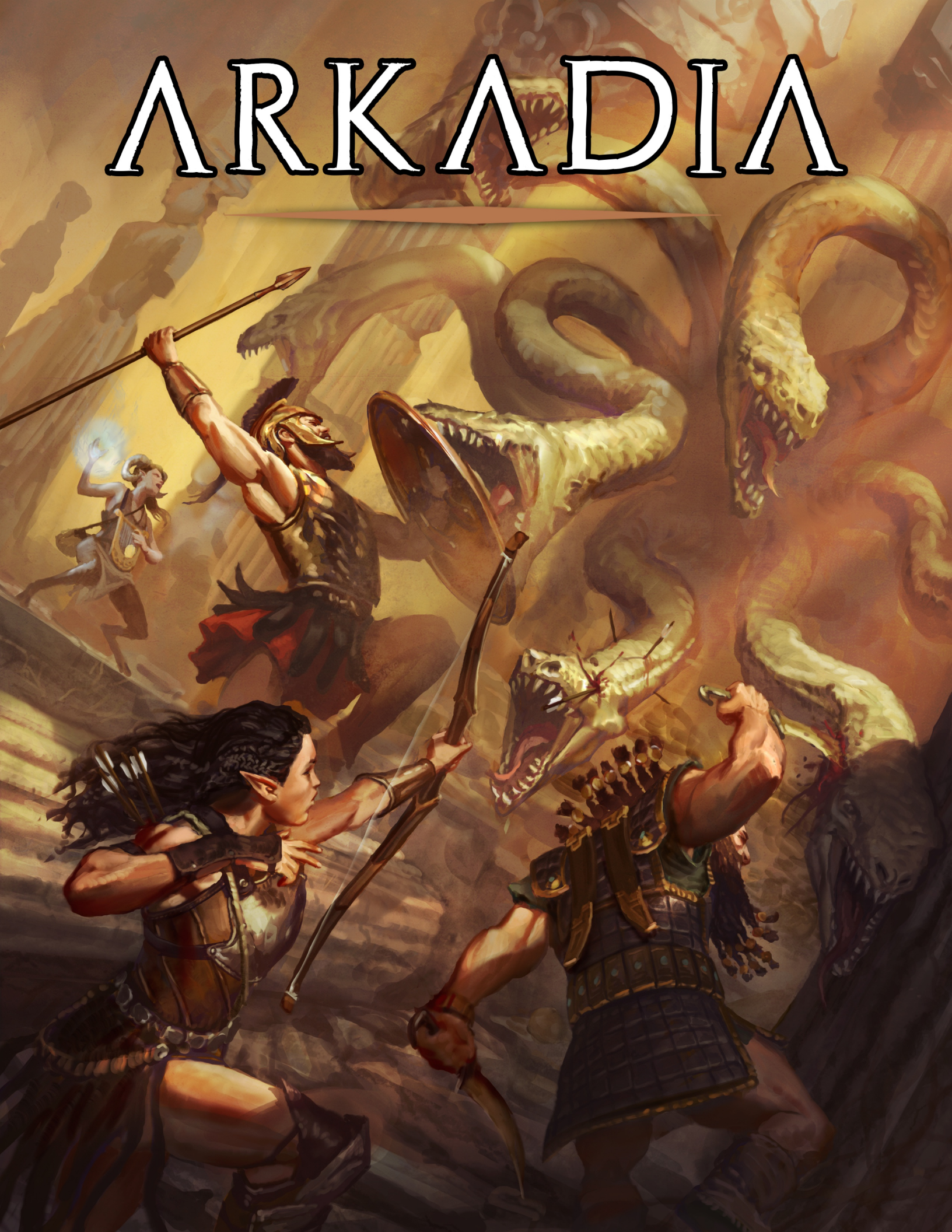


ARKADIA



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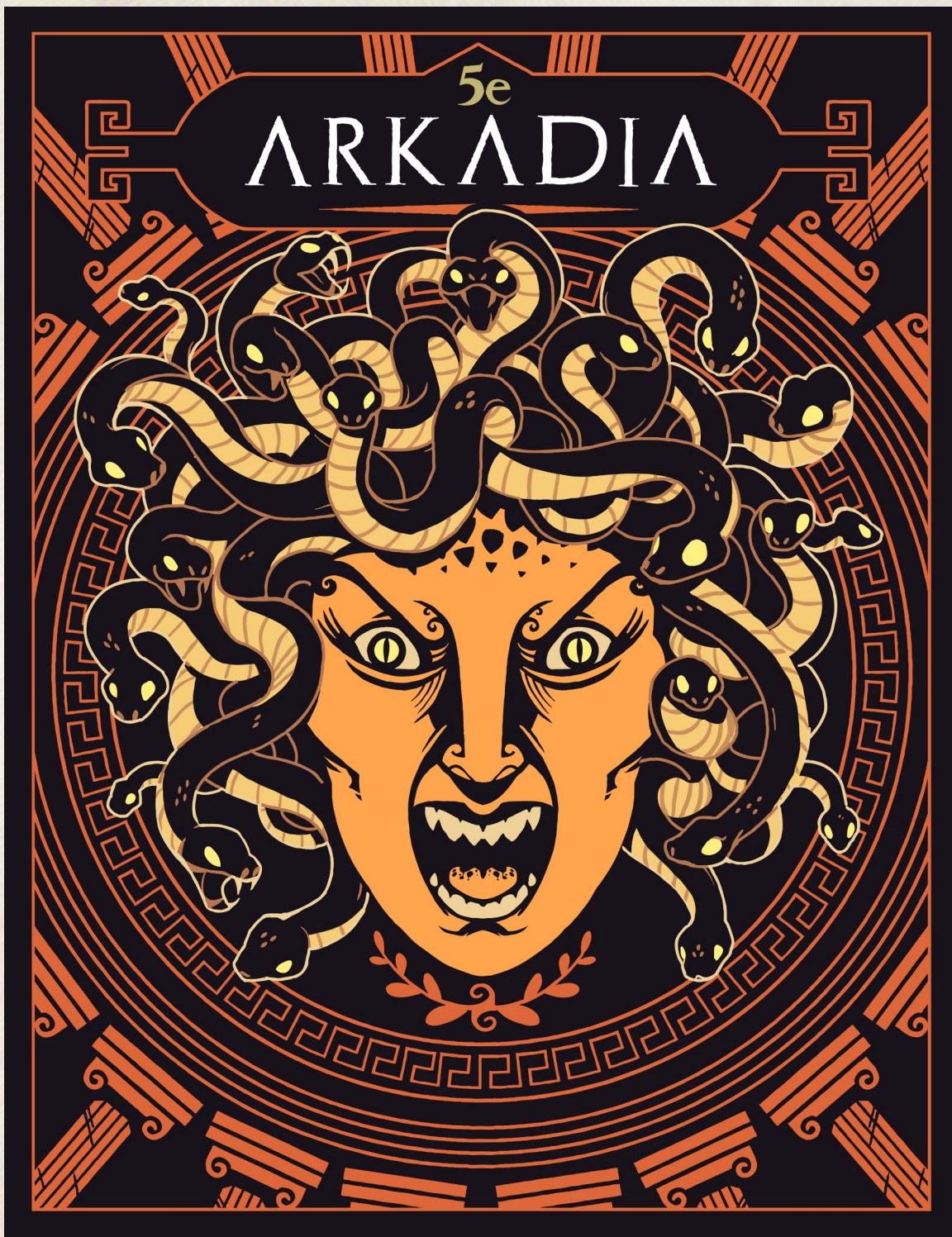
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PREFACE

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

CLASS ARCHETYPES



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 Oreyia, 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. Oreyia'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. Oreyan 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 sryers in the practical magics of evocation and divination.

ARKADIA



CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

INSPIRATION

PROFICIENCY BONUS

STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA



- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

SUCCESSES ☐☐☐☐

FAILURES ☐☐☐☐

HIT DICE

DEATH SAVES

NAME

BONUS

DAMAGE / TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

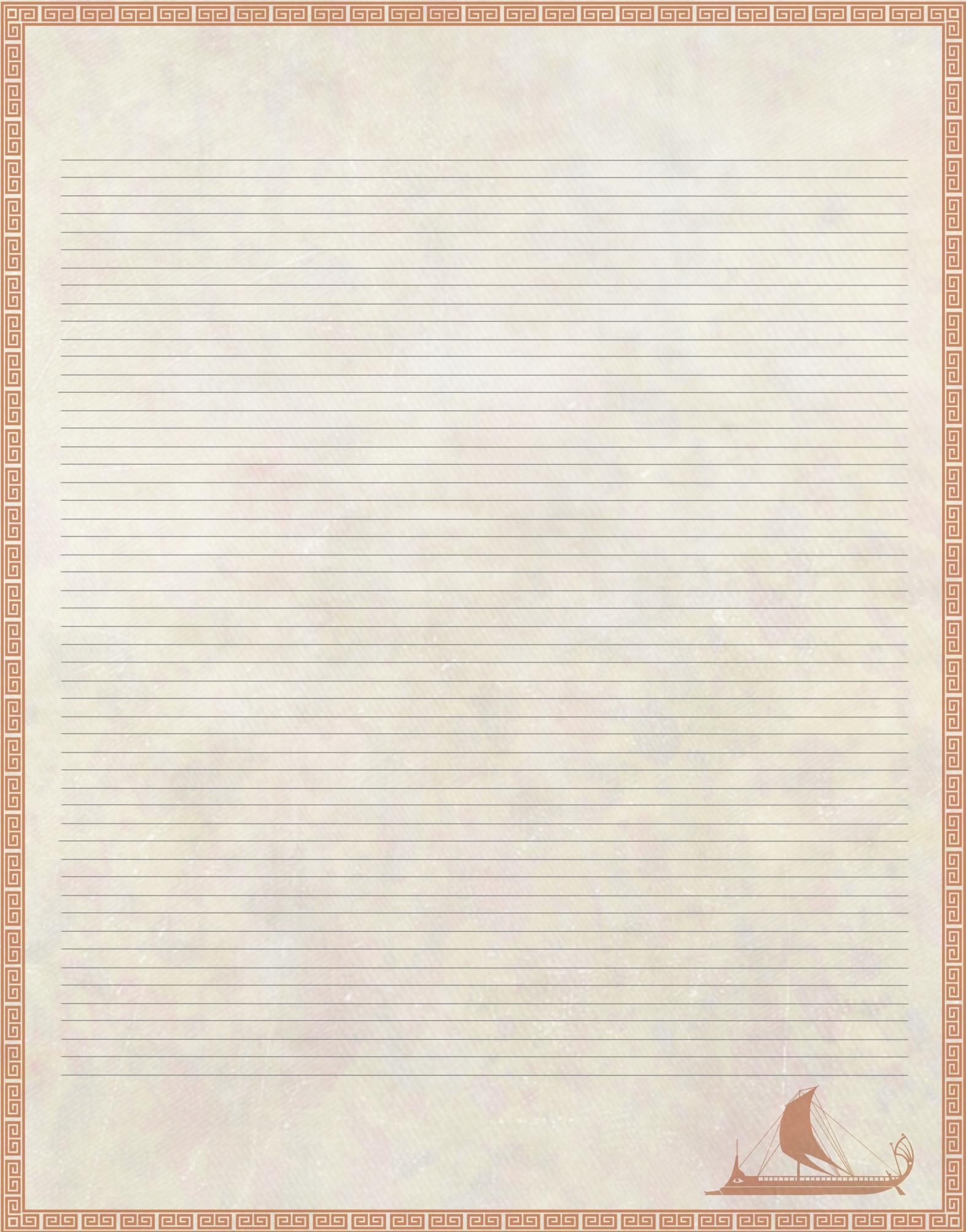
BONDS

FLAWS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



ARKADIA

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

INSPIRATION

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
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- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

SUCCESSES

FAILURES

HIT DICE

DEATH SAVES

NAME

BONUS

DAMAGE / TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS

PERSONALITY TRAITS

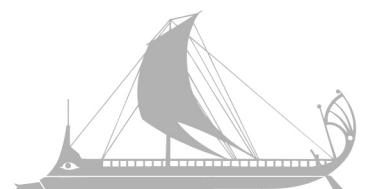
IDEALS

BONDS

FLAWS



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