eye (1/day). While exactly three harpies are within 30 feet of each other, they each gain the ability to cast the curse spell.

CENTAUR (ARKADIAN)

Medium Fae, chaotic evil

Armor Class Armor Class 13 (natural armor)
Hit Points Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Skills Survival +6, Perception +6, Stealth +5
Senses passive Perception 14
Languages Common, Sylvan
Challenge 4 (5 in lair) (1,100 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a war spear attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the attack hits, that creature has disadvantage on opportunity attacks against the centaur for the rest of its turn.

Actions

Multiattack. The centaur makes two attacks: one with its war spear and one with its hooves, or two with its recurve bow.

War Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 30/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if used with two hands to make a melee attack.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Recurve Bow. *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Regional Effects

The region containing a centaur's hunting grounds is filled with traps and pitfalls created by the Fae. The centaur will often try and drive or lure its prey into such hazards.

Spiked Trap. This trap is a savage device, consisting of a row of sharpened wooden or bone spikes, tied to a sapling held back by a rope. The tripwire is 3 inches off the ground and stretches between two columns or trees. A creature that triggers the trap takes 11 (2d10) piercing damage from the spikes. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Snare. This trap uses a tripwire to release a counterweight, pulling up a net from the ground. The tripwire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the tripwire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the tripwire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped in the net and restrained, as the net is pulled 15 feet into the air. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net destroys it. Creatures that fall from the net take 7 (2d6) bludgeoning damage on a failed DC 10 Dexterity saving throw, or half as much on a success.

CHIMERA

Chimera are mighty and feral, akin to wild beasts in their ferocity. They are built like winged lions, the maned face beneath their horns almost human, but split with a grin of shark-like teeth. Extremely territorial and possessed of an insatiable appetite, they consider everything in their vast territories theirs by right, and all mortals merely food, or servants who can placate them with offerings. They have a particular predilection for large game, especially livestock and pack animals, and are known to swoop down on travelers, shepherds, or even whole caravans to feast upon their mounts. They are proud and fearless, both a danger and a symbol of power, especially in Kryta where they are most common.

CHIMERA (ARKADIAN)

Large Fae, chaotic neutral

Armor Class Armor Class 14 (natural armor)

Hit Points Hit Points 82 (10d10 + 27)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	9 (-1)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Actions

Multiattack. The chimera makes three attacks. When its wing buffet is available, it can use the wings in place of one of its attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be impaled by the tail's barbed spine and restrained. The target can repeat the saving throw at the end of each of its turns. On a success the creature pulls free from the impaling spine and is no longer restrained. On a failed save, the creature takes 3 (1d6) piercing damage. Only one creature can be restrained by the chimera's tail at a time.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Wing Buffet (Recharge 5–6). The chimera beats its wings, buffeting the air in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw or take 8 (1d6 + 5) bludgeoning damage and be knocked 10 feet away from the chimera, landing prone. A creature that succeeds the saving throw takes half damage, and is not knocked back or become prone.

MINOTAUR

Minotaur are mad, hulking behemoths, said to be the result of a curse set upon an ancient family. Towering over even the mightiest orc, minotaur are unstoppable and relentless, filled with a mad rage that never abates for long. They are the only Fae unable to speak, instead emitting inarticulate grunts and roars. In the wilds, they dwell in ruins and abandoned settlements, building fires and crude tools, aping human life. Minotaur are prized for their power, and are commonly found caged in the coliseums of Illyria and Kryta, or bound to service by mighty arcanists.

MINOTAUR (ARKADIAN)

Large Fae, chaotic evil

Armor Class Armor Class 14 (hide armor)

Hit Points Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

Senses darkvision 60 ft., passive Perception 17

Languages understands Sylvan but can't speak

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.



DRYAD (ARKADIAN)

Medium Fae, neutral

Armor Class Armor Class 11 (16 with barkskin)

Hit Points Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *mirror image*, *pass without trace*, *spike growth*

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Fae Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fae Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

PEGASUS

Large celestial, chaotic good

Armor Class Armor Class 12

Hit Points Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.



EXILED SPHYNX

Large Fae, lawful neutral

Armor Class Armor Class 17 (natural armor)

Hit Points Hit Points 124 (16d10 + 36)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	19 (+4)	15 (+2)	18 (+4)

Skills Arcana +9, History +9, Religion +9, Perception +7, Insight +7

Senses truesight 120 ft.

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Innate Spellcasting. The sphynx's innate spellcasting ability is Intelligence (spell save DC 17). The sphynx can innately cast the following spells, requiring no material components:

3/day each: *tongues*, *detect good and evil*, *detect magic*, *identify*, *locate object*, *mirror image*, *zone of truth*, *bestow curse*, *remove curse*, *mislead*, *dispel magic*, *speak with dead*, *locate creature*

2/day each: *geas*, *legend lore*

1/day each: *maze*, *mirage arcane*, *hero's feast*

Inscrutable. The sphynx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphynx's intentions or sincerity have disadvantage.*

Actions

Multiattack. The sphynx makes three attacks, two with its claws and one with its bite. When its wing buffet is available, it can use the wings in place of its bite.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Wing Buffet (Recharge 5–6). The sphynx beats its wings, buffeting the air in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 8 (1d6 + 5) bludgeoning damage and be knocked 10 feet away from the sphynx, landing prone. On a successful save, a creature takes half damage, and is not knocked back or become prone.

EXILED SPHYNX

Sphynx are foreign Fae, exiles from Nys fleeing the curse and the power of the Worm. They consider themselves the cleverest beings alive, and are insatiable collectors of secrets and lore. As such, they can be excellent sources of information, but they never surrender that knowledge without a price. Sphynx hide themselves away in grand ruins and sprawling cavern complexes, using their innate powers of illusion to fill their lairs with the lost splendors of Nys, where once they ruled as gods among the drow. They appear to rest in lavish palaces, a facade that masks piled bones. Sphynx respect intelligence above all, and always test the cleverness of those they encounter before offering aid or information. Those who pass their tests of wit are generously rewarded, and those who fail are food.





The central figure is a blue-skinned elf with long, flowing white hair and prominent, pointed ears. He has a stern, intense expression and glowing red eyes. He is dressed in dark, layered robes with a prominent gold collar. In his right hand, he holds a large, rolled-up scroll featuring a complex geometric diagram. In his left hand, he holds a dagger, which he is using to cut the white wrappings of a mummy lying on a stone slab in front of him.

In the background, another figure is visible, completely encased in white mummy wrappings. Only the face and hands are visible, suggesting a mummy or a character who has been preserved. The figure stands in a similar pose to the elf, holding a small object in their hands.

On the left side of the scene, there is a large, dark, cylindrical artifact or jar. It has a textured surface and some faint markings, possibly hieroglyphs or symbols, on its side.

On the right side, there is another large, dark, cylindrical artifact, similar to the one on the left. It also has a textured surface and some markings, and appears to be a significant object in the scene.

Scattered on the floor in the foreground are several golden, thin, blade-like objects, possibly daggers or short swords, lying in a row. They appear to be remnants of a collection or a set of weapons.

A small, bright flame or fire source is visible on the left side of the image, casting a warm, orange glow and illuminating the surrounding area with a soft light.

Lined writing area with horizontal lines.



Lined writing area with horizontal lines.





SCYLLAEA

THE
ARKADIAN SEA

NYS

ITHEA

GRXOS

ARKADIA

GARGAROS

HYPERIUM

KOR EREBOS

KRYTA

LIXRIA

OLD KRYTA

PSYSSERIA

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