

CODEX OF THE INFINITE PLANES

VOLUME XIV:

PEACEABLE KINGDOMS OF ARCADIA

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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PEACEABLE KINGDOMS OF ARCADIA

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“There is no place in all the multiverse that is more dedicated to the idea of harmony than the Peaceable Kingdoms of Arcadia. And not only is it dedicated to that ideal, it achieves it in many ways in large part because of its system of laws and rigid structure. Nothing happens without purpose on Arcadia, or so the residents would have you believe, and all serve the grand purpose of harmony. However, don’t let the Peaceable Kingdoms name fool you. Conflict still exists, most fundamentally around the plane’s core concept of harmony. When viewed rigidly, harmony occurs when ‘you agree with me’ and does not allow for the kind of civil discussion that moves the situation closer to a broader harmony.”

Issilda the Unbreakable

Law and harmony are bedfellows in the Peaceable Kingdoms of Arcadia, a strict rule-oriented plane where everything has a purpose. Its rules and restrictions are enacted to enforce a vision of true harmony for the greater good of society itself, and the kingdoms that make up the plane’s name all adhere to that philosophy. Of course, what one kingdom sees as a move towards harmony may strike a note of discord with a neighbor.

Arcadians’ viewpoint on law walks in lockstep with its ideas on military prowess. The Peaceable Kingdoms are kept peaceable by strong standing armies and militias that serve as the front lines of defense against the reckless forces of chaos and disorder. Collectively, these militias are known as the Perfect Order, and its soldiers – einheriers – keep the peace and defend the laws with righteous zeal.

Comparisons to the Infernal Battlefield of Acheron are not out of place, and the two planes both operate fundamentally on rules and laws with a military bent. But where Acheron is strife personified with individual armies clashing in a never-ending tumult of steel-on-steel, Arcadia has well-defined laws, boundaries, and edicts that keep the peace between the hyper-organized kingdoms. This is largely due to the Lex, a group of powerful judges and arbiters that debate and transcribe the various laws of Arcadia. As befitting an organization of its size and scope, the Lex is a rigid hierarchy of bureaucracy.

Law-abiding citizens can do well on Arcadia, and everyone has their place within the plane, their kingdom, and their community. The borders between the Peaceable Kingdoms are well-marked and maintained and each enjoys its own political structure. Most follow the edicts of a king, queen, or similar monarch, but democracies, plutocracies, magocracies, and more are represented among the myriad individual states. All are represented in the Lex and each maintains a magical copy of the Lexinomicon, the book of all Arcadian laws.

As long as they are useful, citizens of Arcadia are treated well, which reveals one of the surprising dark side to the plane of law and harmony. Usefulness is determined largely by the laws of the Lex and edge cases can be brought before the Great Court to be argued and defended in a process that takes months, years, or even decades of time.

Much of this planar bureaucracy occurs on Arcadia’s first layer, Abellio, where everything is arranged according to a pattern and a plan. Mountains, grasslands, forests, lakes, fields, and more all stretch out in perfectly ordered rows, squares, and other configurations. The Peaceable Kingdoms occupy much of the infinite landscape, with well-maintained stone roads connecting everything together in a great grid. Neutral and unclaimed regions are carefully marked and monitored. All of this occurs beneath a brilliant sphere in the sky called the Orb of Day and Night. During the 12-hour day, the orb is luminous and white, while during the 12-hour night it turns abruptly to dark. There is no twilight or dawn, only day and night.

Arcadia’s second layer, Buxelos, is a very similar to the first in geography and layout, with perfectly ordered orchards, forests, fields, prairies, and the like. It is less populated than Abellio, however, and the kingdoms that do dot the layer are more heavily invested in their militaries than the first layer. It is here where Arcadia leans more towards law than good with the Court Castles of Lex dominating great swaths of territory. It is rumored that Buxelos is also where radical indoctrinations take place within the closely guarded Spires of New Harmony overseen by a special branch of the Lex, but little is known about it for sure,

One of the more curious inhabitants of Arcadia are the formians. Diligent and ant-like, the formians have several massive city-hives scattered above and below the plane. They all pay homage to Queen Mother Clarity who rules from the city-hive of Mandible. The formians have been granted provisional citizen status on Arcadia by the Lex while their application for full kingdom status moves through the courts (which it has for centuries).

Breaking one of the many laws of Arcadia can have dire consequences, especially since the passing of Great Law Article #3929, stating that ignorance of Arcadian law does not provide exemption from Arcadian law (a hotly debated law article initiated when a clever wizard claimed she could not break a law she did not know about). Einherier are sworn to uphold the laws of their kingdoms and that of the Lex, while judgewraiths move about secretly to further enforce certain planar laws.

Nonetheless, wonders and treasures abound across the Peaceable Kingdoms of Arcadia, including the glittering mines beneath Mount Clangeddin, the Compass Citadels of the Storm Kings that control Arcadian weather, the arcane libraries of Nomos Prime, and the flawless magical fruits that grow on mighty silver, gold, bronze, and copper trees in certain protected groves.

LAY OF THE LAND

Arcadia is comprised of two layers, Abellio and Buxelos. Ancient Arcadian legends tell of a third layer whose name has been lost to time, a place that fell ideologically into the Clockwork Nirvana of Mechanus in the very distant past (if it even happened in the first place). Most scholars don’t give this story much credence beyond an allegory around the dangers of valuing order and structure over the common good of the people.

ABELLIO

Stretching out infinitely from a single solitary mountain peak, Abellio is a layer of perfectly ordered wilderness alongside well-maintained groves and fields. Rivers and streams create natural gridlines across the layer, and between these grids exist the bulk of the Peaceable Kingdoms. Each kingdom is unique in some way though each adheres to the rule of law established by the Lex (who keep their territory on Buxelos, the second layer).

Mountains with ordered valleys dot the landscape, but they all fall short of Abellio's two dominant peaks. The first and tallest is Mount Today which sits at Abellio's center (how an infinite plane can have a center is a point of some debate among planar scholars). Resting atop Mount Today is the Orb of Day and Night, a massive sphere that regulates day and night across Arcadia. Half of the orb radiates soft white light, while the other half sheds darkness. Which means that half of Arcadia is bathed in day while the other half at night. By some planar extrapolation not yet fully understood, Buxelos is affected similarly though there is no orb in its sky.

Just below the height of Mount Day is Mount Clangeddin, home of the dwarf god Clangeddin Silverbeard. It forms the heart of dwarven life on Arcadia and stands as one of the strongest kingdoms across the plane, known as the Kingdom of Silverbeard. The sound of ringing steel, pounding hammers, dwarven chants, and more can be heard for miles around the solitary mountain peak. The kingdom extends far below ground as well.

Weather on Abellio is controlled by four powerful entities called the Storm Kings, dwelling in magnificent citadels at each of the compass points around the Orb of Day and Night. They meet regularly to manage Arcadian weather according to their own rules and laws, many of which have been recorded by sages.

The various Peaceable Kingdoms that give Arcadia its name are populated by all manner of creatures. Humans, elves, gnomes, dwarves, halflings, and dragonborn are all well represented, both in their own distinct realms and more cosmopolitan regions. Less common inhabitants are also known, including minotaurs, giff, goblins, lizardfolk, and turtles. All of the kingdoms supply soldiers and warriors to the Perfect Order, who in turn protect all of the kingdoms from one another and outside invasions. Members of the Perfect Order, known as einheriar, are elite guards that keep the peace across the plane, and sometimes beyond it as well if the Lex orders a mobilization across the multiverse.

BUXELOS

Arcadia's second layer looks very similar to its first, though it is less populated. No massive mountain marks its center, though it is affected by the Orb of Day and Night along with the laws of the Storm Kings the same as Abellio. Military might is greatly prized across Buxelos and many of its fields are filled with the disciplined march of warriors and knights.

The Lex hold the largest single territory of any kingdom across Arcadia on Buxelos. The sprawling complex of court castles stretches for hundreds upon hundreds of miles, each imposing grey castle connected to its neighbor via a long covered bridge that more resembles a tunnel. It

is said that one can walk from one end of Lex to the other without letting the Orb of Day and Night's light touch your face.

Much of this endless layer is uninhabited, though even the wilderness is well-organized and keeps to a strict grid pattern. Numerous dangerous creatures stalk these regions, including gore worms and brekekexes, though not all are threatening. The silver foxes known as cadmal protect the harmony of nature but have been known to offer aid to strangers that become lost or disoriented.

The insectoid formians have several sprawling hives on Buxelos, including the expansive hive-city of Mandible. There, Queen Mother Clarity oversees all formian activity on Arcadia. She has numerous consorts at her beck and call, and the fighting force within Mandible rivals that of any Peaceable Kingdom. Thus far the ant-like creatures are content with integrating into Arcadian life with as little disruption as possible, and they honor the decrees of the Lex to the letter.

The Lex keep a number of small outposts in the wilderness of Buxelos known as Spires of New Harmony. Exactly what transpires in these relatively hidden sites isn't precisely known, but rumors say the Lex are experimenting with ways to indoctrinate non-lawful creatures through unsavory means.

CYCLE OF TIME

Arcadia runs on a 24-hour day similar to the Material Plane. Its day and night is divided evenly, 12 hours each, with no dusk or dawn period during the transition. The Orb of Day and Night that hangs above Mount Today on Abellio, which can be seen in the skies above Buxelos as well, turns abruptly every 12 hours. This means that half of the plane rests in a spectral darkness while the other basks beneath pale white sunlight.

SURVIVING

There are no inherent dangers to traveling within Arcadia's borders. Creatures that flagrantly break the law will find themselves facing the einheriar sooner rather than later, or perhaps a vengeful judgewraith, but these are behavioral responses not environmental.

GETTING THERE

Permanent portals to Arcadia from elsewhere in the multiverse are well documented by the Lex and watched over diligently by the controlling kingdom. Usually these portals take the form of arched trellises constructed of intertwining white ivory and black steel, but other designs are not uncommon as long as they are balanced between two opposite colors or forms.

Spontaneous vortices and gates are nearly unheard of given the plane's propensity for harmony and structure. Some gates only open under certain time constraints but these are always well documented by the Lex. Of course, in a bureaucracy as sprawling as the Lex it is not inconceivable for such documentation to become lost or forgotten amidst all the paperwork.

TRAVELING AROUND

Well-maintained roads crisscross Arcadia's terrain, making travel relatively easy between the kingdoms and across the landscape. The ordered structure of the plane makes maps easy to understand and follow, and most kingdoms have a shop representing the Order of Illustrated Landscape and Structure Design and Layout (cartographers). The roads are well-patrolled by the einheriar of the Perfect Order as well.

Moving between Abellio and Buxelos requires passing through one of large standing stone gates that dot the terrain. They are rare and the kingdoms that host them usually maintain a strong presence on both layers in order to protect their interests across the plane. A toll is usually required to be paid in order for a foreign traveler to access the gate. Alternately, high above the clouds, the Storm Kings maintain massive circular stone gates that float magically in the air allowing them easy access to the two layers. They are not guarded but strong storms swirl around them at all times, making them a dangerous option.

THE POWERFUL AND MIGHTY

No one single entity or power holds greater sway over all Arcadia than the Lex, the sprawling behemoth-like organization that debates, transcribes, and enforces the laws that keep the harmonious axis of the plane spinning. Nonetheless, other powerful groups exist, some of which may be friend or foe to a band of adventurers from across the planes.

BURMUSSOITH THE BOLD

Long ago, in some distant Material Plane, the bronze dragon Burmussoith hatched. He had several hatchmates and together they lived in a hidden lair along a well-traveled coastline with their parents. Before Burmussoith was old enough to contribute, a magical call was sent out among dragonkind and the family of bronze dragons answered, flying to a great campaign against a tyrannical foe. Unfortunately, the forces were overwhelming and the bronze dragons were defeated and Burmussoith was captured and imprisoned.

The bronze dragon grew up in the tight confines of a lightless prison under the watchful eye of an order of dark knights. Burmussoith flexed his mind as much as he could, learning through eavesdropping everything about the iron fist of his captors, though the magic of his prison kept him firmly in place. Eventually, when Burmussoith had become an adult, the dark knights and their code of tyranny collapsed from an outside force and the bronze dragon was freed. He aided the new force greatly as he shared his considerable knowledge about the inner workings of the black-hearted order.

Freed, Burmussoith helped clean up the rest of the evil forces, and then turned his considerable prowess to learning about how laws could be used to help or hinder societies. He traveled the length and breadth of his Material Plane world, gaining much knowledge, but

he knew he had to go further. The bronze dragon, now a venerable wyrm of considerable power, took to the planes, and he found Arcadia to be a bastion for his research. Burmussoith took up a residence at the Court Castles of Lex and has an entire castle to his self now.

The bronze dragon enjoys the litigation process of the Lex and often finds himself aiding strangers that get caught up in the byzantine system of laws, crimes, and punishments.

CLANGEDDIN SILVERBEARD

Many dwarves consider their deities within a trinity framework. At the pinnacle is Moradin, god of creation, but supporting him are Dumathoin, the keeper of secrets, and Clangeddin Silverbeard, the patron of warfare. No one point of the trinity is strong enough on its own to survive without the other two, but all are made better by their connection. Beneath Mount Clangeddin on Abellio, Arcadia's upper layer, Clangeddin keeps a dwarven army ready for nearly any battle across the multiverse.

The dwarven god of battle runs a complex organization in the miles and miles of tunnels beneath the mountain. He moves about constantly, inspecting troops, leading formations, and running combat drills, while maintaining information lines into the workings of the many foes the dwarves face. Chief among these are the duergar who have infested several underground realms in Arcadia. Clangeddin sees it as his personal duty to defeat the dark dwarves and drive them from the plane, but they have somehow found a way in from Acheron and other realms.

LEX

The embodiment of Arcadia's lawful nature is found wholly in the Lex. This sprawling bureaucratic organization is divided into countless orders, each with long and complex titles denoting their fields of authority. The main function of the Lex is to debate, write, and enforce the laws of Arcadia that keep harmony in balance and the peace between the kingdoms. These laws are transcribed into a massive magical tome called the Lexinomicon. The original is kept in the Court Castles on Buxelos in a well-fortified keep in the center of one of the better defended castles, but it is magically linked to each copy that is kept in the individual kingdoms.

The Lex is made up of countless members, each called a servant. Joining the Lex is a long and involved process involving hearing committees, approval committees, background checks, and more, but those that join its ranks become immortal. Elves, humans, dwarves, gnomes, and more are counted among the immortal servants of the Lex, along with stranger and more powerful creatures including angels, modrons, and dragons.

Immortal servants dress in black robes with white undershirts. Their designed order is marked on the sleeves of the robe in intricate symbols. The pinnacle of responsibility within the Lex is the Order of Peaceable Laws, where the immortal servants debate and decide upon the presentations that could eventually become laws. There are 100 members of the Order of Peaceable Laws and passing a law requires a two-thirds majority.

Two types of laws exist on Arcadia. The first are the Common Laws, and these edicts concern property, behavior, and borders, among other more standard areas. The second are the High Laws which are reserved for indelible rights of people and creatures. Murder is a crime against a High Law, while theft is a crime against a Common Law. The difference can sometimes be unclear especially to those outside the Lex, but the punishment ranges are far more severe for the High Laws than for the Common Laws.

Most outsiders find dealing with the Lex an exercise in utter frustration. Every action and request requires documentation in the form of special scrolls that must be signed by authorized individuals before they can be processed by the Order of Scroll Reviewal. From there they move into one of many different orders based on the request, eventually ending up in the Order of Scroll Archiving and Storage. Even seemingly simple requests to the powerful organization can take days, weeks, or even months to finally get processed.

NOMOS PRIME

Magic obeys its own set of internal laws. Wizards and other arcane scholars have been deciphering those laws since magic was discovered, but the underlying structure has always eluded true understanding. For the singularly powerful being known as Nomos Prime, however, such understanding has been achieved and perfected.

Who or what is Nomos Prime exactly? None know for certain, but it is an immensely powerful being that controls fantastic magical powers unheard of outside of the most spectacular divine interventions. Some stories say that it was a wizard that traveled the planes and unlocked the magical code, while others maintain it is a manifestation of that very code given voice and form. Nomos Prime is genderless and sits in a vast tower constructed of magical force on Buxelos.

It can manifest anywhere in the tower as a crackling visage of magical energy, shaping it in any way conceivable but always identifiable. Nomos Prime speaks in a calm, measured whisper that is easily heard and understood by any it so desires within its tower. Outside the tower, magical ooze-like creatures called nomo enact the will of Nomos Prime. The powerful magical entity offers to teach any wizard its power that comes to its tower, and these wizards – nomomancers – often take their knowledge out to the multiverse.

PERFECT ORDER

The Perfect Order is the military arm of the Lex. Its members are einheriar, warriors in service to law and justice across Arcadia, but they do not enjoy the immortal benefits of being a Lex servant. Instead they are equipped and trained to enforce the laws passed by the Lex, and are usually assigned to permanent duty at one of the many kingdoms across Abellio and Buxelos. In this regard, they function as that kingdom's law enforcement force, though they are usually supplemented with other military commands for the defense and good of the kingdom.

For such a vast peacekeeping force, the Perfect Order is surprisingly cellular. The units of einheriar stationed at each kingdom are autonomous from the larger organization as each is imbued with perfect knowledge of the Lexinomicon and its many, many laws. This connection is maintained by powerful forces within the Lex itself.

Two divisions of Perfect Order einheriar exist. The first are the guards, and these are the common soldiers and warriors stationed across Arcadia. They are skilled combatants and loyal soldiers, able to sense the breaking of a law within a certain range in order to locate criminals and bring them to justice. The second division are the investigators, which are housed centrally at the Court Castles of Lex. Teams of einheriar investigators are assigned territories across Arcadia and it is their duty to track down those that break the High Laws.

QUEEN MOTHER CLARITY

Formians are not native to Arcadia, and their arrival in the past few centuries caused confusion and concern initially. The ant-like race approached the Lex under peaceful terms, however, and the terms of a peace accord were struck after the first full meeting. This meeting was conducted with Queen Mother Kk'llaa'raa'tt IV, a word that is difficult to pronounce for non-formians. She is known as Queen Mother Clarity to outsiders, and currently her progeny, Queen Mother Clarity XI, rules over the formians on Arcadia.

She dwells in the massive hive-city of Mandible on Buxelos, constructed in a vast network of tunnels beneath a large mound of solidified earth and dirt that stands like a mountain on the planar landscape. Queen Mother Clarity has three daughters who represent the formians in matters of state and importance, as she herself has gotten too big to move outside of her brood chamber. Soon, her time will end and one of her daughters will become Queen Mother Clarity XII. The three princesses have different views of how to run the formian forces on Arcadia, but one of them agrees with her mother's viewpoints. It's a volatile situation that is likely to erupt in the coming years into civil war unless drastic measures are taken.

For her part, Queen Mother Clarity XI is pushing on the Lex to finalize their membership into the Peaceable Kingdoms once and for all. It's a process that's been taking a very long time, held up in debates among the orders and sub-committees, but the Queen Mother hopes that its final decision will cement the formians into Arcadia and prevent a civil war when she passes. Two of her daughters lean heavily towards withdrawing from the plane entirely – one of them violently so.

STORM KINGS

High above the perfectly ordered orchards, forests, hills, and rolling plains of Abellio hang four floating stone structures. These are the bases of the Storm Kings, four immortal beings together with complete command over the weather of Arcadia. Their homes are the Compass Citadels, each positioned thousands of miles away from the Orb of Day and Night in one of the compass points (north, east, south, and west).

The four individually are the Cloud King, the Wind Queen, the Lightning King, and the Rain Queen, and each of their Compass Citadels are surrounded by powerful and damaging forces controlled by each individual. They meet on a regular basis at one of their citadels, rotating among them each time, to discuss the weather patterns and plan for the coming period. These meetings occur every 360 days, also referred to as a storm year.

The weather of Arcadia follows definite patterns that can be ascertained. It never rains for more than one day at a time, for example, and never more than four days pass between weather extremes. The temperature across the plane is kept steady and comfortable, so snow and ice are never a widespread concern. But two or three of the Storm Kings have worked together to create particularly violent bouts of weather. Once a storm year the four allow their powers to coincide to create a powerful storm that stretches across both planar layers.

CREATURES & DENIZENS

Arcadia is home to numerous creatures that are also found on most Material Plane worlds. Sheep, wolves, cows, and other common creatures can be encountered in the vast expanses, along with humanoids and angels of all types. A few unique creatures also call the plane their home, including the displaced formians and others.

BREKEKEX

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Damage Immunities thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

Amphibious. The brekekex can breathe air and water.

Standing Leap. The brekekex's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage

Booming Croak (Recharge 5-6). The brekekex releases a booming croak in a 30-foot cone from its mouth. Creatures caught in the area must succeed on a DC 12 Constitution saving throw, suffering 22 (5d8) thunder damage on a failure, or half as much on a success. Creatures that fail their save are also knocked prone.

BREKEKEX

Swampy regions of Arcadia are filled with all manner of creatures, but few are as curious or dangerous as the brekekex. A specialized breed of giant frog, brekekex can be heard long before they are seen as their loud croaking echoes for miles, but once spotted they are easily identified. The creature's skin is slimy black streaked with white, or slimy white streaked with black for the females. Both genders croak loudly, the males during the day and the females during the night, intoning gutturally and harmoniously a sound similar to its namesake.

Fierce Defenders. Brekekex fiercely defend their chosen territories from outsiders. They lash out with their great tongues, slapping down opponents with ruthless efficiency, while occasionally releasing a devastating thunder croak. Their tongues are just as skilled at catching the numerous large insects that populate their swamps and marshes. Brekekex defend their territories as they contain their mates and their young, in either egg or tadpole form.

Song of Sorrow. Legends relate that the brekekex trace their origins back to a single huge frog, equally black and white. It lived an immortal life of simple pleasures, moving amidst the swamps of Arcadia. It accidentally hopped into the dividing line between day and night, and in a panic it froze. It didn't know which way to go. It croaked for days upon days, singing a song of sorrow that echoed throughout the plane. Eventually, the Storm Kings looked upon the tortured creature and split it into two parts, releasing it from its prison. The two halves spawned others of their kind and hopped across the plane, but the two original brekekex – still immortal – found that they could not meet each other except on the line between day and night.

CADMAL

Graceful animals of all kind are native to the fields, forests, and pastures of Arcadia. The residents know to keep a close eye out for silver foxes, however, as they could be a cadmal on the prowl. In their normal form, the cadmal resembles a silver fox as large as wolf, with sleek fur, quick jaws, and golden eyes. They have the ability to change their size, increasing to as large as a horse or decreasing down to the size of a common fox, and in each size they are well-suited for different tasks.

Wilderness Watchers. Cadmal are guardians of the natural order, and they seek out imperfections in the Arcadian landscape that would threaten the balance of the wilderness. They are intelligence, speaking Common and other languages, and use their charming voices and magical abilities to slow down enemies rather than face them in direct combat. They are solitary guardians, but they keep on good terms with the other animals and beasts of their region and usually call upon their aid if they run into an instigator of trouble.

Uneasy Friendship. Cadmal are natives of the wilderness and try not to venture too close to the Peaceable Kingdoms. They are capable of defending themselves if necessary, but most see the native residents of the plane as part of the natural harmony of Arcadia – the kingdoms don't need the cadmal's protection because of the Lex and other forces. But the silver foxes still keep their distance, and some of the more militantly minded use strong tactics to make sure their territories are kept safe. Others actually strike up casual alliances or even friendships with farmers and others that border the wilderness regions of Arcadia.

CADMAL

Medium beast, lawful neutral or lawful good

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +5, Cha +6

Skills Insight +2, Perception +2, Persuasion +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the cadmal can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the cadmal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cadmal instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

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

At will: *faerie fire*, *minor illusion*, *speak with animals*
3/day each: *calm emotions*, *hold person*, *silence*

ACTIONS

Multiattack. The cadmal makes two bite attacks.

Change Size. The cadmal can increase or decrease its size, choosing between Large, Medium, and Small as an action. The statistics below reflect the cadmal at its Medium size. At Large size, its bite damage changes to 10 (2d6+3) and it has advantage on Strength checks and Strength saving throws. At Small size, its bite damage changes to 5 (1d4+3) and it has advantage on Dexterity checks and Dexterity saving throws. The cadmal remains its size until it chooses to change size again.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) piercing damage.

Hypnotic Voice (Recharge 5-6). The cadmal speaks in a magically hypnotic voice. Creatures within 30 feet of the cadmal that can hear it must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed for 1 minute. While charmed by the cadmal's hypnotic voice, the creature is incapacitated and has a speed of 0. The effect ends if the affected creature takes any damage or if someone else uses an action to shake the creature out of its trance.

ELEMENTAL, STORM

The Storm Kings that command and direct the weather of Arcadia are powerful if somewhat detached presences of the plane. From their Compass Citadels they pull down rain, clouds, wind, and lightning according to a complex but perfectly ordered plan. While powerful in their own right, they cannot be everywhere, and each commands a nearly unlimited supply of storm elementals. These creatures resemble a gray funnel cloud, their forms marked by arcs of lightning and a driving wind that surrounds them at all times.

Agents Across Arcadia. The Storm Kings usually do not leave their Compass Citadels except to meet every cycle to determine the next cycle's weather patterns. But they each maintain interests in the goings on with the Peaceable Kingdoms below, and they use storm elementals as potent agents and representatives. In this capacity, the storm elemental records everything it hears around it, saving the information for later retelling to the Storm King directly.

Treachery of Jaraskus. The role of Storm King has been held by numerous creatures throughout time, but few have abused their position or created more problems than Jaraskus the Lightning King. He was a storm giant from a reputable family, and his father and grandfather had held the position of Lightning King before him. But upon assuming the Storm King mantle, Jaraskus became obsessed with finding the treasure he felt was hidden away in the Stormvault, a secret hiding place accessible only by the combined efforts of all four kings.

Jaraskus plotted to kidnap his fellows and force them to aid him, and he managed to assault the Compass Citadel of the Rain King and take it over briefly with an overwhelming force of storm elementals. The Cloud King and Wind Queen combined forces to eliminate Jaraskus, but the Lightning King's elemental forces went berserk and fled across the planes. Jaraskus' fate is not known, but a new Lightning King took over and the courts of the Storm Kings settled peacefully after that.

STORM ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 102 (12d10+36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, thunder, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Storm Wind Aura. Powerful winds surround the storm elemental, buffeting and blowing down opponents. Creatures that start their turn within 10 feet of the storm elemental must succeed on a DC 14 Strength saving throw, suffering 13 (3d8) bludgeoning damage on a failure, or half as much on a success. Medium or smaller creatures that fail the saving throw are knocked prone as well. Ranged attacks against the storm elemental from further than 10 feet away suffer disadvantage. Fog, smoke, and other gases are kept 10 feet away from the storm elemental.

The storm elemental can drop or summon this aura at will on its turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10+4) bludgeoning damage.

Lightning Bolt (Recharge 4-6). The storm elemental releases a crackling bolt of lightning in a 60-foot line. Creatures caught in the bolt's path must make a DC 14 Dexterity saving throw, suffering 21 (6d6) lightning damage on a failure, or half as much on a success.

FORMIAN

Across all the multiverse, few creatures are as single-minded or industrious as the ant-like formians. These creatures appear as a cross between a centaur and an ant of varying size depending on the type of formian. Their rigid caste-based society is inflexible but efficient, with little or no individuality among the ranks. All efforts are done for the greater benefit of the hive with no regard for the cost to the one or few. It's a harsh life but each formian understands their purpose in the hierarchy and performs their duties without personal thought.

Hive Structure. Formians divide themselves into three broad castes, though some hives have specialized members of one or more castes suited to specific needs. The lowest caste are the drones, who are also the smallest formians. They are suited to menial labor and excel at performing physical tasks such as digging or building in service to the hive. The second caste are the warriors, charged with defending the hive against enemies and working as a unit. The third caste are the elite queenguards, more intelligent than the lower castes with magical talents to help aid them in their assigned tasks. The top caste is the queen herself. There is no mobility among the ranks. A drone is born a drone and is destined to die a drone.

Planar Expansion. The goal of every formian hive is to expand to control as much territory as possible. They force order upon the world at the drive of their queen, who sees everything non-formian as unbridled chaos. They build expansion colonies to hold their territories and they have little regard for the lives of creatures that stand in their way. Formians originate from the Clockwork Nirvana of Mechanus where the largest hive-cities stand, and their expansion efforts have brought them across the multiverse. In Arcadia, several hive-cities have sprung up but the queens in charge have taken a less aggressive stance towards their goal of total domination, instead working within the confines of the law-based structure that guides the workings of that plane.

Body Language. The Formian language is not spoken but instead performed in an efficient manner quicker and more nuanced than most spoken languages. Formians use every part of their body when "speaking" to one another, making it impossible for non-formians to communicate in it (without the use of antennae, segmented bodies, mandibles, and other specific body parts the language falls apart).

Will of the Queen. Each formian hive is ruled by a queen, a monstrously huge creature with potent magical abilities but the inability to move for herself. The queen sits at the top of the rigid society and is supposed to be the only one with free will, as it is her vision and drive that moves the hive toward greater and greater glories and conquests. Few queens are altruistic, and some are ruthless and cruel in their machinations. Their breeding chambers are filled with hundreds or thousands of eggs, the result of their mating with the elite queenguards chosen as consorts.

FORMIAN DRONE

Small monstrosity, lawful neutral

Armor Class 14 (natural armor)

Hit Points 11 (2d6+4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	9 (-1)

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Formian

Challenge 1/2 (100 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

Repair. The formian can use the *mending* cantrip at will without material, somatic, or verbal components.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

DRONE

Drones are the most common type of formian, and a hive is usually comprised of at least 50% drones among its members. They are small, no bigger than a large dog, but industrious and single-minded in their pursuits. They cannot speak but are fluent in the Formian body language, which is adept at conveying complex messages in short time frames. Drones do not wield weapons but can defend themselves with claws if the livelihood of their queen or hive is threatened.

WARRIOR

The formian warriors are larger than the drones, each standing about 7 feet tall. Their claws are larger and more jagged than the drones, capable of piercing thicker hides, and their tail has developed a poisonous stinger it uses to attack opponents. Warriors use the formian hive mind in combat, picking up on the subtle clues of its allies to strike at the least vulnerable locations on a target. Formian warriors take orders delivered from a queen or a queenguard through their linked hive mind – most hives have no other commanders or generals than this link.

FORMIAN SOLDIER

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 26 (4d8+8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	9 (-1)

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Formian

Challenge 2 (450 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

Pack Tactics. The formian has advantage on an attack roll against a creature if at least one of the formian's allies is within

ACTIONS

Multiattack. The formian makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

QUEENGUARD

As large as a pony, the queenguard formians are the elite members of the hive that serve the needs of the queen directly. They have minor magical powers and a well-developed poison in their stinger, but they prefer to attack with oversized spears. Queenguards wear specialized plate armor over their bodies, further marking their station in the hive. They are intelligent, cunning, and competent, executing the needs of their queen and hive with ruthless efficiency. The greatest deficiency of a formian queenguard is its general lack of imagination, a trait lacking in most formians other than a queen.

FORMIAN QUEENGUARD

Large monstrosity, any lawful alignment

Armor Class 18 (plate armor)

Hit Points 67 (9d10+18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	16 (+3)	11 (+0)	9 (-1)

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Formian

Challenge 6 (2,300 XP)

Hive Mind. Each formian shares a psychic link to every other formian within a 1-mile radius. Information and details are passed instantly between the formians as long as they are all connected through the hive mind.

Industrious. The formian has advantage on Dexterity and Strength ability checks.

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

At will: *detect magic, detect thoughts*

3/day: *charm monster, locate object, teleport*

ACTIONS

Multiattack. The formian makes three attacks: one with its stinger and two with its spear or claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Spear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

GORE WORM

Arcadia is a plane of harmony and balance, where everything works together towards a general betterment. Sometimes, the equilibrium that keeps this harmony together is thrown out of balance, and when this happens the gore worm appears. These burrowing monsters resemble 30-foot long pale-yellow segmented worms, with a gaping mouth lined on all sides with tiny teeth and a single wicked horn protruding from its head. It burrows beneath the ground of Arcadia, waiting to strike at creatures or objects that threaten the harmony of the plane.

Divine Punishment. The detailed records of the Lex identify the first appearance of the gore worm as a direct result of a god that dwelled in Arcadia long ago. Believing itself to be the one thing holding the plane's harmonic balance together, the god saw discord and strife among the Peaceable Kingdoms, though in reality it was simply a difference of opinion that was fair and natural. The god summoned up a swarm of gore worms and sent them to attack the kingdom, which they did in a single night of terror and destruction. For this heinous act, the god was cast out of Arcadia by the Lex and every Peaceable Kingdom, but the gore worms could not be controlled.

Hunters of Chaos. Gore worms can sense chaotic creatures with a predatory instinct. They are usually found burrowing slowly beneath the Arcadian ground, far enough down to not cause any disturbances but close enough to sense chaotic creatures. They have been known to strike suddenly on chaotic creatures regardless of whether they have broken any laws – the gore worms have no concept of laws and the Lex have been unable to capture and control the monsters. Many altruistic einheriar of Arcadia come to the aid of travelers that are attacked in this fashion, but such is not always the case.

GORE WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d12+45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	3 (-4)	11 (+0)	7 (-2)

Saving Throws Con +6, Wis +3

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10

Languages --

Challenge 7 (2,900 XP)

Axiomatic Sense. The worm senses the exact location of any creature with a chaotic alignment (chaotic good, chaotic neutral, or chaotic evil) within 120 feet.

Charge. If the worm moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

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

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its gore.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 19 (3d8+6) piercing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 28 (4d10+6) bludgeoning damage.

JUDGEWRAITH

The laws of Arcadia are enforced largely by a shared understanding of its citizens regarding the harmony those laws bring about. Trade and conflict are managed, differences are settled, and there's a process for every grievance and concern. Nonetheless, laws do get broken. The einheriar of the Perfect Order address most concerns, but the Lex have dispersed powerful undead spirits known as judgewraiths to be where the einheriar cannot. Judgewraiths are incorporeal undead monsters bound by ancient laws to the will of the Lex, and they enforce the laws of Arcadia with righteous zeal. They appear as black-robed specters with inky darkness spilling out from beneath their well-groomed garments.

The First Thirteen. Judgewraiths were the creation of a zealous inquisitor of the Lex hundreds of years ago when a Peaceable Kingdom broke into full revolt. The inquisitor needed a tool to not just put down the rebellion but instill a measure of fear to keep the other kingdoms in line. In secret, this inquisitor took thirteen fanatically devoted judges into the bowels of his court castle, and there transformed the willing participants into the first judgewraiths.

They moved silently and swiftly to punish the rebellious kingdom. The original inquisitor broke an ancient Lex law in creating the judgewraiths, however, and shortly thereafter his own creations were turned against him. The first thirteen spectral judges still lurk around the complex of court castles and are given special assignments from time to time by the Order of Peaceable Laws.

Criminal Pursuit. Judgewraiths are relentless in their pursuit of criminals, but they usually only used in special circumstances by the Lex. Investigator einheriar looking into crimes against the High Laws may work with a judgewraith searching for a particularly heinous or brutal criminal, but most of the einheriar loathe working with the spectral creatures.

JUDGEWRAITH

Medium undead, lawful neutral

Armor Class 14

Hit Points 136 (16d8+64)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	19 (+4)	7 (-2)	8 (-1)	14 (+2)

Damage Resistances acid, cold fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 60 ft., passive Perception 9

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Zone of Truth. Creatures that start their turn within 15 feet of the judgewraith must succeed on a DC 15 Charisma saving throw or fall under the effects of the *zone of truth* spell.

Smite. Once per turn, the judgewraith deals an extra 14 (4d6) psychic damage when it hits a target with a weapon attack.

ACTIONS

Multiattack. The judgewraith makes two raking claw attacks.

Raking Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6+6) slashing damage and 14 (4d6) psychic damage.

Eye of Judgement. A target creature within 60 feet of the judgewraith that it can see must make a DC 15 Wisdom saving throw or be paralyzed for 1 minute. Creatures with a chaotic alignment suffer disadvantage on this save. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NOMO

The laws of magic are as strict and rigid as any of the laws constructed by the Lex, but they largely remain shrouded in mystery. The powerful entity known as Nomos Prime claims to understand all of them as no mortal or even divine power could, and from its tower on Arcadia's second layer of Buxelos, it collates magical data from across the multiverse. It doesn't leave the tower, however, instead relying on flying oozes known as nomo to perform its field operations.

A nomo resembles a large purple jellyfish, with a broad cap sitting over a mass of tentacles that undulates to move the creature through the air or water. They have been encountered across the multiverse, either on specific missions from Nomos Prime or left to wander after completing some task, but their knack for cancelling magical effects has made them dangerous monsters to encounter.

Data Collection. While Nomos Prime claims to understand the laws of magic, it is not one to rest with that knowledge. Most arcane spellcasters agree that magic itself is a living thing, perhaps not in the same way mortal creatures are alive but in a wholly unique and largely misunderstood way. The nomo are tasked with collecting information about magic for collation and archiving by Nomos Prime. What the mysterious entity ultimately does with this data isn't known.

Magic Hound. Some wizards, especially nomomancers who studied under Nomos Prime, have been known to use a nomo as a specialized hunter of magic. Its innate sense to pick up magical effects within a broad area makes them good at detecting otherwise hidden emanations from *detect magic* and other common spells. A nomo found in the wilderness can lead to a greater discovery, or so believe some nomomancers who otherwise do not wish to disturb their master's pet oozes.

NOMO

Large ooze, unaligned

Armor Class 14

Hit Points 78 (12d10+12)

Speed 10 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	5 (-3)	20 (+5)	11 (+0)

Saving Throws Int +0, Wis +8, Cha +3

Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15

Languages --

Challenge 5 (1,800 XP)

Amorphous. The nomo can move through a space as narrow as 1 inch wide without squeezing.

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

Magic Sense. The nomo can sense magic, including spells and spellcasters, within 120 feet.

ACTIONS

Multiattack. The nomo makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 10 (4d4) force damage.

REACTIONS

Counter Magic. If the nomo is the target of a spell or other magical effect, it automatically cancels the effect if it's the equivalent of a 4th-level spell or lower.

HAZARDS & PHENOMENA

While Arcadia stands as one of the safer planes to travel for well-intentioned visitors, there remain a few hazards to watch out for, chief among them breaking the law (accidentally or deliberately!). Other wonders attract strangers to Arcadia's perfect fields as well, and Dungeon Masters can randomly generate a Peaceable Kingdom using the tables contained herein for quick inspiration.

ARCADIAN FLAWLESS FRUIT

The trees that fill the orchards and forests of Arcadia's perfectly ordered landscape are pristine specimens, each standing tall and reaching out with symmetrical branches and leaves. Most of these trees are simply perfect versions of more common varieties found across the Material Plane, such as oaks, maples, and birches, but under the right specific circumstances a seed falls and grows into a flawless metal tree.

The flawless metal trees have bark made of gold, silver, or copper, with bronze or brass leaves sprouting along ordered lines on the branches. They appear to be oaks, but they bear no nuts or seeds – instead, flawless fruit grows from their limbs. Resembling pears of varying shades of red, green, orange, and violet, the flawless fruit from these rare trees hold magical properties. Each flawless tree grows fruit of one particular type, which mimics a potion from the below table. When picked, the fruit lasts for 1d10 days before crumbling to dust.

1D20	FLAWLESS FRUIT EFFECT
1-2	<i>Potion of healing</i>
3-4	<i>Potion of fire breath</i>
5-6	<i>Potion of resistance</i>
7-8	<i>Potion of animal friendship</i>
9-10	<i>Potion of hill giant strength</i>
11-12	<i>Potion of water breathing</i>
13-14	<i>Potion of gaseous form</i>
15-16	<i>Potion of heroism</i>
17-18	<i>Potion of invisibility</i>
19	<i>Potion of supreme healing</i>
20	<i>Potion of speed</i>

The flawless trees usually only appear singly in a grove or forest, but in some places they are specially cultivated. The Enlightened Orchard contains the densest collection of flawless trees that grow fruit near constantly.

BREAKING THE LAW

The laws that govern life across Arcadia are complex and byzantine. Travelers to the plane, especially ones with a chaotic alignment, can find themselves inadvertently breaking any number of laws, bringing the wrong kind of attention down upon them and those they associated with.

Rather than detail out the myriad Arcadian laws, which

would likely fill many thick volumes in its own right, the DM is encouraged to use a simple abstraction. Anytime a character makes an ability check while on Arcadia, roll 1d20. If the character is lawful, a law of some sort is broken on a roll of 1. If the character is neutral, a law is broken on a roll of 1 or 2. And chaotic characters break the law on a roll of 1, 2, or 3.

You can use the table below to determine the severity of the law broken. Common Laws are handled by einheriar in the area, while High Laws are usually policed by the investigator einheriar or judgewraiths (or both, in rare circumstances). Law and order are so bound together in Arcadia that a magical effect attaches an aura to criminals that can be read by specialized equipment held by einheriar across the plane, allowing them to quickly judge if a person has broken a law and demand fines and/or incarcerate as appropriate. Just because no one was around doesn't mean a law was not broken on Arcadia!

1D20	LAW SEVERITY
1-4	Common Law – Minor fine of 1d6 x 5 gp.
5-7	Common Law – Minor fine of 2d6 x 10 gp.
8-10	Common Law – Minor fine of 1d6 x 50 gp.
11-13	Common Law – Medium fine of 1d6 x 100 gp or 1 night's imprisonment.
14-15	Common Law – Medium fine of 1d6 x 500 gp or 1d4 night's imprisonment.
16-17	Common Law – Major fine of 1d6 x 1000 gp and 1d4 night's imprisonment.
18-19	Common Law – Major fine of 2d6 x 1000 gp and 2d6 night's imprisonment
20	High Law – Special

A night's imprisonment can be settled with 500 gp per night at any Perfect Order office around Arcadia. Breaking a High Law usually involves a trial, and such offenders are apprehended and taken to the Court Castles of the Lex on Buxelos. There they wait for their time in court, and are assigned a defender while evidence is gathered. Some criminals have waited years for their trial to start.

HARMONIOUS VITALITY

The harmony built and maintained by the Lex and other inhabitants of Arcadia mingles well with the plane's natural tendencies, and together they infuse travelers and natives alike with charged vitalities. While on Arcadia, creatures can't be frightened or poisoned, and they are immune to disease and poison.

RANDOM PEACEABLE KINGDOM

The Peaceable Kingdoms that give Arcadia's its title are many and varied, and not all of them are kingdoms in the strictest sense! Democracies, magocracies, plutocracies, and more populate the well-ordered lands of Arcadia. Collectively they are known as the Peaceable Kingdoms and they are all lawful good or lawful neutral (usually a mix

of both).

You can randomly determine the general properties of a Peaceable Kingdom using the below tables. The first table determines the government type, or who holds the highest level of authority in the kingdom. The second table helps determine the dominant race, which can be one or many depending on how unique you want to get. The third table is a catch-all for general traits that apply to that kingdom; you are encouraged to roll two or three times on that table to make the kingdom unique from the others. Some of the results are opposite of one another and if rolled together, one should be re-rolled.

1D20	GOVERNMENT TYPE
1-2	Democracy. Government by the people, either directly or through elected representatives.
3-4	Plutocracy. Government by the wealthy.
5-6	Theocracy. Government by clerics and priests.
7-8	Magocracy. Government by wizards and sorcerers.
9-10	Bureaucracy. Government by various departments and bureaus.
11-12	Syndicracy. Government by leaders of various syndicates or guilds.
11-20	Monarchy. Government by a single hereditary sovereign.

1D20	DOMINANT RACE
1-2	Elves
3-4	Dwarves
5-6	Halflings
7-8	Gnomes
9-10	Dragonborn
11	Orcs
12	Goblinoids
13	Aasimar
14	Modrons
15	Lizardfolk
16	Minotaurs
17-20	Humans

1D20	KINGDOM TRAITS
1	Magic Rich
2	Magic Poor
3	Honorable
4	Trustworthy
5	Severe
6	Restrictive
7	Strict
8	Zealous
9	Welcoming
10	Xenophobic
11	Superstitious
12	Ancient
13	Tyrannical
14	Argumentative
15	Wealthy
16	Poor
17	Arrogant
18	Law-obsessed
19	Cosmopolitan
20	Supportive

The goal with these tables is to generate distinct Peaceable Kingdoms that could reasonably exist in Arcadia. If the party is going to have extensive interaction with one or more of these distinct realms, it would be best to consider adding more detail, such as the nature of any large settlements and major geographic features.

MYSTERIOUS SITES & TREASURES

Arcadia is a well-populated plane with varied and distinct realms of a law-abiding nature, but that doesn't mean secrets and treasures don't lay between the cracks. Whether characters are searching through the vast Scroll Crypts, perusing the Lexinomicon, or trying to find the mythical Stormvault, Arcadia has plenty of adventure opportunities to offer.

COMPASS CITADELS OF THE STORM KINGS

Hovering high above the ordered landscape of Arcadia's first layer float four impressive fortresses, each serving as the home of one of the powerful Storm Kings. They are positioned at the compass points around the Orb of Day and Night, though spread out far enough and high enough so that they cannot view one another. Each of these Compass Citadels is surrounded by titanic weather patterns matching the Storm Kings' own demesne – wind, rain, lightning, and clouds.

Each of the Compass Citadels is unique to their respective Storm King, but they are all organized stone layouts with multiple towers surrounding the central structure. There each Storm King holds court, commanding their weatherly aspect across Arcadia. They each have their own perspective on visitors, so travelers should be cautioned. The Rain Queen is fond of entertaining those that make the long and perilous journey to her Compass Citadel and has been known to talk for hours at length with any willing to listen. By contrast, the Lightning King is a brooding quiet lord that keeps intruders away with a massive force of storm elementals and precision lightning strikes.

COURT CASTLES OF THE LEX

The largest developed region in all of Arcadia belongs to the sprawling complex of bridges, walls, towers, and fortifications that make up the Court Castles of the Lex. The bureaucratic orders of the Lex each have their own gray stone castle(s) within the 50-mile square plot of developed land. There is order to the tangle, though the closer one gets to the center of the Court Castles the less that order is obvious as the buildings and spires date back to the beginning of the Lex on Arcadia.

Although its size dwarfs many kingdoms, the Court Castles are not evenly populated, and some sections have been sealed away or abandoned in the edicts of new policies. Old orders are shuttered but their residency sites remain, sealed away, with their records moving into the Scroll Crypts buried below the ground.

The center of the entire structure is dedicated to the Castle of Peaceable Laws, where the Order of Peaceable Laws meet to debate new laws. This is also where the true and original version of the Lexinomicon is housed, magically linked to every copy on Arcadia. Few visitors are allowed inside the Castle of Peaceable Laws unless the Order of Peaceable Laws has called a special public session, an act that requires two-thirds majority of the order's members after such a motion has been made.

While the Order of Peaceable Laws is the pinnacle of the Lex, other orders housed within the Court Castles hold just as much if not more sway in the day-to-day operations of the bureaucratic organization. Members of the Order of Scroll Scribes can be found everywhere as they are responsible for taking accurate notes on everything, who in turn pass their documents over to the Order of Scroll Archiving and Storage. The Order of Scroll Retrieval are responsible for taking requests and fetching the desired scrolls as summoned by members of the Lex or representatives in good standing.

Many of the outlying Court Castles are dedicated to holding actual court, with a judge presiding over a case. Cases are argued by defendants and prosecutors on behalf of clients, who are often citizens accused of a crime that they have disputed. The legal proceedings of these many, many courts is long and tedious but most judges of the Lex are fair if overly thorough. "Everyone has their day in Lex court" is a common Arcadian saying, followed closely by "but the Lex judge takes their time in months." It's a slow, ponderous system, but for the complex law-heavy societies of Arcadia there is no other option.

ENLIGHTENED ORCHARD

The flawless metal trees that dot the landscape of Arcadia are rare, and while there is a pattern to their appearance and growth it is complex and poorly understood by most. The most reliable place to find the metal trees and their magical flawless fruit is the Enlightened Orchard. Guarded by four gynosphinxes of incredible age and power, the orchard is hidden from casual view on Abellio, the first layer of Arcadia, in an otherwise unassuming patch of land not claimed by any Peaceable Kingdom.

Those that wish to partake in the fruits of the orchard must pass five tests. The first test is finding and accessing the Enlightened Orchard, a riddle few have been able to solve. Then each of the gynosphinxes that guards the site offers a distinct test. Failure expels the applicant from the orchard for a period of four years. It is widely known that those that pass the tests have their memories selectively cleared of the experience by the magic of the gynosphinxes, so few clues exist to aid travelers. Applicants must rely on their wits and knowledge to access the orchard.

GLOCKENSPIEL

Glockenspiel stands as one of the many Peaceable Kingdoms across the landscape of Abellio, and it would be wholly unremarkable among its neighbors except for one distinct feature. It is ruled by an erinyes devil named Lady Lacquella who has turned her back on the evil ways of her devilish kin. Lady Lacquella's path to rulership over Glockenspiel, a plutocracy rooted in old aristocratic ways and means, started recently when one of the old nobles schemed to gain greater power. He summoned the erinyes and taught her the ways of Arcadia in secret while using his considerable influence and deep knowledge of the laws to keep the Perfect Order from discovering his plots.

Lady Lacquella learned a great deal from her summoner, and she found that Arcadia held more for her than the Nine Hells. When she learned that the old noble that summoned her had broken a High Law, she pushed through incredible agony and pain to defy his will and report it to the Lex. The Perfect Order came in with full force into Glockenspiel and tore down the noble's house and plans in punishment, but the erinyes was a conundrum. She was given a chance to plead her case before the courts of the Lex, and using the knowledge of Arcadian laws she had gained Lady Lacquella was able to expedite the case hearing. The judge that oversaw the case ruled in her favor and she was given her former master's land and title as recompense.

The erinyes moved quickly to consolidate her power among the other nobles, but she holds no malice in her heart. She is careful not to break any laws, but some of the Perfect Order that protect Glockenspiel – ancient knights – bristle at the very thought of a devil in their lands. Lady Lacquella has done well for Glockenspiel and its people, however, and by all account she is eyeing a seat on the Order of Peaceable Laws as her ultimate goal. Is this part of a devilish plot to usurp the powers of Arcadia? Or is this a case of a changed heart?

LEXINOMICON

It cannot be understated how many laws adjudicate life and society in Arcadia. Most of those laws were passed with good intention, though a few come close to absurdity, and some are so ancient that their original reasonings have been lost to the dusty archives of the Scroll Crypts. Every single law of Arcadia, from the simplest to the most ridiculous, are transcribed in a massive tome called the Lexinomicon, housed within the Court Castles of the Lex on Buxelos. The sheer number of laws and amount of people needing to reference them makes a single copy worthless, so a magical copy exists within every Peaceable Kingdom that is updated automatically and immediately when the original is marked.

The book itself is massive. A single page is 10 feet wide and 8 feet tall, and when closed the Lexinomicon sits 10 feet high. The pages are magical, as thin as paper but as strong and durable as steel. Perfectly neat and legible handwriting lays out each law in ordered, organized sections, but even for such a weighty tome the sheer number of laws on Arcadia should fill multiple copies of the behemoth. Another magical aspect of the Lexinomicon holds an extradimensional space between the covers allowing for a near-infinite number of pages to be kept inside. Each copy of the Lexinomicon is half the size of the original but otherwise holds the same properties.

The Order of Scribes Eternal are tasked with actually writing and adjusting the laws within the book. These immortal scribes speak rarely and work in shifts, maintaining the wording of all the laws and adjusting them based on the rulings of the courts of the Lex. A single representative of the Order of Scribes Eternal is assigned to each copy held by the Peaceable Kingdoms, who are responsible for relaying new laws and updated language to their respective rulers.

MANDIBLE

The formians are a relatively new arrival on Arcadia, having spread from the coglands of Mechanus in a relentless incursion into the planes. But the ant-like creatures are not evil, and they recognize the value in integrating into Arcadia seamlessly. Several hive-cities have appeared on Buxelos, the plane's second layer, but none are as large or complicated as Mandible. There, Queen Mother Clarity rules the formians across all of Arcadia, and she commands great respect with the queen mothers on Mechanus as well.

Mandible stands as a massive dirt tower rising up from the once lush grassland surrounding it. The indomitable formians have worked tirelessly to build the structure out of the land's materials, using their own magic and prowess to push it higher and higher. The base is nearly a mile wide and it stretches up almost half that height, tapering as it reaches the pinnacle. Inside is a complex but well-organized network of tunnels, passages, caverns, and rooms built into the earthen structure of Mandible itself. The tunnels extend far underground as well, where the formians have dug out extensive regions within their designated borders.

The hustle and bustle of constant movement dominates existence in Mandible. The formians inside all have specific tasks they must complete, and they work to complete these with ruthless and machine-like efficiency. Soldiers patrol, drones work, and Queen Mother Clarity's personal brood and guards oversee the entire operation. The queen mother's chambers are hidden in a secret chamber at the tower's base, roughly at ground level, but accessing it requires intricate knowledge of Mandible's tunnels and hidden halls.

Some representatives on the Order of Peaceable Laws believe that the formians have sinister intentions that they hide within Mandible's borders. It is a sovereign nation on Arcadian land, subject to its own laws, a situation agreed upon by Queen Mother Clarity's tireless negotiations upon their arrival on the plane. What exactly transpires in the formian hive-city is unknown to the Lex or other residents of Arcadia, a fact that worries many in positions of power.

MOUNT CLANGEDDIN

A blind traveler can find Mount Clangeddin with little problem, as the rhythmic pounding of hammer on anvil echoes for miles upon miles around the singular peak, the sound of industrious dwarves working on countless projects within the mountain's halls. Of course, Mount Clangeddin is even easier to find with sight as it towers above every other natural feature of Arcadia, with the exception of Mount Today. Its rocky surface is dotted with regular openings where dwarven sentries stand watch, but no easy trail avails those that would scale its exterior – the jagged rocks are aligned specially to prevent such ventures.

Inside and below Mount Clangeddin, thousands upon thousands of dwarves work under the auspices of their god, Clangeddin Silverbeard. The famous dwarf deity resides somewhere in the mountain, though he is not one for religious rites, preferring instead to constantly move about the halls inspecting soldiers and the results of numerous dwarven crafters. The dwarves in Mount Clangeddin live a rigid, militaristic life, with a definite hierarchy and chain of command running through every facet of life. Defense of the mountain is paramount, and numerous spontaneous portals have appeared in the tunnels below ground where duergar, derro, and other evil invaders seek to plunder the riches of the fabulous dwarf kingdom.

And the riches contained within Mount Clangeddin are fabled and many. Great weapons and armor of dwarven make adorn vaults and halls of legend, though rarely do they remain in place for long. Clangeddin and his clergy believe that a weapon that sits idle is a weapon misused, so worthy contenders constantly strive to prove their value before the vault keepers in hopes of having one of the mighty items bestowed upon them.

Dwarves make up the bulk of the residents of Mount Clangeddin, and dwarven members of the Perfect Order protect it and the surrounding territory from incursions and evil, but occasionally a non-resident impresses the keepers enough to find a place among their ranks. Known as beardfellows, these outsiders have been welcomed in Clangeddin's halls and are recognized by most dwarves as

honorable friends who have performed great service. Even dwarves can be titled beardfellows and they are regarded higher still by the people under the mountain.

ORB OF DAY AND NIGHT

Nothing more encapsulates the perfect order of Arcadia than the Orb of Day and Night. Every 12 hours, the orb shifts, bathing one half of the plane in sunny daylight and the other in moonlit night. It turns without fail, a symbol of Arcadia's harmony. No twilight or dusk shines upon the land, and a definite line divides the night and day sides of the plane. The Orb of Day and Night rests atop Mount Today on Abellio, but through some magical force it can be seen just as clearly on Buxelos as well.

Several planar sages have tried to study the orb, but thus far all attempts to reach the summit of Mount Today have met with failure. The weather turns violent the closer one approaches the peak, and when coupled with the intense effects of the orb itself – the day side radiates fierce and blistering heat with the night side sends a numbing chill – approaching the top has simply proved too dangerous. A little known prophecy written by a blind diviner says that one day the Orb of Day and Night will fail, and when that happens order will become chaos and harmony will crumble. Those that have heard of this prophecy scoff at its words. How could such an event occur?

SCROLL CRYPTS

The Lex generates enough scrollwork to stuff any library on the Material Plane full to bursting, and then some. All of this paperwork has to go somewhere, and below the Court Castles on Buxelos the Lex have come up with the answer. The Scroll Crypts are underground dungeon chambers filled with vault upon vault, each overflowing with scrolls of all kinds. Some are simple messages, some are notes on various laws, and some are magical texts that hold words of power. All must be stored and catalogued, and the Order of Scroll Archiving and Storage are responsible for this monumental task.

The scribes of the OSAS (as they are known) are accustomed to living underground, and they are the largest order of the Lex outside of the Perfect Order. The OSAS work closely with the Order of Scroll Retrieval who take in the requests for archived document and pass them to the OSAS for fulfillment. In the Scroll Crypts, the scribes have little contact with anyone outside of member of the Order of Scroll Retrieval.

Some members of the Lex believe the OSAS has lost more scrolls than they know about, but the OSAS vehemently denies any such accusations. Unfortunately, the truth is that sometimes, scrolls do become lost – but usually under mysterious and directed circumstances.

SPIRES OF NEW HARMONY

While the Lex has the good of everyone in mind, the laws that it passes and the direct enforcement of those laws can be a bit stifling. Most folks with good intentions can see the reasoning behind this, however, as it does maintain a harmony and balance across Arcadia. However, one secret

project undertaken at the behest of a small cadre of judges blurs the line between what's good for Arcadia and what's good for people. Under the mantle of the Order of New Harmony, this secret initiative operates in lone towers spread across Buxelos called Spires of New Harmony, where the ruthless inhabitants seek to purge chaos from individuals by force.

This kind of forced indoctrination is not illegal, not yet, and the judges that run the Spires of New Harmony wish to keep their project away from the eyes of the rest of the Lex for as long as possible. The mission is simple – take individuals that show strong rebellious streaks from across the planes, abduct them, lock them in a Spire of New Harmony, and then perform a series of magical experiments meant to purge the chaos from their bodies. They have not been successful to date on any grand scale but they have managed to keep most of their activities hidden. However, the Order of New Harmony is becoming more bold in their actions, and soon they will be revealed. And when that happens, the judges that run the project hope that their results prove the end justifies the means.

STORMVAULT

The Storm Kings are powerful individuals that hold incredible magical might between them. This magical might is rumored to stem from a hidden site called the Stormvault, where the penned up magical energy of the plane's weather is contained and then distributed slowly between the four leaders. The Storm Kings do not speak openly about such a place, but there have been enough stories and legends told about them and their power that most believe the Stormvault exists.

If it does exist, it would contain magical secrets and power of staggering capacity, whether the Storm Kings draw energy from it or not. Some legends say that it holds powerful weapons and relics used by the four to wage war upon each other and exterior forces, while others say it is a prison for a storm-related god of an ancient and forgotten epoch. Where is this fabled site? Most sages that study the Stormvault say that the most likely place is inside the Orb of Day and Night itself, which sits at the perfect center of Arcadia and consequently the Compass Citadels of the Storm Kings. Do all four have access to the Stormvault? Are there keys necessary to opening it? What would precipitate such a momentous occasion? These are questions that no one has answers yet for.

TOWER OF NOMOS PRIME

The laws of magic are cosmic and beyond the understanding of most people, but Nomos Prime is not most people. Who or what Nomos Prime is or was is not known, but this magical entity claims to be the only being in the multiverse that truly understands all of the laws of magic. It has created a new school of magical study, nomomancy, that it teaches to students young and old that seek it out. And the best place to seek the entity is its monolithic tower on Buxelos, Arcadia's second layer.

The Tower of Nomos Prime is constructed of black glass streaked with jagged lines of purple. It appears on the outside as a square box, 250 feet to a side, with no doors

or windows visible. Entrance is provided only to those that prove they have understood the first law of magic, which is that magic obeys its own laws. Demonstrating this can be done in any number of ways, but doing so usually gets Nomos Prime's attention, after which a door panel opens leading inside.

The interior of the tower is a marvel of extradimensional space. Its black glass corridors and halls continue in all directions, not haphazardly but ordered and measured. Students of all ages walk the halls, learning from the nomo spirits that serve as Nomos Prime's voice in common interactions. The air hums with magical energy and the labs hold experiments dealing with the very nature of magic itself.

Nomos Prime is infused within the tower and is quick to explain to students and visitors that it cannot leave the confines of the strange magical building. But the gift of nomomancy it gives to any with the appetite to learn, and this gift it encourages all to share across the multiverse. Is this part of some sinister plot? What is the true motive behind Nomos Prime and its scores of nomomancers?

ADVENTURE HOOKS

Arcadia presents any number of interesting adventure opportunities for plane-traveling heroes of all kinds. Its rigid law-based structure allows for a great amount of intrigue, while the good-natured beliefs of its many citizens provides interesting backdrops for all manner of conflicts.

TIER 1 (LEVELS 1-4)

Arcadian hazards and plots can spill out across the multiverse in any number of possibilities, drawing heroes into their webs like flies caught in a spider's web.

... A hooded wizard appears in the same small town as the characters and is witnessed performing strange rites at odd hours of the day and night. If confronted, the wizard explains that he is a nomomancer, a student of Nomos Prime, and he is searching for a ripple in the law of magic that he tracked down to the site. The characters can also become embroiled in the nomomancer's machinations when the ripple wraps ordinary creatures in the area to monstrous proportions. Did the nomomancer cause the ripple and is now trying to study the results? Or did it happen by accident and he is trying to stop it?

... The characters are approached by an armored dwarf that speaks in a thick unusual accent. She introduces herself as a beardfellow from Mount Clangeddin, and she needs help hunting down a pack of duergar dwarves in the area. The gray dwarves are creating a portal to Arcadia's underground depths, with their ultimate destination in a secret dwarven vault below Mount Clangeddin. How far along the duergar are in their portal construction is up to you!

... The ground around the characters suddenly collapses as a formian drone crew miscalculates the soil composition of the area during their tunnel construction. The ant-like creatures are not hostile, but a leader approaches the characters and requests strongly that they follow it to their dig supervisor. Are the formians looking for something in the vicinity of the characters? How does it tie back to Queen Mother Clarity's attempts to colonize all of Arcadia?

TIER 2 (LEVELS 5-10)

Greater travel options open up to the characters as they advance in levels, and though Arcadia is not inherently hostile to travelers, it can still present problems and adventures that can quickly overwhelm lower level parties.

... One of the characters receives a strange summons from a black-robed member of the Order of Courtly Summons of the Lex. A family member or close ally of the character has been brought to trial in the Court Castles and has requested the character's presence as a witness to the crime in question. Magical compulsion prevents defendants from lying, so the ally must be telling the truth, but how the character fits into the legal conflict should become more apparent when they arrive in the grim court of the Lex.

... An einheriar investigator arrives in the same small town as the characters, hunting down a fugitive from Arcadian justice. The fugitive is a doppelganger rogue of considerable skill that murdered and stole from a Peaceable Kingdom, and the investigator has found him too difficult to capture on his own. He approaches the party and asks for their assistance. How far the doppelganger gets while eluding capture and where he leads them is up to you.

... A strange and unusual disease strikes down the population of a small town. Magical healing is largely ineffective, but divination points to the flawless fruit of Arcadia as being a possible cure. Reaching Arcadia and then finding the Enlightened Orchard takes the characters out of their plane and into a new world, and they must deal with the riddles of the gnosphinxes that protect the flawless fruit from falling into unworthy hands.

TIERS 3 AND 4 (LEVELS 11+)

Stomping across the planes on various quests and errands becomes more commonplace for higher tier characters. Arcadia can offer a welcome respite from the dangers of the Lower Planes, but the opportunity for intrigue among the Lex and other forces means there's no true rest for the adventuring spirit!

... Within a small tyrannical region known to the characters, a rebellion has been growing against the unjust ruler. That rebellion is suddenly stifled when its leader disappears, and the characters are asked to find out what happened. The trail leads to Arcadia, where the rebellious leader has been singled out by the Order of New Harmony to undergo "radical lawful re-alignment." The

powers behind the secretive Lex order do anything to stop their mission from being uncovered, and that may mean stepping over lines as they work against the characters.

... A weather-related disaster looms on the horizon, churned up by dark and mysterious forces. The key to stopping the disaster lies hidden in the Stormvault, and the characters must convince one of the Storm Kings to let them access it. The party finds themselves embroiled in the politics of those powerful and somewhat fickle individuals while the clock ticks away and the disaster moves closer to reality.

... The characters suddenly find themselves accused of breaking a High Law on Arcadia! They are confronted by the Order of Courtly Summons with a powerful host who request the characters' compliance with the order. If they disobey, they become fugitives, but if they agree they find themselves locked up in the Court Castles of the Lex while they await their trial – in several years! Getting out and clearing their name should take them on a journey across Arcadia, perhaps with the help of a certain law-oriented bronze dragon. Who set them up? And what do they have planned once the party is out of the way?

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling through Arcadia. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players.

ARCADIA

1D100	ENCOUNTER
01-05	A lone brekekex singing its song in a nearby swamp.
06-10	A force of a dozen formian drones on a mission from their supervisor.
11-15	A passing goreworm below ground, searching for chaotic prey.
16-20	Group of dwarven einheriar (knights) protecting their region.
21-25	Several swarms of insects moving together in harmony.
26-30	A cadmal watching from a short distance away.
31-35	A herd of elephants on a methodical march.
36-40	Two lost monodrones that have been separated from their fellows.
41-45	A deva aiding the Lex by searching for a criminal.
46-50	Grazing giant goats in a nearby field.
51-55	A turtle druid communing with the insects.
56-60	Dozens of giant wasps stirred up and angry.
61-65	A judgewraith passing overhead.
66-70	A silver-eyed giant owl observing from a nearby tree.
71-75	A guardian naga forced out of its lair.
76-80	A squad of formian soldiers fighting several giant spiders .
81-85	An errant storm elemental driven mad.
86-90	Three giant boars crashing through the nearby underbrush.
91-95	A group of human einheriar (knights) patrolling the region.
96-00	A solar investigating rumors of an evil presence.

PLAYER OPTIONS

Law and order exist in harmony on the Peaceable Kingdoms of Arcadia. This includes the laws of nature, the laws of magic, and the laws of society, for all three must be in synchronization in order for true harmony to be achieved. The Lex, a powerful bureaucratic organization, handles most of the societal laws on Arcadia, and the others are left to govern themselves as naturally as can be.

This does not mean that strife is absent from Arcadia, however. Far from it, the laws of society, even when built for the betterment of people, sometimes clash with one another, and the Lex is a huge, bloated organization that moves ponderously and doesn't react to change well at all.

Arcadian life is good for those who are willing to obey the law, knowing that their intent is good and just, and work within a complex framework of judgements, courts, and other official proceedings. The people of Arcadia have been described as cheerless and dour, but truthfully they each find a way to be happy within the system they live and thrive within. Certainly there's no place for spontaneous dissent on this plane, but organized protests are not uncommon, and everyone has the right to be heard (eventually).

There are still interesting aspects to Arcadia that can draw the attention of characters from all walks of life. The Storm Kings that rule the weather of the plane have inspired bards across the multiverse to join the College of Storms. Direct, loud, and often confrontational, these bards are electrifying performers and standout allies to any adventuring party.

The industrious nature of insects on Arcadia inspires druids that join the Circle of the Hive. Gaining insect-like powers and a powerful hive mind with their fellows, these druids can morph themselves into swarms that can overwhelm enemies at a turn.

The laws of magic have a place on Arcadia. Nomos Prime, a strange but no doubt powerful entity, claims to understand the true nature of magic, and the School of Nomomancy is available for wizards that seek a greater understanding of their arcane power.

Arcadia also offers backgrounds for characters to choose. The beardfellow is a dwarf-friend that originated in the halls beneath Mount Clangeddin, while the einheriar are the elite guards of the Perfect Order charged with defending Arcadia and all lawful people from harm.

The new class options include the College of Storms for bards, the Circle of the Hive for druids, and the School of Nomomancy for wizards. One new background, Beardfellow, is available for characters as well.

EINHERIAR BACKGROUND

The einheriar are the soldiers of Arcadia that enforce its many laws. You counted yourself among their numbers, serving as guard and steward to an ancient legacy of harmony, balance, and truth. For characters of this background, use the City Watch/Investigator background from the *Sword Coast Adventurer's Guide* for details.

BARD: COLLEGE OF STORMS

Thunder rumbles, lightning flashes, and rain pounds within the confines of powerful storms. This power has a rhythm and harmony of its own, and bards that follow the College of Storms have learned to draw inspiration from those vibrations. On the plane of Arcadia, the weather follows strict rules laid out and administered by the Storm Kings, and it was a devotee of these immensely powerful beings that first founded the College of Storms. Big, bombastic, and often aggressive, bards of the storm are formidable members of any adventuring party.

BONUS PROFICIENCIES

When you join the College of Storms at 3rd level, you gain proficiency with medium armor and martial weapons.

ELECTRIFYING INSPIRATION

Starting at 3rd level, a creature that has a Bardic Inspiration die from you and hits with a melee weapon attack can roll that die and inflict lightning damage equal to the number rolled to its target. Alternately, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and inflict lightning damage equal to the number rolled against the attacker.

RIDE THE WIND

Starting at 6th level, when you give a creature a Bardic Inspiration die, you briefly become surrounded by strong winds, allowing you to fly up to 20 feet without provoking opportunity attacks.

HEART OF THE STORM

At 14th level, you can command the fury of the storm in an area around you. As a bonus action, a 20-foot-radius sphere of whirling air springs into existence centered on you. Each creature in the sphere other than you when it appears or that ends its turn there must succeed on a Strength saving throw against your spell save DC or be knocked prone. The sphere's space is difficult terrain.

Ranged attacks against targets inside the sphere suffer disadvantage, and your Charisma modifier is added to any lightning or thunder damage dealt to targets within the sphere. The sphere lasts for 1 minute, but it can be ended early if you move 5 feet or more from the center.

You must complete a long rest before you can use this feature again.

DRUID: CIRCLE OF THE HIVE

On the plane of Arcadia, insects live devoted, harmonious lives perfectly in concert with the natural flow of the environment. Each insect contributes to a larger hive, that in turns fulfills a specific role that fits in perfectly with the grand plan of the ecosystem that keeps everything connected. This pattern is repeated across the multiverse to a greater or lesser degree, and the druids of the Circle of the Hive see this and strive towards its harmonious ends. Seeing the buzzing movements of a honey bee, the industrious march of the ants, the silken webs of a spider, or even the cleansing destruction of a beetle, these druids see beauty all around them.

CIRCLE SPELLS

You tap into the linked power of the insect world, granting you access to specific spells. At 2nd level, you learn the infestation cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Hive Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE HIVE SPELLS

RANGER LEVEL	SPELLS
3rd	<i>aid, spider climb</i>
5th	<i>stinking cloud, water breathing</i>
7th	<i>confusion, giant insect</i>
9th	<i>contagion, insect plague</i>

SHAPE OF THE SWARM

When you choose this circle at 2nd level, you gain the ability to use Wild Shape to transform into a swarm of insects. When you do so, you start with maximum hit points possible for the swarm. At 2nd level, you can choose a swarm of beetles, a swarm of spiders, or a swarm of spiders. At 4th level, you can choose a swarm of wasps.

HIVE MIND

Starting at 6th level, you can designate other creatures to be part of your personal hive. After completing a long rest, choose up to 8 creatures that shared the long rest with you. They must have been in close proximity during the long rest (within talking distance). The chosen creatures can communicate with you and each other telepathically up to 60 feet away.

STRENGTH OF THE HIVE

At 10th level, your link between the members of your chosen hive grows stronger. You can use your reaction to grant advantage on an attack roll or saving throw made by a creature under your Hive Mind feature if they are within 60 feet. In addition, you can deliver spells with a range of touch to creatures under your Hive Mind if they are within 60 feet of you.

INSECTOID FORM

At 14th level, your affinity for insects gives you a thick carapace and thin membranous wings. You gain a flying speed of 40 feet and your Armor Class equals 14 + your Dexterity modifier. You can use a shield and still gain this benefit.

WIZARD: SCHOOL OF NOMOMANCY

The laws that govern the use of magic are complex, mysterious, and at times seemingly contradictory, but there is an underworking that binds it all together. Nomomancy is the study of that underworking, and by learning to truly understand the inherent rules of magic, nomomancers are able to make changes to their magic in ways other wizards cannot. In many ways, nomomancers resemble sorcerers, who tap into that underworking of magic without training, but these wizards take a more measured and studious approach to the power.

METAMAGIC

Starting at 2nd level when you choose this school, your understanding of the laws of magic allows you to infuse spells with special variants. Normally the domain of sorcerers, you are able to tap into the power of metamagic. Choose one of the metamagic powers presented under Nomomancy Metamagic. When you cast a spell, you can use a bonus action to add one metamagic power that you know to the spell's effect.

At 6th and 10th level you learn another metamagic power.

You are able to use this feature a number of times equal to half your wizard level. You regain all expended uses after a long rest.

MAGIC MANIPULATION

At 6th level, you are able to reach into the raw weave that binds arcane magic together to duplicate spell effects. You can cast a spell you have prepared without expending a spell slot, though you cannot use a metamagic power with it.

You must complete a short rest before you can use this feature again.

ADVANCED METAMAGIC

At 10th level, your understanding of the laws of magic allows you to increase the potency of a spell you are casting. When you cast a spell, you can increase its effective spell slot by one without expending the higher-level slot. You must have the ability to prepare spells of the higher level.

You must complete a short rest before you can use this feature again.

SPELL RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

NOMOMANCY METAMAGIC

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. When you cast a spell that has a range of touch, you can make the range of the spell 30 feet.

ELEMENTAL SPELL

When you cast a spell that inflicts acid, cold, fire, or lightning damage, you can change the damage type to acid, cold, fire, or lightning.

EMPOWERED SPELL

When you roll damage for a spell, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

EXTEND SPELL

When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.

SUBTLE SPELL

When you cast a spell, you can cast it without any somatic or verbal components.

NEW BACKGROUNDS

BEARDFELLOW

You have come to the aid of a dwarven settlement of great renown and they have marked you as a friend. The title of beardfellow is not one dwarves hand out without good reason, and it is not one that they dismiss easily as well. The term originated on the plane of Arcadia as Clangeddin Silverbeard, dwarven god of heroes and battle, needed to honor non-dwarves in a sudden struggle against an underground invasion. The term beardfellow has traveled the multiverse since then, but always it is reserved for non-natives that have proven themselves a true friend of dwarves.

A beardfellow can be a dwarf as well, though not one from the same site that bestowed the title. Think about what deed or action you performed to mark you as a beardfellow. Did you come to their aid in battle? Did you deliver needed supplies or medicine in a time of crisis? Perhaps you provided valuable intelligence that was used to thwart or initiate a successful battle plan.

Skill Proficiencies: History, Persuasion

Languages: Dwarven

Equipment: A badge of dwarven make from the stronghold that named you, a hammer or chisel, a handcarved trinket from a dwarven friend, and a pouch with 14 gp.

FEATURE: DWARF-FRIEND

Dwarves recognize the term beardfellow and mark you as a friend. You can find simple lodging for you and up to 8 companions in any dwarven community or neighborhood, and you can expect equal treatment when it comes to purchasing equipment and other gear. Dwarven leaders look to you for assistance in times of need.

SUGGESTED CHARACTERISTICS

Beardfellows are outsiders that exhibit the characteristics that dwarves find appealing. Dwarven beardfellows are held in highest regard as they have gone out of their way from their own home to aid another, and such acts are always honored.

d8 PERSONALITY TRAIT

- 1 I speak my mind in all situations.
- 2 My trust is hard won but once given, never rescinded.
- 3 When I set my mind to something I complete it, no matter the cost.
- 4 A tankard of ale can cure almost any problem.
- 5 Hard work and toil makes the soul stronger.
- 6 I'm resistant to change.
- 7 I pepper my conversations with dwarven exclamations, such as "By Moradin's beard!"
- 8 I'll never be more comfortable than when I've got a weapon in my hand.

d6 IDEAL

- 1 **Glory.** I live for the glory of life, whether in battle or any other pursuit. (Good)
- 2 **Grumble.** If I don't have something to complain about, what's the point? (Any)
- 3 **Hoarder.** I value treasure and trinkets above people. (Neutral)
- 4 **Paragon.** I stand for what's right for the dwarven people in all things. I am an example to others. (Any)
- 5 **Pragmatism.** I am ruthless in my efficiency and never take foolhardy risks. (Lawful)
- 6 **Art of the Deal.** I am always looking to find the best deal for myself and those I represent. (Neutral)

d6 BOND

- 1 I was given a trinket as a gift from a close friend, and I treasure it above all other items.
- 2 My armor and weapons were forged by dwarves and represent my closest link to them.
- 3 The underground halls of dwarven cities and complexes is where my heart truly lies.
- 4 An enemy force attacked my dwarven allies and I strive to bring them to justice.
- 5 I traveled extensively with a dwarven merchant and learned the joys of the road and haggling.
- 6 I am obsessed with the legends of the dwarven people.

d6 FLAW

- 1 Cleanliness isn't my strong suit.
- 2 I'm suspicious of all strangers.
- 3 I do not forgive and I never forget.
- 4 My boasting gets me into trouble some times.
- 5 People say the word "stubborn" like it's a bad thing.
- 6 I can be too pragmatic at times, and sometimes I forget the emotional needs of others.