

# PHILOSOPHERS' GUIDE

## TO THE

# AGE OF ARCANA

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### *Campaign Setting*

**Introduction:** Deep in the Frosted Wood, an elf druid's boots crunch through a thin layer of snow as she hums a song of memory and sorrow for her people, scattered from the continent of Erath, and tends to their forgotten cairns. Where she walks, the Old Gods rise.

In the bustling hum of Frankfurt's markets, human nomads and tabaxi emissaries from the Sandy Sea trade silks and icons from Old Ellohia for Luft pistols and rifles. Above them, built into the rocky face of the Spine of the World, students of the Frankfurt University study the eight schools of arcane philosophy and seek ways to create more effective items such as those being traded in the market below.

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In York and Santa Megal, the sharp, salty tang of sea-touched air is punctuated by gargantuan ships-of-the-line being loaded with people and goods destined for the "New World." Sailors and soldiers make sure that the ships' rows of cannons and stockades of cannonballs are properly secured and cared for. Should the ships happen to meet on the open sea, those cannons are likely to spew smoke and death as greetings.

In the "New World," called Tír na Aval by those who have lived there for thousands of years, the courts of the Archfey and their beastfolk allies consider how they might cast the human colonists and their monotheistic religion—Aviorism—from the shores of the ancestral fey and beastfolk homelands. Rage still stains the memory of the fey exodus from their colonies in Erath; hatred still festers when they contemplate their final retreat from the shores of Thelas Anore, a city the humans now call York...

*by David Milman*



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# Welcome to the Age of Arcana

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The **Age of Arcana** is a campaign setting for the **Dungeons & Dragons** game. D&D typically contains a certain degree of historical anachronism in its various settings: largely medieval worlds exist alongside early modern technology, such as plate armor; other early modern technologies, such as pistols and rifles, are often nowhere to be found; in campaigns like Eberron or Ravnica, however, modern luxuries like coffee and newspapers, or even magical trains, punctuate their world's life.

It would be a lie to claim that the **Age of Arcana** contains no anachronistic qualities. It is, however, an effort to build a campaign whose setting is less

anachronistic, and more coterminous with the spirit of the early 17<sup>th</sup> century. As on Earth, the world of the **Age of Arcana** is undergoing powerful colonial conflicts. Additionally, the world's philosophy has begun to mutate into a potent force capable of marvels under the wary eye of a monotheistic religion. Where that mutation, in the real world, gave birth first to natural philosophy and then to science, however, in the **Age of Arcana** that mutation has given birth to arcane philosophy. The scientific and technological marvels of Earth are, in this fantasy setting, magical. The analogs of Descartes and Galileo are, in the **Age of Arcana**, wizards.

This book is your point of entry into the Age of Arcana, a world on the brink of arcane and colonial revolution. This book should be treated as a guide to creating characters and adventures set in its unique historical, political, and colonial turmoil.

Chapter 1 is about building characters. It explains the role that the various race and class options (from both official and third-party D&D products) play in the **Age of Arcana**. It also provides new race, class, and feat options designed to foster the tone of the setting.

Chapter 2 describes the typical focal region of a game set in the **Age of Arcana**: Erath. Erath is a continent composed of four regions and a city-state collectively known as the Kingdoms of Aviorism: the countries of Crealand, Élys, Luftland, and Tortugal, as well as the city-state of West Ellohia. The continent is primarily populated by humans, though small pockets of wood elves, dwarves, halflings, and rarer creatures such as the mythical firbolgs can be found there as well. That being said, humans and their monotheistic religion—Aviorism—are the dominant power of Erath, and they seldom let anyone forget it. Erath is a continent plagued by xenophobia and stifling religious laws.

Chapter 3 describes the twin to Erath's influence: Tír na Aval. This continent was, for 1,193 years, lost to the Prime Material plane which Erath calls home. In 1493AD, 123 years before the setting's assumed beginning in 1616AD, however, Tír na Aval returned from the Feywild and rejoined the Prime. The reasons for its return are unclear. Its connection to the Feywild remains strong. As Erathian colonists attempt to claim the eastern shores of this massive continent for their own needs, the various fey, beastfolk, and halflings who call it their ancestral home struggle to free themselves from humankind's unwanted presence.

Chapter 4 provides additional context regarding the various factions of the **Age of Arcana**. This chapter summarizes various Aviorite sects, Erathian

guilds, Archfey courts, military organizations, and universities that, collectively, divide the loyalties of the people of Erath and Tír na Aval between them. This chapter also provides suggestions for using these factions as patrons or villains in a campaign, as well as a description of the common races and classes found in any given faction, and the benefits that a faction can give to its members.

Chapter 5 is dedicated to campaign specific rules regarding new and existing items found in the *Age of Arcana*. This chapter contains new rules for firearms and their use in this setting, as well as new mundane and magic items. You can find explanations for such concepts as a firearm's "misfire" chance here.

Chapter 6 is a campaign-specific bestiary. It features various new creatures as well statistics for the campaign's important figures. You can find the statistics for such characters as King Richard of Crealand here. The chapter also provides suggestions for using creatures from other D&D products in the *Age of Arcana*.

## History of the Age of Arcana

While the history of the world is ancient beyond reckoning, the history of the Age of Arcana begins 1,616 years ago when humans first found their way across a great desert known as the Sandy Sea, discovered the Golden Path through a virtually impenetrable mountain range known as the Spine of the World, and in doing so gained entry to the continent of Erath. Upon doing so, the human immediately began a war to colonize the continent and subjugate it to the will of their god—Avior. The beginning of that war marked the instantiation of the Erathian "After Dawn" (AD) calendar.

### The Dawn Age: 0AD—820AD

The Dawn Age is marked by the beginning of the Dawn Crusade. When the humans first reached Erath from across the Sandy Sea, they were unified under the auspice of a single faith: the Ellohian Church. Composed of three orders—the Order of the Book; the Order of Illumination; the Order of the Sword—and two knighthoods—the Knights Hospitaller and Knights Templar—they believed that it was their religious mandate to bring Aviorism to the "heathens" of Erath.

The first people they encountered in the eastern regions of Erath were the tribes of Maglubiyet. Under the onslaught of divine Aviorite magic, however, the Conquering Host of Maglubiyet quickly found itself conquered. After shattering the goblinoid people, the Ellohians founded the city of West Ellohia in 49AD, then proceeding to turn against the remaining military factions of Erath: the fey, the dwarves, and the orcs.

The atrocities of this war were fueled by the religious zealotry of the Ellohian Empire. Confronted with magic unlike any practiced by the Ellohian Church, the humans were convinced that the religious and magical practices of Erath were an affront to Avior. By 107AD, the fervent pitch of the conflict with eladrin spellcraft—deemed witchcraft by the Ellohian Church—led to the formation of a new order tasked with rooting out unclean magic and destroying it: the Order of Purification.

By 213AD, the dwarves had grown tired of constant conflict with the Ellohian forces. The dwarven kingdom of Hammerdeep, located under Mount Dolom, sent out a proclamation welcoming all dwarves looking to escape the encroaching Aviorite faith to their halls. By 272AD, the Dawn Crusade reached the town of Hammerfast at the foothills of Mount Dolom, and the mountain dwarves sealed Hammerdeep. At the time, many thought that this would be the last encounter that the surface world would have with the dwarves of Hammerdeep. The following year (273AD), the conversion of dwarves to Aviorism was declared a success, and Hammerfast was inducted into the Ellohian Empire.

Of course, these victories did not come without a cost. As West Ellohia gained power over Erath, it also began to lose contact with Old Ellohia. Traveling the Sandy Sea has always been a dangerous affair. As West Ellohia became more self-sufficient, its need for constant trade with Old Ellohia waned, eventually disappearing completely. By 227AD, political ties between Old Ellohia and West Ellohia collapsed. The "Ellohian Empire" of Erath was actually, for all intents and purposes, the West Ellohian Empire.

This collapse and the West Ellohian victory over the dwarves only fueled the West Ellohian fervor when it came to eradicating elvish magic and its ardent eladrin practitioners. In 281AD, the elves, also growing tired of constant conflict with the humans, began an organized retreat away from their colonies in Erath back to their homelands in Tír na Aval. By 298AD, the last eladrin mass exodus—from the city of Thelas Anore—sailed east across the Misty Ocean. The following year (299AD), on the ruins of that once great city, the humans founded the city of York. From there, West Ellohia expected to follow the eladrin eastward to Tír na Aval, but to humankind's dismay, powerful elvish magic was used to sunder Tír na Aval from the Prime and cast it fully into the Feywild.

With access to Tír na Aval blocked to them, humankind turned to fully subjugating Erath to the will of Avior. Abbeys were erected on top of eladrin ruins. Dwarves were requisitioned to build roads, bridges, towns, cities, and churches in the name of Avior, thus providing Erath with a new imperial infrastructure. Were orcs could be found, West Ellohian forces continued to eradicate them.

In 376AD, the last orcish settlement in Erath was destroyed, the lands were officially “civilized,” and the Dawn Crusade was at an end. To commemorate the dead, the West Ellohian Church formed a new order: the Order of the Shroud. Forever after, their job would be to sanctify the loss of life and honor West Ellohia’s fallen faithful. Similarly, in 446AD, the Order of the Garden and the Knights of the Garden were sanctified so that the land of Erath could forever be tended and protected in Avior’s name. To this day, however, certain apocryphal theologians whisper that some of the Garden’s practices are actually modified eladrin witchcraft.

As one might expect from such rumors, in the face of their victory, without a common enemy to unite them, infighting began between various West Ellohian sects and fiefdoms. When exactly the infighting began is a matter of academic debate, but various conflicts and political machinations have caused 508AD to be the year that most scholars agree to label as a serious instantiation of civil conflict. By 800AD, this conflict had reached a fervent pitch. Erath was threatened by civil war. Then, West Ellohia demanded the “Reclamation” of Old Ellohia. Cynics claim that the church hoped to unify its fiefdoms and put an end to almost 300 years of infighting. Whatever the case, the Pilgrimage of Reclamation ended in disastrous losses.

## The Age of Politics: 821AD—1542AD

In 821AD, the Pilgrimage of Reclamation came to end. As a result of its losses, the West Ellohian Church officially relinquished all political power to its four major fiefdoms: Crealand, Élys, Luftland, and Tortugal. This date would come to be known as the fall of the Ellohian Empire and the rise of the Kingdoms of Aviordom. The various cold wars and bouts of occasional (but often historically undocumented) conflict following this rise came to be known as the Age of Politics.

Crealand was the first country to significantly shift the power dynamics of the Kingdoms of Aviordom. In 829AD, Crealand sent emissaries to the gates of Hammerdeep hoping to initiate trade with their hermetic neighbor. What they found were clans of hardened warriors who had spent hundreds of years battling something known as “the illithid” deep beneath Mount Dolom’s surface. Eager to escape a life of constant danger, the mountain dwarves signed an agreement with Crealand in 830AD known as the Ascendant Accords. Dwarf children as well as adults who served a term of service as Crealish Dragoons would be given permission to worship their own gods on Crealish soil. The Crealish Dragoons came to be a force feared and hated by Crealand’s foes.

Then, in 893AD, a relative balance of power was restored when orcs descended in dagger-boats from

Skålland, across the Frosted Sea, to raid northern Crealish settlements. The Orcs seemed to favor attacking Aviorish monasteries. These attacks have continued with sporadic frequency until the current day, and as a result, Crealand has been forced to act as Aviordom’s norther shield against orcish aggression.

In fact, hostilities reached a peak between 1001AD and 1004AD when Crealish forces—with the blessing of the Ellohian Church—initiated the Skållish Crusades in retaliation for over a hundred years of raids. While the Crusade was ultimately deemed a failure due to Skålland’s inhospitable weather and landscape, members of the Order of Purification continue to go on sporadic “pilgrimages” to Skålland.

Then, in 1102AD, after rediscovering arcane magic during a pilgrimage to Old Ellohia, Eléone Bailliu of Élys returned to West Elohia as a bard and convinced the Ellohian Church to accept bardic magic due to the way such magic could be used to literally sing praise of Avior. To this day, Élys boasts bards of incredible skill, and more than one scholar claims that this date should be listed as the true beginning of the Age of Arcana.

Almost as soon as arcane practice found a home in the Kingdoms of Aviordom, it began to change under the auspice of arcane philosophers seeking to better understand its secrets. By 1262AD, wizardry officially made its mark in the annals of Aviorish history when Nicolas Auguste of Élys used evocation to turn the tide of battle in a conflict between Élys and Tortugal. For a time, it looked as if arcane magic would make Élys the new center of power in the Kingdoms of Aviordom. By 1299AD, however, practitioners in other Kingdoms began to challenge Élysian supremacy; during that year, Gert-Jan ter Hogt of Luftland became the first wizard to—as a matter of public record—use transmutation to permanently enchant large quantities of gunpowder, and the gunsmithing industry was born.

For a time, the progression of arcane philosophy reached a plateau. During that time, in 1488AD, Tortugal discovered the Sunset Isles while trying to find a way to navigate across the Misty sea to the eastern lands that could otherwise be reached only by way of the Golden Path and the Sandy Sea. Soon after, Tortugal and Élys initiated efforts to “colonize” the Isles, and the slave trade in “half-orcs” began.

In 1492AD, Tortugal expelled all “full blooded dwarves” from its borders. Associating dwarves with various losses suffered to Crealish Dragoons, and generally suffering from xenophobia, the Tortuguese crown believed that half-orc slaves would better fill the gaps in industry usually occupied by dwarf laborers or soldiers.

It was 1493AD, however, that provided the Kingdoms of Aviordom with a true colonial goal;



suddenly, without explanation or reason, the currents of the Misty Sea changed. Shortly after, it was discovered that Tír na Aval had returned from the Feywild. Crealand, Élys, and Tortugal all initiated competing efforts to colonize the “New World.” For the most part, Crealand stuck to the central and north eastern region of the continent. Tortugal focused on trying to colonize the central and south eastern region of the continent. Élys, lacking the ports of its sister Kingdoms, was forced to focus on Tír na Aval’s southern jungles. This put Tortugal between both Crealand and Élys, fighting a war on two fronts, which quickly strained its political relations.

It was not only the Kingdoms of Aviorodom that descended into infighting during this period. On the contrary, as a result of theological conflicts between various Aviorish sects, the first religious upheaval occurred in 1534AD. Tensions had been growing between Crealand and the Ellohian Church ever since the Ascendant Accords. When King Henry fell in love with a half-elven girl and requested that the Ellohian Papacy exonerate her elven blood so that they could wed, the Papacy, despite granting such exoneration to countless Élysian nobles, refused. King Henry declared that the Papacy was not needed to speak to Avior, thus siding with various hitherto apocryphal theologians who had been arguing as much for some time. As a result, King Henry named the Crealish crown the head of the newly formed Church of Crealand, and officially espoused the doctrine that any soul willing to accept Avior as their savior was exonerated in the eyes of the Crealish Church.

In 1535AD, tired of living under the Ellohian Church’s autocratic theocracy which no longer served the needs of either the merchant or arcane classes bringing prosperity to Luftland, the Crealish Reformation inspired the Luft Revolution. The Luft monarch—King Klaus van Dijk—tried to use Tortuguese allies to quell the Revolution. After six years of brutal civil war, however, he lost and was executed. The newly formed Merchants’ Council and Wizards’ Council became the two parties of a new Luft Republic. Under their auspices, the Golden Age of Luftland began. Relations between Luftland and Tortugal, however, have remained strained.

In 1542AD, Luftland signed trade agreements and treaties with Crealand giving Crealand preferential access to the Golden Path in return for similar access to trade with Crealish colonies in the “New World.” As a result of events in the following year, this agreement came to be known as the last treaty of the Age of Politics.

## The Age of Arcana: 1543AD—1616AD

In 1543AD, the Frankfurt University of Luftland became the first secular, arcane center of academic

study. To this day, it is the major source of arcane innovation in Aviorodom. The opening of its doors has officially been recognized by most scholars as the beginning of the Age of Arcana.

Tortugal and Élys, threatened by the growing comradery between Crealand and Luftland, created their own trade agreements in 1544AD. As a result of these agreements, Tortugal gave up claim to all but one colony in the Sunset Isles, primarily relinquishing control of the Isles to Élys. In turn, Élys, relinquished control of all but one of its colonies in Tír na Aval, seceding control of the “New World” to Tortugal. This agreement has put a permanent strain on Crealish-Élysian relations which, since the Crealish Reformation, had already begun to deteriorate; the two have been on the verge of war ever since.

For a time, between the suddenly invigorated conflicts it was fighting in the “New World,” continued economic strain from Skállish raids, and the threat that open war would break out with Élys, Crealand suffered. Then, in 1577AD, a Crealish shipwright named Quentin Watson redesigned the Crealish Navy after taking inspiration from Skállish dagger-boats. By combining the width-to-length proportions of Skállish dagger-boats with the traditional deep keels of Aviorish design, and slightly reducing the height of traditional Aviorish fore-and-aft castles in favor of extra decks in the hull of the boat, Watson invented ships-of-the-line capable of an unprecedented combination of speed and fire-power. Soon after, shipwrights across Aviorodom began trying to emulate Watson’s success.

In 1598AD, Queen Isabella of Tortugal took the throne after the death of her father—King Philip—by old age. She was only thirteen when she first ascended to the throne. In 1603AD, King Richard ascended to the throne after Queen Elizabeth died of disease and left Crealand without a direct heir. He was thirty-seven when he ascended. In 1610AD, King Louise ascended to the throne after the death of his father, King Henry. He was nineteen when he ascended. Rumors circulate that King Henry was poisoned, either by Crealish agents or King Louise himself. As a result, Élysian relations with Crealand have continued to deteriorate. Arcane philosophy, on the other hand, continues to provide Aviorodom with new and unexpected marvels...

## Life in the Age of Arcana

Life in the *Age of Arcana* strongly depends on one’s locale. In the capital cities of Erath—Frankfurt, Olay, Santa Megal, West Ellohia, and York—life can take an almost cosmopolitan quality. Travelers from all over Erath congregate for the purposes of trade and adventure. Occasionally, travelers from the Sandy Sea or even more exotic locations make their way through

these urban hubs. Of course, in Erath, even the most cosmopolitan environment is usually poisoned by latent xenophobia waiting to erupt.

In rural Erath, Aviorish xenophobia is anything but latent. Such communities are fearful of strangers, often forbidding even lightfoot caravans from entering their borders. The less one looks human in such towns, the less likely one is to be welcomed. Of course, smaller towns tend to have weaker military presences, which means that if a traveler is threatening enough, they are unlikely to be accosted by villagers, at least until those villagers band together into a pitchfork-wielding mob.

Tír na Aval is another story entirely. There, fey and beastfolk gather in cosmopolitan communities whose politics are both arcane and whimsical by Aviorish standards. On the eastern shores of Tír na Aval, Aviorish colonists try to recreate Erathian villages. Outside the boundaries of any given village, however, the landscape is—at least according to the colonists—lawless; Tír na Aval's natives tend to see it the other way around.

Likewise, the availability of civilization's comforts also depends on where one is. In Frankfurt, Olay, Santa Megal, West Ellohia, and York, one can visit a café during the day, sipping a Tortuguese blend, and read newspapers hot from a local, magical press. At night, one can find any beverage they care to consume: Crealish dwarven ale, Élysian wine, or Luft liqueur can all be found, for a price. In rural locations, the villagers might gather around the pub and listen to a public reading of that same newspaper, a week or more after its initial printing, instead. Imported luxuries in such locations are unlikely to be found. On the other hand, local products are readily consumed in lieu of their foreign counterparts. In Tír na Aval, all Erathian luxuries are rare. Of course, adventurous souls might be able to obtain native delicacies instead, if they are willing to overcome their prudish fear of foreign products.

## Early Modern Adventuring Life

Adventuring life in 1616AD bears many similarities to the typical D&D setting, but there are also differences. Heavy armor has started to go out of style, but it is still worn by various men-at-arms, particularly among those who live as nobles and wealthy adventurers. Plate armor is especially popular as a status symbol, if one can afford it. Medium armor is still common, and both breastplate and half-plate are frequently worn by cuirassiers (armored, mounted pistol wielders). Most common soldiers, however,

cannot afford both armor and firearms, making light armor the most commonly worn during the period.

Compared to other D&D settings, firearms are both inexpensive and common. Virtually all nobles and wealthy adventurers use them. That being said, they are still too expensive for peasants and those who are down-on-their luck to purchase them with ease. Often, a local village tavern-keep will have a blunderbuss stowed behind their bar. This item is their prized possession, and the product of many weeks of savings. Most villagers, however, would prefer to use a crossbow rather than a firearm. Both the item and the quarrels it shoots are less expensive. Likewise, firearms are still relatively inaccurate. As a result, hunters and sharpshooters tend to prefer traditional bows and crossbows as well. Finally, swordsmanship is still seen as a more “civilized” martial-art, even if various musketeers, pistoleers, and cuirassiers are slowly changing that perception.

As in other settings, adventurers wander off into the wilderness to eke out a living and search for fame. Some hunt down the legends of local monsters and haunts in remote Erath, protecting rural communities from the remains of the Old World. Even to date, creatures like hags or goblins hide in the deep woods, occasionally preying on those who venture out late and alone. Other adventurers head out on the open sea, visiting foreign lands, perhaps aiding in the colonization of the “New World.”

There is, of course, another breed of adventurer: the disenfranchised and downtrodden who see Aviorism as villainous zealotry. Wood elf druids tend to their communities and keep their magic secret from the prying eyes of Puritans or Ellohians. People in desperate need, and without the means to study wizardry “properly,” make warlock pacts to gain the power they need to protect their communities and loved ones. Sometimes, such characters will actively oppose Aviorish values. Contrary to Aviorish doctrine, however, such practices do not inherently a villain make, and many such characters are just as drawn to help those in need as an Ellohian paladin.

In Tír na Aval, fey and beastfolk adventurers often take up their people's plight, seeking to oust Aviorish interlopers from their homeland's shores. Such adventurers see Aviorites in much the same light that Crealand perceives of Skål raiders. Of course, there are threats to the Prime Material Realm which sometimes unify everyone with a vested interest in protecting the world, be they Ellohian paladin, eladrin warlock, or Luft cuirassier. Various diabolical cults and demonic incursions are a threat to every sane creature. Sadly, the turmoil and atrocities of war have left many less than sane...

# Chapter 1: Character Creation

The *Player's Handbook* describes a step-by-step process of character creation. The process for designing a character for an *Age of Arcana* campaign is virtually the same. You must, however, take into consideration the special role that the various races, classes, and subclasses play in the *Age of Arcana*. Races, classes, and subclasses are limited by both faction and the location in which a DM chooses to set the campaign. A group of "heretics" skulking in the shadows of Aviorism will have a very different experience than a group of Aviorish zealots seeking to "purify the wicked" in Tír na Aval, or even Aviorism.

## Race and Class

This chapter describes the various races and classes available in the *Age of Arcana* and explains their historical significance in the setting. It also provides one new race—the bavanshee—and three new subclasses: the rogue's Night Stalker and Thug and the fighter's Crack Shot. Finally, the chapter concludes with a selection of setting specific feats.

## The Languages of Erath

*Age of Arcana* features five new languages not seen in other D&D campaign settings: Crealish, Ellohian, Élysian, Luft, and Tortuguese. Unlike most other D&D settings, there is no common tongue in the *Age of Arcana*. In Tír na Aval, Sylvan is used as a common language by the Archfey and its natives. In Erath, priests and scholars use Ellohian as a common language. The commoners of Erath have no common language, and traders must learn to speak the languages of every country in which they trade. Any racial entry which says that a character can speak, read, and write Common instead grants the ability to speak, read, and write two languages of the character's choice.

## The Races

The people of the *Age of Arcana* include many different races. Most of the races from the *Player's Handbook* are available, but notable exceptions exist. Additionally, various options from the *Guildmasters' Guide to Ravnica*, *Mordenkainen's Tome of Foes*, and *Volo's Guide to Monsters* by Wizards of the Coast also have a place in this setting, as do a few options from the *Midgard Heroes Handbook* by Kobold Press. One or two options from *Plane Shift: Kaladesh*, the *Sword Coast Adventurer's Guide*, and the *Turtle Package* by Wizards of the Coast have also been included.

The following entries explain the place and role that any given race occupies if it is comfortably

available as a player option in *Age of Arcana*. These entries focus on any given race's unusual or specific traits in this setting. For additional and more general information about any given race, one should reference the product listed in that race's entry. Races without a specific, listed product can be found in the *Player's Handbook*.

Races that are not listed here are usually not available as player character options in the *Age of Arcana*, but ultimately, if you are a DM that is using this setting, you are creating your own version of the *Age of Arcana* at your table. Be creative, have fun, and do what works for your group!

**Humans** originally hail from Ellohia, across the Sandy Sea, but have since conquered Erath under the various banners of their faith: Aviorism.

**Aasimar** are humans, usually of the Aviorish faith, born with the supernatural power of an angelic spark in their souls.

**Bavanshee** are elves whose souls have been trapped on the material plane and who suffer from a ravenous thirst for blood.

**Bearfolk** are massive people, resembling bears that walk upright rather than on all fours, who are far more spiritual and artistic than their brutish appearance suggests.

**Centaurs**, fey with the upper body of a muscular elf and the lower body of a small horse, savor freedom and are the fierce protectors of Tír na Aval's interior plains.

**Dwarves** are the short, stout, and hardy natives of Erath, now relegated to second-class citizens in their own homeland, whose services as artisans or shock-troops are still prized.

**Elves** are the humanoid ancestors of fey spirits who continue to bear a strong relationship with the Feywild.

**Firbolgs** are gentle giants who magically hide their communities in the forests of Erath.

**Gnomes** are tiny hermits who live in the woods or arcanalogical tinkers who have helped to further Erath's magical capabilities.

**Goblins** are small, fierce, stealthy, and sometimes comical, but almost always executed on sight by the Kingdoms of Aviorism.

**Goliaths** are oversized mercenaries who descend into Erath from The Spine of the World.

**Halflings** are tiny gourmands and rogues, at least in Erath; wilder variants are rumored to exist in Tír na Aval.

**Half-Elves**, or "elf-bred" as they are called in Erath, are the descendants of humans and the wood elves left behind when the elvish people retreated to Tír na Aval from Thelas Anore.

**Half-Orcs** are either the enslaved people from the Sunset Isles or else the child of a humanoid and a Skål orc.

**Hobgoblins** were once the backbone of Maglubiyet's forces, but now, they are a broken people dreaming of past military might.

**Human Nomads** are a specific group of humans native to the Sandy Sea.

**Orcs** are the natives of Skålland, a land turned to brutality because of the brutal treatment its people suffered during the Dawn Crusade.

**Lizardfolk** are the human-eating "savages" of southern Tír na Aval, or so Tortuguese colonists claim.

**Loxodons** are the large, elephantine natives of southern Tír na Aval, known for their stonework, overall serene demeanors, and terrifying bursts of rage.

**Ratfolk** were either the first allies Aviorites found in Tír na Aval or the first spies the Archfey used against Aviordom, depending on who you ask.

**Tabaxi/Catfolk** are nomadic wanderers who bring trade and news to Frankfurt from across the Sandy Sea.

**Tieflings** are "the Cursed," a generation of demonically tainted births who have started to be born to humans living in dense urban centers.

**Turtles** are the relatively peaceful natives of southern Tír na Aval.

## Height and Weight

You can roll for your character's height and weight on the Random Height and Weight table. See the book from which any given race originates for its height and weight table.

### Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Bavanshee, Eladrin Parents	4'6"	+2d12	90 lb.	X (1d4) lb.
Bavanshee, Wood Elf Parents	4'6"	+2d10	100 lb.	X (1d4) lb.
City Dwarf	3'8"	+2d4	115 lb.	X (2d6) lb.
City Elf	4'6"	+2d10	100 lb.	X (1d4) lb.

Height = Base Height + Height Modifier in inches

Weight = (Base Weight + Height Modifier in pounds) x Weight Modifier

## Humans

Humans are one of the most common races in *the Age of Arcana*; they are by far the most common race in Erath, usually composing more than 70% of the population of any given city, town, or village (though exceptions do exist).

Humans originally hailed from old Ellohia, far east, across the Sandy Sea. Theirs is a people steeped in the religion of Aviorism. As on other D&D worlds, at their best, humans are innovators, achievers, and pioneers whose daring and adaptability make them capable of great feats. At their worst, humans are xenophobic zealots and conquerors who have used their religion as an excuse to butcher and subjugate. Erath and its Kingdoms of Aviordom are a testament to both facets of the human condition.

Since conquering Erath, the Ellohian Empire has first fractured and then splintered. The united Church of Ellohia, originally composed of three orders and two knighthoods, is now broken into three churches—the West Ellohian Church, the Reformist Church of Crealand, and the Reformist Church of Luftland—each with their own organizational structures. The original church now boasts six orders and three knighthoods.

Similarly, the Empire has also splintered into four kingdoms and a city-state which, collectively, form the Kingdoms of Aviordom: the kingdoms of Crealand, Élys, Luftland, and Tortugal and the city-state of West Ellohia. Ostensibly, the Kingdoms of Aviordom are united against the "heretical" forces that "surround" them. In practice, tensions between increasingly secular forces in Luftland and Crealand have begun to splinter from Aviorism even as the Reformist Churches splintered from the West Ellohian Church.

In other words, humans have become a people at war with themselves even as they continue to wage wars with other countries like Skålland and Tír na Aval. Who or what their people will become when the dust of their wars settles is anyone's guess, and various factions among the human population are actively trying to shape that future in their personal interests.

## Human Names

Humans typically give their child a name based on their regional culture. Family names depend on a child's cultural standing. Nobles have family names. Rich merchants and other well-to-do families will typically form a family name based either on the nature of their family profession or else on the name of the affluent patriarch or matriarch (usually patriarch) responsible for the family's affluence. That name is then passed down to their descendants. Those who come from a history of destitution are simply described by their city or town of origin, or else they are described as being "the son of" one of their parents, usually on the paternal side.



### *Crealish Names*

**Male Names:** Anghus, Adam, Bardon, Bran, Bernard, Cedric, Charles, Darcy, Devin, Everette, Ferghus, Fredrick Guy, Geoffrey, Harvey, Henry, John, Nicholas, Peter, Ralf, Richard, Roger, Roland, Thomas, William.

**Female Names:** Agatha, Alane, Anne, Beatrice, Bethany, Brigit, Briann, Cecily, Cara, Cordelia, Eleanor, Elizabeth, Enid, Gilda, Gisellek, Gwydolin, Ida, Isolde, Jane, Joan, Katherine, Mary, Mavis, Regan, Rosalind, Yvonne.

### *Ellohian Names*

**Male Names:** Abbad, Akhom, Alif, Bek, Bashir, David, Farid, Fazil, Hakim, Henenu, Idu, Jabari, Jahid, Khadim, Mahmud, Nazim, Nekure, Omar, Pakhom, Qadir, Rafiq, Saladin, Shabaka, Tariq, Thaneni Yazid.

**Female Names:** Aaliyah, A'at, Amina, Baketamon, Dalia, Dedyet, Elham, Farah, Gamila, Iesha, Itet, Khadija, Layla, Naima, Nura, Oma, Quadira, Rihanna, Saadia, Saffron, Thana, Yadira, Zeinab.

### *Élysian Names*

**Male Names:** Ambroys, Ame, Anthoine, Bernard, Charles, Colin, Dorian, Durant, Edouart, Eremon, Ernault, Felix, Folquart, Galleren, Gaultier, Gilles, Hugo, Imbert, Jacques, Jean, Louis, Martin, Nicolas, Perrin, Phillippe, Pierre, Talbot, Vincent.

**Female Names:** Aalis, Agatha, Amée, Blancha, Cateline, Collette, Dorian, Emelina, Gillette, Guillemette, Isabellis, Jacqueline, Johanna, Juliete, Katherine, Luciana, Margot, Marguerite, Marie, Melisende, Odelina, Perrette, Ysabel.

### *Luft Names*

**Male Names:** Albrecht, Benedick, Caspar, Clas, Cristoff, Engelhart, Felix, Fritz, Gotleib, Hans, Hartmann, Jorg, Karll, Linhartr, Lorentz, Ludwig, Marx, Moritz, Osswald, Ott, Peter, Rudolff, Ulrich, Wendel, Wilhelm, Wolff, Wolfgang.

**Female Names:** Agatha, Agnes, Anna, Anika Barbara, Brida, Brigita, Clara, Cristina, Dorothea, Duretta, Ella, Elsbeth, Engel, Enlein, Enndlin, Fronicka, Geneffe, Gertrudt, Katerina, Kuen, Margret, Martha, Otilia, Ottilg, Reusin, Ursel, Vrsula.

### *Tortuguese Names*

**Male Names:** Alfonso, Alonso, Arturo, Bartoleme, Benito, Bernat, Blasco, Carlos, Damian, Diego, Domingo, Enrique, Escobar, Francisco, Gabriel, Garcia, Gomes, Jorge, Jose, Juan, Miguel, Pascual, Pedro, Ramiro, Ramon, Sabastian, Salvador, Tomas.

**Female Names:** Abella, Adalina, Adora, Ana, Antonia, Basilia, Bonita, Camila, Catlina, Dolores, Dominga, Elena, Elicia, Esmerelda, Francisca, Gabriela, Imelda, Isabel, Juanita, Lucinda, Maria, Matilde, Petrona, Sofia, Teresa, Valentia, Veronica.

## *Aasimar (*Volo's Guide to Monsters*)*

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The assimar of The Age of Arcana are much like the assimar of other worlds, though exclusively of human descent. The “saint-born,” as they are called in Aviorodom, have been a staple of Aviorish culture since before the Dawn Crusade. Such individuals are seen as Avior's blessed guides on the material plane, and they almost always gravitate towards positions within one of the Aviorish Churches.

It is said that all of the noble Aviorish lines can be traced back to a famous saint-born hero, but to the consternation of the nobles, such children are not more likely to be of noble birth. Indeed, many a noble line has tried, with little avail, to strengthen their family's “angelic heritage” with children that are secretly bastards of saint-born lineage. Nevertheless, as far as anyone can tell, these children are born to parents without any pattern discernable to the mortal realm.

## *Bavanshee*

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Bavanshee are ageless beings—born to either eladrin or wood elves—who subsist on the blood of the living. These creatures are rumored to be the origin of vampires, and share with those vampires an unquenchable thirst for blood, but these fey descendants lack many of the traditional strengths and weaknesses of the undead that occasionally plague Erath.

## *Legacy of Trauma*

Bavanshee are of elfen descent. Elder elves of all varieties eventually experience the Remembrance or Revelation; their memories from their other-life call them back to Arvandor before their next rebirth. The Transcendence—cataracts in the shape of crescents, points down, appearing over the pupils of both eyes—is a sure sign that an elf is on the verge of relinquishing their soul to the great cycle of rebirth. It is said, however, that an elf who dies of old age without experiencing the Transcendence is never reincarnated again.

Before the migration to Tír na Aval, the Dawn Crusade brought about atrocities against the fey of Erath so great that entire generations of elves felt bound to their current life with the desire for justice or vengeance. An unprecedented number of elves began to age and die without experiencing the Transcendence. A cabal of eladrin and wood elf witches—spellcasters of various backgrounds—sought to save the souls of their people from being lost to “The Sorrow.” Using necromantic magic, they attempted to halt the aging process of their troubled kin and hold the souls of elder elves unable to experience the Transcendence in the bodies of their

current-life. The result was the emergence of the bavanshee.

The witches failed. Their goal was not to create undead. Without resorting to magic potent enough to create undeath, an elven soul could not be bound to mortal flesh... or so they thought. Children, however, began to be born with the trance memories of those who had died unable to experience Transcendence. At first, the elven magi rejoiced. They thought they had unintentionally succeeded in a task they had not even dreamed of attempting: allowing elves who succumbed to the Sorrow to be reborn. These elves, however, never experienced their “First Reflection”—the moment that an elf begins to experience memories of their waking lives during a trance for the purpose of self-education. Nor did these elves ever experience “The Drawing of the Veil”—the moment an elf stops experiencing its other-lives during a trance. Instead, during their trance, the memories of their other-lives became more and more horrific. Eventually, during adolescence, such elves stopped entering into trance in order to avoid the horrific memories of their other-life and were forced to sleep like normal mortals.

By adulthood, other changes also began to manifest. Their appetite for mortal food waned even as an unquenchable thirst for blood grew. Their skin took on a pallor. Children of eladrin found that their hair turned an uncharacteristic black or else a deep red. Sunlight began to hurt their sight. The sclerae of their eyes darkened, tending towards red or even black tones. Their irises become more vivid in color. The more they succumbed to their thirst, the more distinct these changes became. Soon, it was clear that they also stopped aging. Such “elves” were truly immortal, unless killed in violent acts, and were trapped within their current-life while suffering the nightmares of one past. Some grew so troubled by their predicament that they attempted suicide. It was then that the extent of the coven’s failure became clear. The death of every elf suffering from these symptoms was swiftly met by the rebirth of their soul and the reemergence of their symptoms in the next child born to the eladrin or wood elven people. The bavanshee are the immortal legacy of the Dawn Crusade, a reification of the trauma suffered by the elven people.

### Blood Drinker

Bavanshee are fierce predators who often mask their ravenous thirst behind a façade of sophistication and sensuality. Those who sip blood from their golden chalices, however, are no less voracious than those who rip out their victims’ throats with their claws in messy displays; they just hide it better. All bavanshee are driven to consume the blood of the living. Unlike vampires, however, bavanshee do not grow long

fangs. Instead, bavanshee have long, magically retractable claws that they use to rend their prey. After, they bite down on open wounds drawing blood and life from their victims. Some, troubled by the moral and social implications of murder, seek out individuals strong enough to survive their embrace. Others drink from commoners, leaving behind a swath of unfortunate victims in the wake of their passing. Of these, many embrace the rage of their other-life and use it to fuel intentional murder sprees which they justify with the word “revenge.”

### Predatory Socialite

In Tír na Aval, bavanshee commonly find homes in the Unseelie Court. Their grudge mirrors that of the Queen of Air and Darkness, and she welcomes these wayward children with open arms. From her, some bavanshee learn to manipulate darkness like a tangible object. Others congregate around the Queen of Witches, learning how to use the natural magic in their blood to not only grow claws but to transform into wolves and ravens. One might expect the predatory qualities of the bavanshee to make them a natural fit for Oberon’s never-ending hunt, but his daylight revelries are unpalatable to most bavanshee. Only those willing to feed gluttonously can overcome the pain that sunlight causes their senses. Of those born to wood elves in Erath, most bavanshee commonly find homes working for criminal organizations. Such bavanshee use positions of power to collect payment in the form of blood. The secretive qualities of criminal work are also a good fit, as bavanshee are frequently stigmatized, and keeping their true nature hidden tends to be prudent. As a people, bavanshee are characterized by a dual nature: charismatic on one hand, vicious and ravenous on the other.

### Bavanshee Names

Bavanshee usually keep the names they were given in life. As such, they usually have the same types of names as any other elf.

### Bavanshee Traits

Your bavanshee character has the following traits.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Charisma modifier increases by 1.

**Age.** Bavanshee reach physical maturity at about the same age as humans, but like elves, their understanding of adulthood goes beyond physical growth to encompass worldly experience. At around the age of 100, the creature undergoes a full transformation into a bavanshee, and their thirst for blood awakens. The process that transforms them into a bavanshee leaves them virtually immortal. They can still, of course, be destroyed by violent acts.

**Alignment.** Bavanshee can be of any alignment. Nevertheless, their traumatic memories and need to consume the life energy of other creatures often pushes them towards evil.

**Size.** Bavanshee are about the same size and build as elves. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Bavanshee Talons.** You can magically turn your fingers into long, scythe like talons or back again once per turn without using an action. These talons are natural weapons, and you can use them to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

**Blood Thirst.** You do not eat or drink the food of the living, nor do you suffer the effects of exhaustion from not consuming such food or drink. However, you must drain blood from a living, non-fey creature at least once per day. At the end of each day that you do not, you automatically suffer one level of exhaustion. This exhaustion can be healed with a long rest, provided you also ingest some blood from a living, non-fey creature.

Ingesting blood from a living, non-fey creature is an action. You can only ingest blood from a living, non-fey creature with an open wound: the creature must have taken at least 1 point of piercing or slashing damage within the last minute. You can drain blood and life energy from such wounded creatures if they are willing or grappled by you, incapacitated, or restrained. Make a melee attack against the target using your Dexterity modifier to hit. If you hit, you deal 1 point of piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to zero.

At 5th level, the necrotic damage increases to 2d6. At 11th level, the necrotic damage increases to 3d6. At 17th level, the necrotic damage increases to 4d6.

**Cold Iron Vulnerability.** If you have dealt damage with the attack from your Blood Thirst racial feature after taking your last long or short rest, you take double damage from bludgeoning, piercing, or slashing damage dealt with a cold iron weapon.

**Cursed with Life.** A bavanshee cannot be reduced to a 6th level of exhaustion.

**Darkvision.** You have superior vision in dark and dim light-conditions. You can see in dim light within 120 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

**Fey Ancestry.** You have advantage on saving throws against being charmed.

**Fey Appearance.** For all intents and purposes, you are usually indistinguishable in appearance from an eladrin or wood elf (depending on your parents). After dealing damage with the attack from your Blood Thirst racial feature, however, the differences in your coloration become more distinct. Unless you take pains to hide what you are (via a disguise check, for example), you are visually identifiable as a bavanshee until after your next long or short rest.

**Keen Senses.** You have proficiency in the Perception skill.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Sunlight Sensitivity.** While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

**Languages.** You can speak, read, and write Elven and two languages of your choice.

## Bearfolk (*Midgard Heroes Handbook*)

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The bearfolk of Tír na Aval are similar to those of Midgard. They are massive people resembling bears that walk upright rather than on all fours. They tend towards iron resolve and tempered natures, but they are capable of ferocious violence when roused to it.

Hailing from northern and western Tír na Aval, they are not native to Erath and are almost never seen there. As a result, these creatures are nearly mythological to the common people of Avioridom. Stories from the "New World," however, speak of bearfolk with both respect and fear.

## Centaurs (*Guildmasters' Guide to Ravnica*)

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The centaurs of Tír na Aval are similar to those of Ravnica. Unlike Ravnica, however, many regions of central Tír na Aval contain open plains where herds of centaurs can run free from horizon to horizon. While these people are nomadic by nature, they are fiercely protective of the lands where they roam. As a result, hostilities between human colonists and centaurs in Tír na Aval are common.

As with bearfolk, centaurs are almost never seen in Erath. Stories from the "New World" describe centaurs as savage "horse-elves" more than willing to butcher settlers who venture too far into the center of the "New World," even when those settlers are traveling "unclaimed" land. The truth behind the hostilities is more complicated and frequently fueled by Aviorish aggression.

## Centaur Names

Centaurs in Tír na Aval give their children hyphenated names designed to speak to a centaur's complex spirit. The first part of a hyphenated name is bestowed upon a foal by its parents when it is first

born, and that name usually belongs to the last centaur in the herd to perish. Upon reaching maturity, a centaur earns their second name by proving their value to the herd.

**Male Names:** Angis-Hiamovi, Breandan-Hotuaekhaashtait, Conlan-Minninnewah, Deagan-Otoahhastis, Erin-Viho, Gall-Ishaynishus, Kael-Hohanonivah.

**Female Names:** Allanaugh-Archisha, Brenda-Jaya, Eireen-Neha, Hormat-Immokalee, Jakodi-Waynoka, Orlagh-Kishori, Quinna-Asha.

## Dwarves

When the Aviorites spread from Ellohia across Erath during the Dawn Crusade, the dwarves were one of the only races to successfully stand against them. The dwarves of Hammerdeep Kingdom, unwilling to convert and worship the eastern, human god, or to submit their lands to the rule of the spreading Ellohian Empire, sent out word that they were opening their doors to all dwarves who wished to return to the home-mount before the humans laid their siege. Once the humans made it to the Hammerfast foothills, however, the doors of Mount Dolom would be forever sealed to the surface lands.

The Aviorites laid siege to Mount Dolom, but they lacked the ability to cut through the mountain into the halls of Hammerdeep hidden beneath it. For 549 years, until just after the fall of the Ellohian Empire and the beginning of the Age of Politics, Mount Dolom was cut off from contact with the outside world. When the Ellohian Empire fell and the Kingdoms of Avior rose out of its ashes, the Kingdom whose boarders touched the foothills of Mount Dolom, Crealand, sent out emissaries to re-establish contact with the dwarven lords. Crealand thought to re-establish trade, perhaps gaining an edge over the other lands of Aviordom.

What Crealand discovered was hardened clans of warriors. Shortly after retreating into Hammerdeep, the dwarves, burrowing deep beneath the earth in search of precious metals, had released strange abominations hidden in pockets beneath the mountains. Since then, for over 500 years, the dwarves had been battling with these “mind flayers” under the surface of Erath. Tired of the endless conflict and close to defeat, these dwarves made a pact with Crealand, gaining the right to settle among the Crealish lands and the freedom to practice their own religion in return for loyalty to the Crealish Throne and service in the Crealish military. The clans evacuated Mount Dolom, sealing its gates behind them, and have lived primarily in Crealand ever since. It is rumored that in the process, as a result of a final push by the mind flayer horde, the mountain dwarves were forced to leave some of their number behind.

The dwarves that did not manage to return home during the spread of the Ellohian Empire found themselves stranded on the surface of Erath, often around the foothills of the Dolomite Range, specifically in the town of Hammerfast. Such dwarves were forced to convert to Aviorism or die as heretics. Those that converted brought with them advanced knowledge of stonecutting and construction. Since then, they have helped to build some of the grandest sights still found in Aviordom. The Ellohian Empire, however, never forgot that so many dwarves fled and refused the “*true faith*,” nor did they forget how many of these hill dwarves converted and aided the empire only on threat of death. As a result, the Ellohian Empire and the Kingdoms of Aviordom that have succeeded it sometimes harbor anti-dwarvish sentiments. Hill dwarves have had to survive in Aviorite lands, sometimes even hiding their faith in dwarvish gods, through careful application of their intuition and wits.

These days, many hill dwarves are forced to live in dwarvish ghettos seeking work as cheap laborers or underpaid masons. For their troubles, they are frequently accused of heresy and worship of their old gods, greed, or some other slight against the country they have been forced to call home. Indeed, as they tend to make better laborers and masons than the Aviorites, tensions between working class Aviorites and the dwarves that they believe steal their jobs regularly break out into conflicts. Successful dwarves are particularly likely to find themselves the victims of a pogrom. Dwarvish treatment in Cealand tends to be better, especially if the dwarf serves in the military. Dwarven civilians are still sometimes treated unfairly, however, even there. As a result, hill dwarves have split into two factions: “true” hill dwarves continue to teach their children the basic use of weapons as part of their cultural tradition; “city” dwarves focus on teaching their children to become excellent craftsmen, hoping to earn the respect of Aviorites through the benefits that dwarven craftsmen provide Aviorish society.

### Dwarf Subraces

As in other D&D worlds, dwarves can be divided into hill dwarves and mountain dwarves. Additionally, city dwarves can be found in the Kingdoms of Aviordom.

**City Dwarves.** Also known as the kal’dwed, city dwarves have the same dark coloration typical of hill dwarves. Culturally, however, they tend to be more passive, less interested in their people’s warlike history, and more interested in the dwarvish, artisanal traditions. City dwarves use the same statistics as dwarves from *Plane Shift: Kaladesh*.

**Hill Dwarves.** Also known as the nadunrol dwed, hill dwarves are the descendants of the dwarves who preferred to live above ground before the Dawn



Crusade and who could not, or would not, seek refuge in Hammerdeep. These dwarves can be found in almost all of the Kingdoms of Aviordom. In 1492AD, however, Tortugal expelled all “full blooded dwarves” from its borders. To this day, Tortuguese law forbids dwarves from owning their own land in Tortugal and allows merchants to sell goods to dwarves at inflated prices. As a result, few dwarves remain in that country for long. Hill dwarves tend to be shorter and of darker coloration than mountain dwarves.

**Mountain Dwarves.** Also known as the nogaak dwed, mountain dwarves are the descendants of all the dwarves who sought refuge from the Dawn Crusade under Mount Dolom in Hammerdeep. Most mountain dwarves are of lighter complexion and taller stature than their hill dwarf peers. Some mountain dwarves have the darker coloration typical of hill dwarves due to the crossing of bloodlines that occurred during the “Descent.” Such dwarves are known as nadnogaak dwed.

## Elves

When the Aviorites first began to settle and convert the lands that now compose the Kingdoms of Aviordom, they primarily encountered two breeds of elves: the wood elves and the eladrin. The eladrin, or so the myth goes, were the first elves to move from some place called the “Feywild” into the forests of Erath. The eladrin are said to be the first arcane spellcasters of Erath, as long before Eleone rediscovered the magic of the humanist aesthetic forms, eladrin were making magical pacts with the great Archfey of the Feywild. Indeed, eladrin maintain so close a tie to the Feywild that the entire race displays a certain degree of natural magical talent, even to the point of being able to briefly step back into the realm from which they descended. In the early days of the Dawn War, Aviorish priests were surprised to discover that the eladrin people could combat Aviorish prayers with magic that was just as deadly.

Needless to say, the Aviorites did not take kindly to these eladrin and began an inquisition to hunt them to extinction. The wood elves, however, were comparatively mundane. Many of them worshiped the animistic gods of the wilderness, but they did not seem to be as essentially steeped in what the Aviorites called “witchcraft.” In other words, they could be converted. As the Aviorites spread across Erath, skirmishes between elvish tribes and Aviorite settlements became common. Over time, the elves were pushed north-west, until finally the last of the eladrin and many of their wild-elf allies retreated to the continent of Tír na Aval from the city of Thelas Anore.

The Eladrin, with the help of their Archfey patrons, were able to create a mythal to tap into Tír na Aval’s potent ley-lines in order to pull the entire content into the Feywild. In that realm, for a time, the elves flourished. Then, 123 years ago, perhaps as a response to the arcane magic being rediscovered on Erath, the ley lines of the Feywild shifted and Tír na Aval returned to the material plane. To reach Tír na Aval, one must cross the Misty Ocean. In fact, Tír na Aval returned to the material plane at a location further from Erath than it had once occupied. Still, upon the discovery that a new continent was in their reach, the Kingdoms of Aviordom began a quest to colonize this new land.

The guerilla tactics of the elvish people combined with the magical prowess of the eladrin have made hostile confrontation in Tír na Aval difficult. Indeed, strange “river elves” capable of living under water have even made travel over Tír na Aval’s lakes and rivers a dangerous affair filled with sudden sneak attacks launched from underneath burbling brooks and waves. These difficulties have led to hostility and tension between the Aviorish kingdoms who are each seeking to become the first to permanently colonize the “New World.”

In response, Crealand, who has already been fighting an ongoing war with Skálland, has chosen to try and colonize Tír na Aval with the use of diplomacy and trade in combination with the typical Aviorish approach—physical confrontation. Crealand has been successful in often turning eladrin courtiers, elvish tribes, and other races native to Tír na Aval against each other. While Tír na Aval was folded into the Feywild, iron could not exist there (leading many ignorant members of Aviordom to believe that cold iron is somehow dangerous to all eladrin). As such, Crealand has frequently traded metal (or the arcanological innovations of Luftland, such as firearms) to Tír na Aval’s elvish tribes, sometimes gaining their favour. Unfortunately, contact with Aviordom has also spread diseases previously unheard of during Tír na Aval’s 1,193-year recluse from the material plane (which has only served to further propagate rumors about iron’s effect on eladrin).

Some wood elves remained in Aviordom when Tír na Aval retreated, but over time many of these have interbred with Aviorites. As a result, very few true wood elves remain in Erath. On the other hand, their half-elf or “elf-bred,” as they are called in Aviordom, descendants are fairly common. Wood elf tribes that have survived tend to live in nomadic communities that move about in the forests trying to avoid the attention of the Aviorish Churches. It has become a common practice among Erathian wood elves to pay lip-service to Avior’s Order of the Garden, when they are being watched, while actually worshipping the

elvish pantheon. The odd and disorganized form that elvish worship takes makes this particularly easy for their people. Still, a new breed of elf has started to pop up in Aviorish settlements: city elves appear much the same as their wood elf cousins, but they do not sport wood-elf tattoos, and their skin tends towards moderately paler hues.

### Elf Subraces

Unlike other D&D worlds, only four subraces of elf are found across Erath or Tír na Aval: city elves, eladrin, river/sea elves, and wood elves. For reasons that continue to baffle planar scholars, neither high elves nor dark elves have made their home in the world of *Age of Arcana*.

**City Elf.** City elves are a new breed of elf that has started to pop-up in Erath. Born to destitute wood elves forced to make their homes in Aviorish cities, the magical, mutable nature of elves has caused some elves to adapt to their environment. Such elves have come to love the urban jungles that they call home, and they have learned to turn Aviorish cities to their advantage. Such elves tend to have the brown or black hair common to wood elves. Likewise, these elves also typically have brown or hazel eyes. Their skin, however, tends to be paler than the typical wood elf. Likewise, the green hue that seems to serve as an undertone of a wood elf's coloration has been lost to these city elves, and green eyes are also rare among them. Blue eyes, on the other hand, are not unheard of.

**Ability Score Increase.** Your Charisma increases by 1.

**Artful Dodger.** You may attempt to hide even when only lightly obscured by crowds, alleyways, crates, and other forms of urban cover.

**City Elf Weapon Training.** You gain proficiency in the hand crossbow, short sword, and rapier. You do not gain proficiency in the palm pistol.

**Free Runner.** You are trained in Acrobatics and have advantage to all Acrobatics checks made to maintain your balance. Additionally, you may make Acrobatics checks instead of Athletics checks to jump and climb.

**Eladrin.** These elves are the mutable, innately magical courtiers of the Archfey. Their skin tones and hair color change with their moods. They make their home in Tír na Aval. For more information about eladrin, see *Mordenkainen's Tome of Foes*.

**River/Sea Elves.** These pale, blue-haired elves fell in love with the wild beauty of rivers and oceans in the earliest days of the multiverse. They make their homes in the bays, lakes, and rivers of Tír na Aval. For more information about these elves, see the "Sea Elf" in *Mordenkainen's Tome of Foes*.

**Wood Elves.** Also known as wild elves, these green hued, copper skinned, dark haired people with green,

brown, or hazel eyes are fond of complicated tattoos that tell the history of their birth and tribe. Facial tattoos are common among them. Wood elves can be found in both Tír na Aval and Erath. In Tír na Aval, however, they are among the most common races; in Erath, wood elves are a rarity.

### Firbolgs (*Volo's Guide to Monsters*)

Like forest gnomes, firbolgs' innate magical nature has allowed these gentle giants to hide their communities in the forests of the Kingdoms of Aviorism. Rumors say that a large community of these reclusive forest giants still live somewhere among the towering redwoods of the Forêt de Dieu in Élyse. Others claim that they are common in the Frosted Woods. Whatever the case, they are almost never seen.

When one does make an appearance, populations have had varied reactions. Sometimes peasants react in wonder, treating the creatures as signs of good omen. Other times, the green giants have been treated as pariahs; the Puritans have been known to drag one before a town in chains, whipping it along the way, in order to evince Avior's dominion over the land. As a result, firbolgs have learned to treat Aviorites with well earned suspicion.

### Gnomes

Gnomes have historically lived in small boroughs in the woods alongside elvish communities. When the eladrin fled Erath, some gnomes followed them to Tír na Aval. Some remained behind, and to this day, gnomish hermits can be found in the woods of Erath. When found, these hermits are often persecuted by such institutions as the Order of Purification.

In order to avoid persecution, some gnomes have adapted to city life and taken on the trappings of the Aviorish people. Forest gnomes have taken to calling these city-gnomes "rock gnomes" due to the stonework used to build the cities that such gnomes call home. The keen minds and arcanological products made by these rock gnomes have made them welcome additions to the Luftland populous, and rock gnomes are said to have been at the forefront of empirical studies into recent arcanical innovations such as the mass production of firearms and gunpowder; some even claim that it was rock gnomes who first discovered that alchemical secret!

### Gnomish Subraces

As in other D&D worlds, Gnomes from *Age of Arcana* can be categorized as forest gnomes and rock gnomes.

**Forest Gnomes.** These gnomes tend to be hermits who hide in the forests of Erath and Tír na

Aval. Those who live in Erath tend to fear persecution by Aviorish witch-hunters.

**Rock Gnomes.** These gnomes are particularly common in Luftland and are said to be the minds behind many of Aviordom's recent arcanological inventions. Whether that claim is used to applaud or denigrate such gnomes tends to depend on who is voicing the rumor.

## **Goblins (*Volo's Guide to Monsters* and *Guildmasters' Guide to Ravnica*)**

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Goblins are among Erath's many native peoples subjugated by the humans during the Dawn Crusade. Once, goblins, hobgoblins, and bugbears were among eastern Erath's most powerful factions. They fought against orc raiders, elvish colonists, and their dwarf neighbors. Even after the elves had successfully colonized parts of eastern and central Erath, the people of Maglubiyet maintained a kingdom that spanned the foothills of the spine of the world across a region now populated by Crealand and Luftland. As a result, when the humans wound their way down the golden path, the people of the "Conquering God" were the first to be conquered by the Aviorites.

Today, Maglubiyet's children are broken and scattered. Bugbears are little more than stories that Crealish and Luft parents tell to scare their children. Rumors say that hobgoblins can now be found on the eastern side of the Spine of the World, facing the Sandy Sea, but few are ever spotted in the Kingdoms of Aviordom. Goblins, the smallest and least intimidating of Maglubiyet's servants, can still be found riding wolves deep in the Harken Forest and Frosted Woods, but few humans ever encounter them.

The servants of Maglubiyet whisper that one day the three peoples will once again gather into a great host. To date, such whispers have been little more than the hopes of those who have now spent more than a thousand years as the conquered rather than the conquerors. Indeed, among the goblins, some question whether a return to Maglubiyet's dominance would be preferable. For the most part, humans stay out of the deep woods that the goblins call home. For now, in other words, goblins live free.

Bugbears, goblins, and hobgoblins are all likely to be killed on sight by Aviorites. Where a goblin in the company of a bugbear or a hobgoblin would have no chance of being spared, however, there have been stories of lone goblins "adopted" by groups of adventurers and tolerated as a sort of mascot.

## **Goliaths (*Volo's Guide to Monsters*)**

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Goliaths were the first race in Erath to work with the Aviorites instead of fighting against them. This is largely because, in the goliaths' eyes, they played the

same role for the Aviorites that they have for every other race that they have come in contact with since time immemorial: mercenaries. Indeed, the only time goliaths venture down from their homes in the mountain peaks of the Spine of the World is to prove themselves through adventure and conflict as mercenaries among the people of Erath.

As the peaks of the Spine of the World are too remote and inhospitable to be appealing to the Aviorites, goliaths never came to view humans as the existential threat that the rest of Erath perceived them to be. Even the goliaths' form of ancestor worship has proven to be less contentious to Aviorites due to the general lack of "witches" among the goliath people. As a result, to date, dwarves and elves continue to view goliaths with resentment. Goliaths, on the other and, perceive the other humanoids with confusion. They do not understand why dwarves and elves continue to hold them in such disdain; after all, any dwarves or elves left in Erath now play some role in Aviorish society as well!

## **Halflings**

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Halflings were among the original inhabitants of Erath. The stout tribes tended to settle in the shires around Hammerfast. The lightfoot tribes have, since time immemorial, been wanderers and nomads, traveling in caravans or flotillas of riverboats organized by clan. Halflings have never had any real military might.

When the Ellohian Empire began to colonize Erath, the halflings were among the first to be (forcibly) converted to the Aviorite faith, at least in name. Many Halflings, especially among the lightfoot tribes, continue to pray to halfling gods, but they hide that faith by using the names of Aviorite saints and religious figures in place of the original names used by the halfling pantheon, or presenting their own gods as "famous heroes" rather than gods. By and large, Halfling priests tend to worship as members of such sects as the Knights Hospitaller, but they secretly whisper their prayers to Yondalla and not Avior. Many lightfoot halflings whisper prayers to the Halfling god of thievery and trickery, Brandobaris, and it is not unheard of for clerics of Brandobaris to travel amongst lightfoot caravans or flotillas. The

Aviorites tend to view halflings as either odd curiosities or borderline heretics. On one hand, halflings look much like short humans. This has led many Aviorites to surmise that halflings were also made in Avior's image. On the other hand, more than one Aviorite has come to the conclusion that the race's small stature is a sign of their spiritual corruption; some have even likened them to goblins. The race has survived primarily by being as unthreatening as possible.

There are few positions of honest employment in Aviorite society for halfling citizens. Some, particularly among the stout clans, have managed to make a living in the service industry as cooks, brewers, vintners, and tavern staff due to their love of fine food and drink. The lightfoots tend to sell trinkets as they wander from town to town, but in the face of poverty many become thieves (hence the popularity of Brandobaris among lightfoot clans). This, in turn, has soured many towns against the lightfoot people. Most settlements refuse to allow lightfoot caravans or flotillas to set up camp inside their boundaries. Meanwhile, if a caravan or flotilla is set up outside of a settlement, Aviorites are quick to blame any crime on the caravan's members, justified or not.

Colonists from the "New World" tell stories of two other breeds of halfling found in Tír na Aval. To the north, the wild "winterfolk" ride across Tír na Aval's tundra on packs of wolves. Inland, strange reclusive tribes of telepathic halflings nicknamed the "ghostwise" ride owls and use powerful nature magic.

### Halfling Subraces

Halflings in *Age of Arcana* can be divided into the following categories: ghostwise, lightfoot, stout, and winterfolk.

**Ghostwise.** Little is known about these natives from Tír na Aval. Their naming conventions are more like those used by the winterfolk than the lightfeet or stouts of Erath. When encountered, they tend to stay silent. Those who have communicated with them say that they prefer to speak telepathically. They are known for being powerful witches, despite their small size, and seem fond of owls, which are often found in their service. For more information, see the *Sword Coast Adventurer's Guide*.

**Lightfoot.** These halflings travel across the roads and rivers of Erath in caravans and flotillas. They are known for wearing bright, often clashing colors, and their love of music and dancing rivals their cousin's love of fine food and drink.

**Stout.** These tiny gourmands traditionally settled in the shires and hills at the southern foot of Mount Dolom. These days, they often find employment as chefs and vintners and are responsible for many of Erath's famous recipes.

**Winterfolk.** These halflings ride wolves across the northern tundra of Tír na Aval. They are savage, little folk who live in unrelenting hardship. Those who have encountered them say that, despite their size, they are as fierce as the beasts they ride. For more information, see the *Midgard Heroes Handbook*.

### "Half" Elves or "Elf-Bred"

When the elves retreated to Tír na Aval, some wood elves were left behind. Increasingly, romances

between such wood elves and humans became common. These romances would result in half-elves. Some cynics whispered that this was the human's final conquest and eradication of Erath's elvish people. Elvish blood, however, proved to be strong. It would stay in a family line for generations. Sometimes, two humans with distant elf relatives would conceive a "half" elf child. Over time, such children have come to be called the "elf-bred."

### "Half" Orcs and Orcs

The orcish people originally hailed from the frozen northern islands of Skálland. Once, long before the arrival of the Aviorites, they were known as great seafarers and colonizers. In that time, orcs sailed to and colonized the Sunset Isles as well as the northern shores of Erath now under the Crealish flag. While their attempts to settle Erath did lead to some hostilities between the orcs and the elves, the cult of Gruumsh and the violent savagery it promotes was but one of many religions followed by the orcish people, and one considered barbaric by many ancient orcs. Despite their legends that Gruumsh was the father of their species, Orcs of that time primarily worshiped Thrar, the god of war, lighting, and the seas. Gruumsh was seen as an abusive and absent father figure.

When the Aviorites settled Erath, the orcs took little notice. A few tribes raided the Erathian shores, as in ages past, and a few tribes tried to trade with the Aviorite settlements. The Aviorites, however, saw orcish aggression as a universal affront on the part of the entire race. From that moment on, they began a large-scale war designed to cast orcs out of Erath. This hostility had the result of galvanizing the northern orcish people behind their more savage sects, and the cult of Gruumsh grew. These days, the northern orcs continue to raid Erath. The northern kingdom of Crealand has mounted a few wars against Skálland, but the hostile weather conditions of the Frosted Sea and the inhospitable winters of Skálland ended these attempts at retaliation. For the most part, Crealand has become the first line of Aviorite defence against orcish raiders.

Later, Tortuguese explorers found the tropical Sunset Isles in the Misty Seas to the south west of Erath. The people they found there looked much like the orcs they had encountered in the north (though they were somewhat leaner of build), but while they were still ruled by a warrior cast, they were not quite as hostile as their northern kin. The Aviorites dubbed these "half" orcs. Tortugal, recognizing the natural strength and fortitude of the race, saw an opportunity to replace dwarvish labour with a more palatable, less heretical, option. They dubbed the half-orcs as beasts, due to their common appearance with their savage



northern cousins and devotion to Thrar, and proceeded to capture many of them for sale as slaves. Some of these slaves have since achieved freedom, or given birth to free children in Aviordom. Unfortunately, free half-orcs are treated with much the same suspicion and bias as dwarves.

Of particular interest to various scholars is the fact that, by all accounts, when a Skål orc breeds with any other humanoid, the result is a humanoid very similar in its features and disposition to the half-orcs of the Sunset Isles. To date, scholars have not been certain what to make of this fact. Many have surmised that, at some point in the history of the Sunset Isles, the original Skål explorers must have interbred with another species of humanoid native to the islands.

### Orc Subraces

The orcs of the *Age of Arcana* are divided up into orcs and half-orcs.

**Orcs.** These people are the full-blooded natives of Skålland, known as the Skål. Crealand has been engaged in a longstanding conflict with Skål raiders since 893AD. Indeed, from 1001-1004AD, Crealand was engaged in an effort to eradicate the orcs in Skålland: The Skållish Crusade.

Since then, Crealand has favored a defensive strategy, but “pilgrimages” into Skålland by devout members of the Order of Purification or the Puritans are still common. Orcs found in Erath are usually killed on sight. For more information on orcs, see *Volo’s Guide to Monsters*.

**Half-Orcs.** These people are either full blooded natives of the Sunset Isles or else the child of any humanoid to have bred with either a Skål or another half-orc. Half-orcs in Erath are almost always Tortuguese slaves or else the children of Tortuguese slaves who have, for whatever reason, been granted their freedom. This type of slavery is illegal in Luftland. While it is still practiced in Crealand and Élyse, it is not quite as popular in either country, and both countries regulate the practice more strictly than Tortugal.

### Orc Names

The half-orcs of Sunset Isles use similar naming conventions to those found in traditional D&D settings. The Skål, however, use their own naming conventions.

**Male Names:** Agni, Asger, Bjorg, Brynjar, Calder, Colborn, Egil, Eric, Fiske, Folkvar, Gari, Geir, Hjalmar, Hjortr, Ingimarr, Invar, Knud, Leif, Liufr, Oddr, Olin, Ormr, Ove, Rannulfr, Sigurd, Skari, Snorri, Sten, Stigandr, Stigr, Sven, Trygve, Ulf, Vald, Vidar.

**Female Names:** Alfchild, Arnbjorg, Aslog, Auda, Audhid, Bergljot, Birghild, Dagmar, Eerika, Gudrun, Gunborg, Gunhild, Helga, Hillevi, Ingrid, Jorunn, Kari, Olga, Ragna, Ragnhild, Runa, Saga, Sigfrid, Signe, Svanhild, Thorborg, Torunn, Tove, Vigdis, Yngvild.

## Hobgoblins (*Volo’s Guide to Monsters*)

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In days gone by, war was the lifeblood of the hobgoblins. To date, its horrors don’t feature in their nightmares. Their failure, however, does. Maglubiyet’s host was the first to fall when the humans invaded Erath and began the Dawn Crusade. Their defeat was utterly complete, to the point that it is largely a footnote in human history.

Hobgoblins continue to plot their eventual return to glory. To date, nothing has come of this plotting. Hobgoblins can only be found in the Spine of the World. Even there, they are a rarity. Most of their colonies face east, towards the Sandy Sea, rather than west, towards Erath. These days, human nomads and tabaxi have more contact with hobgoblins than the Crealish or Luft. Rumors, however, claim that a hobgoblin host is gathering somewhere in the southern Spine of the World.

## Human Nomads (Kariv Wanderers from *Midgard Heroes Handbook*)

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Human nomads are not like the humans of Erath. They speak Ellohian, have Ellohian names, and they tend to worship Avior (though they have no affiliation with any of the Churches from the Kingdoms of Aviordom). The similarities, however, end there.

These people are, depending on who you ask, either blessed or cursed with a wanderlust not typical of humans. They feel bound to constantly move, never sleeping in the same place twice. What originally invoked this curse is a matter lost to the subject of legends. Those legends, however, speak of terrible error for which the nomads must atone. Some tribes claim that this error created the Sandy Sea. Whatever the case may be, almost all tribes claim to wander the Sandy Sea as guards protecting humanity from “that beyond the stars.”

## Lizardfolk (*Volo’s Guide to Monsters*)

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Lizardfolk are not native to Erath and, like most other beastfolk, are only found in Erath as travelers from Tír na Aval. These cold, calculating, human-eating creatures are often held up as “proof” of the intrinsically inferior nature of Tír na Aval’s people by Aviorites.

For their part, the lizardfolk cannot understand why Aviorites insist on throwing away perfectly good meat. Most of the common people of Erath have never

seen a lizardfolk and know of the creatures only as boogeymen from stories told by Tortuguese colonists. For more information about lizardfolk, see *Volo's Guide to Monsters*.

## Loxodons (*Guildmasters' Guide to Ravnica*)

The loxodons are the massive, bipedal, elephantine humanoids who populate Tír na Aval's far southern regions. Loxodons are known for building impressive stone cities. In fact, outside of the eladrin's magically grown structures, they are the only race in Tír na Aval to build structures on such a massive scale. Colossal loxodon pyramids rising from the jungle floor are an awe-inspiring sight. Lizardfolk tribes have even been known to hire loxodon artisans to build structures for them.

The Tortuguese have come to believe that the loxodon's are the only, truly civilized people in Tír na Aval. Of course, they still see the loxodons as heathen beast-folk. They simply believe that the loxodons are civilized enough to appreciate treasure, and have come to believe that the loxodons are hiding a city filled with great wealth somewhere in Tír na Aval's southern jungles.

This belief has led to horrific conflicts between Tortuguese colonists and loxodon settlements. Where the Tortuguese originally mistook loxodon serenity for passivity, however, these conflicts have roused loxodons to terrifying acts of military might. In Tortugal, the word is now whispered as a curse.

### Loxodon Names

As in Ravnica, a loxodon's name includes subtle tones that can only be produced through the complicated nasal structures of a loxodon's trunk. These sounds indicate status, family connection, and community role, but must be translated into a title when the name is pronounced in other humanoid languages.

**Male Names:** Achcoohtli, Amooxtl, Chicoohua, Coaxooch, Cooyootl, Cualloo, Ehecootl, Etalpooli, Huemooc, Huitzilhootl, Iccautooli, Itztooli, Ixootli, Manauoia, Matlalloo, Necaoolli, Noochehautl, Oollin, Quauoohtli, Teooxihaitl, Tezcacooatl, Uetzayootl, Yaootl.

**Female Names:** Ahueeiliztli, Atlee, Chalchiueeitl, Citaliee, Ceeszcatl, Eleueeia, Eztliee, Icheeyotl, Iteetia, Izelee, Meeyoolehuani, Nahueeatl, Necahueeal, Neeneetl, Ooehtli, Papanee, Patliee, Pheeicoatl, Sancitee, Tepinee, Teeyacapan, Tlalliee, Xieehuieetl, Xiuhcoatlee.

## Ratfolk (*Midgard Heroes Handbook*)

Ratfolk are native to Tír na Aval and were not originally found in Erath. When the colonization of

the "New World" began shortly after Tír na Aval's return in 1493AD, ratfolk were among the first humanoids that the colonizers encountered other than elves and eladrin. At first, their willingness and desire to please Aviorish colonists amused the Aviorites. They thought they had found their first allies in the "New World": scouts and spies willing to provide them with needed information about the world the Aviorites were trying to colonize. Since then, many Aviorites wonder if the ratfolk were not, in fact, working with the Archfey the entire time.

Even as elves and eladrin succumbed to various diseases brought from Erath, the ratfolk infected Aviorite colonies with diseases of their own. While ratfolk always seemed willing to provide Aviorites with information, for a price, leaders among the colonial effort began to suspect that the creatures were in fact gathering information about Aviorite colonies; attacks against those colonies seemed to be planned too well, but only ratfolk and Aviorites had travelled within their walls. Even worse, where ratfolk gathered in large numbers, theft and murder were wont to follow. Within the last 50 years, seemingly without explanation, ratfolk colonies have begun to pop up in the sewers of Aviordom. For many, this is the final piece of "evidence" proving Aviorish suspicions.

Most cities in Élyse and Tortugal ban the presence of ratfolk within their walls. More than one city has hired adventurers to exterminate a ratfolk colony growing in their sewers. Crealand's relation is little better: ratfolk are only allowed to legally congregate outside city walls. This has not, however, stopped the creatures from congregating illegally or interacting with the criminal elements of various cities. Luftland tends to be more accepting, but the presence of tabaxi/catfolk merchants from the Sandy Sea seems to dissuade ratfolk from congregating in overly large numbers, at least in Frankfurt.

## Ravenfolk (*Midgard Heroes Handbook*)

Also known as "Puck's Rookery," like most of the other beastfolk, ravenfolk are not native to Erath and are almost never seen there. In Tír na Aval, they are thought to be servants of the Archfey Robin Goodfellow. Then again, however, ravenfolk are thought to be many often-contradictory things.

The only thing that the colonists know for certain is that the ravenfolk come on the crest of ill-omens: when ravenfolk congregate, sabotage and assassinations are likely to follow. Of course, ravenfolk never seem to gather around human colonies unless they do so with a reason good enough to stave off open violence. This has led Aviordom to nickname them "the peaceful warriors."

## Tabaxi/Catfolk (*Volo's Guide to Monsters*)

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Tabaxi are an anomaly in terms of Aviorite foreign relations. They are not native to Erath. They are also, unlike most beastfolk, not native to Tír na Aval. Instead, the tabaxi hail from the Sandy Sea. Whether that is their original home or not is lost to the annals of history. Like the human tribes who wander the area, nobody remembers where the tabaxi originally came from, why they started to wander the Sandy Sea, or why they chose to stay. These days, however, the tabaxi wander the wastes, nomadically moving from oasis to oasis, creating trade routes between the Old World and Erath, and escorting travellers across the dunes for a price.

Likewise, unlike most non-human races, the tabaxi also worship Avior. Whether this has always been the case or not is as much a mystery as the race's origins. They do not, however, worship the human god in the same aspect as humans. Tabaxi believe Avior to be a giant, golden cat. This has led many Aviorish priests to wonder whether the tabaxi are kindred spirits or heretics. In the face of the dangers of the Sandy Sea, however, and in the interest of maintaining trade routes with the Old World, Aviordom has long held peaceful relations with these feline nomads.

## Tieflings

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In the last 100 years, inexplicably, some human women living in the densest urban centers of Aviordom, usually in the capitals, have given birth to tieflings, or "the cursed" as they are called in Erath. The Papacy of the West Ellohian Church claims that such tieflings are a punishment for society's heretical arcane practices; magic is for the church and the church alone. The Papacy claims that the souls of these children have been poisoned by demons allowed access to this world due to humans meddling in powers they do not fully understand.

The Frankfurt University of Luftland laughs at such claims. According to them, Tieflings are some sort of mutation. The reason for that mutation, however, must be empirically discovered, and none of their experiments have shown that arcane innovation is the cause. While Luftland has opened its doors to these "unfortunates," the Order of Purification attempts to exterminate them whenever they can be found and captured. Crealand, having separated from the West Ellohian Church, is somewhat more lenient, but tieflings still tend to be treated as lepers by Crealish society.

## Tiefling Names

In the *Age of Arcana*, tieflings use human names as described in the section about humans. Some

tieflings, however, join cults and receive "demonic names" from their covens. In such cases, a tiefling should both have a birth name chosen from the section about humans and a cult name chosen as per normal tiefling naming conventions.

## Tortles (*The Tortle Package*)

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Tortles are another species of beastfolk hailing from southern Tír na Aval. Unlike some of Tír na Aval's more warlike species, such as the lizardfolk, however, turtles seem to have little interest in maintaining or defending settlements. As first Élysian and then Tortugese colonists encroached on turtle lands, the race has simply moved. When asked about this laissez faire attitude, they mutter, "we wear our homes on our backs." Indeed, many turtles have expressed curiosity about Avior and seem more than happy to pick up his worship. As a result, turtles tend to be welcomed into Aviorish settlements with more readiness than other native humanoids. Nevertheless, Aviorites are slow to repeat the same "mistake" they made with the ratfolk.

## Races by Location

The sheer number of races found in the Age of Arcana might give one the impression that the world is a cosmopolitan place. That, however, could not be further from the truth. While the courts of the Archfey in Tír na Aval are fairly cosmopolitan, Erath is not.

The following sections are designed to help a player choose a race based on that race's rarity in the game's starting region. Of course, with your DM's permission, you can play a far traveler from any of the world's regions. Be aware, however, that the *Age of Arcana* can be a xenophobic and hostile world to those who find themselves surrounded by people unlike them.

Any race with an asterisk (\*) after its entry is treated hostilely by the local population in power. In some cases, such as with half-orcs in Tortugal, such characters are not usually given personal rights and are typically enslaved. In others, such as with tieflings in Élys or dwarves in Tortugal, such characters are permitted to travel through the region, but they will not be allowed to purchase land, services, or goods from most sellers (at least without paying inflated prices). In others, such as with goblins in any country other than Luftland or orcs in Crealand, such characters will be killed on sight. Players should speak to the DM before choosing such races.

A race that does not have an entry in any given country can still, potentially, be found there as an anomaly or traveler from a distant land. Such cases, however, are statistically insignificant. If a race is not listed in a given country's stat block, an individual could spend their entire lives exploring and traveling throughout the country in question without ever

seeing a member of that race. For example, the average adventurer in Erath could spend their entire life traveling the region without ever seeing one of the bearfolk or a loxodon.

## Erath

### Crealand

#### Common

Humans

#### Uncommon

Half Elves, called “Elf-Bred”

Dwarves (total)

Halflings (total)

#### Rare

Dwarves (City) (use the dwarf stats from *Plane Shift: Kaladesh*)

Dwarves (Hill)

Dwarves (Mountain)

Elves (Wood)

Halflings (Lightfoot)

Halflings (Stout)

Gnomes (Rock)

Ratfolk (*Midgard Heroes Handbook*)\*

#### Very Rare

Aasimar (total), called the “St. Born” (*Volo’s Guide to Monsters*)

Bavanshee\*

Orcs (*Volo’s Guide to Monsters*)\*

Elves (City)

Firbolgs

Goblins (*Volo’s Guide to Monsters* and *Guildmasters’ Guide to Ravnica*)\*

Goliaths (*Volo’s Guide to Monsters*)

Gnomes (Forest)

Half-Orcs

Tieflings, called the “Cursed”

## Élys

#### Common

Humans

#### Uncommon

Half Elves, called “Elf-Bred”

Halflings (total)

#### Rare

Dwarves (City) (use the dwarf stats from *Plane Shift: Kaladesh*)

Dwarves (Hill)

Elves (City)

Halflings (Lightfoot)

Halflings (Stout)

Gnomes (Rock)

Ratfolk (*Midgard Heroes Handbook*)\*

#### Very Rare

Aasimar (total), called the “St. Born” (*Volo’s Guide to Monsters*)

Bavanshee\*

Elves (Wood)

Firbolgs

Goblins (*Volo’s Guide to Monsters* and *Guildmasters’ Guide to Ravnica*)\*

Gnomes (Forest)

Half-Orcs

Tieflings, called the “Cursed”\*

### Luftland

#### Common

Humans

Uncommon

Gnomes (Rock)

Half Elves, called “Elf-Bred”

Halflings (total)

#### Rare

Dwarves (City) (use the stats from *Plane Shift: Kaladesh*)



Dwarves (Hill)

Elves (total)

Halflings (Lightfoot)

Halflings (Stout)

Tieflings, called the “Cursed”

### Very Rare

Aasimar (total), called the “St. Born” (*Volo’s Guide to Monsters*)

Bavanshee\*

Elves (City)

Elves (Wood)

Firbolgs

Goblins (*Volo’s Guide to Monsters* and *Guildmasters’ Guide to Ravnica*)

Goliaths (*Volo’s Guide to Monsters*)

Gnomes (Forest)

Half-Orcs

Human Nomads (use the Kariv Wanderer stats from the *Midgard Heroes Handbook*)

Ratfolk (*Midgard Heroes Handbook*)

Tabaxi/Catfolk (*Volo’s Guide to Monsters*)

## West Ellohia

### Common

Humans

### Uncommon

Half Elves, called “Elf-Bred”

### Rare

Aasimar (total), called the “St. Born” (*Volo’s Guide to Monsters*)

Dwarves (City) (use the dwarf stats from *Plane Shift: Kaladesh*)

Halflings (Stout)

Gnomes (Rock)

### Very Rare

Bavanshee\*

Elves (City)

Half-Orcs\*

Ratfolk (*Midgard Heroes Handbook*)\*

Tieflings, called the “Cursed”\*

## Tortugal

### Common

Humans

### Uncommon

Half Elves, called “Elf-Bred”

Halflings (total)

Half-Orcs\*

### Rare

Halflings (Lightfoot)

Halflings (Stout)

Ratfolk (*Midgard Heroes Handbook*)\*

### Very Rare

Aasimar (total), called the “St. Born” (*Volo’s Guide to Monsters*)

Bavanshee\*

Dwarves (City) (use the Dwarf stats from *Plane Shift: Kaladesh*)\*

Dwarves (Hill)\*

Elves (City)

Gnomes (Rock)

Tieflings, called the “Cursed”\*

## Sandy Sea

### Uncommon

Human Nomads (use the Kariv Wanderer stats from the *Midgard Heroes Handbook*)

Tabaxi/Catfolk (*Volo’s Guide to Monsters*)

### Very Rare

Hobgoblins (*Volo’s Guide to Monsters*)

## Skålland

### Common

Orcs (*Volo’s Guide to Monsters*)

Half-Orcs

## Spine of the World

### Uncommon

Goliaths (*Volo's Guide to Monsters*)

Goblins (*Volo's Guide to Monsters* and *Guildmasters' Guide to Ravnica*)

### Rare

Hobgoblins (*Volo's Guide to Monsters*)\*

## Tír na Aval

### Central Region

#### Common

Centaurs (*Guildmasters' Guide to Ravnica*)

Ratfolk (*Midgard Heroes Handbook*)

#### Uncommon

Humans

Ravenfolk (*Midgard Heroes Handbook*)

#### Rare

Elves (Eladrin) (*Mordenkainen's Tomb of Foes*)

Halflings (Ghostwise) (*Sword Coast Adventurer's Guide*)

#### Very Rare

Bavanshee

### Eastern Region

#### Common

Elves (Wood)

Humans

Ratfolk (*Midgard Heroes Handbook*)

#### Uncommon

Elves (Eladrin) (*Mordenkainen's Tomb of Foes*)

Elves (River/Sea) (*Mordenkainen's Tomb of Foes*)

Gnomes (Forest)

Ravenfolk (*Midgard Heroes Handbook*)

#### Rare

Halflings (Ghostwise) (*Sword Coast Adventurer's Guide*)

#### Very Rare

Bavanshee

### Northern Region

#### Uncommon

Elves (Wood)

Halflings (Winterfolk) (*Midgard Heroes Handbook*)

#### Rare

Bearfolk (total) (*Midgard Heroes Handbook*)

Elves (Eladrin) (*Mordenkainen's Tomb of Foes*)

#### Very Rare

Bavanshee

Elves (River/Sea) (*Mordenkainen's Tomb of Foes*)

Halflings (Ghostwise) (*Sword Coast Adventurer's Guide*)

Ravenfolk (*Midgard Heroes Handbook*)

### Southern Region

#### Common

Elves (Wood)

Lizardfolk (*Volo's Guide to Monsters*)

Ratfolk (*Midgard Heroes Handbook*)

#### Uncommon

Elves (Eladrin) (*Mordenkainen's Tomb of Foes*)

Elves (River/Sea) (*Mordenkainen's Tomb of Foes*)

Humans

Loxodons (*Guildmasters' Guide to Ravnica*)

Tortles (*The Turtle Package*)

Rare

Centaurs (*Guildmasters' Guide to Ravnica*)

Halflings (Ghostwise) (*Sword Coast Adventurer's Guide*)

Very Rare

Bavanshee

Ravenfolk (*Midgard Heroes Handbook*)

Western Region

Common

Centaurs (*Guildmasters' Guide to Ravnica*)

Bearfolk (all) (*Midgard Heroes Handbook*)

Elves (Wood)

Ratfolk (*Midgard Heroes Handbook*)

Uncommon

Elves (Eladrin) (*Mordenkainen's Tomb of Foes*)

Elves (River/Sea) (*Mordenkainen's Tomb of Foes*)

Gnomes (Forest)

Ravenfolk (*Midgard Heroes Handbook*)

Rare

Halflings (Ghostwise) (*Sword Coast Adventurer's Guide*)

Very Rare

Bavanshee

The Classes

Your character can be of any class that appears in the *Player's Handbook* (or other sources, with your DM's permission). Depending on your location, certain classes and subclasses may be especially appropriate, and other classes may be stigmatized by the local population and even subject to violent prejudice. This section explains the social role that each class plays in the *Age of Arcana*. Additionally, it provides suggestions as to what races the subclasses of any given class are particularly well suited for.

If you already know what class you would like to play, this section can be used to help you choose a race and understand your character's place in the world. Alternatively, if you already know what race

you would like your character to be, this section can help you choose a class. This section, however, should be thought of as suggestive rather than exhaustive or prescriptive. Just because circle-of-spore druids tend to be eladrin rather than wood elves, that doesn't mean that there are no wood elf circle-of-spore druids wandering the forests of the world.

Suggestions regarding what classes are commonly found among specific factions can be found in Chapter 4: Factions.

Any class or subclass with a plus (+) after its entry is considered to be a witch by the Kingdoms of Avior. If a religious, non-player character affiliated with one of the Aviorish churches recognizes class or subclass specific powers from such selections being used, they are likely to become hostile towards the "witch" (as determined by the DM). A character can recognize that supernatural powers belong to a class or subclass designated as a "witch" with an Intelligence (Religion or Arcana) check. The DC is determined by the DM. The Recognizing Witchcraft table can be used as a guideline.

Recognizing Witchcraft

Type of Power Used	Intelligence (Religion or Arcana) Check DC
Spell	15 + spell level
Spell that can only be found on spell lists belonging to "witches"	10 + spell level
Obviously supernatural class power	5 + ½ the level at which the power is granted
Obviously supernatural class power with an effect similar to what a cleric of Avior or a wizard of arcane philosophy might be able to replicate with a spell	10 + ½ the level at which the power is granted
Subtle supernatural class power	10 + ½ the level at which the power is granted
Subtle supernatural class power with an effect similar to what a cleric of Avior or a wizard of arcane philosophy might be able to replicate with a spell	15 + ½ the level at which the power is granted

Barbarian

Barbarians in the *Age of Arcana* usually represent fearsome warriors dedicated to the old, animistic faiths. Barbarians are common among the Skål, Sunset Islanders, and various peoples from Tír na Aval. Some barbarians may also be found among the goliaths in the Spine of the World. In Erath, barbarians are rare. Those that do exist are usually cultists. Though it is unusual, from time to time one of

Avior's faithful are inspired to follow the path of the zealot.

### Barbarian

Subclass	People	Location
Path of the Ancestors <sup>1+</sup>	Bearfolk, Centaurs, Elves (Wood), Firbolgs, Halflings (Ghostwise, Winterfolk), Half-Orcs, Tortles	Erath (among races in hiding), Sunset Isles, Tír na Aval
Path of the Ancestral Guardian <sup>2+</sup>	Bearfolk, Centaurs, Goliaths, Half-Orcs, Loxodons, Tortles	Spine of the World, Sunset Isles, Tír na Aval
Path of the Berserker	Bearfolk, Goliaths, Half-Orcs, Orcs, Lizardfolk, Loxodons, Tieflings	Erath (among cultists), Skålland, Spine of the World, Sunset Isles, Tír na Aval
Path of the Juggernaut <sup>3</sup>	Goliaths	Spine of the World
Path of the Storm Herald <sup>2+</sup>	Half-Orcs, Orcs	Skålland, Sunset Isles
Path of the Totem Warrior <sup>+</sup>	Bearfolk, Halflings (Winterfolk), Half-Orcs, Lizardfolk, Loxodons, Ratfolk, Ravenfolk, Tortles	Sunset Isles, Tír na Aval
Path of the Zealot <sup>2</sup>	Humans, Orcs	Erath, Skålland

1. Appears in *Midgard Heroes Handbook*

2. Appears in *Xanathar's Guide to Everything*

3. Appears in the *Tal'Dorei Campaign Setting*

### Bard

Bardic magic was the first type of arcane magic to be practiced in the Kingdoms of Avior. In 1102AD, Eléone Bailliu of Élys rediscovered arcane magic during a pilgrimage to Old Ellohia. After returning to West Ellohia as a bard, Eléone managed to convince the Ellohian Church that bardic magic should be accepted as it could be used to literally sing Avior's praise.

Bards can be found among all peoples in the *Age of Arcana*. They are particularly common among Élysians, eladrin, lightfoot halflings, and tabaxi. In some cultures, particularly in Tír na Aval, bards will fulfill roles similar to that of a priest. Even in Erath, more than one bard has preached from the pulpit in the name of Avior.

### Bard

Subclass	People	Location
College of Entropy <sup>1</sup>	Humans, Aasimar (Fallen), Half-Elves	Erath

College of Glamour <sup>2</sup>	Bavanshee, Elves (Eladrin), Half-Elves, Halflings (Lightfoot)	Erath (rarely), Tír na Aval
College of Lore	Humans, Aasimar (any), Elves (any), Firbolgs, Half-Elves, Halflings (Ghostwise, Lightfoot, Winterfolk), Hobgoblins, Loxodons, Ravenfolk, Tabaxi, Trotles	Erath, Sandy Sea, Tír na Aval
College of Swords <sup>2</sup>	Goblins, Halfling (Lightfoot), Human Nomads, Tabaxi, Ravenfolk	Erath (rarely), Sandy Sea, Tír na Aval
College of Valor	Goliaths, Half-Orcs, Orcs, Hobgoblins	Skålland, Spine of the World, Sunset Islands
College of Whispers <sup>2+</sup>	Bavanshee, Elves (Eladrin), Hobgoblins, Ratfolk, Ravenfolk	Spine of the World, Tír na Aval
Greenleaf College <sup>1</sup>	Elves (Eladrin, Wood), Half-Elves	Erath, Tír na Aval

1. Appears in *Midgard Heroes Handbook*

2. Appears in *Xanathar's Guide to Everything*

### Cleric

Clerical magic has largely been the domain of dwarves and humans. In the name of Avior, the humans waged the Dawn Crusade against Erath, eventually conquering the entire region. In the name of Avior, humans continue to wage war against Skålland and Tír na Aval. Avior is a complicated god whose many facets represent multiple domains of worship, but Avior is usually intolerant of the worship of other gods.

In Crealand, the Ascendant Accords with Hammerdeep give any dwarf who is under the age of adulthood or who has served a term of service in the Crealish military the right to worship their own gods—even practicing witchcraft in their name—without reprisal from the Church. While the Accords were signed in 830AD—704 years before the Reformation of the Crealish Church in 1534AD—the Crown has honored the Ascendant Accords to this day and applies its agreements to the Reformist Crealish Church, much to the chagrin of Puritan witch-hunters.

That being said, Clerical practices can also be found among other peoples, as in the case of Erathian halflings who secretly worship their own gods under the disguise of Aviorish saints. In Tír na Aval, however, druids are more common than clerics



(though clerical traditions do exist there, particularly in the southern region).

## Cleric

Subclass	People	Location
Apocalypse Domain <sup>1</sup>	Humans, Aasimar (Scourge, Fallen), Dwarves (City), Elves (City), Goblins, Half-Elves, Hobgoblins, Orcs	Crealand, Luftland, Skålland, Spine of the World (rare)
Beer Domain <sup>1+</sup>	Dwarves (Hill, Mountain), Halflings (Stout)	Crealand
Blood Domain <sup>2+</sup>	Bavanshee, Lizardfolk, Loxodons	Erath (rare), Southern Tír na Aval, Tír na Aval (rare)
Cat Domain <sup>1</sup>	Tabaxi	Sandy Sea
Darkness Domain <sup>1+</sup>	Bavanshee, Elves (any), Gnomes (Forest), Goblins, Ratfolk, Tieflings	Erath (rare), Tír na Aval (rare)
Forge Domain <sup>3+</sup>	Dwarves (Hill, Mountain)	Crealand
Grave Domain <sup>3</sup>	Humans, Aasimar (any), Half-Elves	Élyse, Luftland, Tortugal, West Ellohia
Hunger <sup>1+</sup>	Bavanshee, Lizardfolk, Ratfolk	Erath, Tír na Aval
Hunting Domain <sup>1</sup>	Humans, Elves (River/Sea, Wood), Half-Elves, Lizardfolk	Crealand, Luftland, Tír na Aval (rare, except among lizardfolk)
Justice Domain <sup>1</sup>	Humans, Aasimar (Scourge, Fallen)	Élyse, Tortugal, West Ellohia
Knowledge Domain	Humans, Dwarves (City), Gnomes (Rock), Half-Elves	Erath
Life Domain	Humans, Aasimar (Protector), Dwarves (City, Hill), Elves (City), Half-Elves, Halflings (Stout, Lightfoot)	Erath
Light Domain	Humans, Aasimar (Protector, Scourge), Half-Elves	Élyse, Tortugal, West Ellohia
Moon Domain <sup>1+</sup>	Bavanshee, Bearfolk, Elves (any), Firbolgs, Gnomes (Forest), Ratfolk, Tieflings	Erath (among races in hiding), Tír na Aval (rare)
Mountain Domain <sup>1+</sup>	Dwarves (Mountain), Goliaths	Crealand, Spine of the World (rare)

Nature Domain	Humans, Elves (Wood), Gnomes (Forest), Half-Elves, Lizardfolk, Tortles	Erath, Southern Tír na Aval
Ocean Domain <sup>1+</sup>	Elves (River/Sea)	Tír na Aval
Order Domain <sup>4</sup>	Humans, Aasimar (any), Dwarves (City), Half-Elves, Loxodons	Élyse, Southern Tír na Aval, Tortugal, West Ellohia
Prophecy Domain <sup>1</sup>	Any	Any (rare)
Tempest Domain <sup>+</sup>	Half-Orcs	Sunset Isles
Travel Domain <sup>1</sup>	Centaur, Halflings (Lightfoot, Winterfolk), Human Nomads, Tabaxi	Erath, Sandy Sea, Tír na Aval
Trickery Domain <sup>+</sup>	Halflings (Lightfoot), Ravenfolk	Erath, Tír na Aval
War Domain	Humans, Aasimar (any), Dwarf (Hill, Mountain), Goliaths, Half-Orcs, Hobgoblins, Orcs	Erath, Skålland, Spine of the World
Void Domain <sup>1+</sup>	Bavanshee, Elves (Eladrin), Tieflings	Erath (rare), Tír na Aval (rare)
Wine Domain <sup>5+</sup>	Elves (Wood), Half-Elves	Erath, Tír na Aval (rare)

1. Appears in *Midgard Heroes Handbook*
2. Appears in the *Tal'Dorei Campaign Setting*
3. Appears in *Xanathar's Guide to Everything*
4. Appears in the *Guildmasters' Guide to Ravnica*
5. Use the same statistics as for a Beer Domain cleric, but replace all references to beer with references to wine

## Druid<sup>+</sup>

Druids are typically animistic, pagan priests. Collectively, all druidic practices are known as the Old Faith. According to Aviordom, druids are witches, and both the Crealish Reformist Church and the West Ellohian Church preach that one should not suffer a witch to live. Puritan Witch-Hunters and Ellohian Inquisitors both hunt and exterminate druids as witches when said druids can be found. In Erath, however, druids will frequently pretend to be clerics of nature dedicated to Avior in order to escape the wrath of the Aviorish faith.

Among apocryphal scholars, some whisper that Avior's clerics of nature are actually an outgrowth and adaptation of druidic practice. Such scholars claim that the Order of the Garden and the Knights of the Garden—who ordained their order in 446AD, and who were the first clerics of nature and paladins to swear an oath of the ancients in dedication to Avior—based their religious rites on the practices and writing of eladrin covens from the time of the Dawn Crusade.

## Druid

Subclass	People	Location
Circle of Dreams <sup>1</sup>	Elves (Eladrin), Firbolgs, Gnomes (Forest), Halflings (Ghostwise)	Erath (among races in hiding), Tír na Aval
Circle of Spores <sup>2</sup>	Bavanshee, Elves (Eladrin), Gnomes (Forest), Goblins, Lizardfolk, Ratfolk	Erath (among races in hiding), Spine of the World, Tír na Aval
Circle of Stones <sup>3</sup>	Bearfolk, Centaurs, Elves (Eladrin, Wood), Firbolgs, Gnomes (Forest), Goblins, Halflings (Ghostwise, Winterfolk)	Erath (among races in hiding), Spine of the World, Tír na Aval
Circle of the Land	Bearfolk, Centaurs, Elves (Wood), Firbolgs, Gnomes (Forest), Goblins, Halflings (Ghostwise, Winterfolk), Lizardfolk, Ratfolk, Turtles	Erath (among races in hiding), Spine of the World, Tír na Aval
Circle of the Moon	Elves (Wood), Gnomes (Forest), Goblins, Halflings (Ghostwise, Winterfolk), Ratfolk	Erath (among races in hiding), Spine of the World, Tír na Aval
Circle of the Shepherd <sup>1</sup>	Bearfolk, Centaurs, Elves (Wood), Firbolgs, Gnomes (Forest), Goblins, Halflings (Ghostwise, Winterfolk), Lizardfolk, Turtles	Erath (among races in hiding), Spine of the World, Tír na Aval

1. Appears in *Xanathar's Guide to Everything*

2. Appears in *Guildmasters' Guide to Ravnica*

3. Appears in *Midgard Heroes Handbook*

## Fighter

Fighters are one of the most common classes in the *Age of Arcana*. Virtually every people, nation, and faction make use of professional, martial combatants. In a world prone to violent conflicts, fighters are the backbone of every power-group.

### Fighter

Subclass	People	Location
Arcane Archer <sup>1</sup>	Elves (Eladrin, Wood), Ratfolk, Ravenfolk	Erath (rare), Tír na Aval
Battle Master	Any	Any

Cavalier <sup>1</sup>	Humans, Half-Elves	Erath
Crack Shot <sup>2</sup>	Humans, Dwarves (City), Elves (City), Half-Elves, Gnomes (Rock)	Erath
Champion	Any	Any
Eldritch Knight	Humans, Elves (Eladrin), Loxodons	Luftland, Tír na Aval
Samurai <sup>1</sup>	Hobgoblins, Loxodons	Spine of the World, Southern Tír na Aval
Shieldbearer <sup>3</sup>	Dwarves (Mountain), Loxodons	Cremland, Southern Tír na Aval
Sword-Dancer <sup>3</sup>	Human Nomads, Ravenfolk, Tabaxi	Sandy Sea, Tír na Aval

1. Appears in *Xanathar's Guide to Everything*

2. Appears in this chapter

3. Appears in *Midgard Heroes Handbook*

## Monk

Once, when hobgoblins ruled the eastern region of Erath, traditions of ascetic martial combat were common. To date, there are those who have studied the practices of the hobgoblins and tried to keep their ancient martial knowledge alive. Others have adapted that knowledge into new styles of combat. Such practitioners, however, are exceedingly rare. Even in Tír na Aval, monastic traditions are uncommon. That being said, among the tabaxi and human nomads that wander the Sandy Sea such traditions are relatively common, and it is rumored that across the Sandy Sea many monastic traditions have flourished.

### Monk

Subclass	People	Location
Way of the Cobalt <sup>1</sup>	Humans	Erath (rare)
Soul		
Way of the Drunken Master <sup>2</sup>	Goblins, Ratfolk	Erath, Spine of the World, Tír na Aval
Way of the Four Elements	Human Nomads, Tabaxi	Sandy Sea
Way of the Kensei	Hobgoblins, Human Nomads, Tabaxi	Sandy Sea, Spine of the World
Way of the Open Hand	Human Nomads, Tabaxi	Sandy Sea
Way of the Shadow	Humans, Bavanshee, Hobgoblins, Tabaxi	Erath (rare), Sandy Sea, Spine of the World
Way of the Sun Soul <sup>2</sup>	Humans, Aasimar (Protector, Scourge), Human Nomads, Tabaxi	Erath (rare), Sandy Sea

1. Appears in the *Tal'Dorei Campaign Setting*

2. Appears in *Xanathar's Guide to Everything*

## Paladin

Religious, holy warriors sworn to rigid oaths of behavior are particularly common among the West Ellohian Church. That being said, these religious soldiers can be found amongst all of the various religious factions of Aviorodom.

The three most common groups to inspire such combatants are the Knights Templar, the Knights of the Garden, and the Order of Purification. In Crealand, the birthplace of the Order and Knights of the Garden, paladins who have sworn an oath of the ancients in Avior's name continue to be common despite the Crealish Reformation. In Luftland, pacifist knights who view Aviorodom's violent history of conquest as a source of shame and a perversion of Avior's good name have recently begun to flourish, occasionally going so far as to wander the Kingdoms of Aviorodom to preach their "good word." They are usually considered to be oddities at best and heretics at worst by the rest of Erath, but in Crealand, such paladins have found sympathetic ears among those opposed to the behavior of witch-hunters.

In Tír na Aval, paladins are virtually unheard-of. There, barbarians, hexblade warlocks, and other warlocks who have made a pact of the blade tend to fulfill the role that paladin's play in Aviorish culture.

### Paladin

Subclass	People	Location
Oath of Conquest <sup>1</sup>	Humans, Aasimar (Scourge, Fallen)	Élyse, Tortugal, West Ellohia
Oath of Devotion	Humans, Aasimar (Protector, Scourge)	Élyse, Luftland, Tortugal, West Ellohia
Oath of Redemption <sup>1</sup>	Humans, Aasimar (Protector)	Crealand, Luftland
Oath of the Ancients	Humans, Aasimar (Protector), Half-Elves	Crealand, Élyse, Tortugal, West Ellohia
Oath of Vengeance	Humans, Aasimar (Scourge, Fallen)	Élyse, Tortugal, West Ellohia

1. Appears in *Xanathar's Guide to Everything*

## Ranger

Rangers are soldiers and scouts who have picked up various forms of nature magic to supplement their martial skills. In Erath, rangers usually take the form of Hunters or Monster Slayers working to protect the Kingdoms of Aviorodom from the creatures that still lurk in the remote or infrequently traveled regions of Erath. In Tír na Aval and among Erath's races in hiding, rangers are both more common and feral in style. Gloom Stalkers hunt the darkest woods, and Beast Masters run alongside their animal companions. Perhaps the strangest of all rangers are the Horizon Walkers who claim to protect the world

from extra-planer threats seeking admittance to Prime realm.

### Ranger

Subclass	People	Location
Beast Master	Elves (Wood), Firbolgs, Gnomes (Forest), Goblins, Halflings (Ghostwise, Winterfolk), Lizardfolk	Erath, Spine of the World, Tír na Aval
Gloom Stalker <sup>1</sup>	Bavanshee, Dwarves (Mountain), Elves (Wood), Goblins, Halflings (Ghostwise), Lizardfolk, Ratfolk	Erath, Spine of the World, Tír na Aval
Horizon Walker <sup>1</sup>	Aasimar (any), Bearfolk, Elves (Eladrin, Wood), Firbolgs, Halflings (Ghostwise), Human Nomads, Loxodons, Tabaxi, Tieflings, Tortles	Erath, Sandy Sea, Tír na Aval
Hunter	Humans, Centaurs, Elves (Wood), Halflings (Winterfolk), Lizardfolk	Erath, Tír na Aval
Monster Slayer <sup>1</sup>	Humans, Aasimar (any), Elves (Wood), Halflings (Ghostwise), Tortles	Erath, Tír na Aval

1. Appears in *Xanathar's Guide to Everything*

## Rogue

Rogues, like fighters, are one of the most common classes in *The Age of Arcana*. The class covers everything from ne'er-do-wells seeking to make extra coin, illegally, to various inquisitors, exorcists, or witch-hunters in the employ of the various Aviorish Churches. Rogues are, essentially, martial practitioners who employ some degree of cunning rather than pure martial capability to achieve their ends. Occasionally, this means dabbling in arcane or religious practices. More often, it means the clever application of various skills and tools. Rumors also tell tales of the Whispers: rogues who use their natural, magical lineage to step between worlds in a manner reminiscent of the fey (who frequently practice the art).

### Rogue

Subclass	People	Location
Arcane Trickster	Humans, Elves (Eladrin, City), Gnomes (any), Ratfolk, Tieflings	Luftland, Tír na Aval
Assassin	Humans, Bavanshee, Elves (any), Goblins, Human Nomads, Ratfolk, Ravenfolk, Tabaxi	Erath, Sandy Sea, Spine of the World, Tír na Aval
Dualist <sup>2</sup>	Humans, Elves (City), Half-Elves	Erath
Fixer <sup>2</sup>	Humans, Elves (City), Half-Elves	Erath
Inquisitive <sup>1</sup>	Humans, Dwarves (City), Loxodons, Ratfolk, Ravenfolk, Tabaxi	Erath, Sandy Sea, Tír na Aval
Mastermind <sup>1</sup>	Humans, Bavanshee, Elves (Eladrin, City), Hobgoblins, Ratfolk, Tieflings	Erath, Spine of the World, Tír na Aval
Night Stalker <sup>3</sup>	Humans, Aasimar (Scourge, Fallen)	Crealand, Élyse, Tortugal, West Ellohia
Scout <sup>1</sup>	Humans, Elves (Wood, River/Sea), Goblins, Gnomes (Forest), Firbolgs, Halfings (Ghostwise, Lightfoot, Winterfolk), Human Nomads, Lizardfolk, Ratfolk, Ravenfolk, Tabaxi	Erath, Sandy Sea, Spine of the World, Tír na Aval
Swashbuckler	Humans, Elves (City), Half-Elves, Human Nomads, Tabaxi	Erath, Sandy Sea
Thief	Humans, Elves (City, Wood), Half-Elves, Halfings (Lightfoot), Ratfolk, Ravenfolk	Erath, Tír na Aval
Thug <sup>3</sup>	Humans, Dwarves (Hill), Goblins, Half-Orcs, Hobgoblins, Lizardfolk, Loxodons, Orcs, Tieflings	Erath, Spine of the World, Tír na Aval
Whisper <sup>2</sup>	Bavanshee, Elves (Eladrin), Ravenfolk	Erath (rare), Tír na Aval

1. Appears in *Xanathar's Guide to Everything*

2. Appears in *Midgard Heroes Handbook*

3. Appears in this chapter

## Sorcerer

Sorcerers represents various spellcasters whose magic is innate. In some cases, this capability is a product of their bloodline or the touch of cosmic forces. Most sorcerers of this type are considered to be witches by the Aviorish Churches. Such casters are common in Tír na Aval. Divine Souls born with the touch of Avior are an exception to the usual Aviorite attitude towards arcane, cosmic gifts, but the Ellohian Church and the Puritans still keep a careful eye on such practitioners. These zealous sects frequently label Divine Souls who go against their organization's will as heretics rather than icons of Avior's divinity. Wild Mages, on the other hand, are typically the product of Luft arcanological experimentation gone awry, and they are usually thought of as a type of wizard.

### Sorcerer

Subclass	People	Location
Divine Soul <sup>1</sup>	Humans, Aasimar (any)	Erath
Draconic Bloodline <sup>+</sup>	Elves (Eladrin), Human Nomads	Sandy Sea, Tír na Aval
Sanguinaphage <sup>2**</sup>	Bavanshee	Erath, Tír na Aval
Shadow Bloodline <sup>3+</sup>	Bavanshee, Elves (Eladrin), Ravenfolk	Tír na Aval
Shadow Magic <sup>1+</sup>	Aasimar (Fallen), Bavanshee, Elves (Eladrin), Tieflings	Erath, Tír na Aval
Storm Sorcery <sup>1+</sup>	Elves (Eladrin, River/Sea)	Tír na Aval
Wild Magic	Humans, Elves (Eladrin), Goblins	Luftland, Spine of the World, Tír na Aval

1. Appears in *Xanathar's Guide to Everything*

2. Appears in this chapter

3. Appears in *Midgard Heroes Handbook*

\*Only members of the listed races may choose this subclass.

## Warlock<sup>+</sup>

Warlocks are the original "witches." During the Dawn Crusade, eladrin warlocks sworn to the Archfey caused the Ellohian Church no end of troubles. To date, cults dedicate to the Archfey, Fiends, or even stranger Old Ones continue to be hunted by Ellohian Inquisitors and Puritan Witch-Hunters. Even those who have made a pact with Avior (The Celestial) are considered to be heretics according to the Ellohian Church and Crealish Puritans. Such warlocks are seen as thieves siphoning divine energy instead of earning it through proper worship.

In the Sandy Sea, the human nomads and tabaxi take a kinder view towards warlocks (despite their ostensible faith in Avior). In fact, more than one has



made a pact with one of the Genie Lords to help them protect their communities. When such warlocks visit Erath, the Church of Luftland tends to turn a blind eye. Other churches, however, are less forgiving.

In Tír na Aval, warlocks are common. Indeed, on that continent, many take up roles as community leaders, not unlike Aviorish clerics or bardic preachers in Erath.

Warlock

Subclass	People	Location
The Archfey	Elves (Eladrin), Ravenfolk	Tír na Aval
The Celestial <sup>1</sup>	Humans, Aasimar (any), Half-Elves	Erath (rare)
The Fiend	Humans, Half-Elves, Tieflings	Erath
The Genie Lord <sup>2</sup>	Human Nomads, Tabaxi	Sandy Sea
The Great Old One	Humans, Goblins, Half-Elves, Hobgoblins, Lizardfolk, Loxodons, Ratfolk, Ravenfolk, Tieflings	Erath, Spine of the World, Tír na Aval
The Hexblade <sup>1</sup>	Bavanshee, Elves (Eladrin), Half-Elves, Tieflings	Erath, Tír na Aval

1. Appears in *Xanathar’s Guide to Everything*

2. Appears in *Midgard Heroes Handbook*

Wizard

In 1102AD, Eléone Bailliu of Élys rediscovered arcane magic during a pilgrimage in the East and returned to West Ellohia as a bard. By 1262AD, however, bardic magic under the auspices of the College of Lore had begun to change. With increasing frequency, arcane practitioners in Erath would study the common patterns found in all magical practice and enact these patterns not as aesthetic, but as formula. Their argument was that by studying these formulae, they were studying the structures with which Avior created reality.

It is not clear who was the first wizard in Erath. In 1262AD, however, Nicolas Auguste became the first Evoker to use arcane magic in battle between Élys and Tortugal. In 1299AD, Gert-Jan ter Hogt became the first Transmuter to enchant an item in Luftland. By 1616AD, official Aviorite doctrine had claimed that there are 8 schools of arcane philosophy: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

War Mages mix a number of the schools to practice a form of arcane philosophy dedicated to the defense of Aviordom. Other arcane philosophers have taken the doctrine that arcane formulae are Avior’s language of creation more literally, and have

attempted to learn this “language” by mixing arcane formulae with celestial script. These Angelic Scribes tend to be treated much like Divine Souls in the Kingdoms of Aviordom, either finding support and funding from one of the Churches or getting labeled heretics based on complicated theological politics.

All other forms of wizardry are, according to the Kingdoms of Aviordom, witchcraft. For the most part, the Elementalists from the Sandy Sea are thought of as improperly trained Evokers. Inquisitors and witch-hunters, however, have little patience for the arcane practices commonly associated with Tír na Aval or the races in hiding. Openly practicing Necrophagy or other such “dark arts” in Erath usually comes with a death sentence.

In Tír na Aval, of course, the human “schools of magic” and their geometric structure are thought of as needlessly complex and abstract. There, Bladesinging, Geomancy, Necrophagy, Elven High Magic, Enchantment, Illusion, and Illumination are the norm. Loxodons sometimes practice something similar to the War Magic found in Erath. No school or practice is thought of as being part of a geometric structure, nor is any school considered to have an oppositional practice. The wizards of Tír na Aval scoff at such human ideology as being backwards and daft.

Wizard

Subclass	People	Location
Angelic Scribe <sup>1</sup>	Humans, Aasimar (any), Half-Elves	Erath
Bladesinging <sup>2**</sup>	Bavanshee, Elves (any, usually Eladrin)	Tír na Aval
Elementalist <sup>1</sup>	Humans, Human Nomads, Tabaxi	Luftland, Sandy Sea
Geomancy <sup>1+</sup>	Bavanshee, Elves (Eladrin), Firbolgs, Gnomes (Forest), Loxodons, Ratfolk	Erath (among the races in hiding), Tír na Aval
Necrophagy <sup>+</sup>	Bavanshee, Goblins, Ratfolk, Ravenfolk, Tieflings	Erath, Spine of the World, Tír na Aval
Ring Warden <sup>1**</sup>	Dwarf (Mountain)	Erath (rare)
School of Abjuration	Humans, Gnomes (Rock), Half-Elves	Erath
School of Conjunction	Humans, Gnomes (Rock), Half-Elves	Erath
School of Divination	Humans, Gnomes (Rock), Half-Elves	Erath
School of Elven High Magic <sup>1**</sup>	Bavanshee, Elves (any, usually Eladrin)	Tír na Aval
School of Enchantment	Humans, Elves (Eladrin), Gnomes (any), Half-Elves, Ratfolk, Ravenfolk	Erath, Tír na Aval

School of Evocation	Humans, Gnomes (Rock), Half-Elves, Tieflings	Erath
School of Illumination <sup>1+</sup>	Bavanshee, Elves (Eladrin), Gnomes (Forest), Ratfolk, Ravenfolk	Erath (among the races in hiding), Tír na Aval
School of Illusion	Humans, Elves (Eladrin), Gnomes (any), Half-Elves, Ratfolk, Ravenfolk	Erath, Tír na Aval
School of Necromancy	Humans, Bavanshee, Gnomes (Rock), Half-Elves, Tieflings	Erath
School of Transmutation	Humans, Gnomes (Rock), Half-Elves	Erath
War Magic <sup>3</sup>	Humans, Gnomes (Rock), Half-elves, Hobgoblins, Loxodons	Erath, Southern Tír na Aval, Spine of the World

1. Appears in *Midgard Heroes Handbook*

2. Appears in *Sword Coast Adventurer's Guide*

3. Appears in *Xanathar's Guide to Everything*

\*Only members of the listed races may choose this subclass.

## New Subclass Options

Three classes receive new subclass options in this section: the fighter, rogue, and sorcerer.

At 3<sup>rd</sup> level, a fighter chooses a Martial Archetype. This book adds the Crack Shot to the options available to a fighter making that choice.

At 3<sup>rd</sup> level, a rogue chooses an Archetype. This book adds the Night Stalker and Thug to the options available to a rogue making that choice.

At 1<sup>st</sup> level, a sorcerer chooses a Sorcerous Origin. This book adds the Sanguinaphage to the options available to a sorcerer making that choice.

### Crack Shot

As an archetypical Crack Shot, you excel at the use of various firearms. This archetype focuses on the ability to tinker with and utilize powerful and dangerous ranged weapons. Through creative innovation and rigid practice drills, you learn to add just the right pinch of powder to strengthen your shot and perfect the immaculate aim required to place it with uncanny precision. You become a distant force of death on the battlefield. Firearms, however, being a relatively recent and imperfect invention, carry an inherent instability that sometimes leave you to the whims of lady luck. Note that this archetype makes use of the setting specific firearms rules found in Chapter 5: Equipment.

#### Crack Shot Features

Fighter Level	Features
3 <sup>rd</sup>	Tools of the Trade, Inventive Marksman
7 <sup>th</sup>	Lightning Reload, Cunning Shot
10 <sup>th</sup>	Quick Draw, Cunning Shot
15 <sup>th</sup>	Rapid Repair, Cunning Shot
18 <sup>th</sup>	Lucky Shooter, Bloody Luck, Cunning Shot

### Tools of the Trade

Upon choosing this archetype at 3<sup>rd</sup> level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition and repair damaged firearms at half the normal cost.

### Inventive Marksman

When you choose this archetype at 3<sup>rd</sup> level, you learn to use your firearms to perform creative cunning shots to injure or harry your opponents.

#### Cunning Shot

You learn two cunning shots of your choice; they are detailed under "Cunning Shots" below. Each enhances an attack in some way. Every use of a cunning shot must be declared before the attack roll is made. You can use only one cunning shot per attack.

You learn an additional cunning shot of your choice at 7<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> level. Each time you learn a new type of cunning shot, you can also replace one cunning shot you know with a different one.

Some of your cunning shots require your targets to make a saving throw to resist the cunning shot's effects. The saving throw DC is calculated as follows:

**Cunning Shot save DC** = 8 + your proficiency bonus + your Dexterity modifier.

#### Cunning

You gain a number of points of cunning equal to your Wisdom modifier (minimum of 1). You regain 1 expended point each time you score a critical hit with a firearm. You regain all expended points after a short or long rest.

### Lightning Reload

Starting at 7<sup>th</sup> level, at the start of a turn you may choose to ignore the loading property of a firearm you are holding for the remainder of the turn. If you do so, for the remainder of that turn the firearm's misfire score increases by +4.

### Quick Draw

When you reach 10<sup>th</sup> level, you add your proficiency bonus to your initiative. Additionally, when you make your first attack in a combat and you are attacking an opponent that has not yet taken a turn in that combat, you gain one free point of cunning to be used with that attack.

### Rapid Repair

Upon reaching 15th level, you learn how to quickly fix a jammed gun. You can attempt to repair a misfired (but not broken) firearm as a bonus action.

### Lucky Shooter

At 18th level, your firearm attacks score a critical hit on a natural roll of 19-20.

### Bloody Luck

Upon reaching 18th level, whenever you score a critical hit on an attack with a firearm, the target suffers half of the damage from the attack again at the end of its next turn.

### Cunning Shots

These cunning shots are presented in alphabetical order.

**Dazing Shot.** When you make a firearm attack against a creature, you can expend one point of cunning to try and daze your opponent. On a hit, the creature suffers normal damage and must make a Constitution saving throw. On a failure, attacks against the target gain advantage until the end of its next turn. Creatures immune to the stunned condition are also immune to this effect.

**Deadeye Shot.** When you make a firearm attack against a creature, you can expend one point of cunning to gain advantage on the attack roll. Additionally, this attack scores a critical hit on a natural 18-20.

**Disarming Shot.** When you make a firearm attack against a creature, you can expend one point of cunning to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice. If dropped, that object is pushed 10 feet away from you.

**Forceful Shot.** When you make a firearm attack against a creature, you can expend one point of cunning to attempt to knock a target backwards. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you and knocked prone. This attack gains a +1 to the firearm's misfire score.

**Hawkeye Shot.** When you make a firearm attack, you can expend one point of cunning to triple the weapon's range. If the target is surprised and this attack hits, it automatically scores a critical hit.

**Penetrating Shot.** When you make a firearm attack against a creature, you can expend one point of cunning to try and penetrate its armor. If your attack roll would normally miss, but it does not misfire, the target creature makes a Dexterity saving throw. If it fails, the attack hits it. Your shot with the firearm gains a +2 to its misfire score.

**Piercing Shot.** You can expend one point of cunning to attempt to fire through multiple opponents when you make an attack with a firearm against a creature. The initial attack gains a +1 to the firearm's misfire score (and only the initial attack can misfire). On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment.

**Shrapnel Shot.** When you make a firearm attack against an unattended object of small size or larger, you can expend one point of cunning to deal one additional weapon damage die if you hit. If the object is destroyed, it explodes in a cloud of shrapnel. Creatures within 5 feet of the object must make a Dexterity saving throw or take damage equal to the amount of hit points the object had just before being destroyed. Any creature that takes damage is also blinded. A blinded creature can make a Constitution saving throw as a bonus action to end the effect. The attack gains a +2 to the firearm's misfire score.

**Terrifying Shot.** You can enhance the thundering sound of your firearm to shake the resolve of a creature hit by its powerful blast. When you make a firearm attack against a creature, you can expend one point of cunning to attempt to frighten your opponent. On a hit, the creature suffers normal damage and must make a Wisdom saving throw or be frightened until the end of its next turn. Your shot with the firearm gains a +1 to its misfire score.

**Trick Shot.** When you make a firearm attack against a creature, you can expend one point of cunning and take disadvantage on the attack roll. If the attack hits, it scores a critical hit.

**Violent Shot.** When you make a firearm attack against a creature, you can expend one or more points of cunning to increase the force of the attack. For each point of cunning expended, the attack gains a +2 to the firearm's misfire score. If the attack hits and does not misfire, you roll one additional weapon damage die per point of cunning spent when determining the damage.

### Credit Where Credit is Due...

It should be noted that the Crack Shot is an adaptation of Matthew Mercer's **Gunslinger: A Martial Archetype for the Fighter Class**. His original concept can be found on the Dungeon Masters Guild at this address: <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>.

### Night Stalker

Some rogues use their skill-sets not as criminals but stalkers employed by a church. Such rogues include Puritan Witch-Hunters, Ellohian Exorcists, and Ellohian Inquisitors. They stand in the shadows at the periphery of the night, watching, waiting, looking,

hunting, stalking, until they find the enemies of their faith and silently leave them in shallow, unmarked graves. Night Stalkers are expected to follow the same tenets as a paladin who has sworn an Oath of Vengeance.

### Night Stalker Features

Rogue Level	Features
3 <sup>rd</sup>	Bonus Proficiency, Divine Smite, Spellcasting
9 <sup>th</sup>	Inquisitors Focus
13 <sup>th</sup>	Stalker's Tricks
17 <sup>th</sup>	Deadly Smite

#### Bonus Proficiency

When you gain this archetype at 3<sup>rd</sup> level, you gain proficiency in the Religion skill. If you are already trained in Religion, you instead receive training in Arcana.

#### Divine Smite

Starting at 3<sup>rd</sup> level, when you hit a creature with a melee weapon attack, you can expend one night-stalker spell slot to deal radiant damage to the target in addition to the weapon's damage and any sneak attack damage. The extra damage is 1d8 for a 1<sup>st</sup>-level spell slot, plus 1d8 for each spell level higher than 1<sup>st</sup>, to a maximum of 4d8. The damage increases by 1d8 if the target is an undead or a fiend.

#### Spellcasting

When you reach 3<sup>rd</sup> level, you gain the ability to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. You cast spells from the Night Stalker's spell list. You can use a holy symbol as a spellcasting focus.

#### Spell Slots

The Night Stalker Spellcasting table shows how many spell slots you have to cast your spells of 1<sup>st</sup> level and higher. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. After each long rest, you prepare the list of spells available to cast, choosing from the Night Stalker Spell List (see below). When you do so, choose a number of spells equal to one third your level rounded down (minimum one spell) plus your Wisdom modifier. The spells must be of a level for which you have spell slots.

#### Spellcasting Ability

Wisdom is your spellcasting ability for your Night Stalker spells since you gain your spells through devotion to a deity. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the

saving throw DC for a Night Stalker spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

Rogue Level	— Spell Slots per Spell Level —			
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
3 <sup>rd</sup>	2	—	—	—
4 <sup>th</sup>	3	—	—	—
5 <sup>th</sup>	3	—	—	—
6 <sup>th</sup>	3	—	—	—
7 <sup>th</sup>	4	2	—	—
8 <sup>th</sup>	4	2	—	—
9 <sup>th</sup>	4	2	—	—
10 <sup>th</sup>	4	3	—	—
11 <sup>th</sup>	4	3	—	—
12 <sup>th</sup>	4	3	—	—
13 <sup>th</sup>	4	3	2	—
14 <sup>th</sup>	4	3	2	—
15 <sup>th</sup>	4	3	2	—
16 <sup>th</sup>	4	3	3	—
17 <sup>th</sup>	4	3	3	—
18 <sup>th</sup>	4	3	3	—
19 <sup>th</sup>	4	3	3	1
20 <sup>th</sup>	4	3	3	1

#### Inquisitor's Focus

Starting at 9<sup>th</sup> level, you learn to impose your will over others. As an action, you can make a Charisma (Intimidation) check opposed by a creature's Wisdom saving throw. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile, you gain advantage against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. If the creature is not hostile, the creature cannot lie to you for 1 minute. This is a supernatural effect. Once you use this ability, you cannot use it again until after a short rest.

#### Stalker's Tricks

Starting at 13<sup>th</sup> level, you can use a bonus action to gain advantage on the next Intelligence (Investigation) or Charisma (Intimidation) check you make on your turn.

#### Deadly Smite

Starting at 17<sup>th</sup> level, you become a master of dealing divine retribution. Whenever you attack, hit, and deal damage with your Divine Smite class feature, the smited creature must make a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus). On a failed save, deal double the damage of your attack against the creature.



## Night Stalker Spell List

### 1<sup>st</sup> Level

Bane  
Compel Duel  
Cure Wounds  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease  
Divine Favor  
Healing Word  
Heroism  
Hunter's Mark  
Protection from Good and Evil  
Purify Food and Drink  
Searing Smite  
Shield of Faith  
Thunderous Smite  
Wrathful Smite

### 2<sup>nd</sup> Level

Aid  
Branding Smite  
Hold Person  
Invisibility  
Lesser Restoration  
Locate Object  
Magic Weapon  
Misty Step  
Protection from Poison  
Zone of Truth

### 3<sup>rd</sup> Level

Aura of Vitality  
Blinding Smite  
Create Food and Water  
Crusader's Mantle  
Daylight  
Dispel Magic  
Elemental Weapon  
Haste  
Magic Circle  
Nondetection  
Protection from Energy  
Remove Curse

### 4<sup>th</sup> Level

Aura of Life  
Aura of Purity  
Banishment  
Death Ward  
Dimension Door  
Improved Invisibility  
Locate Creature

Phantasmal Killer  
Staggering Smite

## Thug

Oi mate, you ain't paid the piper this week, and that 'ere means we got us a regular die-lemma, as'n the lethal kind. I suggest you take that pouch off your belt and 'and it over, 'r else I'm gunna take this 'here cudgel off my belt and do the same, and I promise, that ain't something you wanna be seeing, or rather feeling...

As an archetypical Thug, you excel at using intimidation to disrupt your foes and cow them into submission. Where a typical assassin, swashbuckler, or thief prefers to use weapons of fine-tuned precision (such as the dagger or rapier), you have mastered the use of fists, clubs, and hatchets. Where thieves sneak in to burgle homes, you knock on the front door and demand wealth. If fools call you a blunt instrument, you know that you are a blunt instrument wielded with the effect of a scalpel, and those fools better do as you ask or they will learn that lesson first-hand.

### Thug Features

Rogue Level	Features
3 <sup>rd</sup>	Thug's Arsenal, Dangerous Disposition, Intimidating Combatant
9 <sup>th</sup>	Frightful Presence
13 <sup>th</sup>	Unquestionable Demeanor
17 <sup>th</sup>	Bully

### Thug's Arsenal

Thugs often use blunt instruments. When you choose this archetype at 3<sup>rd</sup> level, you gain the ability to treat clubs, hand axes, and unarmed strikes as if they have the finesse weapon quality.

### Dangerous Disposition

When you choose this archetype at 3<sup>rd</sup> level, you develop a dangerous disposition. You may make a Charisma (Intimidation) check as a bonus action.

### Intimidating Combatant

Thugs use intimidation to cow their opponents and force them off guard. When you choose this archetype at 3<sup>rd</sup> level, you gain the ability to use threatening words and gestures to deeply affect a foe. Choose a target within 30 feet that can see and hear you. Make a Charisma (Intimidation) check vs. an opponent's Willpower saving throw. If you succeed, you can use Sneak Attack against that creature even if you do not have advantage against it or if no enemy of the target is within 5 feet of it, but not if you have disadvantage against the target. This benefit lasts for 1 minute or

until you successfully use this feature against a different target.

### Frightful Presence

A Thug's presence is downright frightful. At 9<sup>th</sup> level, opponents you force off-guard with your Intimidating Combatant ability also suffer from the Frightened condition when you are in their line of sight and are visible to them. At the end of each of its turns, an opponent may try and make a Willpower saving throw with a DC equal to 8 + your Charisma modifier + your proficiency bonus to end this effect. If you did not deal damage to the target on your last turn, it has advantage on this save. An opponent automatically loses this condition if you make a ranged attack against it or move away from it.

### Unquestionable Demeanor

Your vaguely threatening demeanor often stops people from questioning your deceptions too closely, and people tend to accept your persuasion attempts in order to avoid discovering what happens if they refuse you. At 13<sup>th</sup> level, after rolling a Charisma (Deception) or Charisma (Persuasion) check to interact socially with a creature, you may choose to immediately roll a Charisma (Intimidation) check and use the number rolled on that check instead. You must, however, use the result of the Charisma (Intimidation) check even if it is lower than your initial result.

### Bully

At 17<sup>th</sup> level, you have mastered the art of beating down the shaken. Your Sneak Attack damage against a Frightened creature increases by 2d6.

## Sanguinaphage

Bavanshee are born with a streak of necrotic magic braided into their souls. That necrotic magic normally manifests itself in their ravenous thirst for blood, their ability to drain the life-force of living, non-fey creatures by drinking their blood from open wounds, and their resistance to necrotic damage. Some among them, however, are capable of manipulating that energy to a far greater degree.

Sanguinaphages have some magical capabilities reminiscent of Blood Domain clerics, leading various arcane scholars and theologians to surmise that Sanguinaphages have a relationship to the Blood Domain not unlike the relationship between Divine Souls and Avior. Others, however, believe that the Sanguinaphage's focus on the consumption of blood is more like the magic practiced by clerics of the Hunger Domain or even the arcane rituals practiced by Necrophages. Still, a third camp of scholars argues that the powers of these sorcerers are unique, and

any similarities between the various groups is correlational at best.

Whatever the case, in Erath, Sanguinaphages are considered to be among the worst type of witches. Not only are bavanshee Sanguinaphages plagued by a thirst for blood, but these creatures revel in that thirst in a heretical search for power. More than one Sanguinaphage has found herself bound to the stake and burnt at the hands of Ellohian Inquisitors or Puritan Witch-Hunters.

### Sanguinaphage Features

Sorcerer Level	Features
1 <sup>st</sup>	Blood Magic, Sanguine Strength
6 <sup>th</sup>	Memory of Blood
14 <sup>th</sup>	Thought Drinker
18 <sup>th</sup>	Sanguine Sorcery

### Blood Magic

Your link to the magic in your blood lets you learn spells from the Blood Domain Spell list. When your Spellcasting feature lets you learn or replace a sorcerer spell of 1<sup>st</sup> level or higher, you can choose the new spell from the sorcerer spell list or the options from the Blood Domain Spell List. These spells count as sorcerer spells for you.

In addition, starting at 1<sup>st</sup> level, you know one spell from the Blood Domain Spell List. This spell doesn't count against your number of sorcerer spells known. Whenever your Spellcasting feature lets you replace a sorcerer spell of 1<sup>st</sup> level of higher, you can also choose to replace this spell, but if you choose to do so, you must replace it with a spell from the Blood Domain Spell List.

### Blood Domain Spell List

Spell Level	Spells
1 <sup>st</sup>	<i>sleep, ray of sickness</i>
2 <sup>nd</sup>	<i>ray of enfeeblement, crown of madness</i>
3 <sup>rd</sup>	<i>haste, slow</i>
4 <sup>th</sup>	<i>blight, stoneskin</i>
5 <sup>th</sup>	<i>dominate person, hold monster</i>

### Sanguine Strength

Starting at 1<sup>st</sup> level, you gain proficiency in the Athletics skill. Additionally, when making a Strength (Athletics) check, you may use your Charisma modifier as the relevant ability modifier instead of your Strength modifier.

### Exsanguination

Starting at 6<sup>th</sup> level, when dealing necrotic damage with the attack granted by the bavanshee Blood Thirst racial feature, add your Charisma modifier to that damage.

Additionally, as a bonus action, you may spend 1 sorcery point to cause the blood from an injured, living, non-fey creature to flow from its open wounds through the air and into your gaping mouth. You can only target a creature that is within 30 feet of you, that you can see, and that has taken at least 1 point of piercing or slashing damage within the last minute.

The creature must make a Constitution saving throw against your spell save DC. If it has taken necrotic damage from the attack granted by your bavanshee Blood Thirst racial feature within the last minute, it takes disadvantage on the save. If it fails, you deal 2d6 + your Charisma modifier necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to zero.

At 11th level, the necrotic damage increases to 3d6. At 17th level, the necrotic damage increases to 4d6.

### Thought Drinker

Starting at 14th level, when you deal necrotic damage to a creature with the attack granted by the bavanshee Blood Thirst racial feature or via your Exsanguination subclass feature, you are considered to have simultaneously cast *detect thoughts*. Unlike the normal use of the spell, you can focus your mind only on the creature you dealt the necrotic damage to, and you cannot search for the thoughts of other creatures. In all other respects, this ability is considered to be identical to that spell.

Additionally, if you deal such necrotic damage to a creature which is proficient in any Intelligence skills, you can spend 1 sorcery point to pick one of them. If you do, you gain proficiency in that skill. If you are already proficient, you can add double your normal proficiency bonus when using that skill. You may not gain proficiency in a single skill from the same creature more than once in this manner. The consumed skill proficiency lasts until the end of your next long rest.

### Sanguine Sorcery

Starting at 18<sup>th</sup> level, when you deal necrotic damage to a creature with the attack granted by the bavanshee Blood Thirst racial feature, if 2 or more of the d6s rolled for damage result in a roll of 5 or higher, you regain 1 sorcery point.

## New Feat Options

### Credit Where Credit is Due...

It should be noted that some of these feats were inspired by the weapon options from the *Midgard Heroes Handbook* by Kobold Press.

### Adept Shot

You have firearms training that allows you to make cunning shots. You gain the following benefits:

- You learn one cunning shot of your choice from those available to the Crack Shot archetype from the fighter class. If a cunning shot requires your target to make a saving throw to resist its effects, the saving throw DC equals 8 + your proficiency bonus + your Dexterity modifier.
- If you already have points of cunning, you gain one more; otherwise, you have one point of cunning. This point of cunning is used to fuel your cunning shot. A point of cunning is expended when you use it. You regain your expended point of cunning when you finish a short or long rest or you score a critical hit when shooting a firearm.

### Blood Binder

*Prerequisite: Bavanshee*

You learn to manipulate the magical connection between yourself and a creature you feed on. When consuming a humanoid's blood, you create a sort of empathic bond that allows you to exert some magical influence over a victim. If you hit and deal damage with the attack granted by your Blood Thirst racial feature, the target must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be charmed by you for 1 minute. While charmed in this way, the target is infatuated with you. If you deal damage to the target, this effect ends.

### Blood Glutton

*Prerequisite: Bavanshee*

Thanks to your gluttonous consumption of blood, you have begun mutating into a more powerful creature. You must, however, keep yourself well fed to continue to benefit from this state. After hitting and dealing damage with the attack granted by your Blood Thirst racial feature, you may choose to gain one of the following benefits:

- You no longer suffer from sunlight sensitivity. After taking a short or long rest, you begin to suffer from sunlight sensitivity once again.
- If you are not suffering from sunlight sensitivity, you may choose to gain damage resistance to one of

the following damage types: bludgeoning, piercing, or slashing from nonmagical attacks. The natural melee weapons of a supernatural creature with a CR equal to or higher than your level count as magical weapons for the purpose of bypassing this damage resistance. Any creature with one of the following types counts as a supernatural creature: aberrations, celestials, constructs, dragons, elementals, fey, fiends, monstrosities, and undead. After taking a short or long rest, you lose this benefit.

## Close Quarters Combatant

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You have mastered the art of using weapons in close-quarters. You gain the following benefits:

- When you successfully grapple a creature or escape a grapple, you may make a single attack with a light melee weapon you are wielding and proficient in as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with a light melee weapon you are wielding and proficient in as a reaction.
- While you are unarmed or wielding a light melee weapon, if a creature that is at least one size category larger than you or is wielding a heavy weapon makes a melee attack against you, you can briefly “step into its space” in order to make it more difficult for the creature to hit you. By using your reaction, you impose disadvantage on any attacks the creature makes against you until the start of its next turn.
- When using a light melee weapon you are proficient in and attacking with advantage against a creature you are grappling or that is grappling you, you deal +1d6 damage if the lower of the two d20 rolls would also hit the target.

## Fencer

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You have mastered the art of modern sword-fighting, typically practiced with a sword in one hand and a dagger used for defense in the other. You gain the following benefits:

- If you have a sheathed, on-handed sword that you are proficient in on your person and at least one free hand, as an attack you may draw your sword and strike the enemy with its pommel, leaving the target gasping for breath or disoriented. Make an attack using your sword. If you hit, instead of dealing the weapon's normal damage the target takes 1d4 bludgeoning damage and the next attack roll made against that target before the end of your next turn has advantage. Drawing your sword in this manner does not count against your normal limit of objects manipulated per turn.

- While wielding both a sword you are proficient in and a dagger, you may use a reaction after being attacked to roll 1d4 and add the result to your Armor Class until the end of the attacker's turn. If the result raises your Armor Class high enough to avoid being hit by the attack that triggered this reaction, that attack misses.
- If you have advantage and make an attack with a sword you are proficient in while wielding a dagger in your offhand, you deal +1d4 piercing damage with the dagger if the lower of the two d20 rolls would also hit the target.

## Feral Feeder

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*Prerequisite: Bavanshee*

You make no pretense at sophistication when you feed. You gain the following benefits:

- When you use the Attack action on your turn and either hit or successfully grapple a creature with at least one attack, you can use the attack granted by your Blood Thirst racial feature on that turn as a bonus action.
- Your bavanshee talons use a d8 for damage and gain the finesse weapon property.

## Gunbrawler

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*Prerequisite: Strength 11 or Higher*

You have mastered the art of using firearms as melee weapons. You gain the following benefits:

- When attacking with a bayonet affixed to a firearm, gunstock, or pistol whipping a foe, the attacks are considered to have the “finesse” weapon quality.
- If you make a melee attack using a gunblade or pistol-whip and hit your target, as a bonus action you may use the weapon to make a ranged attack. You do not suffer disadvantage for having a hostile creature within 5 feet of you on this attack.
- When you attack with a gunstock, if you hit your target you may use a bonus action to gain advantage with the first bayonet strike you make against that target before the end of your next turn.
- While wielding a musket (light, normal, or heavy) with a bayonet attached to it, your ranged attacks can still score critical hits.

## Gunslinger

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*Prerequisite: Trained in Slight of Hand*

Thanks to extensive training with firearms, you gain the following benefits:

- When using an action to Attack with any pre-loaded palm pistol, pistol, or dragon in which you are proficient, you may draw and fire such firearms with any attacks you can make as part of that



action. This does not count against your normal limit of objects manipulated in a turn. So long as you have a free hand, you are considered to be armed and wielding any such firearms stowed on your person.

- As long as you are proficient in the firearm and it does not misfire, you may automatically stow a palm pistol, pistol, or dragon after you have fired it. This does not count against your normal limit of objects manipulated in a turn. A firearm stowed in this manner is unloaded.
- As long as you are not engaged in melee, you may use an action to pre-load up to two single-handed firearms or a bonus action to pre-load one single-handed firearm with which you are proficient (drawing and stowing them as you load them). You must have two free hands to use this ability.

## Latigo y Daga

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You have mastered a Tortuguese style of combat which uses the whip and dagger to restrain and disorient your foes in order to make them susceptible to attacks. You gain the following benefits:

- As an attack, you can snap a whip you are proficient with around a Large or smaller creature. If you hit, you deal no damage, but it is restrained. It may use an action to make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier, your choice) to end this effect. You cannot make whip attacks until this restrained condition has ended, nor can you move farther away from the target than your whip's reach without dropping your weapon.
- When you make a melee or ranged weapon attack with a dagger, you may attempt to pin a Large or smaller creature to a wall or surface by catching their clothing with the knife's point. This maneuver can only be used against creatures without clothing at the Dungeon Master's discretion. Make an attack roll with the dagger; if the attack hits, instead of dealing damage the target is restrained until the dagger is removed. The target can make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier, your choice) as an action to end this effect and remove the dagger.
- When attacking with advantage using either a whip you are proficient in or a dagger, you deal +1d8 damage if the lower of the two d20 rolls would also hit the target.

## Master Archer

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*Prerequisite: Strength 11 or Higher*

You have mastered the art of the bow. You gain the following benefits:

- When wielding a shortbow with which you are proficient, you may make a single attack with the shortbow as a bonus action.
- When wielding a longbow with which you are proficient, you may use a bonus action to give yourself advantage on your next attack roll before the end of your turn. If the lower of your two d20 rolls would also hit on that attack, a subsequent attack roll made with the longbow against the same target before the end of your turn may also be made with advantage.
- When using an arrow as an improvised weapon, you may treat it like a dagger. When using an arrow as a dagger, if your attack roll results in a natural roll of a 1 or a critical hit, the arrow breaks after the attack.

## Peasant Brawler

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You have learned to fight with typical peasant weapons, often using nonlethal strikes to avoid committing murder. You gain the following benefits:

- As an attack while you are wielding a versatile or two-handed weapon that deals bludgeoning damage, you may use your weapon to rebuff a Large or smaller creature within 5 feet of you. If the attack hits the target, it deals only 1d4 + your Strength modifier bludgeoning damage, but you also push the target up to 10 feet away.
- As an attack while wielding a weapon that deals bludgeoning damage, you may try and "blackjack" your foe. If the attack hits, it does only 1d4 bludgeoning damage, but the target must make a Constitution saving throw or be stunned until the beginning of its next turn.
- Whenever you have advantage on a melee attack roll with a weapon that deals bludgeoning damage and you hit, you knock the target prone if the lower of the two d20 rolls would also hit the target.

## Phalanx Fighter

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You have trained in formation fighting using bayonets, lances, pikes, and spears. You gain the following benefits:

- You have advantage to melee attacks made with a bayonet affixed to a firearm, a lance, a pike, or a spear if you are proficient with the weapon and you are standing within 5 feet of an ally also proficiently using one of the aforementioned weapons.
- If you are proficient with the weapon you are using and you move at least 20 feet in a straight line towards a creature before hitting it with a melee attack using a bayonet affixed firearm, a lance, a pike, or a spear, you may use a bonus action to deal extra damage equal to the weapon's damage die.

Additionally, if you do so, the target must make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). On a failure, it falls prone.

- As a bonus action, if you are proficient with the weapon, you can set a bayonet affixed to a firearm, a lance, a pike, or a spear to receive a charge. Choose a creature you can see that is at least 20 feet away from you. If that creature moves within your weapon's reach on its next turn, you can make a melee attack against it with the weapon as a reaction. If the attack hits, the target takes extra damage equal to the weapon's damage die. You can't use this ability if the creature used the Disengage action before moving.

## Shadow Caller

*Prerequisite: Bavanshee, Renown 5 or higher in the Unseelie Court*

You learn to create a shadowy-rift in a 10-foot radius sphere centered on a point you can see within 60 feet. Any creature in the rift takes 1d4 cold damage and must make a Constitution saving throw (DC 8 + your proficiency bonus + your Charisma modifier). If the creature has taken damage from your Blood Thirst racial feature in the last 24 hours, it takes disadvantage on the save. Creatures that fail the saving throw are also restrained by icy wisps of shadow and take an additional 1d4 necrotic damage. A restrained creature repeats the saving throw at the end of its turn, ending the restrained condition on a success. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to zero.

At 5th level, the cold and necrotic damage increases to 2d4. At 11th level, the cold and necrotic damage increases to 3d4. At 17th level, the cold and necrotic damage increases to 4d4.

After using this ability, you cannot use it again until after a long rest. Alternatively, if you hit and deal damage with the attack granted by your Blood Thirst racial feature, you may roll 1d6. On a roll of a 5 or 6, you regain your use of this feat.

## Sea-Elf Soldier

*Prerequisite: River/Sea Elf*

You have mastered the sea-elf style of combat using a trident and a net. You gain the following benefits:

- When you use a net to ensnare a target, the DC of its Strength check to escape is equal to 8 + your proficiency bonus + either your Strength or Dexterity modifier (your choice). Attempts to free

the creature by attacking the net during combat suffer disadvantage, and if the attack misses but the higher d20 roll is high enough to strike the ensnared target, the attack hits the ensnared target instead.

- Instead of restraining your foe, you may wrap the thick cords of your net around a single creature's head. When you attack a Large or smaller creature with a net and hit, you may blind the creature instead of restraining it. The effect lasts until the net is removed (as per the same rules as those in the feature above).
- When wielding a trident, as an attack you can try to catch one of your target's limbs between the tines of your trident and bury the trident in the ground, restraining the creature until the weapon is dislodged. Make an attack using the trident against a creature you are grappling. If the attack hits, the creature takes no damage, but it is restrained until the weapon is dislodged. The target may take an action to make a Strength or Dexterity saving throw (their choice, DC equal to 8 + your proficiency bonus + your Strength modifier) to escape.

## Skin Changer

*Prerequisite: Bavanshee, Renown 5 or higher in the Coven of the Queen of Witches*

You learn to use the natural magic in your blood to change into a raven or wolf. You gain the following benefits:

- While in dim light or darkness, you can use an action to magically assume the shape of a wolf or raven. You can stay in this shape for a number of hours equal to half your level (rounded down). You then revert to your normal form. This ability is identical to the Druid's Wild Shape class feature, except that after using it you cannot do so again until after a long rest. Alternatively, if you hit and deal damage with the attack granted by your Blood Thirst racial feature, you may roll 1d6. On a roll of a 5 or 6, you regain your use of this feature.

## Midgard Heroes Handbook

When running this campaign, I found the **Midgard Heroes Handbook** to be an excellent resource. I found the following feats to be thematically appropriate to the **Age of Arcana**: Find the Titan's Weakness, Fortifying Healer, Unthreatening, Negotiator, Survivor. I also found that the following feats could work well with certain character types, but I limited them as options for characters who could find an appropriate NPC to train the character in its use, or whose background story made it logical for the character to have access to them: Strand Shadow Casting, Ley Initiate, Ley-Bound, Circle Spellcaster, Ring-Bound, Rune Knowledge, Rune Mastery.

### ***Tal'Dorei Campaign Setting***

When running this campaign, I found the ***Tal'Dorei Campaign Setting*** to be an excellent resource. I found the following feats to be thematically appropriate to the ***Age of Arcana***: Cruel,

Dual-Focused, Flash Recall, Gambler, Mending Affinity, Mystic Conflux, Rapid Drinker, Spelldriver, Thrown Arms Master.

# Chapter 5: Equipment

## Armor

For the most part, the *Age of Arcana* does not require any new armor. What is listed in the *Player's Handbook* is more than enough to fulfill most of the setting's needs. A DM or player should feel free to reskin any given piece of armor in order to represent an early-modern analogue as required. Additionally, armor such as breastplate, half-plate, or plate is already early-modern, historically speaking. That being said, the setting does feature a specific type of shield not covered by the *Player's Handbook*: the buckler.

### Armor

Armor	Cost	Armor Class	Weight	Donning	Doffing
<i>Shield</i>					
Buckler	5 gp	Special	3 lb.	Manipulate an object	Manipulate an object

**Buckler.** When being attacked, if you are holding a buckler, you may use your reaction to gain a shield bonus to your AC (+2) against the attacker. You may choose to do so after you know what the creature rolled to attack but not after you know the result of its attack. This bonus lasts until the start of the creature's next turn.

## Firearms and Explosives

The following firearm and explosive rules replace those found in the *Dungeon Master Guide*.

### Explosives

**Bomb:** As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 10 feet of that point takes 3d6 fire damage. A successful DC 12 Dexterity saving throw halves the damage.

**Gunpowder:** Gunpowder is chiefly used to propel bullets and shot out of the barrels of firearms, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water resistant powder horns. Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to a quantity of gunpowder about equal to what one would use to load a firearm causes

the substance to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

### Firearm Ammunition and Explosives

Ammunition	Cost	Weight
Bomb	20 gp	1 lb.
Bullets (10)	3 gp	2 lb.
Gunpowder, Keg (100 shots)	125 gp	20 lb.
Gunpowder, Powder Horn (10 Shots)	17 gp	2 lb.
Shot (10)	3 gp	4 lb.

### Firearms

#### New Properties

Firearms have the following new special properties related to their use, as shown on the Firearms table.

**Ammunition.** The ammunition of a firearm is destroyed upon use. Age of Arcana firearms use bullets or shot and gunpowder. Gunpowder is considered to be a magical substance; any attack that uses the ammunition quality and is loaded with gunpowder is considered to be made with a magic weapon for the purpose of overcoming damage resistance and damage immunity.

**Loud.** If precautions (such as the use of gauze stuffed in a character's ears) are not taken, a character suffers disadvantage on Wisdom (perception) checks used to hear for an hour after shooting a firearm. Additionally, the peal of a firearm can be heard by enemies from afar.

**Misfire.** Whenever you make an attack roll with a firearm and the natural die roll is equal to or lower than the weapon's Misfire Score, the weapon misfires. By default, all firearms have a Misfire Score of 1. If the weapon is loaded and fired by a character that is not proficient in the use of the firearm, the score increases to 5. A misfired weapon cannot be fired again until you spend an action to try and repair it. To repair your firearm, you must make a Tinker's Tools check (DC 8 + the Misfire Score). If your check fails,

#### Proficiency

Firearms are common in the Age of Arcana. As a result, they are divided between simple and martial weapon proficiencies just like every other weapon in the game. To see what type of proficiency is required to effectively wield any given firearm, see the Firearms tables below.

### Firearms

Name	Cost	Damage	Weight	Properties
<i>Simple Ranged Weapons</i>				



Caliver/Light Musket/ Harquebus	100 gp	1d10 Piercing	7 lb.	Ammunition (range 40/90), loading, loud, misfire, special, two-handed.
Dragon	125 gp	1d8 Piercing	5 lb.	Ammunition (range 15/45), loading, loud, misfire, special.
Pistol	125gp	1d10 Piercing	3 lb.	Ammunition (range 30/90), loading, loud, misfire, special.
<i>Martial Ranged Weapons</i>				
Arquebus/Musket	250 gp	1d12 Piercing	10 lb.	Ammunition (range 40/120), loading, loud, misfire, special, two-handed.
Blunderbuss	250A gp	1d10 Piercing	12 lb.	Ammunition (range 30/90), loading, loud, misfire, special, two-handed.
Heavy Musket	300 gp	1d12 Piercing	18 lb.	Ammunition (range 50/200), loading, loud, misfire, special, two-handed.
Palm Pistol	150 gp	1d8 Piercing	2 lb.	Ammunition (range 30/90), light, loading, loud, misfire, special.

**Arquebus/Musket.** The arquebus (or musket) is the standard military firearm of the time, but its expense does tend to prohibit peasants from carrying one.

**Blunderbuss:** The blunderbuss is a bulky caliver length firearm that shoots small loads of shot instead of a single metal musket ball. When fired against a target within 5 feet, the blunderbuss deals +1d10 damage. When fired at close range, if the blunderbuss hits its target and the target is not within 5 feet, roll the weapon's damage die twice and use the best result. When fired at long range, attacks with the blunderbuss do not suffer disadvantage. Instead, roll the weapon's damage die twice and use the worst result.

**Caliver/Light Musket/Harquebus.** The caliver is a lighter version of the arquebus (or regular musket). It is designed for shorter range engagements and has slightly less kick than the regular musket. If a character has the Crossbow Expert feat, being within 5 feet of a hostile creature doesn't impose disadvantage on their ranged attack rolls with the caliver. As a relatively inexpensive firearm, this is the most frequently used gunpowder weapon amongst the common people of Erath.

**Dragon.** The dragon is a bulky pistol length firearm that fires small loads of shot instead of a single metal pistol ball. When fired against a target within 5 feet, the dragon deals +1d8 damage. When fired at close range, if the dragon hits its target and the target is not within 5 feet, roll the weapon's damage die twice and

use the best result. When fired at long range, attacks with the dragon do not suffer disadvantage. Instead, roll the weapon's damage die twice and use the worst result.

**Heavy Musket.** The heavy musket (or just "musket") is a larger, heavier musket designed for long range engagements against armored targets. The bulk and kick of a heavy musket makes it impossible to fire accurately without first bracing the weapon. Bracing a heavy musket requires a bonus action; the benefits last until the character moves or the end of the character's turn, whichever comes first. If a character does not brace before firing the weapon, they take disadvantage on their attack rolls with it. On the other hand, when shooting the heavy musket against a character who is wearing medium armor, the heavy musket gains a +1 bonus to its attack rolls; when shooting the heavy musket against a character who is wearing heavy armor, the heavy musket gains a +2 bonus to its attack rolls.

**Palm pistol.** The palm pistol is designed to have slightly less kick than the regular pistol, but properly loading it takes slightly more finesse than using a regular pistol. Any character that is normally proficient in the hand crossbow is also proficient in the palm pistol. If a character has the Crossbow Expert feat, they gain the following two benefits: being within 5 feet of a hostile creature doesn't impose disadvantage on their ranged attack rolls; when they use the Attack action and attack with a one-handed weapon, they can use a bonus action to

attack with a loaded palm pistol that they are wielding.

**Pistol.** The pistol is the standard sidearm among the wealthy of the time. If a character has the Crossbow Expert feat, when they use the Attack action and attack with a one-handed weapon, they can use a bonus action to attack with a loaded pistol that they are wielding.

# Melee Weapons

The most common melee weapons used in the *Age of Arcana* are not exactly the same as those found in other D&D worlds. There are, however, numerous statistical similarities. For the most part, one can use common sense to find the stats for a required weapon. For example, a guard’s truncheon is a club. Likewise, in most cases, common sense can be used to discern which weapons are not usually seen on the field of battle. Flails and morningstars, for example, are more often used as decorations than contemporary weapons. Of course, it should be noted that adventurers have a habit of choosing anachronistic or stylized arms and armor.

That being said, there are a few weapons in the *Age of Arcana* that require some special consideration. The “shortsword” is usually referred to as a hunting-sword. These weapons are worn by hunters to finish off game and save the expense of a shot.

## Melee Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bayonet (not affixed to firearm)	5 gp	1d4 Piercing	2 lb.	Finesse, light.
<i>Martial Melee Weapons</i>				
Bayonet (affixed to a musket)	—	1d8 Piercing	—	Two-handed, special.
Broadsword	15 gp	2d4 Piercing	3 lb.	—
Gunblade (Dagger)	150 gp	1d4 Piercing	3 lb.	Ammunition, finesse, light, loading, loud, misfire, special.
Gunblade (Backsword)	175 gp	1d6 Piercing	4 lb.	Ammunition, finesse, light, loading, loud, misfire, special.
Gunstock	—	1d6 Bludgeoning	—	Two-handed, special.
Pistol Whip	—	1d4 Bludgeoning	—	Light, special.

**Bayonet.** A bayonet is a dagger length blade designed to be affixed to the end of a caliver, arquebus, or heavy musket. It can be used as a dagger or affixed to a musket (any type) and used almost like a spear to make two-handed attacks. When you attack with a bayonet affixed to a musket, if you hit your target and your musket is loaded, you may pull the trigger of your weapon and use a d10 or d12 (depending on your musket’s damage die) instead of a d8 for that attack’s damage die. For the purposes of

Backswords are the most common military sword used in Erath. Backswords are thinner and longer than the usual D&D shortsword. They are characterized by a single-edged blade opposed by a flat back-edge and have a single-handed grip. Statistically, they are identical to the shortsword.

Scimitars are seen almost exclusively in the hands of nomads and tabaxi from the Sandy Sea. Erath, however, features the saber. Sabers are typically used as a backup weapon by cuirassiers. Statistically, they are identical to the scimitar.

Finally, longswords are no longer in fashion, except in Crealand. Crealish swordsmen continue to value the longsword and frequently wear one alongside the more common weapons of the period. Crealish longswords are known as creablades. There are those who whisper that the Crealish infatuation with the longsword is evidence of the influence that the many wood-elf tribes who have made Crealand’s forests their home have had on Crealand.

## New Melee Weapons

While most melee weapons used in the *Age of Arcana* should be represented with stats from weapons found in the *Player’s Handbook*, there are a few notable exceptions.

the musket’s “loading” weapon property, this counts as making an attack with the musket. While a bayonet is affixed to a musket, however, the musket’s balance and sights are not ideally suited to using the weapon to make ranged attacks; you cannot score critical hits when making ranged attacks with a musket that has a bayonet attached to it.

**Broadsword.** The broadsword is a one-handed, wide, basked-hilt blade. In many ways, it is a heavier, less-wieldy cousin to the backsword.

**Gunblade.** Gunblades are novelty weapons carried almost exclusively in the hands of nobles or adventurers. Against targets within 30 feet, gunblades can be used as palm pistols. Due to their odd design, however, gunblades cannot score critical hits when used against a ranged target. Otherwise, gunblades act almost identically to either the dagger or backsword (depending on the weapon's model). When used as a dagger or a backsword, the weapon ignores its ammunition, loading, loud, and misfire properties. Due to its odd weight, however, when it scores a critical hit when used as a melee weapon, a gunblade does not double its weapon damage die (though it still doubles any damage dice added as a result of class features); instead, the weapon's wielder may use a reaction to make a melee ranged palm pistol attack against the same target damaged by the critical hit.

**Gunstock.** The gunstock is the rear butt of a musket (any type) or blunderbuss. If a character uses the weapon to make this type of attack, the next time it is used to make a ranged attack during the same combat it gains a +1 to its misfire score.

**Pistol Whip.** The pistol whip is not a weapon but rather a type of attack made with the rear butt of a pistol (any type) or dragon. If a character uses the weapon to make this type of attack, the next time it is used to make a ranged attack during the same combat it gains a +1 to its misfire score.