



# PLANEBREAKER™

## PATH OF THE PLANEBREAKER

EXPLORE DOZENS OF NEW PLANES, PLUS THE  
ENIGMATIC PLANEBREAKER AND ITS CITY OF TIMEBORNE

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Throughout Path of the Planebreaker, terms occasionally appear in bold. These terms refer to relevant game stats that can be found in the 5E SRD or other source of 5E rules.

Many planar locations include Arcana checks that can reveal nuggets of information about that place to a PC. A character who conducts a couple of hours of research from a reasonable source (such as conferring with knowledgeable allies, referring to old tomes, or even just asking around a large city) can attempt an Arcana (or Investigation) check to learn some or all of that information.

Travel safely across planes without crossing personal boundaries using the tools and information found in Consent in Gaming. Download it: [myMCG.info/consent](http://myMCG.info/consent)

A winding path led us here, to the Planebreaker. A few highlights along that route follow.

My first tabletop roleplaying game session was vicarious. One summer-camp eve, the older scouts explored a dungeon, courtesy of blue geomorphs displayed by their fiendishly grinning game master. When an ogre bulled into the group and started grabbing dwarves for finger food, the dread was palpable. But so was the excitement. Watching from the sidelines, I knew what my future held. More of *that*.

I went on to GM my fair share of dungeon crawls. It was all so new and glorious. But about a year later, things changed again. My friend Monte ran me and our mutual friend JD through an adventure called *Queen of the Demonweb Pits*. Spoiler: our brave adventurers found an extradimensional gate leading to another dimension of existence entirely! *What?* Yes, you heard it right the first time. My eighth-grade brain couldn't get enough of the idea that we had transcended reality to walk the weird realm of the Abyss. Admittedly, things got a bit goofy (because junior high), but the experience remains one of my most cherished memories.

Flash forward about a decade, during which time I finished junior high, high school, and college and started working in the biopharmaceutical industry. Throughout that entire period, tabletop RPGs remained part of my life, of course. But I'd fallen away from the original fantasy cosmology and even Dungeons & Dragons, the RPG where I'd first encountered the Great Wheel. Until Planescape was published in the mid-1990s.

Wow. I felt like a kid again, fascinated by locations and situations completely outside my experience. All of which were in other dimensions! That was the boxed set that brought me back to D&D. (A year and a half later, TSR hired me to work full time, so maybe my return was inevitable, but Planescape certainly didn't hurt.)

Which is why (fast-forwarding a few more decades), when we conceived of *Path of the Planebreaker*, I was *thrilled*. I wanted to create the same sense of wonder in others as I felt when encountering other planes for the very first—and second!—time. If you have even a single “Oh,

wow” moment while perusing these pages, that's the feeling I'm talking about. I hope *Path of the Planebreaker* allows you to see the planes of the multiverse through yet another new lens, so you can realize all over again what a wondrous place the many-stranded cosmos is, where wild adventures and stories unfold every day.

*BRALL*

## FOUND ALONG THE PATH

Every chapter in this book is for you, the game master (GM), not for the player. That includes part 5; however, should you choose to give your players access to the subclasses, feats, spells, and so on described there, they'll find the material written to address them.

**Part 1: The Planebreaker's Path.** An introduction to the Planebreaker itself, as well as the Sea of Uncertainty, the city of Timeborne, and the Path that allows explorers to walk between most worlds and planes of existence.

**Part 2: Planar Locations.** Twenty extraplanar locations, each written so a GM can introduce it to their game with minimal prep, but with options for deeper development. Player characters (PCs) never have to visit the Planebreaker or the Path to explore these locations, but they could.

**Part 3: Planar Briefs.** More than two dozen additional plane descriptions.

**Part 4: Monsters and Pathwalkers.** Monsters and a handful of NPCs suitable for planar campaigns.

**Part 5: Character Options.** Player-focused chapters provide PCs with new options for species, subclasses, feats, spells, and items.

**Part 6: Planar Adventures.** Two adventures provide you with immediately useable campaign content (a lot of which leans on the material from part 2) to weave new stories to threaten and delight players.

**Appendices:** GM tools in the form of tables for random planar encounters, random planar landscapes (and locations), and salvage found in the Sea of Uncertainty.



# PART 1: THE PLANEBREAKER'S PATH



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# CHAPTER 1: THE PLANEBREAKER

*Secrets of the Planebreaker,*  
page 36

*Sea of Uncertainty,* page 14

*The Path,* page 9

*Timeborne,* page 19

The Planebreaker is a moon-sized structure of unknown provenance. Planar debris sleets across it as it tears through the dimensions. The accumulated residue of previously visited dimensions adheres to the moon's surface, creating an ocean-like expanse known as the **Sea of Uncertainty**. Drowned in the depthless deeps of the sea are exotic objects, strange artifacts, portions of larger structures, and all manner of extraplanar salvage.

Every plane the Planebreaker previously visited retains a tenuous connection to the moon. This planar connection is called the **Path**. Those who find the Path—as well as confused castaways caught in the Path's grip—can travel it between all the planes the Planebreaker has visited. Path walkers can also hurtle across the dimensions to visit the Planebreaker itself, falling into the Sea of Uncertainty. From there, they spy the enigmatic city of **Timeborne**.

**Arcana DC 5 (false):** A tumbling, dimension-breaking moon is an omen of doom to anyone seeing it pass through the skies overhead.

**Arcana DC 13:** The Planebreaker is an interdimensional wanderer, a moon-sized chunk of matter that has traveled the multiverse for time out of mind.

**Arcana DC 15:** Those without access to high-level magic can use the extradimensional “scar” left behind by the Planebreaker's past wanderings to travel across the planes. This route is called the Path.

**Arcana DC 17:** On the Planebreaker's surface, a region called the Sea of Uncertainty is sleeted with detritus, artifacts, and creatures the moon has picked up as it crashes through the infinite planes. Overlooking the sea is the city of Timeborne, built upon ruins as enigmatic as the Planebreaker itself.

## PLANEBREAKER TRAITS

Very few people know how and why the Planebreaker travels the planes, and other **secrets of the Planebreaker**. This box describes a few overarching physical and magical traits of the object.

**Radius:** About 5 miles (the Planebreaker is visibly irregular, not spherical)

**Rotation:** None

**Height over visited plane:** About 1 mile

**Time spent in visited plane:** About 48 hours, but can vary between 1 and 100 hours (many planes are vast, so a visit means the Planebreaker passes over a relatively small region of that plane)

**Apparent speed in visited plane:** About 7 miles per hour (a flying speed of 70 feet, not quite as fast as a dragon flies)

**Gravity:** Normal on the surface, affecting objects out to about 300 feet

**Air:** Breathable on the surface to a height of about 300 feet, but thin and chill (even if visiting a plane with a much different atmosphere)

**Light:** Provided by whatever dimension the moon is currently visiting (if any); if it's night on the visited plane, the Sea of Uncertainty's faint glow provides dim light along the causeways, and the city of Timeborne has magical lamps hanging along its main thoroughfares that provide islands of bright light





## THE PLANEBREAKER ARRIVES

It's a rare event, but if a creature is in the right place in the right dimension at the right time, they can look up and witness the Planebreaker passing overhead.

### ◀ READ ALOUD ▶

*A crack shivers the air, so loud you feel it like a punch. An enormous alien moon spills from a hole poked in the sky. Entangled with strands of shredded reality, the irregular moon's face is a leering red, etched with concentric lines of jagged light. Slagged stone, broken glass, bits of metal, and much stranger material rains down in the wake of the moon's appearance, pattering the ground like a squall.*

Surprise is the predominant response of witnesses to the Planebreaker's arrival. Not understanding what they're seeing, many flee, hiding from the intruder in their sky. However, other than being pelted with a smattering of planar debris, natives are safe enough from the arrival.

It's when the Planebreaker leaves the plane, breaking the walls of the world as it does so, that some creatures and objects are pulled along in the moon's wake.

**Visiting the Planebreaker:** Natives of a visited dimension with sufficient magic and/or technology could send an exploratory mission to the intruder. Nothing prevents such an attempt; explorers with the means to reach into the sky and catch up with the moon can even alight on its surface somewhere along the Sea of Uncertainty. However, they risk being carried along when the Planebreaker inevitably leaves the dimension later.

**Entry Debris:** All kinds of bits and pieces fall from the sky into a new dimension when the Planebreaker arrives. The debris isn't usually heavy or thick enough to cause serious damage on the ground below, though of course there is always the chance that a structure or a creature is an accidental **debris target**.

Entry debris experienced by dimension natives is primarily composed of leaves and branches, sand and pebbles, bits of melted metal, broken glass, and the occasional larger chunk of otherworldly masonry, metal, and less identifiable substances. Sometimes strange insects and tiny creatures fall.

In addition to everything else, sometimes a handful of weird coins is also scattered into the newly visited dimension. Though they seem as random as the other flotsam dragged through from an earlier visited plane, they are in fact **Path tokens** that originate on the Planebreaker itself.



Being in exactly the right place on a plane of existence as the Planebreaker leaves it is an unlikely event for any *specific* individual or object. But for a native singled out for an unanticipated ride, it probably feels personal.

**Debris targets** must succeed on a DC 13 Dexterity saving throw or be struck by a falling object that's either large enough or narrow enough to avoid air resistance, inflicting 7 (2d6) bludgeoning or piercing damage, depending on the debris.

Path token, page 9



For creatures on the Planebreaker's surface, breaking the walls of the world is a muted reflection of what a planar native experiences watching the moon leave. The "trumpet" blare is distant, the ground vibrates just enough to be noticed, and ripples tremble across the Sea of Uncertainty as a cool wind springs up, only to fade seconds later. A new landscape of the new planar location becomes visible in the Planebreaker's sky.

The Path's Undertow, page 12

Chapter 3: Sea of Uncertainty, page 14

Chapter 4: Timeborne, page 19

## BREAKING THE WALLS OF THE WORLD

As dramatic as the Planebreaker's entry to a new plane is, the moon's departure is when objects and natives are at risk of being sucked along in its wake. As with those witnessing the entry, being in exactly the right place on a plane of existence as the Planebreaker leaves it is an unlikely event for any specific individual or object. But for a native singled out for an unanticipated ride, it probably feels personal.

### ◀ READ ALOUD ▶

*A blare like a trumpet's, pure and powerful, sounds overhead. The noise changes, becoming a horrible groan, like iron pulled apart by gods, as the sky fractures. Wind grabs at you, at your friends, at the tops of nearby trees, at rooftops, and everything else nearby, trying to pull you up into the rift as the foreign moon passes into it, leaving this world for another.*

A given NPC, planar native, or object is pulled along in the moon's wake as it "breaks dimension" (leaves the current plane of existence) if you decide it is. That could include PCs if you're looking for an interesting way to begin a new series of adventures on the planes.



Worldpools, page 17

Random Planar Locations, page 233

If you're willing to risk splitting the party, you could give each creature and PC in the affected area a save to avoid being pulled along. In this case, choose an arbitrary point directly beneath the exiting Planebreaker. Each character in a 300-foot-radius sphere centered on that point must make a DC 13 Strength saving throw to resist; someone can choose to fail this saving throw if they wish. If someone fails their saving throw, they are pulled along in the Planebreaker's wake.

Those pulled along after the moon often find themselves stranded along the Path. Many so stranded eventually find their way to the Sea of Uncertainty, especially if they let themselves be pulled along by the Path's "undertow."

Those pulled by the undertow eventually fall to the Planebreaker's surface, though thanks to the interdimensional interaction on affected creatures, the effect is as if they fall from only about 30 feet (instead of miles) and splash down into the **Sea of Uncertainty**. Newcomers don't have to spend too long exploring along the sea before they glimpse the walls of the city of **Timeborne**.

## SURFACE OF THE PLANEBREAKER

Most of the surface is covered by the Sea of Uncertainty. Those familiar with this body of fluid know it contains residue from countless previously visited planes. Among that residue is potential treasure, so beachcombers sometimes walk the causeways that extend across the sea.

Newcomers who survive their plunge into the Sea of Uncertainty soon spy the walls of the city of Timeborne. There, they can find other travelers, as well as many who consider themselves natives, plus the answers to many of their questions about the moon.

### LEAVING THE PLANEBREAKER

In addition to any spells or abilities granting extraplanar travel that creatures might have, the following methods are always available for leaving the Planebreaker.

**Flight:** If a creature has the means to achieve flight, ascending higher than 300 feet removes them from the Planebreaker's influence and drops them into the atmosphere of the plane that the moon currently visits, about a mile above the ground.

**Path Token:** If a creature activates a Path token, they are pulled onto the Path.

**Worldpool:** If a creature enters a **worldpool**, they are violently expelled to a **random planar location**.



## CHAPTER 2: THE PATH

Several methods allow—or accidentally propel—travelers from one plane of existence to another. These include rare magical items, fixed portals and planar gates, rifts created by dangerously intense bursts of magic, and certain powerful spells that some high-level spellcasters know or can learn.

In addition to these and other means, there is also the Path.

The Path is a tenuous road threading through the various planes of existence, an ever-extending “scar” left by the **Planebreaker** as it crashes through each dimension in turn. A unique **transitive dimension**, the Path winds through other planes and dimensions, including other in-between dimensions such as the Astral and the Ethereal planes.

Though accidental access can happen, those who wish to knowingly travel the Path are best served by locating a Path token. Spells like *plane shift* and *gate*, which require specific frequencies for tuning fork spell components or knowledge of specific destinations, are not capable of reaching the Path thanks to its ever-changing, fluidic nature.

**Arcana DC 15:** Those without access to high-level magic can use the extradimensional “scar” to travel across the planes. This route is called the Path. (The scar was created by something called the Planebreaker, a cursed moon constantly falling through the multiverse.)

**Arcana DC 17:** The most expedient method of finding the Path is to find a special kind of coin called a Path token. Such a token allows a user to access the Path.

### PATH “LENGTH”

The most well-known planes of existence (including the uppermost layers of the Outer Planes) have hosted the Planebreaker at least once in the distant past, if not several times. Which means the Path winds through those planes, too. Unless a particular dimension is especially exotic, assume that the Path extends into it.



### PATH TOKENS

Usually appearing as an ancient coin of exotic mintage that is slightly cool to the touch, a Path token accommodates a specific mode of interdimensional travel. While holding a Path token, you can concentrate on the coin as an action. Doing so transports you and up to eight willing creatures standing next to you onto the Path.

While on the Path and holding a token, you can apply your proficiency bonus to your Arcana check you make to navigate to a specific location that the Path connects to.

### FINDING A PATH TOKEN

Path tokens—appearing as special coins of exotic mintage, slightly cool to the touch—are the most common way travelers join the Path. The coins are especially numerous in the city of Timeborne, scattered randomly in street gutters and in the mysterious vault-like cysts beneath the city.

However, PCs are more likely to find one on their home plane. These coins are strewn across the dimensions the Planebreaker previously visited. Most Path tokens lie lost and ignored, presumed to be accidentally dropped into the mud or tossed into

*Planebreaker, page 6*

*Transitive dimensions are planes that allow travelers to move between two or more connected dimensions.*

*The origin of Path tokens is as mysterious as the other ruins and objects found beneath the city of Timeborne (page 19).*



a fountain for luck. Others are single coins among much larger treasure hoards, or part of collections of other strange oddments, recognized as something special or at least anachronistic, but usually not identified as a magical token granting access to the Path.

Of course, the truth is that PCs find a Path token when you decide they do, possibly for one of the following reasons.

- Characters notice an exotic coin in a defeated creature's trove.
- A PC is paid with a strange coin, passed off as—or maybe presumed to be—legal tender.
- A PC spies an odd coin in the road or at the bottom of a well containing a sprinkling of other coins.
- An NPC gives the PCs a Path token, as well as a very cursory explanation of its function, either because the NPC is a seller of oddities and the characters came looking for a method of planar travel, or because the NPC hopes to hire the PCs to undertake a task requiring travel to another dimension.

If a DC 13 Arcana check is successfully made on the coin, the inquirer gets the distinct sensation that the coin is not of this dimension. Also, see Accidental Path Token Activation, below.

If *detect magic* is cast on a Path token, inquirers learn that the coin radiates conjuration magic.

If *identify* is used, the spellcaster learns that the token can be used to access a tenuous interdimensional highway known as the Path. They also learn how to activate the token.

*“This coin will get you to Fairyland—or any other wondrous realm you can imagine! Just hold it in your hand and concentrate on it. But not in here!”*

**Activating a Path Token:** While holding a Path token, the user can concentrate on the coin as an action. Doing so allows them and up to eight willing creatures standing next to them to join the Path.

### Accidental Path Token

**Activation:** Most people

who find an unfamiliar coin probably assume it's used as currency in a more distant land. It may be a curiosity, but they have no reason to believe it's special, and thus they don't attempt magical identification. Which means it could be used to pay for the next round at the local tavern, dropped into the bottom of a coin pouch, or sold to a collector.

However, those who handle a Path token overmuch could accidentally activate it and be swept onto the Path when they least expect it. If a PC finds a Path token and indicates that they want to study it closely (maybe by attempting an Arcana, Perception, History, or some other sort of investigation check), allow that check to proceed. If it's successful, the character gets the strong sense that the coin is “pulling” on them and nearby creatures, a pull they can resist or go with. If they resist, they and anyone standing within 10 feet of them must make a DC 13 Wisdom saving throw. Anyone who fails the saving throw (or doesn't resist in the first place) is swept onto the Path.







## JOINING THE PATH

When a token is successfully used, a segment of the Path is drawn to the user's location, "scoops" them up, and transports them onto the plane of the Path itself. (Creatures affected by something blocking them from traveling to other planes cannot join the Path.)

### ◀ READ ALOUD ▶

*The rumble of an approaching wave crashes over you. Everything is scrubbed away in a surge of luminescent, immaterial foam. A moment later, you're somewhere else.*

*A ribbon-like path of wavering, luminous fluid stretches through the sky, arcing high above a hazed landscape far below. The air is cool, with a sweet, pungent aroma reminiscent of the smell following a lightning storm.*

*Like water, the ribbon supporting you is sometimes as reflective as a mirror and other times as transparent as glass. Unlike water, you stand easily upon it, even though each step spreads iridescent ripples.*

*A slight undertow tries to draw you along the wavering surface, down a path that meanders across the emptiness to a vanishing point lost in thunderheads flashing with far-off fury.*

PCs probably join the Path purposefully, most likely because they found a Path token. Without a token, traveling the Path to a specific destination is difficult.

Creatures and objects are also sometimes swept onto the Path as a result of magical accidents (such as when a *staff of the magi* is broken), interplanar storms, and when the Planebreaker **breaks the walls of the world** as it moves from one plane to the next, pulling debris in its wake.

*Breaking the Walls of the World, page 8*

## TRAVELING THE PATH

The Path initially appears as a single road that, if followed, presumably leads to a destination. That's somewhat true, though many additional destinations lie along the way.

### EVERY STRIDE A NEW SCENE

If PCs joined the Path using a token, the landscape visible far below is of their own plane, and specifically the location from which they left, except they seem to be about a mile higher. Otherwise, it's a location they're not familiar with.

Every few feet travelers move on the Path changes the nature of the landscape they see far below. With only a few steps, the landscape twists

*Those observing a traveler joining the Path see the figure recede into the distance, as if moving quickly away, until they are lost from sight.*



*Random Planar  
Landscapes, page 229*

and contorts, suddenly becoming something new. In fact, the travelers are looking at a different **random planar landscape**, either on the same plane as what they just viewed, or more likely a location on a completely different plane of existence.

Options for describing what PCs see as they move along the Path can be generated on the Random Planar Landscapes table. Of course, that's just a small sample provided as a GM's aid; all the vistas offered by the infinite planes could potentially flash below those traversing the Path.

Though a traveler on the Path can see into many dimensions, for the most part, natives of a dimension being spied on by a Path walker don't notice the Path or travelers upon it. For one thing, the Path is too high in the sky. But mainly, it's because the Path is a dimension in its own right, and most creatures don't have the ability to see into other planes. Even those that do are unlikely to notice the meandering, ribbon-like scar of the Planebreaker's ancient passage through the realm thousands of feet overhead.

The destinations that someone walking along the Path can view can go from prosaic to exotic to mind-bending, in no apparent order. And in fact, if someone walks back the way they came along the Path, they usually don't see the same location twice, unless they successfully manage to navigate the Path.

**Identifying Viewed Dimensions:** The Path walker never leaves the limited plane that makes up the Path itself, but they do gain an overview of the location they'd enter should they choose to leave the Path then and there. That said, it's difficult to determine the specific plane the observer is seeing, given the altitude at which it's being viewed from. Those who wish to make a stab at **identifying the plane** must succeed on a DC 20 Arcana check. And even then, a successful check may only provide the character with the name of a random planar location that has a strong resemblance to what they observe.

## LEAVING THE PATH

The visible ribbon of material composing the Path's core, despite its fluid-like facade, is usually solid enough. Travelers exercising reasonable care can avoid falling off. However, should a creature cross over the edge—whether they were pushed by a cursed friend, were knocked off during a fight or by turbulence, or chose to jump off—they fall into the landscape visible at that moment. Which means the creature enters what is effectively a random plane of existence that you choose, though one informed by what was visible when they exited the Path.

**Accidental Departure:** A fall from the Path to the surface of the plane below is generally about a mile, which means that in most realms, fallers reach terminal velocity after just a round or two. This is deadly to most, but especially hardy creatures can withstand an impact.

Once off the Path, a creature can't simply return to the area in the sky where they fell from (assuming they survive and can fly back); the Path is once again separated by a planar boundary. If a creature that fell from the Path wants to rejoin the Path, their best bet is to use their Path token again.

**Purposeful Departure:** Someone who uses a Path token to successfully navigate the Path to a specified known location can safely disembark without facing a long fall. They just step forward into the chosen location.

**Path Arrival Location:** Generally speaking, those leaving the Path by fall or on purpose end up in a specific location within the plane, not a random one. Those locations are noted for each plane presented in this book. For other planes, the arrival location tends to be near the entrance to an important place. For instance, someone seeking the Plane of Fire probably ends up before the gates to the City of Brass. It's possible that the Planebreaker might have crossed into a given plane more than once, in which case a character entering the plane might have a choice of more than one arrival location.

An upshot of the Path having specified planar arrival locations is that someone hoping to use a Path token to quickly move around a given world or dimension is stymied.

## THE PATH'S UNDERTOW

A creature on the Path feels a gentle but constant tug along the surface under their feet, pulling them along. This forward movement is easy to resist (at least initially), requiring only that a creature indicate that they're doing so. Creatures with a condition that prevents them from moving, such as those that are paralyzed or unconscious, are gradually pulled along the Path by this effect.

The undertow moves a creature about 1 foot per round for the first several rounds the effect is felt. If not resisted, the undertow gradually grows more insistent until, after a couple of minutes, an unresisting creature is moving at about 60 feet per round.

About a minute after that, the rate of movement for someone still caught becomes so fast that the landscape below becomes a blur of constant change. Assuming a random encounter on the Path doesn't divert them, a creature that remains

*If two creatures on the Path  
are more than about 30  
feet from each other, they  
likely see different scenes  
below.*

*Identifying Random Planar  
Locations, page 233*



caught in the undertow is finally flung into the **Sea of Uncertainty** after a hard-to-estimate period of rapid movement. It's hard to estimate because the creature caught in the undertow enters a hypnotized state, entranced by the flickering vistas streaming past them.

## NAVIGATING THE PATH

There are a couple of ways to travel the Path and end up at a desired destination. And of course, a traveler can always go with the undertow and land in the Sea of Uncertainty, from which they can eventually find **Timeborne**, on the seashore.

**Navigating With a Path Token:** With a **Path token** in hand, a creature can attempt to find a known specified destination, such as the **Citadel of the Fate Eater**, **Uraian's Stair**, or a more general place, such as the Elemental Plane of Air. The character must succeed on a DC 15 Arcana check. They can apply their proficiency bonus to this check (if a character is proficient in Arcana, they add their proficiency bonus twice). Unfortunately, trying to find a specific being doesn't work.

On a success, the character feels a faint tug from the token, urging them forward. After about 1d4 hours of walking along the Path, they reach the target destination. A rivulet-like extension of the Path winds down to a point in or near the location, allowing the travelers to exit the Path safely rather than attempt a precipitous jump. To any creatures at the destination, it seems like the newcomers walked into view from around a corner, out of shadow, or some other sort of cover.

On a failed Arcana check, the Path walker also feels a tug. They can proceed along the way with false confidence that gradually decreases until about an hour later, when they're forced to admit they've lost the trace. They can try another navigation check, but further attempts to find the same location have disadvantage until they finally reach that destination.

**Navigating by Observation:** Without a Path token, attempting to find a known specified location is much trickier. A Path walker is forced to closely watch the various landscapes passing by below as they proceed, looking for correspondences with the location they're searching for. To some extent, this mere act of observation helps draw a Path walker closer and closer to the location they seek. The effort requires days instead of hours, and the character must succeed on a DC 15 Arcana check.

On a success, after about 1d4 days of walking on the Path, they reach the target destination. Unfortunately, without a Path token to guide them, they must rely on their own resources to safely disembark, or they face a fall of about 1d10 × 500 feet.

On a failed Arcana check, after about 1d4 days of walking on the Path, they reach a planar location that looks an awful lot like the one they wish to visit. However, it's an unrelated location that happens to look the same from a height.

## ENCOUNTERS ON THE PATH

PCs who spend enough time walking the Path encounter other creatures and oddities along the way, heading in either direction. During any given trek, there's a 30 percent chance of an encounter with something or someone else. If there is an encounter, you can choose something from the **Random Planar Encounters** table or use it as inspiration. Not all creatures encountered are necessarily hostile to the characters, which is good if the PCs are low level and the creature's challenge would make it a deadly encounter.

*Sea of Uncertainty, page 14*  
*Timeborne, page 19*  
*Path token, page 9*  
*Citadel of the Fate Eater, page 38*  
*Uraian's Stair, page 116*

*Appendix A: Random Planar Encounters, page 226*

*There is no fixed location on the Path; if someone retraces their route from a day earlier, the visible planes below are different. Normally, this means that a find the path spell cast on the Path fails. However, a strange resonance comes into play in this specific case, allowing the caster of find the path to automatically succeed on their Path navigation checks, and to spend the minimum amount of time walking the Path to reach their exit point.*





## CHAPTER 3: SEA OF UNCERTAINTY

A substantial fraction of the Planebreaker's surface is covered by the Sea of Uncertainty. Someone's first experience with the sea is usually being flung into it, either because they allowed the Path's undertow to carry them to the source, or because they were pulled along in the moon's dimension-exiting wake.

**Arcana DC 17:** On the surface of the Planebreaker—a cursed moon falling through the multiverse—is a region called the Sea of Uncertainty, sleeted with detritus, artifacts, and creatures it's picked up as it crashes through the infinite planes.

### FLUNG INTO THE SEA

Creatures who splash down into the Sea of Uncertainty experience it very much like someone who falls overboard during an ocean voyage.

#### ◀ READ ALOUD ▶

*Falling, you tumble toward the reddish face of a wave-tossed sea stretching away in all directions. Then you plunge beneath its cold surface, surrounded by a burst of effervescent bubbles.*

Creatures flung into the sea who succeed on a DC 5 Athletics check can swim up to the surface without issue. Those who fail can keep trying each round thereafter, but their checks have

### SEA OF UNCERTAINTY CHARACTERISTICS

The substance making up the "sea" shares many physical qualities with water. For the most part, treating the expanse like an actual sea is fine. Dramatic waves constantly roll across its surface and break upon the many jagged causeways extending out from Timeborne. Creatures can swim in it, despite the towering waves constantly moving across the face, because of a strange buoyancy. That said, when an **uncertainty storm** blows up, it can capsize boats and drown crews the same as any regular sea.

The following differences are also notable.

- **Red-lit.** The "water" appears red rather than blue-green from a distance, as if a hidden setting sun was constantly shining through it from somewhere deep below.
- **Depthless.** No matter how far someone swims down, the seafloor continues to extend farther downward, though the light never fades to darkness as it would in a regular ocean lit by sun above the waves.
- **Not Potable.** The sea is not water. It's an otherworldly distillate of planar residue accumulated from an uncountable number of previously visited planes. As such, drinking it

doesn't relieve thirst. However, oxygen does diffuse through it, which means creatures with gills and similar means of extracting air from water can function in it.

- **Buoyant.** The red-lit "water" is oddly buoyant. Mechanically, this means that instead of swimming costing 1 extra foot of movement, creatures can use their normal speed, for the most part. However, the constant roll of towering waves means that a creature must make a DC 12 Athletics check to move in the direction they wish to go—or be pushed farther out, or, alternatively, dashed onto a causeway.
- **Door to Other Worlds.** Creatures who get caught up in (or jump into) a **worldpool** could find themselves flushed into another plane, assuming they survive the experience.
- **Contains Multitudes.** Detritus from previously visited planes drifts in a sort of timeless stasis below the waves. Living creatures aren't affected, but objects seem to be indefinitely preserved while submerged. However, detritus is occasionally stirred to the surface by the movement of the swirling worldpools.

Uncertainty storm, page 16

Worldpool, page 17





disadvantage. Once on the surface, swimming about is much easier thanks to the strangely buoyant water, and unless something untoward occurs, the character doesn't need to continually make checks to stay afloat (assuming they are not otherwise entangled or restrained).

As seas go, the Sea of Uncertainty is relatively small. Half of its surface has a view of at least one segment of the network of causeways extending out into the water. Creatures who reach the surface of the sea after splashing down can make for the nearest one.

#### ◀ READ ALOUD ▶

*Massive but slow waves roll across the sea. Between their peaks, a long, low line of pale stone is visible in one direction, probably less than a half mile away.*

**View From Above:** Creatures who emerge from the sea—either because they get up on a causeway, or because they can fly—have a much better perspective on their surroundings.

#### ◀ READ ALOUD ▶

*Uneven causeways only a few feet higher than the sea's surface cut across its face, forcing the great waves to continually break. Massive, worn, and ancient, the causeways are arranged radially with a series of concentric bridges, like a spider's web. At the "web's" center, an enigmatic city skyline of irregular towers and pale walls overlooks the red waves.*

Newcomers observe the sea, the causeways, the city of **Timeborne** in the distance, and, overhead, a vertigo-inducing view of the planar location the Planebreaker is currently visiting. The distant figures sometimes visible on the causeways are **beachcombers** that usually have little interest in speaking with anyone else; they're too busy looking for extraplanar salvage.

*Creatures flung into the sea fall from a distance of about 100 feet and almost always miss a causeway.*

*Timeborne, page 19*

*Beachcombers, page 17*



**Can I Touch the Sky?** From the point of view of someone on the Planebreaker's surface, which is *much* closer to the surface of each visited plane than an actual moon usually comes, the sky looks solid.

## ◀ READ ALOUD ▶

*Rivulets of dark cloud stream past overhead, obscuring a weirdly textured, solid "sky" above them.*

The solid "sky" might be a newcomer's home plane if they traveled up from it. Otherwise, they arrived via the Path or by being swept along with the moon's exit from their plane. Which means the view above is a random planar location seen from about a mile's distance. In other words, an observer sees a "sky" made of an upside-down landscape of some strange plane. For example, the reversed spires of a strange city might be visible overhead, or the tips of an unknown forest, the fiery fields of a nameless desert in Hell, or some other **random extraplanar landscape** (corresponding with an actual extraplanar location).

If a creature moves far enough across the Planebreaker's irregular surface, the view of the visited plane shifts according to their new position. It could even be obscured entirely if they move to the "dark side" of the non-rotating moon.

**Travel Along the Causeways:** The stone **causeways** are irregular, textured with cubic projections and cavities, though everything is somewhat eroded. Moving along a causeway is as easy as walking in many places, though here and there it's treated as difficult terrain.

The stone of the causeways is not a mineral encountered elsewhere. If someone succeeds on a DC 14 History check related to the stonework's origin, all they can say for sure is that the stone is an unfamiliar aggregate of strange minerals, one possibly older than anything previously encountered.

Those newly arrived on the Planebreaker most likely head directly to the visible skyline of the strange city, where they learn of Timeborne. However, they probably begin at least a couple of miles from the city walls, and thus they witness one or two features of the Sea of Uncertainty along the way.

A worldpool is akin to a tidepool, being a residual connection to an extraplanar location the Planebreaker has previously visited.

*Random Planar Landscapes, page 229*

**Causeway:** AC 18, 200 hit points per 10-foot square

*Breaking the Walls of the World, page 8*

## SEA OF UNCERTAINTY FEATURES

The Sea of Uncertainty doesn't have an easily defined shore, given the series of causeways extending out into it. So anyone beyond the walls of Timeborne is considered "on the shore" while they remain on a causeway or even if they jump into the surf.

Those roaming the edges of the sea eventually encounter worldpools, extraplanar salvage, beachcombers investigating said salvage, big waves crashing down on the causeway, and, if they're unlucky, uncertainty storms. After about an hour spent outside Timeborne, choose something from the following Sea of Uncertainty Encounters table. Not all creatures encountered are necessarily hostile to the characters, though beachcombers can be possessive of salvage. The very first and very last encounter are least likely to occur if using dice to randomly generate the encounters.

## SEA OF UNCERTAINTY ENCOUNTERS

d20	Encounter
1	Uncertainty storm
2–5	Big wave
6–9	Worldpool
10–15	Beachcomber
16–19	Extraplanar salvage
20	The Planebreaker shudders, then <b>breaks the walls of the world</b> as it enters a new plane

## UNCERTAINTY STORM

### ◀ READ ALOUD ▶

*A great wall of billowing dust appears on the horizon, ablaze with yellow light. Red lightning dances across its face as it quickly advances, visibly smothering more and more of the Planebreaker's surface.*

Sometimes planar instability manifests across the Planebreaker's face. It blows in from the leading edge of the irregular moonlet, advancing at such a rapid pace that within a minute after first seeing it, the storm reaches the observer. Most uncertainty storms last no more than a minute before they blow over.

Getting out of the storm is the best way to ride it out. Being inside the walls of Timeborne serves this purpose, as does diving into the Sea of Uncertainty to a depth of 1 foot or deeper while the storm rages overhead. Being inside a tent or under a cart provides advantage on any saving throws to resist the storm.

When the storm rolls over an area, visibility is reduced to just 5 feet from the blaze of yellow



and jagged red lights. In addition, each creature must also make a DC 13 Dexterity saving throw or experience an effect noted on the Uncertainty Storm Effects table.

### UNCERTAINTY STORM EFFECTS

d20	Effect
1–3	A big wave smashes down on the causeway
4–6	GM selects one piece of equipment the creature owns; it is lost to a worldpool
7–9	Loose debris impacts the creature, inflicting 9 (2d8) bludgeoning damage
10–13	Large debris impacts the creature, inflicting 18 (4d8) bludgeoning damage
14–17	Blinded for 1 minute; creatures can repeat the saving throw at the end of each of their turns
18–20	The creature is blown into a worldpool

### BIG WAVE

#### ◀ READ ALOUD ▶

*A giant wave curls along the causeway, towering higher and higher until its peak is easily 100 feet high, before it hammers down, breaking across the causeway in blinding, turbulent spray.*

Anyone on the causeway in the path of the big wave must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) bludgeoning damage. Targets must also succeed on a DC 12 Strength saving throw or be washed off the causeway out into the Sea of Uncertainty. Swimming back is easy, assuming another big wave doesn't try to push them farther out to sea or into a worldpool, at your option.

### WORLDPOOL

#### ◀ READ ALOUD ▶

*A drifting patch of slowly rotating liquid dapples the sea's surface. It is apparently caught along the causeway's edge, continuing to spin like a half-hearted whirlpool. Odd bits of flotsam have washed onto the causeway near the snagged vortex.*

A worldpool is a residual connection to an extraplanar location the Planebreaker has previously visited. This connection is temporary, but it shortcuts the Path. Any given worldpool lasts only about a day before it dissipates and a new one from another planar location spins up randomly. At

any given time, hundreds of worldpools whirl across the Sea of Uncertainty, but they can be hard to find. When they are seen, they're obvious by the way they visually disturb the sea, and often by an oddity of color, odor, energy discharge, noise, or some other cue.

Worldpools are prime locations for beachcombers from Timeborne looking for extraplanar salvage. That's because detritus collected over millennia from previously visited planes is drawn up from the depthless sea by a particular vortex's pull, washing up along the causeway or slowly swirling around the edges of the worldpool.

Worldpools are also dangerous because if a creature falls or is pulled into one, they must succeed on a DC 15 Strength check or be abruptly flushed into a random planar landscape. The trip isn't pleasant, because the residual connection is not as stable as a portal or a location along the Path. It's more like the bad memory of a portal. As such, creatures that fall through a worldpool take 11 (2d10) psychic damage and 11 (2d10) force damage, and when they appear in the randomly determined plane, they are stunned for about a minute.

### BEACHCOMBERS

PCs may see others walking the causeways of the Sea of Uncertainty. Usually, these are beachcombers looking for salvage of their own. Which means they don't have too much interest in the PCs, unless the characters directly interfere. For every few hours PCs spend salvaging or wandering the causeways, roll on the **Random Planar Encounters** table, and whatever is encountered, adjust the indicated behavior to account for its interest in salvage.

### EXTRAPLANAR SALVAGE

Those looking for an oddity from another dimension can wander the miles of causeways extending into the Sea of Uncertainty. If they succeed on a DC 18 Perception check during any given hour of wandering, they find potentially lucrative extraplanar salvage (refer to **Appendix C: Sea of Uncertainty Salvage**) or at least something weird. Finding flotsam that is unremarkable—such as driftwood, broken crates, melted bits of iron, broken glass, and so on—is much easier.

In most cases, good salvage is found near a worldpool. Sometimes, beachcombers might see salvage just at risk of being swallowed by said worldpool. Other times, the salvage is washed up on a causeway, presumably a safe distance from the influence of the worldpool that dragged it up from the depths.

*Appendix A: Random Planar Encounters, page 226*

*Appendix C: Sea of Uncertainty Salvage, page 234*

*The Path, page 9*





**Worldpool Danger:** Anytime the PCs attempt to retrieve salvage, determine whether they face any worldpool danger by rolling a d20; on a roll of 1–6, the nearby worldpool potentially becomes something that must be worked around. In this case, either the salvage is still floating in the sea near the vortex, or it's slowly rotating around the outermost edges of the vortex. Which means that at some point during the salvage operation, a PC who wades into the water must succeed on a DC 10 Intelligence check to correctly gauge the strength of the circling current. Failing this save means they move too close and are subject to the much stronger current the worldpool exerts as it tries to pull them in.

**Table Results as Inspiration:** When you roll on the Sea of Uncertainty Salvage table, PCs might find exactly what is described in the result. But if an idea strikes, you can use the result as an inspiration for salvage unique to your game. For instance, if PCs find a driftwood-like log carved with whispering faces, you could decide that each face has its own personality, that each knows something different, and that perhaps there is some sort of animosity among the faces. Maybe if the PCs were to “deface” the most hated carving, the other faces would cooperate. At least, that’s what one face suggests.

**Value of Salvage:** In the relatively nearby city of Timeborne, extraplanar salvage is common, so while a merchant or collector might well buy what the PC has to offer, it will almost certainly be at a steep discount of whatever its value might be elsewhere. On average, PCs can get about 1d10 gp for something strange they bring in from the causeways, assuming it’s not a magic item or has some other intrinsic value. The most reliable buyer of salvage is a shop in the **Worldswept Market** called **Jari’s Marvelous Finds**.



*Worldswept Market,*  
page 25

*Jari’s Marvelous Finds,*  
page 26



## CHAPTER 4: TIMEBORNE

Rising prominently from the Planebreaker's face is the city of Timeborne. Refugees, planar explorers, dimensional traders, opportunists, and those seeking rest, escape, or protective anonymity make up the city's population. Some are beings the PCs have never encountered before, but other residents include humans and other humanoid terrestrial species, as well as celestial and infernal beings.

Timeborne's original builders are unknown. But clues are available to those who risk passing through the nameless gates at the city's center. The gates open into passages beneath the moon's surface. Explorers who have ventured downward report ancient, petrified remains of enigmatic beings and structures, but little of the interior is, as yet, accessible.

The city has a quiet, almost lonely feel on account of it being more than half empty of residents. The structures far outnumber those who live in Timeborne. It's not initially clear why the city isn't teeming with beings, but it may just be that's how **the Mantis**—a powerful entity living in the city—prefers it.

**Arcana DC 9 (misleading):** Timeborne is a bustling planar metropolis.

**Arcana DC 13:** Timeborne is a small city built on the Planebreaker that is home to extraplanar refugees and travelers.

**Arcana DC 15:** In the city of Timeborne, strange and exotic coins can be found—or purchased—that give the bearer access to the multiverse!

**Arcana DC 17:** Timeborne doesn't have a ruler, but it does have the Mantis, whose presence keeps criminal and more extreme behaviors in check. The Mantis values peace and continuity.

**Arcana DC 19:** The Library of Worlds is in the city of Timeborne. There, Archivists chronicle previously visited dimensions and extraplanar locations.

### TIMEBORNE ENTRANCE

#### ◀ READ ALOUD ▶

*Crumbling sculptures so strange it's difficult to know what they represent stud a cyclopean wall 50 feet high. A single ominously tall statue—easily 150 feet tall—stands astride the wall like a sentinel, vaguely humanoid, but with four arms and a grotesque, terrifying visage.*

*A ragged cavity about 40 feet across breaches the wall. Through the hole is a city of mismatched buildings, most different from its neighbor in style, age, and state of repair. It's as if architects from hundreds of dimensions each contributed something to the city, then departed. And everything, in turn, is built on far older ruins that poke through here and there: pale stone towers with no windows, crumbling statues like those interspaced along the city walls, and free-floating stone spheres pockmarked with strange glyphs. Many of the spheres are hung with lamps of far more recent make.*

*Lone figures and small groups of people move along the irregular lanes, far too few to match the size and number of divergent structures surrounding them.*

No one stops visitors from walking into the city through the **ragged breach** in the wall. That said, unless the PCs attempt a stealthy entrance, their arrival doesn't go unmarked.

If Timeborne ever comes under attack from an external force, the great stone **sentinel** animates, becoming a protector of the city and its residents until the threat has passed.

### AN INTERPRETER'S WELCOME TO TIMEBORNE

An **Interpreters' Guild** representative usually loiters near the ragged city entrance, bearing the guild badge. The Interpreter keeps open sightlines so they can observe anyone approaching the entrance along the causeways. Since they make it their business to know everyone else's, an Interpreter approaches PCs at the gate, offering their services

*The Mantis, page 33*

*The ragged breach in Timeborne's wall resists repair. General wisdom has it that no matter how often the wall is repaired, a new hole is smashed in the same spot by an unseen force the next time the Planebreaker moves to a new dimension. No one's bothered to put in a new gate in years.*

*When the sentinel animates, it looks as described but has **tarrasque** stats, except it is an aberration, not a monstrosity.*

*Interpreters' Guild, page 27*



*Secrets of the Planebreaker,*  
page 36

*Darli Kos, page 28*

## TIMEBORNE TRAITS

The people who live in Timeborne (and anywhere on the Planebreaker) eventually discover the following effects. No one has any real idea as to their source; those remain **secrets of the Planebreaker**. In any event, the following influence affects everyone on the moon, not just those in the city.

**Birthless:** No child has ever been born in Timeborne. Those who arrive pregnant remain so for the duration of their stay, never giving birth. (Attempts to induce birth end tragically.)

**Slowed Aging:** People who remain for years in Timeborne age very slowly. However, death through misadventure is still possible. So no one really knows for sure if people are truly ageless while they remain on the Planebreaker, because over hundreds of years, stupid accidents come for almost everyone.

**Balm to Healing:** Newcomers who remain on the Planebreaker continuously for at least a week notice more benefit from rests. When a creature takes a short or long rest and spends one or more Hit Dice to regain hit points, they add +1 to the hit points recovered for each Hit Die spent. (Other effects that let characters spend Hit Dice to regain hit points enjoy the same benefit.)

**Anti-Divine Influence:** Divine and demonic entities of great power (a challenge rating higher than 10) who spend time in Timeborne find it more and more uncomfortable. Specifically, these entities are aberrations, celestials, elementals, fey, fiends, and undead. A hard-to-explain spiritual malaise descends upon them, intensifying each day. Those that are affected but can leave usually do within a few weeks of their arrival. Mechanically, afflicted creatures that spend more than about a week on the Planebreaker gain disadvantage on all checks, attacks, and saves until they leave. After that, they begin accumulating levels of exhaustion that are nearly impossible to clear. But it's the growing mental malaise that ultimately serves to drive them out. The effect's source isn't known.

The sentinel, the Mantis, and potentially others selected by the Mantis are immune to this effect.

**Convention of Direction:** Though there is no magnetic north on the Planebreaker, Timeborne inhabitants have agreed to assign cardinal points of north, south, east, and west to the city. According to this convention, the Enclave of the Mantis lies to the north, the main entrance to Timeborne is to the east, the Library of Worlds lies to the southwest, and so on.



as a guide and interpreter to anyone they don't recognize.

Though the Interpreters who choose gate duty vary over time, it's a good chance that PCs are approached by **Darli Kos**. Whichever Interpreter greets the newcomers, the following information is conveyed during the conversation. (Most Interpreters know Common and several other languages, thanks to ongoing study. However, if the PCs speak a little-known language, an Interpreter pulls out a potion that confers the effects of *comprehend languages* for one hour.)

- **Hello.** "Welcome to Timeborne."
- **What is Timeborne?** "This city is Timeborne, located on the Planebreaker. We are a city of newcomers, though some of the old-timers have been here for centuries. You can escape all the cares of your home plane in Timeborne, and rest. Or become a planar explorer, a dimensional salvager, or a seeker after all the mysteries of the multiverse. On the Planebreaker, you are not judged. Timeborne is a city built on a mystery that predates the multiverse."
- **What is the Planebreaker?** "A cursed moon hurtling through the multiverse, crashing from one plane to the next, never at rest, forever fleeing a catastrophe that predates existence itself. This tumbling rock visits all demiworlds, all planes, and all dimensions, in time." (If PCs ask why the moon is cursed, the Interpreter indicates it's cursed to continually tumble through the multiverse. If asked about the catastrophe, they shrug and say that's a secret no one has yet uncovered.)
- **What can I find here?** "Whether you've come accidentally or on purpose, Timeborne welcomes you. Here, you can find houses of rest, markets where inexplicable extraplanar treasures and oddities are bought and sold, and the accumulated knowledge of the multiverse. But some prefer beachcombing to the market, walking the causeways reaching out onto the Sea





of Uncertainty, looking for salvage tossed up by the infinite planes."

- **Who are you?** "I am an Interpreter, of the Interpreters' Guild. We are based in Timeborne. We seek to ease relations between extraplanar refugees and travelers who come to the Planebreaker." (This is true as far as it goes; however, the Interpreters also provide any information they learn about newcomers to the Mantis.)
- **Who's in charge?** "No one rules in Timeborne. Though the Mantis sees to it that things remain peaceful, for the most part. Those who cause too much trouble gain the Mantis's attention. That's usually the last anyone hears of them."
- **Why does the city seem half deserted?** "There are no births here, ever. So the population is only replenished by new people who arrive and stay. But mortals eventually die (even if some claim they're aging more slowly, or not at all), and the divine and demonic never stay long for reasons of their own."
- **Can you show us around?** "I am happy to guide you, as a courtesy, of course, offered by the Interpreters' Guild. Where would you like to go? A tavern, perhaps, to take your ease? I recommend Savva's Crossplane Cantina. The clientele there are especially welcoming to newcomers. Or

maybe you're looking for a Path token? The Worldswept Market usually has some on offer, though if you keep your eyes peeled, you might just find one lying in the gutter."

If PCs have more questions, the Interpreter relays other general information noted in this chapter about the Planebreaker and Timeborne. However, that's only after asking the characters where they'd like to go; the Interpreter prefers to walk and talk, not stand in an open gateway.

Later, if the PCs extend their stay, the same Interpreter who met them at the gate is likely to show up with an invitation to meet the Mantis.

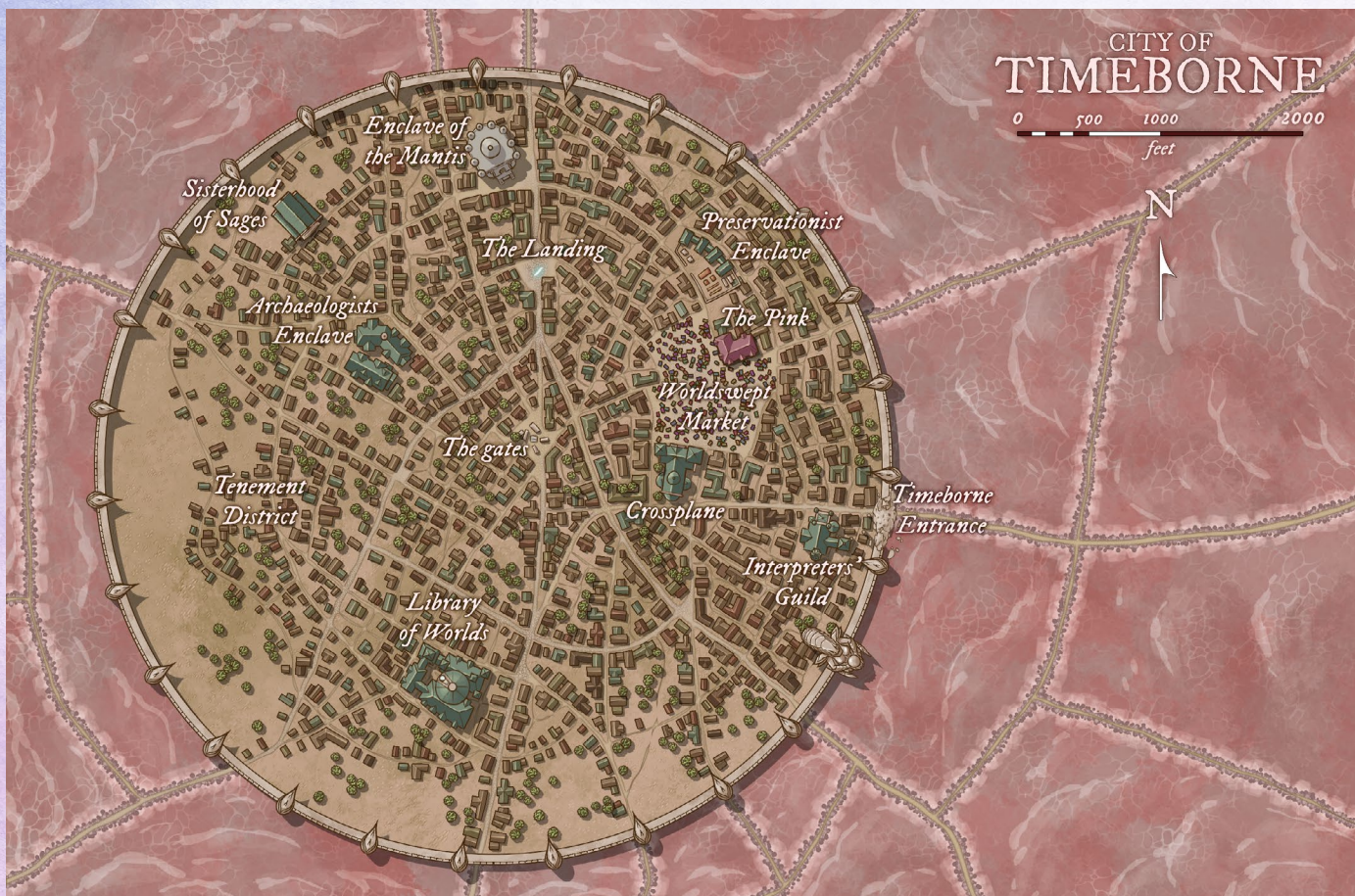
## TIMEBORNE LOCATIONS

Timeborne has many interesting places and inhabitants.

**The Streets:** The city of Timeborne features several large streets radiating out from a hub. Some of the streets are cobbled, but beneath that is much older pale stone of the same kind used in the causeways beyond the walls. The streets are arranged somewhat radially, emanating from a central hub where the **gates** lead to passages beneath the city.

*The Gates, page 34*





*Crossplane (Savva's Crossplane Cantina), page 23*

*Library of Worlds, page 24*  
*Appendix A: Random Planar Encounters, page 226*

*Tenement District, page 30*

*Preservationists, page 29*

*Path token, page 9*

**The Buildings:** The streets are lined with a cacophony of structures that architecturally conflict with each other. Brick towers, glass domes, metallic-paneled huts, grand chapels, and hundreds of other buildings stand cheek to jowl. In most parts of the city (except for the **Tenement District**), nine out of ten structures are vacant and probably in need of repair. However, that repair isn't out of the question; there are always at least a couple of crews of **Preservationists** at work, restoring the structures most in need of aid.

Every so often, a completely new building appears in Timeborne, apparently transferred from a recently visited planar location. It somehow fits into a space that didn't previously exist. Usually, the building is vacant, with signs that whoever might have been inside had just stepped away. Sometimes, a confused stowaway or two wanders out into the streets of the city.

Similarly, a building that hasn't seen repair or a visitor for years may one day simply disappear, probably deposited in a recently visited planar location.

**Timeborne Encounters:** As PCs make their way through the city, whether wandering or following directions, they encounter other people. These encounters could happen out on the street, in

the market, at a tavern like the **Crossplane**, or even in the **Library of Worlds**. Most encounters are unremarkable, as in any city, but some are potentially of note. Use the **Random Planar Encounters** table to inspire those for each hour the PCs wander Timeborne's streets.

## ACCEPTABLE CURRENCY IN TIMEBORNE

In Timeborne, all currency is exotic, having been imported from too many different extraplanar city-states and nations to count. However, there is a general agreement among merchants and other longtime residents that "close enough is close enough." Which means that 1 gold coin, regardless of what it's stamped with and how much its weight varies (within reason!), has the value of 1 gold coin. That's generally true of other common denominations. Gems are also valued as currency. That said, a **Path token** is special. If recognized, in Timeborne it has a sale value of about 10 gp; buying one from a vendor costs about 25 gp. (In locations other than on the Planebreaker, most people usually discount a Path token as just another coin, if of exotic mintage, with the value of 1 gp or less.)



## PATH TOKENS IN TIMEBORNE

**Obtaining a Path Token:** Someone who walks around the Worldswept Market can usually find a vendor selling one or two Path tokens within about ten minutes, usually for about 25 gp apiece. If a PC wants to scrounge the streets of Timeborne, they can find a Path token after spending about 2d4 hours of meticulous searching and succeeding on a DC 22 Perception check.

**Using a Path Token:** Path tokens in Timeborne—or anywhere on the Planebreaker—function normally. That is, if someone successfully activates a Path token, they are swept onto the Path.

### Returning to Timeborne with a Path Token:

A Path token user who has previously visited Timeborne can use a token to be deposited back on the cursed moon at **the Landing**, a specific location inside the city walls, if they choose, as opposed to being flung into the Sea of Uncertainty by the undertow each time. However, anyone using a Path token who's never been to Timeborne or the Planebreaker before is always first flung into the sea. Thus, it's possible that a group could be separated, even if they were walking the Path together and relying on a single Path token activation to get into the city. Some who have previously been inside Timeborne's walls could decide to arrive at the Landing. The others are in for a dunking.

Other methods of travel to the Planebreaker and Timeborne don't necessarily apply these constraints to first-time travelers. For instance, someone with access to the *plane shift* spell who knows the sigil sequence in the Landing arrives there even if it's their first time on the Planebreaker.

## SAVVA'S CROSSPLANE CANTINA

### ◀ READ ALOUD ▶

*This four-story structure features an expansive, multitiered deck where food and drinks are served. The deck looks out over the Worldswept Market's busy stalls and shops, and up at an unobstructed view of the planar location the Planebreaker is currently visiting.*

Though there are several places to eat and drink in the nearby market, not to mention a wide choice of empty buildings to bunk down in throughout the city, the Crossplane (as it is commonly shortened to) is a destination for visitors and residents with extra time, coin, and a desire to avoid roughing it. The

cantina offers not only a variety of festive drinks, but also good food and comfortable rooms for rent.

**Barkeep:** The impeccably and fashionably dressed **Savva Kresh** (a tiefling) runs the Crossplane, employing a **staff** of twenty, plus Kavan the bouncer (a **cambion**). Despite Savva's duties as the owner, she enjoys bartending. That allows her to keep abreast of what's happening in Timeborne, trade stories with new visitors and refugees, and keep tabs on the health of her establishment.

PCs looking for additional information about the Planebreaker and Timeborne can learn a thing or two from Savva, as long as they're willing to trade their own stories in turn.

**Regulars:** Many longtime residents of Timeborne appear in the bar or out on the deck where food is served, including **Jari**, **Darli Kos**, and **Kaben Yar**. Other clientele include an assortment of beings gathered from across the multiverse, apparent by the wide variation in dress and languages spoken. Which is why at least a couple of **Interpreters** are also relaxing in the Crossplane at any one time, often helping different groups understand each other, as well as smoothing out misunderstandings.

Beings that enter the Crossplane are sometimes members of species that typically have evil alignments; however, the regulars that return time and again to the cantina mostly evade that stereotype.

For instance, during any given period, a visitor might see at least one of the following regulars.

- A human named Islington (an **artisan**) offering to sell magical portraits of customers for 50 gp apiece, which he paints on the spot in about ten minutes. The portraits are nice, but not magical.
- A **spirit naga** curled in a corner smoking exotic herbs from a waterpipe.
- An **oni** playing cards with a group of dwarves.
- A **sahuagin baron** who loves to entertain with a series of highly dubious tales about his days as a ruler of the deeps before he abdicated.
- A **satyr** who enjoys riddle games and promises stiff drinks to anyone who can beat him.
- A confused and belligerent **half-red dragon veteran**, who is regularly thrown out by Kavan after starting something with another patron.
- A human who smells pleasingly of soap handing out hand-lettered flyers offering "free baths" from her shop in the Worldswept Market. She's actually a **night hag**, but one who does indeed run a spa in the market.
- A **Nambu bounty hunter** named Keleck, selling his bounty hunter services.

*Savva Kresh is a tiefling with **mage** stats, Insight +4, Performance (bartending) +3, and Persuasion +3.*

*Staff at the Crossplane typically have **commoner** stats.*

*Jari, page 26*

*Darli Kos, page 28*

*Kaben Yar, page 25*

*The Landing, page 29*

*Interpreters' Guild, page 27*

*Artisan, page 170*

*For inspiration on a random planar location description, see Random Planar Landscapes (page 229).*

*Nambu bounty hunter, page 160*



Lindel Rusha has  
**archmage** stats.

Equipment: robe of stars,  
350 gp

Archivists have expert stats  
(page 171).

Characters perusing the  
library who are proficient in  
a relevant skill add double  
their proficiency bonus  
instead of their normal  
proficiency bonus.

**Rooms:** A twelve-hour stay at the Crossplane costs 5 sp, 1 gp, or 3 gp, depending on the room's size and location. Keeping a mount overnight in the stables behind the cantina costs an additional 5 sp.

**Drinks and Food:** Every day, a couple of the Crossplane's staff shop the Worldswept Market and come back with an amazing variety of strange and interesting options for food and drink. A meal generally costs about 5 sp and a drink between 2 sp and 10 gp, depending on quality.

The most commonly requested (and suggested) meal includes a side of still-warm roasted and salted beetle nuts, a flagon of dream wine (tastes different to every imbiber), and a large plate of spicy brontosaurus stew.

## LIBRARY OF WORLDS

### ◀ READ ALOUD ▶

*A red-brick structure with clay roof tiles sprawls over a couple of acres, crowding nearby buildings. Five stories tall and featuring a central tower with a dome-like top, the main entrance of this building is flanked by two large iron sculptures of stylized humanoids reading from massive tomes.*



The two sculptures standing by the main entrance are **iron golems** under the command of Lead Archivist **Lindel Rusha**. Lindel's hair is white and long, but she is not frail. She typically carts around dozens of books wherever she goes using a small wheelbarrow. Those who want to use the Library of Worlds must obtain her permission first. However, unless someone seems more likely to try to burn or steal the collection, she isn't too strict about who she lets peruse the stacks.

**Library Reference Focus:** The **Archivists**—which number several dozen—are a group of people who chronicle previously visited dimensions and extraplanar locations. Many of the high-ceilinged rooms in the Library of Worlds are stuffed with volumes of this chronicle, appearing as bound collections of hand-inked observations penned by Archivists who have been using the observatory here for time out of mind.

Those with free run of the library and several hours of time can apply their proficiency bonus to any Intelligence check for researching a topic related to a specific extraplanar location they want to learn more about.

**Observatory:** The tower with the dome-like top is an observatory complete with a large telescope aimed up at whatever dimension the Planebreaker is currently visiting. The telescope is magical, allowing a user to place a *scrying* effect (up to one every three hours) at any location they can see with line of sight from the telescope's eyepiece. This function allows the Archivists to learn far more about each visited plane than simple viewing alone would allow. At least one Archivist is always using the telescope, recording detailed notes about what they see, thus extending the chronicle of the Library of Worlds.

PCs might be able to get some time on the telescope, but doing so might require that they follow up on information an Archivist wasn't quite able to winkle out regarding a previously visited planar location. With a Path token and knowledge from the library, PCs can probably find the plane in question and do some personal investigation.

**Archivist Dormitory:** The Archivists and a varying number of long-term visitors seeking to learn more from the library stay in comfortable but cramped monastery-like accommodations at the library's rear.



## WORLDWEPT MARKET

### ◀ READ ALOUD ▶

*A forest of multicolored tents, carts, stalls, wagons, blankets spread upon the cobbles, and well-lit arches leading to larger interior stores fill the streets. A press of creatures with a dizzying array of features, dress, and languages peruse the market under ever-glowing lamps strung between buildings and free-floating stone spheres.*

The Worldswept Market is an always-open bazaar for shoppers and sellers hailing from a variety of planes, though many are now based in Timeborne. As is probably assumed by anyone who catches a glimpse of the market, the breadth of goods available among its stalls is enormous. The only place in Timeborne that risks being described as “crowded,” the sometimes-lively market trades in common needful things like food and equipment, goods brought in by extradimensional travelers (like especially exotic spices, trinkets, art, and so on), and the weird stuff that lucky beachcombers find salvaging along the Sea of Uncertainty’s “shore.”

A short selection of specialty shops (and other concerns) is noted hereafter. However, there are hundreds of other sellers in the market offering one-off items like a particular type of savory rice dish, chalk sculptures of elf ears, just daggers, broken pottery said to be collected from the foothills of Mount Olympus, glowing beads, psychoactive mushrooms, simple tattoos, dirt-cheap ale poured into whatever container a buyer has available, Path tokens, and so on.

**Market Supervisor:** Trying to find someone in the Worldswept Market who’s in charge isn’t easy. If any given seller is asked, they’re as likely to shrug and guess “The Mantis, maybe?” as to correctly identify the actual supervisor: **Kaben Yar** (who looks human, except for the weird map engraved across his skin). Kaben wandered the dimensions for decades, searching for the destination hinted at by the mysterious map visible on his flesh, with no success. These days, he imports strange oddities from across the planes and resells them to others in the market as an excuse to wander about and keep an eye on things. However, he has been unhappy in his position for some time as a new bout of wanderlust threatens to take over. To take the edge off, he spends an inordinate amount of time in the Crossplane.

### MARIGOLD’S MAGIC

Always laughing and quick with a pun, Marigold has a permanent indoor shop where magic items can be bought and sold. (She appears to be a

drow but is actually a shapechanged **yochlol** who found sanctuary in Timeborne from others of her kind.) Other places in the Worldswept Market offer similar services, but Marigold usually has the largest selection and, moreover, can typically come up with the funds to pay for items brought to her by salvagers looking to sell.

**Selling Magic Items:** If PCs wish to sell a magic item, Marigold pays the following. That said, she doesn’t have sufficient funds on hand to buy everything brought to her. Generally, she has enough to pay one seller up to 2,000 gp total every 7 (2d6) days.

Rarity	Price
Common	50 gp; 25 gp (single use)
Uncommon	200 gp; 100 gp (single use)
Rare	2,000 gp; 1,000 gp (single use)
Very rare	4,000 gp; 2,000 gp (single use)
Legendary	Negotiable



*Kaben Yar has traveler guide stats (page 168).*



*The Mantis has an outstanding bounty to find the distributor of bite of the basilisk.*

*The Mantis, page 33*

**Locked vault:** DC 26 Dexterity check with thieves' tools to pick

**Disintegration trap:** DC 20 Perception check to notice, DC 24 Dexterity check to disable; if trap is triggered, target is subject to the disintegrate spell (DC 19)

*Layl Kaban has gladiator stats. Equipment: magical eyepatch allowing him to cast zone of truth (DC 13 Charisma saving throw) once each hour.*

**Buying Magic Items:** Should PCs wish to buy a magic item, they find Marigold's inventory is variable, and depends in large part on what people have recently sold her. Whenever her inventory grows too large (more than about twenty items), she sends a consignment through to one of several locations in other planes where she can exchange them for additional measures (usually spells and wards) against demonic creatures trying to track her down for her abdication of duties normally expected of a being of her kind.

To determine what magic items Marigold has in stock at any given time, roll four times on the Treasure Hoard: Challenge 0–4 table, and once on the Treasure Hoard: Challenge 11–16 table. Ignore results of gems and art objects, and instead use the magic item results. If no magic items are indicated, that means she has less inventory than normal.

**Protected by the Mantis:** As is true for many shops that sell especially valuable items, Marigold's Magic is under the protection of **the Mantis**. Thieves who make off with any prizes can soon expect bounties on their heads offered by the Mantis. In addition, a special magical **locked vault** is set in the floor behind the counter. Coins and items are stored inside. Marigold wears the key to the vault around her neck. The vault is immune to magic of anything less than 9th level. Its lock is protected by a **disintegration trap** that triggers if someone attempts to pick it.

## WAG

A wall of cages and the sound of weird animal calls makes Wag hard to miss in the Market. If you're looking to buy a companion animal, Wag offers a variety of living creatures collected from across the planes. Proprietor **Layl Kaban** (human with bushy red hair and eyepatch) says any of them would make a great animal companion. For the most part, that's true, since normally he only accepts particularly docile creatures.

**Pets for Sale:** If a buyer is looking for something standard like a cat or hound, it's unlikely Layl has anything. However, more exotic creatures like spider cats, winged miniature ponies, elephants the size of mice, and similar extraplanar oddities are for sale or can be obtained. Layl usually charges 50 gp for a creature and suitable food for a month, plus a collar and leash.

**Bite of the Basilisk:** If a customer knows to ask for a "bite of the basilisk," Layl activates his magical eyepatch, then asks if the customer is there on behalf of the Mantis in any capacity. Assuming the customer can truthfully say no, Layl collects 500 gp

from them, then ushers them to a cage in the back hidden by a heavy drape. Inside is a blindfolded and docile **basilisk** with a special property. If the basilisk bites a willing target in the constrained manner Layl oversees, the target takes just 1 poison damage, and the poison affects them like a magical drug.

Bite of the basilisk grants the wearer AC 17 (natural armor) as their skin becomes as hard as stone for four hours while still retaining its normal suppleness. However, one hour after the first bite, the poison gives disadvantage on Dexterity rolls, lasting until the target takes a long rest. The second dose reduces the target's Dexterity by 1d6 until they take a long rest. The third dose reduces the target's Dexterity by 2d6 until they take a long rest. All subsequent doses permanently reduce the target's Dexterity score by 3d6. If this reduces the target's Dexterity to 0, they are petrified until the ability score is somehow restored.

## JARI'S MARVELOUS FINDS

If a beachcomber finds something especially odd at the Sea of Uncertainty, Jari (a hulking **cloud giant** who dresses in well-tailored multicolored clothing) will take it off their hands, paying between 1 and 10 gp per item, but possibly much more if it has obvious intrinsic value or use, as you determine.

**Jari's Shame:** Jari doesn't resell everything he buys from salvagers. Instead, he packs a curated selection into a massive chest (a magic item akin to a *bag of holding*, but with a far larger capacity) decorated with a winged scroll motif. Every few months, he loads the chest onto his back and heads out onto the Path, making for a specific location in Ysgard where a deity of travel and luck named Hermod has a temple. If ever convinced to tell why (requiring a DC 17 Persuasion check), Jari relates a long tale of how he was once a far crueler and selfish being, someone responsible for much suffering. But one day while engaged in his regular greedy pursuits, he was roundly thrashed and left for dead by something bigger and meaner.

He would have shuffled from his mortal existence if not for a cleric of Hermod who happened along. The cleric spent a few days nursing the cloud giant back to health. When Jari recovered, he vowed to change his ways. Which is why he delivers oddments and extraplanar salvage to a temple of Hermod on a world of the Material Plane every few months. Hermod—or at least the cleric who saved Jari—has a special fondness for oddities. The cloud giant also keeps back a few choice items and sells them here and there about the planes to keep his business, such as it is, afloat.



## GREEN TENT GAMES

This open-frame tent painted bright green has four or five tables around which people gather to play games of chance, usually involving cards but sometimes dice. Things are a bit rough and ready, as most people bring their own decks of cards and dice, and cheating is a known danger. **The Captain** (a hulking humanoid who wears a uniform-like coat and an elaborate hat over her purple-dyed hair) takes a percentage of all winnings, but doesn't otherwise police the games. However, if a fight breaks out for any reason, she punishes everyone at the table equally. It's hardly fair, but it does tend to discourage cheaters and poor losers. At least, it discourages cheaters who aren't proficient enough to avoid getting caught by other players. The gamblers tend to be refugees who haven't yet figured out their place in Timeborne, plus the aforementioned expert cheaters.

## EXOTIC SEAFOOD EMPORIUM

A wagon with a hand-lettered sign in Common displaying the shop's name is usually set up in the same spot each day in the Worldswept Market. The wagon has a bright red awning. Several large barrels are rolled out beneath the awning, each containing freshly caught seafood "straight from the Elemental Plane of Water!" Or so claims the curly-haired proprietor **Danni Mackenlow** (a halfling who wears several necklaces made of seashells). That's true sometimes, but usually not; Danni buys most of the fish from another plane entirely, driving her wagon through a temporary gate created using her *portal ring*. The ring is linked to a surprisingly large seafood market on the other plane, where catches from the sea are bought and sold in huge quantities. Then she uses her Path token to return to Timeborne to resell her purchase at a profit.

Danni offers an additional service to an exclusive clientele that knows to ask: assassination for hire. Because the Mantis is one of her occasional clients, she has so far avoided becoming the focus of a Mantis bounty herself. But she chooses her clients very carefully and does a lot of research on the proposed subject of the assassination beforehand. That's because she only agrees to eliminate "bad" targets. They don't necessarily have to be on the Planebreaker. She's accepted many contracts that have taken her across different planes of existence.

## INTERPRETERS' GUILD

### ◀ READ ALOUD ▶

*Several groups of multifarious people and creatures stand on a wide veranda extending from a two-story stone building. The building is covered in a busy scrawl of strange symbols, simple pictures, and dramatic*

*designs. An oft-repeated symbol among the visual jumble is of two humanoid hands, each one with touching thumb and index finger, but mirrored and reversed from each other.*

If someone needs something translated or interpreted, they come to the Interpreters' Guild. If a typical guild member can't figure it out, they send it up the chain to a more skilled member, and so on until someone either succeeds or fails. But it's rare that the guild is stumped. Even magical languages are often cracked. The grandmaster is **Everspeak**, an **inkarnate** whose personal sigil represents the concept of "comprehension." Usually, he's too busy to deal with regular day-to-day interpretation needs; however, he's quick to investigate difficult challenges. He's also often seen at the Crossplane Cantina and is credited for having eased tensions in dozens of instances where unruly patrons didn't quite understand each other.

The guild doesn't normally charge a fee, but they accept donations. Often, the challenge of a difficult translation job is payment enough.

**More Than Translators:** The other service offered by the Interpreters' Guild is acting as the secret intelligence branch of the Mantis. This isn't generally known, though you don't live long in Timeborne before you begin to wonder how the Mantis always seems to know what's going on. Each day, Interpreters log their interactions and anything interesting they saw on a parchment using an encrypted **cipher** and send it along to Everspeak. He, in turn, prepares a synopsis and entrusts its hand delivery by a guild member to the Mantis's enclave in the city. In return for this service, the Interpreters feel as if they serve a vital role in keeping the city safe, even if the Mantis's solutions for disruptions are sometimes extreme.

**Reference Library:** A large part of the guild building is set aside for a library devoted to learning thousands of other languages and codes. Most of the books and scrolls here are entirely mundane and completely indecipherable even to polyglot Interpreters. However, thanks to the potions of *comprehend languages* prepared by Grandmaster Everspeak and some of the other Interpreters with the ability to craft such things, no book in the library is inaccessible. Some people might think that having access to language comprehension magic means there's no need to refer to books designed to teach other languages. Interpreters know that subtleties of speech and thought can be truly comprehended only by study. Shortcuts, even magical ones, often lead to mistakes.

*The Captain has **troll** stats. Equipment: hat of disguise, 1,530 gp.*

*Typical Interpreters have expert stats (page 171). Equipment: Potion that confers the effects of comprehend languages.*

*Everspeak has **archmage** stats, with resistance to radiant and necrotic damage; Stern Instruction (page 179) with DC 17 Charisma save and Glyph Exemplar (page 179) each once per day. Equipment: staff of charming, 560 gp.*

*Inkarnate, page 178*

*Danni Mackenlow has **assassin** stats. Equipment: portal ring (page 195), Path token.*

*The cipher used in messages between the Interpreters and the Mantis relies on a one-time pad (an encryption technique involving a key shared only once), which means breaking the cipher is difficult, even with magic, unless the pre-shared key is stolen.*





Darli Kos has **gladiator** stats, with +1 on melee attacks and damage, advantage on Persuasion checks. Equipment: +1 spear, ring of protection, Path token, 280 gp.

Little Guy has **worg** stats.

Reinald Heur has **gladiator** stats. Equipment: eyes of charming, portable hole, silver flask set with emeralds worth 200 gp (filled with the Stuff), 360 gp.

Bouncers have **thug** stats.

Crossplane Cantina,  
page 23

**Interpreters of the Guild:** Besides Everspeak, about two dozen people are core members of the guild. Most stop by once a day to check for jobs but live elsewhere in the city. One of the most popular and energetic Interpreters is Darli Kos.

## THE PINK

### ◀ READ ALOUD ▶

*A faded, pink-painted single-story structure boasts loud, though not particularly harmonious, music emanating from within. A couple of unsavory-looking characters loiter near the entrance, suspiciously eyeing passers-by.*

A small hand-lettered sign in Common posted just inside the door of the Pink reads "No Interpreters!" That's because this dive bar's owner and barkeep **Reinald Heur** (a human standing almost 7 feet tall without an ounce of fat on him; wears crystal lenses in a dark frame) is certain that the Interpreters work for the Mantis. Given that a quarter of what goes on inside his establishment is likely to garner fresh bounties, he employs a couple of **bouncers** to stand just to turn away trouble.

The Pink's interior is a dingy, dirty tavern covered from floor to ceiling by graffiti in languages too diverse to number. Located on the opposite end of the Worldswept Market from the **Crossplane**, the Pink doesn't serve food, doesn't offer a place to sleep, and doesn't like patrons with too many questions. But it does offer hard liquor made by

## INTERPRETER DARLI KOS

Youthful but battle-hardened, **Darli Kos** bears many scars and wears impressive metallic armor, pieced together from various other sets—some of it of completely unfamiliar design. A four-footed creature with a gaunt hound-like body and an emaciated avian head follows Darli wherever she goes. She treats it like a pet and calls it "**Little Guy**."

Darli is a refugee plucked from another dimension, one she simply refers to as "weird" if ever quizzed. She enjoys greeting newcomers. In addition, if newcomers of any note (such as the PCs) come to Timeborne, she is likely the envoy who shows up and extends an invitation to meet the Mantis.

Darli is happy to talk about battles she's fought all across the planes, which seems impressive at first. But the more she talks about the many wars in which she's participated, the more it seems like she is much too young to have had time to fight in so many engagements and visit so many places. Whether she is preternaturally old in a young body or is masquerading as a veteran with war stories in return for room, board, and new contracts isn't immediately clear. If questioned or challenged on it, she just shrugs.

The truth is, Darli is about three hundred years old, and many of those years she lived elsewhere before coming to Timeborne. She stopped aging after accidentally triggering life-extension magic meant for an emperor. That emperor is long dead, but descendants hailing from the distant dimension where the event occurred still sometimes hunt Darli down and attempt to get revenge for her "theft."

Reinald called "the Stuff," and lots of it, for relatively cheap (about 1 gp per bottle). It also offers a passel of entertainments that include bad singing by patrons who've had too much of the Stuff, fighting with drunken clientele, and the chance to get your possessions nicked when you get so drunk you fall out of your chair.

**The Pink's Patrons:** Never numbering more than about a dozen at any one time, most of the Pink's regulars tend to be human. Sometimes, patrons disappear entirely after a few weeks of frequent drinking. Those who remain assume the others just grew tired of the establishment, if they notice at all.

**Illicit Cleanup:** Reinald sometimes culls the drunkest of his patrons, or those who rack up too much of a tab, by rolling their passed-out forms into his *portable hole*. Later (within about 10 minutes,





before they suffocate inside the extradimensional space), he transfers them to Ivon Warth, a member of the Preservationists' Guild. Reinald doesn't much care what use Ivon has for them, other than that everyone he hands over is destined for someplace else. (Deep down, he knows he's robbing people of their own free will, yet he does it anyway.) If the Mantis ever were to learn of this arrangement, bounties would be put on the heads of Reinald, Ivon Warth, and everyone in between within minutes.

## PRESERVATIONIST ENCLAVE

### ◀ READ ALOUD ▶

*A low wall surrounds a wide yard filled with tidy stacks of lumber, bricks and stones of various size and color, roof tiles, sand, brackets, and other building materials. At any given time, one or two carts are pulled up in the yard, loading up supplies and specialized tools. A supervisor clutching a ledger watches everything, jotting down notes and interacting with those who come and go. The yard backs up to several attached warehouse-like structures.*

Some buildings in Timeborne are more beloved than others. But if they're not kept up, a building could disappear the next time the cursed moon breaks dimension, replaced by some new structure in some other part of the city. If the lost structure was claimed as a place of business, a tenement, or a home, the disappearance proves disastrous for all affected. Which is why the Mantis pays a daily bounty to the Preservationists to preserve the city's structural integrity. The Preservationists' Guild grew out of that opportunity over the last few hundred years and has cornered the market on all related bounties. Not that most inhabitants mind. Anyone who wants their building to receive repairs puts their name and address on a priority list, and the next available Preservationist work crew gets to it within a few weeks or months.

**Yard Supervisor:** **Supervisor Neng** (red-haired elf with ink stains covering his fingers) runs the yard, keeps track of the priority list, sees to the supplies, and, at the end of every twenty days, collects bounties posted by the Mantis. Many of these proceeds are plowed back into buying new building materials, but every Preservationist Guild member in good standing also usually receives a small percentage for their work.

If someone wants supplies, a map of the city of Timeborne, news about buildings most at risk of disappearing in an upcoming planar transfer, a list of active reconstruction projects, and so on, Supervisor Neng is the one to see. He insists that

visitors make an appointment; he's too busy during his work shifts to make time for random individuals who just drop by.

**Planar Supplies and More:** Building supplies are routinely brought into Timeborne by Preservationist-crewed caravans arriving via Path token and appearing at **the Landing**, not far from the yard. These supplies are bought from a variety of planar locations, most of which are more than happy to trade coins of exotic mintage forged of gold for lumber, iron nails, ceramic tiles, and more.

**Ivon Warth** (human with long black hair, red leather coat, and impeccably styled boots) is a well-known caravan guide. Ivon has contacts all across the planes, and he enjoys a reputation as someone to go to for advice on finding something hard to locate, even with the multiverse at one's doorstep. If a seller in the Worldswept Market needs an especially odd item, Ivon might be able to source it.

Most people never learn what a despicable person Ivon is. Secretly, he "disposes" of ne'er-do-wells collected from the Pink tavern (and from anywhere else that wants to be rid of troublesome individuals without being party to murder). When receiving this living merchandise, Ivon makes a well-choreographed transfer inside the yard in an ancillary building, out of easy view of other Preservationists. Because one can step onto the Path from any location using a Path token, Ivon drives his fully loaded transport directly out of Timeborne, without the need to leave the Preservationist Enclave.

## THE LANDING

### ◀ READ ALOUD ▶

*This wide cobbled area is a flurry of travel arrival. Lone travelers, small groups, and occasional wagons drawn by horses or stranger beasts appear every minute or so, seeming to race into view from a distant location, unruffled as they fully resolve and step into Timeborne. Newly appearing travelers disperse into the city.*

Even though far fewer people live in Timeborne than a city its size would normally hold, the Landing can be a bottleneck for those who've visited here before. However, the area is wide enough that even if two different travelers or groups arrive simultaneously, each is displaced enough that no mishaps occur. Thankfully, those leaving Timeborne via Path token can do so wherever they happen to be, and the Landing doesn't boast any portals of its own, so the area truly is a landing only, and not also a place of leave-taking.

Not everyone who arrives in Timeborne uses a Path token. Some use magic, relying on the string

**Content Warning:** *Ivon usually transfers people stolen out of Timeborne to conflict zones on the Lower Planes where armies pay coin for cannon fodder, as well as to heavily industrialized locations on worlds of the Material Plane who'll pay for more bodies. Most of the transferees are too confused and lost to do anything other than fight as they are told. If you or your players would prefer not to deal with this content in your game, Ivon instead dumps ne'er-do-wells outside Timeborne's walls.*

*Ivon Warth has **mage** stats. Equipment: Path token, iron flask, loose gems worth ~3,000 gp.*

*Supervisor Neng has **guard** stats with +6 Intelligence and Wisdom checks and saves.*



*Sages can have a variety of different stats, because despite the grey habit they wear in common, they are drawn from across the multiverse. That said, typical sages have expert stats (page 171).*

*Jadama has **couatl** stats but is chaotic neutral and usually appears in the changed shape of a human with snake tattoos.*

*Runners have **bandit** stats with +6 Stealth.*

*A sage of the Sisterhood is akin to a cleric when it comes to dogma; however, that dogma is one that encourages discussion, debate, and openness to understanding alternative viewpoints.*

of magical sigils etched in the cobbles, which form a large circular pattern at the center of the Landing. Those who've memorized the sequence and have access to *plane shift* and similar magic can also make the trip.

**Eyes of the Landing:** Interpreters rarely monitor the Landing because, by definition, those who enter Timeborne here already know something of the city. Which is an opening a team of thieves have been exploiting lately. Hiding in plain sight as street food vendors, they observe all new arrivals while selling easy-to-make but delicious street food from their colorful cart. The only option on the menu is "breaded and fried desert whitefish," a tough and sinewy treat that's always crunchy with little bones. From under the food cart's awning, **Jadama** (human in appearance, bald, body densely inked with serpent tattoos) identifies newcomers as potential future marks. Those she selects are followed by one of her **runners** to their final location. If it's a poorly secured market stall, the mark might suffer a surreptitious theft sometime during the next ten hours, led by Jadama and supported by a couple of her runners.

## SISTERHOOD OF SAGES

### ◀ READ ALOUD ▶

*This massive structure constructed of neat sandstone blocks features a five-story façade set with dozens of square windows, each one covered in translucent glass. Behind several, yellowish light flickers. A single set of sandstone steps leads up to an arch that is normally open to the interior.*

Everyone in Timeborne knows that if one is looking for a debate on the nature of the planes, philosophy, morality, or even the underlying nature of existence itself, the monastery housing the Sisterhood of Sages is an ideal destination. Whereas the Library of Worlds is a travel log spanning the multiverse, the monastery of the Sisterhood is filled with books and scrolls on philosophies culled from those planes, creating a dizzying array of viewpoints on thought, being, and existence.

The one topic that isn't generally represented is that of divinity and divine creation. For all their wide-ranging interests, the Sisterhood isn't interested in reprising dogma that can be found elsewhere in the multiverse in some temple or the mouth of some cleric. On the other hand, they do have shelves devoted to questions of existence in a multiverse where competing gods claim to be the sole creator of all things. Such circumstances, argue these treatises, are generative sources adding to individual planes of the multiverse, increasing the

sum of creation's scope while further pushing the mantle of *supreme* creator beyond the reach of even the most powerful divinity.

A visitor can spend a few hours doing research in the monastery or speak with one of the **sages** to ask their advice on a topic. Despite the monastery's name, sages of the Sisterhood come in all genders or, in a few cases, none. Most sages wear grey habits. Those not under vows of silence will speak with visitors and try to help them with existential questions that have an extraplanar angle.

**Joining the Sisterhood:** More than a few planar travelers have chosen to let go of their cares and join the Sisterhood, taking up residence in study and contemplation. For many, the balm of tranquility, knowledge, food, lodging, and companionship with other sages in a city that traverses all the planes of existence is exactly the retreat required for a period of mental healing from trauma or, for some, as retirement from their former lives.

Those wishing to join the Sisterhood must give up all other obligations for a period of not less than two years, with the option to sign up for longer. A sage who leaves before their minimum two-year stint isn't reprimanded in any way, other than that they can never again try to seek membership.

## TENEMENT DISTRICT

Timeborne's inhabitants wave vaguely to the west when pointing out the Tenement District. The only thing that makes this district different from any other part of a city filled with mismatched structures is that this area has a higher density of inhabitants per block. Instead of one in ten buildings having an occupant (on average), in the Tenement District, one in three buildings is occupied.

Some residents prefer to claim an entire building as their own. Others prefer company and claim only a few rooms in a larger structure, hoping to lure other residents to the same structure to build a little community within the building. These latter arrangements often feature nightly shared meals, music, and games among residents.

**Claiming a Structure:** If the PCs want to live in Timeborne, all they have to do is move into an unclaimed building (or claim rooms in a shared structure). However, unless they're routinely able to maintain their claim, they could return after a few months' absence to discover that their building has been claimed by other individuals or—if the structure was really starting to fall apart—is missing altogether, jettisoned by the Planebreaker's constant travel.



Once PCs have claimed a structure, they should register it with the **Preservationists' Guild**, listing any repair needs when they do so.

**Perils of Claiming an Unknown Structure:** Most structures in Timeborne are safe. But sometimes buildings plucked from random dimensions contain surprises that new tenants discover when they claim one and move in. Those surprises could be as mundane as weak flooring that's prone to giving way or as exotic as **psionic mold** growing in the rafters and infesting the unwary. Sometimes, they have **ghosts** of former owners who died when the structure was plucked from its home dimension and deposited in Timeborne. These ghosts can be vengeful, or look for someone willing to get a message back to their loved ones in their home dimension, letting those people know what's become of them.

## ENCLAVE OF THE MANTIS

### ◀ READ ALOUD ▶

*Rounded, fused metallic walls rise to form a complex of a few square acres in size, completely windowless. A single central cavity, perfectly circular and about 40 feet in diameter, pierces the reflective façade. Broad stairs rise about 30 feet, granting access to the cavity.*

*The same stones form three rough balconies: one directly below and one to either side of the cavity. Broadsheets are posted directly on the metallic surface of the underlying structure.*

The Enclave of the Mantis is something most people of Timeborne know about, but only a handful ever enter. Those who do usually make the trip into the cavity because they hope to collect on a bounty.

### MANTIS BOUNTIES

The Mantis exerts indirect control of Timeborne by paying whoever's willing to complete specific tasks on her behalf. Many of the bounties promote the community's well-being, leading many to think of the Mantis as a beneficent entity. But now and then, the bounties are arbitrary and even punishing, leading others to regard the Mantis as a despot who keeps Timeborne safe only because it keeps the Mantis safe, too.

Whatever the truth, there are always people in Timeborne willing to take the jobs the Mantis offers in return for pay. Payment is in soul silver, which the Mantis personally hands out. Which means if someone wants to collect on a bounty, they must enter the cavity at the front of the enclave and wend their way back to the Mantis's sanctum.

*Preservationists' Guild, page 29*

*Psionic mold, page 159*





*Interpreters' Guild, page 27*

*Typical Interpreters have expert stats (page 171). Equipment: potion that confers the effects of comprehend languages.*

*Darli Kos, page 28*

*Kasanimar Tal has androsphinx stats.*

*Goodman Saw has commoner stats.*

*Chest of soul silver, page 191  
Tereculon the Fate Eater, page 42*

*Psionic mold, page 159  
Mind mold wraith, page 159*

## LOWER BALCONY

The lowest balcony, formed like the other two higher balconies, is usually empty but for a member of the **Interpreters' Guild**. This could be a **typical Interpreter** or someone with more name recognition, such as **Darli Kos** (but only if the PCs haven't already met her monitoring Timeborne's entrance). They pass the time reading books, but they're stationed on the balcony to answer any questions newcomers might have regarding the bounties posted on the other two balconies, as well as any other general questions about Timeborne.

Soul silver is a currency unique to Timeborne, earned by completing the Mantis's bounties. It can be used in lieu of standard coinage in most establishments in the city and is worth about 100 gp. Soul silver is rumored to have magical qualities.

original plane of origin), such as a case of rare elven wine of a particular vintage, a transportable sculpture designated as a "trophy" for some sort of group game from a specific date, the goblet used by a specific demon lord, or some other rare but valuable keepsake that is one of a kind.

## STANDING BOUNTIES

The balcony to the right of the cavity features a series of faded and frayed broadsheets papered to the metallic wall of the enclave itself. These bounties aren't updated that often. The Mantis pays someone who accomplishes one of these tasks 1 piece of soul silver, but usually never more than once per twenty-four hours for the same bounty to one individual (though groups accomplishing the same goal many times, like Preservationists repairing buildings, can receive more). Standing bounties include the following.

- Clean a 300-foot length of street of litter, garbage, waste, and other unsightly bits.
- Turn in five Path tokens.
- Bring in the head of a thief plaguing the Worldswept Market.
- Bring in the head of anyone caught stealing books from the Library of Worlds.
- Bring in the head of anyone caught stealing books from the Sisterhood of Sages.
- Repair a building that's in need of refurbishment.
- Bring in the head of anyone caught sneaking into the tunnels beneath the unnamed gates.
- Eliminate a **ghost** or an infestation of **psionic mold** or **mind mold wraiths**, or clear up some other dangerous situation in one of the city's structures.
- Break up a conflict where one of the participants has already drawn first blood.

## UNIQUE BOUNTIES

The balcony to the left of the cavity is papered with newer broadsheets than the one containing the standing bounties. These tend to come and go by the month, depending on how easy bounty hunters find a particular challenge. The Mantis

pays someone who accomplishes a unique bounty between 1 and 10 pieces of soul silver (at her discretion) when the bounty hunter shows up to claim their pay. Unique bounties might include one or more of the following.

- Bring the Mantis a specific piece of salvage from the Sea of Uncertainty (or from the original plane of origin), such as a case of rare elven wine of a particular vintage, a transportable sculpture designated as a "trophy" for some sort of group game from a specific date, the goblet used by a specific demon lord, or some other rare but valuable keepsake that is one of a kind.
- Settle a dispute, one way or another, between two Timeborne inhabitants who have both laid claim to the same building.
- Bring the Mantis the head of **Kasanimar Tal**, someone who once passed through Timeborne and was heard calling her a "miserable shit drizzle" and worse.
- Bring the Mantis the head of **Goodman Saw**, apparently a shoemaker living in a distant dimension (and who, people whisper, has no connection to the Mantis that they know of).
- Deliver a small **chest of soul silver** to **Tereculon the Fate Eater** for "services rendered."
- Bring the Mantis the heads of the last group of bounty hunters who were given a **chest of soul silver** to deliver to the Fate Eater and instead simply made off with the chest.
- Defend Timeborne from an unexpected invading force.

To prevent more than one group of bounty hunters from pursuing the same bounty, an interested group usually tears off the broadsheet with the bounty they want to collect. Should a group do so but fail to complete the bounty within ten days, a unique bounty is put up for them. This tends to limit unique bounties to only the most serious applicants.

## MEET THE MANTIS

The circular cavity in the enclave's façade connects to a main passage in the form of a metallic corridor about 30 feet across, lit by ever-glowing orbs hanging from wires. Side corridors give off the main passage, and the main passage periodically bends, descends, and rises, until it finally opens onto a wider space after some 500 feet of travel.



## SOUL SILVER

Soul silver is a bit of the Mantis's life force concentrated into a tangible object that appears as a faintly glowing silver coin with three projecting sides. The three panels of the coin always bear a stylistic rendering of a creature, object, or location along with unfamiliar sigils, but never the same images and words twice. The opposite side bears an image of the Mantis, an image of Timeborne's sentinel, and an image of the Planebreaker.

The Mantis can produce a number of pieces of soul silver each day equal to her hit point total, should she wish to completely deplete herself. (She takes 1 damage per coin produced.) Normally, she produces only enough to pay off bounty hunters who've completed one of her tasks, which is between 1 and 10 on any given day.

In Timeborne, a piece of soul silver is worth about 100 gp. However, soul silver has two additional magical qualities.

- A single *soul silver coin* has healing qualities.
- A collection of 1,000 pieces of soul silver grants a creature a *wish*, as described under *chest of soul silver*.

Though unproven, rumors swirl around Timeborne that the more soul silver the Mantis distributes, the more her personal power and influence across the planes grow.

### ◀ READ ALOUD ▶

*A central brazier burning with red flames lights the wide chamber, though erratically. Opposite the entrance, a wide dais holds a flower-like extrusion upon which rests a many-limbed entity that merges humanoid physiology with that of a huge praying mantis. She's easily 15 feet tall even reclining on her petal-like seat.*

*The mantis-like being is flanked on her left by a 10-foot-tall horned demonic creature with an extra set of arms, one set of which ends in pincers. On the Mantis's right is a humanoid with feathery wings, eyes that shine with light, and silvery skin.*

The **Mantis** and her two courtiers, Hinn (a **glabrezu**) and Simeon (a **deva**), are usually assembled in this court chamber about seven hours in any given twenty-four-hour period. People generally come before the Mantis for three reasons: to turn in a bounty, to ask a favor, or because they were summoned before her, usually a request delivered by an Interpreter. At any given time, there

are usually one or two Timeborne inhabitants waiting to turn in a bounty.

Each time someone enters the court, Simeon announces the newcomers' names (unless they are somehow shielded from divination magic). Then Hinn says, "Speak! Why have you come to the Court of the Mantis?"

**Enigmatic Nature of the Mantis:** The Mantis rarely speaks for herself; usually it's Hinn or Simeon who speak, and then only on specific topics. They are not keen on answering questions about themselves or the Mantis. And the Mantis isn't keen on answering questions about her own provenance, the true nature of the Planebreaker and Timeborne, or what lies beneath the unnamed gates. On the latter topic, however, she will break her silence to say, "That which lies beneath the gates should not be disturbed."



Soul silver coin, page 197

Chest of soul silver, page 191

*When the Mantis and her courtiers are not in the court, they disperse to other parts of the enclave sealed off from casual exploration by outsiders.*

*The Mantis has primogenitor stats (page 164).*





Soul silver, page 33

**Bounty Redemption:** Unless turning in a bounty involves the delivery of a physical object (such as a head, which the Mantis quickly consumes, or Path tokens), those who come to collect must describe the service they've provided. The Mantis's ability to determine truth from falsehood is usually sufficient to weed out those falsely seeking payment for something they've not done. She eats the heads of these pretenders. Everyone else gets one or more pieces of **soul silver**, which the Mantis simply manifests into being in one insectile hand, then passes over.

**Ask a Favor:** Every so often a situation arises in Timeborne that current standing bounties don't address. Concerned inhabitants may bring this to the Mantis's attention, hoping she'll create a new standing bounty or unique bounty to address the problem.

People sometimes also come before the Mantis to ask for her direct aid or, rarely, permission to explore behind the unnamed gates. Usually, these requests are denied. But once in a while, for reasons that aren't obvious, the Mantis acquiesces.

**Summoned:** If someone who is above average in ambition and power (such as PCs) comes to Timeborne and stays for more than a few days, an Interpreter asks them to come before the Mantis so she can meet them. If they ignore the request, it's not long before a bounty is put out on their heads. If the newcomers respond to the summons, the Mantis speaks to them directly as follows.

## ◀ READ ALOUD ▶

*"A day may come when the curse that pursues this moon from before time's inception catches us. If that happens, a cross-planar cataclysm could result in the destruction of everything. I seek to prevent that. But I'll need allies. Perhaps even such as you. If you would have it be so, perform for me a small quest, so that I might discern your potential."*

The Mantis is not willing to say more about the ancient curse or potential cataclysm, but she will assign a quest to those willing to be considered as future soldiers should any war to preserve the multiverse occur. The quest should be within the PCs' current level of ability, and probably is pulled from one of the Mantis's unique bounties. However, it could be anything, including retrieving an artifact from a distant plane, exploring one of the planar locations described elsewhere in this book, or something else entirely, as you decide.

If the quest is completed within a year, the Mantis pays in soul silver and indicates that should the need arise, she'll be in touch.

## THE GATES

### ◀ READ ALOUD ▶

*A clearing opens within the riot of Timeborne's mismatched structures. House-sized stone blocks litter the clearing's center, each composed of the same ancient mineral as the city walls. Set horizontally within the jumble are two 30-foot-square metallic gates. The gates are sealed but, if opened, would presumably open downward to the passages rumored to lie below the surface.*

The average Timeborne resident knows that the gates open onto sublunar passages that contain ancient, petrified remains of enigmatic beings and structures. Some of the petrified beings share the Mantis's immense size, as well as her blended humanoid and insectile features. The structures defy most comparisons.

**The Gates:** The gates (AC 20, 300 hit points, and a damage threshold of 25 hit points) are usually sealed shut. You can decide they are always sealed while the PCs are in town if you'd rather not open this face to your game. Because (fair warning) the Exploring Below Timeborne section provided hereafter is purposefully open-ended. A procedural table provides a framework, but you have a lot of leeway to develop the details further, depending on how you choose to use the **secrets of the Planebreaker**.

Generally, every few months, the gates unaccountably and randomly open due to an unknown influence. When this happens, dozens of Timeborne citizens gather to keep watch, mostly in hopes of picking up a Mantis bounty on anyone who tries to duck in and explore what lies beneath. Even so, people always attempt to do exactly that, but only after preparing *invisibility* spells and/or other means of getting inside without alerting those watching. Once opened, the gates remain so for 2d4 days, then for no obvious reason slam shut and are sealed. Those caught inside when that happens are generally never seen again.

## EXPLORING BELOW TIMEBORNE

Assuming PCs notice the open gates and manage to get inside without a crowd of bounty hunters coming after them, they can begin exploring the corridors, though they must first climb down the 100-foot-deep, 30-foot-diameter cylindrical hollow in the layer of jumbled stone blocks (DC 13 Athletics check). At the bottom, they find themselves in a large chamber from which a single passage leads off deeper into the moon.

Secrets of the Planebreaker,  
page 36



### READ ALOUD

*Bits of broken stone and petrified bone lie in drifts of debris across the floor of this subterranean cavity well over 100 feet in diameter. Strange shapes and structures, jumbled and broken, are fused into the stone wall, all at a scale suggesting they were made for giants. Most disturbing is what seems to be a gigantic petrified humanoid skull poking directly out of the stone on one high wall.*

The chamber immediately beneath the entrance shaft has been explored and “looted” many times over the last several centuries. What remains is strange and ominous, but no additional prying, divination, or other means of exploration short of wholesale demolition will turn up anything new.

Beginning with the single passage leading deep into the moon, it’s up to you to decide how far the corridor goes and when it branches, connects to side corridors and rooms, opens onto great halls or small dungeon-like spaces, climbs into lofts, narrows into passages so small that it’s almost impossible to move through, and so on. Most areas are empty, but a fraction contain anomalous attributes.

When you decide there’s a chance that the PCs discover something interesting and/or dangerous, choose one option on the Corridors Under Timeborne table, or roll randomly.

### CORRIDORS UNDER TIMEBORNE

d6	Result
1	Bounty hunters
2	Time sickness
3–4	Anomalous attribute
5	Anomalous encounter
6	Lost

**Bounty Hunters:** A group of bounty hunters hoping to collect on the Mantis’s bounty for catching those exploring beneath the city find the PCs. The group might be woefully underpowered, prove to be an even match for the PCs, or be comprised of individuals powerful enough that the PCs might want to consider running. Use the [Random Planar Encounters](#) table to inspire the bounty hunters.

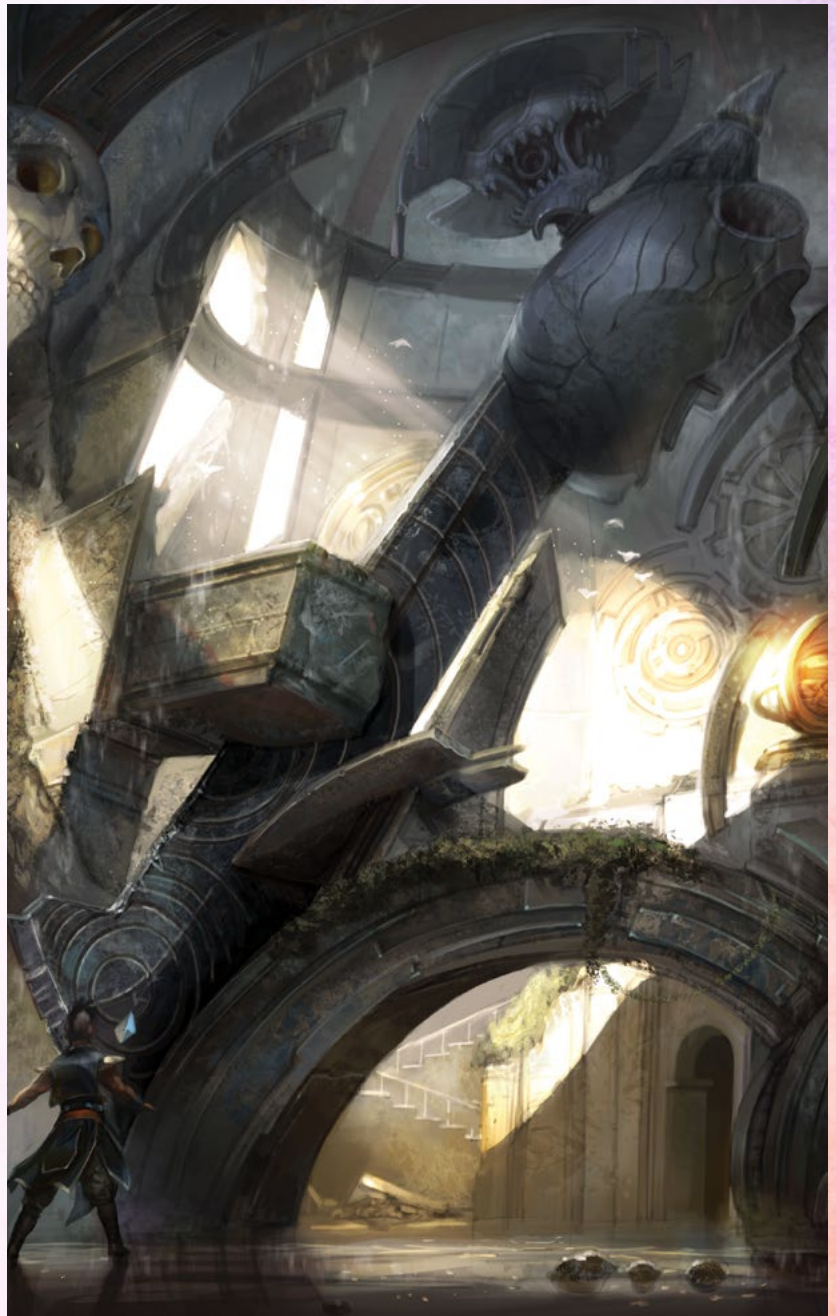
**Time Sickness:** Time doesn’t function normally in the passages under the city. Hard-to-see blobs of “slow time” randomly manifest, leaving a PC who fails a DC 15 Dexterity saving throw stuck in stasis for 1d6 hours.

In addition, a separate, more subtle effect builds up gradually, beginning with a feeling of distraction

that gradually grows into a temporal pressure that makes the PCs’ thoughts out of sync with their bodies. When this pressure becomes unbearable, a PC must succeed on a DC 12 Intelligence saving throw or take 7 (2d6) psychic damage and act as if “insane” (as per the *symbol* spell) for 1 minute. While the PC is so afflicted, their movement and speech dictated by you are either slowed to a crawl or sped up to four times normal.

**Anomalous Attribute:** Some areas contain anomalous things. Examples include portions of a wall that have bubbled outward like stony blisters and are warm to the touch; dead explorers who got lost or trapped down in the corridors and died

*Appendix A: Random Planar Encounters, page 226*





and are now partly fused with the stone, as if the corridors are intent on consuming them; giant-sized petrified beings (whole or just parts of them) that are sometimes humanoid, sometimes insectile, and sometimes both; unexplained lights; and a strange sort of debris that defies divination appearing as 1d10-foot-diameter globules of reddish-black fluid that, over time, takes on random three-dimensional shapes (spheres, cones, cubes) for no obvious external reason. Usually, these globules remain semi-solid to the touch, but other times they collapse into a fluid and drain away to some other location.

And sometimes the PCs find a useful item (but never more than once or twice per trip into the corridors). Choose a magic item, but reskin it by describing it as a chunk of a petrified insect-like creature (a wing, a leg, an eye, and so on) half fused to a loose piece of the strange mineral making up the corridors.

**Anomalous Encounter:** The first anomalous encounter PCs experience could be their torches or magical light sources suddenly going dark for a couple of rounds just as a minor earthquake shakes the corridor around them. (Darkvision isn't affected.) The next time this happens, when the PCs' lights flicker back, it's just in time to see a creature rushing at them, violently deranged and half-mineralized as if it had been in the process of becoming fused with the corridor's stone when it managed to get free. Choose a creature (possibly from the **Random Planar Encounters** table), but modify its behavior and description as just indicated, and increase its AC by 2 due to its skin having become more like stone.

**Lost:** Though the anomalies and bouts of time sickness are dangerous, the most serious issue PCs face below Timeborne is becoming lost. No matter how many precautions they take—such as blazing marks in passages or using a string to track a path—there is a temporal and spatial instability to the place that defies direction. When this result occurs, initially present the event as a bout of time sickness. However, when the temporal instability fades, the PCs realize they're not in the same corridor or chamber, but rather someplace completely new. They must succeed on a DC 11 Intelligence check to recognize that they've gotten lost. If even a single PC fails this check, the group remains lost. Locating a way out requires another hour of further wandering, another wave of time sickness, and a successful DC 11 Intelligence check to stumble back into a familiar corridor—hopefully before the gates above close.

## SECRETS OF THE PLANEBREAKER

The only thing that most people agree on is that the Planebreaker is cursed, fleeing a catastrophe that predates existence itself. But the specifics vary, depending on whether you care to specify it for your game. Whatever you decide from the options provided hereafter or something of your own, the Mantis knows it and is intimately connected in some fashion.

All lesser beings have their guesses, including the following.

**Vast Treasure:** The core of the Planebreaker holds a vast and unimaginable treasure of divine energy stolen from the gods of the prior cosmos. The theft triggered a curse so virulent that only by traveling forever can it be attenuated. The Mantis (who was in on the original heist) constantly seeks other ways to break the curse or to sap some of the stolen energy without being destroyed by a discharge of curse power.

**Cosmic Mausoleum:** The Planebreaker's core is the compacted remains of an entire previous cosmos, smashed down in time and space to fit in a single petrified mass. But the mass is unstable. The moon's movement is the only thing that bleeds off the constantly building energy within. Even so, entities akin to the Mantis (other **primogenitors**) sometimes break loose and fall into a recently visited plane.

**Moon of Survival:** Discord and war rocked the celestial entities of the prior cosmos. At the edge of defeat, a handful of petty and vindictive primogenitors crafted a universe-shattering curse: the Annihilation. A blot of entropy so pure and concentrated that it promised to end all life, all thought, and all existence forever, destroying not only the prior cosmos, but any potential for a new rebirth. To save the future, the other primogenitors fashioned a divine "lifeboat." They launched a chunk of their dying universe itself into perpetual motion even as the Annihilation was released as a ripple of anti-existence. The lifeboat's launch purposefully destroyed the prior cosmos, breaking it into all the uncountable dimensions of our multiverse. The Annihilation was attenuated by this fracture, and the lifeboat made its escape. Behold the Planebreaker. But other entities from the prior cosmos also survive, and hope to one day enact their revenge on their ancient enemies—including the Mantis, the caretaker of the other "survivors" still locked safely in temporal stasis beneath.

*Primogenitor, page 164*

*Appendix A: Random Planar Encounters, page 226*



## PART 2: PLANAR LOCATIONS



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## CHAPTER 5: CITADEL OF THE FATE EATER

*Tereculon, page 42*

*Inexorable, page 157*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge on the steps leading up to the fortress's main gate.*

**Level Range:** *The Citadel of the Fate Eater is suitable for a group of player characters of any level who wish to negotiate with the queen, or level 17+ PCs who wish to fight.*

*The lava near the watchers is quite shallow, inflicting only 27 (5d10) fire damage the first round a PC ventures into it, enough to shake them out of their desire to enter it. If they wade farther in, the lava deals 55 (10d10) fire damage each round, or 99 (18d10) fire damage each round a PC is submerged.*

When the demon queen **Tereculon** bred an army from a cancerous pustule cut from her own flesh, the last thing she expected to discover was true love. Most of the dual-winged, skull-visaged demonic **inexorables** she created were short-lived. They impulsively used up their one-time-only ability to execute a single perfect attack against the foe of their choosing. The cost of using their transcendent ability was typically their life. But they didn't mind. At least, not long enough to matter. They sacrificed themselves to the demon queen's efforts to expand her realm.

But the inexorable called **Idlewyld** was different. Straight of limb and keen-minded, he was also a demon of unprecedented patience. He saved his perfect attack for the future. His composure served him well in other ways, too. Before long, **Tereculon** raised **Idlewyld** up above all others, placing him at her side even before demon lords that had long served her will.

Jealous of **Idlewyld**, a scheming demon vizier attempted to assassinate the queen. **Idlewyld** saved her but sacrificed his single perfect attack in so doing, and thus also his own life.

Furious and heartbroken, **Tereculon** slaughtered most of her court. Her ambitions of Abyssal conquest faltered. The fortress dedicated to war fell into disrepair, becoming a corpse-choked tomb. Since then, demons and other Abyssal creatures of every sort have taken up residence in and around the structure. Deep within, **Tereculon** still grieves over the lifeless form of **Idlewyld**.

**Arcana DC 11 (no longer true):** The demon queen **Tereculon** readies her citadel for an Abyssal war.

**Arcana DC 13:** The Citadel of the Fate Eater lies in the Outer Planes, on a demon-infested layer of the Abyss.

**Arcana DC 15:** The demon queen **Tereculon** the Fate Eater is rumored to have the ability to break (or "eat") prophecies, curses, and other dooms affecting specific individuals.

*The fortress dedicated to war fell into disrepair, becoming a corpse-choked tomb.*

**Arcana DC 17:** The demon queen **Tereculon** is rumored to have the ability to grant an individual a one-time-only "perfect attack," though convincing her to bequeath that gift isn't easy.

### APPROACHING THE CITADEL

#### ◀ READ ALOUD ▶

*Iron gates lie bent and fallen, allowing unrestricted access inside the walls of a massive fortress. The blistering heat from the surrounding moat of lava distorts the air, granting the relief-carved demonic forms covering the fortress a semblance of life. Overhead, winged demons lazily wheel through the ash-smothered sky.*

Walking into the fortress's main structure across a stone bridge fording the lava moat is possible, but visitors face several dangers.

**Demon Watchers:** Several of the relief-carved statues line the fortress walls and glare at the open gate. If PCs cast *detect magic*, they learn that four of the statues radiate evocation magic. If a character moves to within 30 feet of one of these immobile stone demon watchers (AC 15, 300 hit points), the eyes flash with purple light. All characters within 30 feet must succeed on a DC 12 Intelligence saving throw. Those who fail suffer 7 (2d6) psychic damage and must make another DC 12 Intelligence saving throw or attempt to wade into the lava.

**High-flying Inexorables:** About two dozen **inexorables** scrutinize the fortress from the air. They mostly don't care what passes into or out of the fallen structure. However, one or two curious ones fly down, alighting on a bridge span to question the PCs about their arrival (using either Abyssal or telepathy). PCs who maintain excellent decorum and succeed on a DC 12 Persuasion check might be able to not only enter the structure unmolested, but also get one of the croaking creatures to explain the situation, including the background information previously described.





A particularly persuasive PC who succeeds on a DC 17 Charisma (Persuasion) check might be able to get one of the inexorables to guide them directly to Tereculon's chamber (but even so, they might run into a few encounters described hereafter along the way). These creatures are bored and sullen, and they cannot wait for the day when Tereculon, their "mother," returns to her former self.

## CITADEL INTERIOR

Once the PCs cross the bridge fording the lava moat, the multistory structure immediately beyond offers them many possible routes to pursue, though none are marked.

### ◀ READ ALOUD ▶

*Curving flights of stairs ascend and descend from the massive lobby. Cracked and broken statuary lies amid heat-mummified corpses of various demonic beings. A bowl catches streams of lava trickling down from above, though cracks and fissures allow some of the molten rock to escape and meander across the floor.*

If PCs don't know the way to Tereculon's chamber, they can explore the fortress. Most chambers are empty of all but debris and the occasional demonic vermin. However, you can use the following table to help inspire additional encounters as needed. For every few minutes that the PCs spend exploring the structure, choose (or roll a d6) to determine what they encounter.

### d6 Encounter

- 1 Chamber containing the starved corpses of 6 **chasmes** plus 1 still-living ravenous **chasme**.
- 2 Chamber containing magical "altar" that can bloodlessly sever limbs or other sections of flesh, or seamlessly fuse living flesh (even entire creatures) to other subjects. Functions only on willing or helpless subjects.
- 3 Chamber containing an imprisoned **barlgura** with **dretches** for arms that is willing to deal for its freedom.
- 4 Life-stealing crystal dome (AC 13, 66 hit points) set in ceiling; those who enter and fail a DC 15 Constitution saving throw gain three levels of exhaustion. Effect repeats once each minute.
- 5 Five pits hold sloshing living flesh. Nearby scaffolding of mismatched bones suggests someone was trying to create new demonic forms. If disturbed, the pits each disgorge a **gibbering moucher**.
- 6 A **lava husk** resting in a wide basin protects a locked iron vault (DC 22 Dexterity check with thieves' tools to pick lock) containing a chest that holds two gold rings (worth 100 gp each), five gems (worth 30 gp each), and a **wand of polymorph**.

*Lava husk, page 158*



## FATE EATER'S RESIDENCE

Tereculon's citadel is massive, but the demon queen usually restricts herself to a single area, about halfway up one of the larger towers. Once PCs explore for a while, possibly having the encounters previously described along the way, they find the tower's entrance foyer.

### 1. ENTRANCE FOYER

#### ◀ READ ALOUD ▶

*This vaulted chamber's walls and ceiling are covered in etched and relief-carved demonic iconography. Rubble is strewn across the floor, hinting at furniture or other items that may have once been present.*

Among the debris, several shattered demonic statues contain gemstones still set in eye sockets. A complete inventory turns up a total of seven rubies (each worth 120 gp). However, one of the statues retains a magical curse; anyone who attempts to pry its single remaining gem from the eye socket must succeed on a DC 13 Wisdom saving throw or come under the influence of a malign demonic spirit (treat as if charmed). Privately tell the PC to act normally, but to choose an opportune time to ambush a fellow PC in a precarious situation,

perhaps by pushing them off a ledge, making a false claim, or just backstabbing them. (You're also free to jump in and take control of the PC during an opportune moment if they don't act within about an hour.) Once the charmed PC has acted, the influence dissipates, but the character retains full knowledge of what they've done.

### 2. EMPTY CHAMBER

#### ◀ READ ALOUD ▶

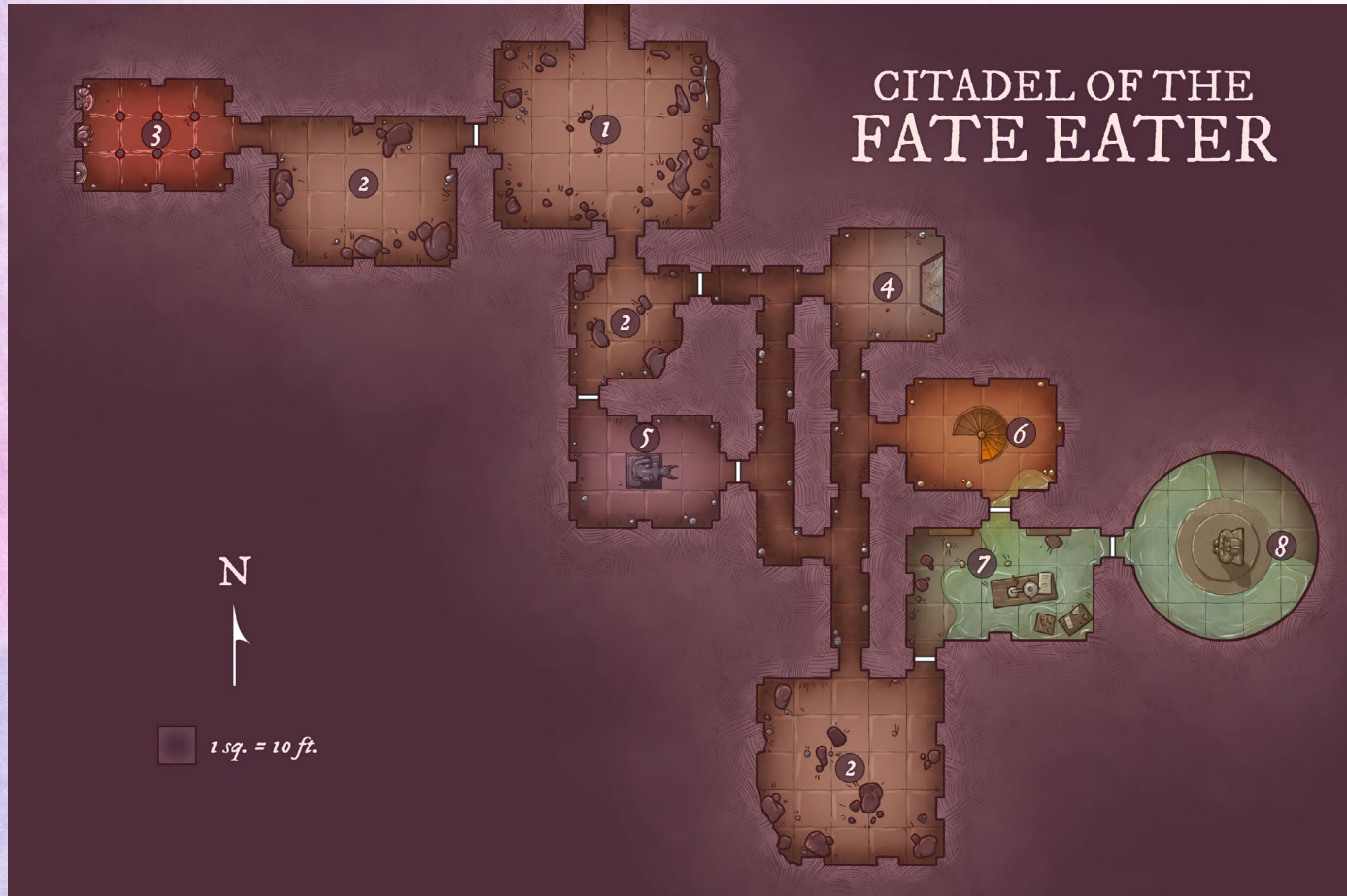
*Dust and debris are scattered here, but little else.*

### 3. SHRINE OF SINS UNFORGIVEN

#### ◀ READ ALOUD ▶

*Marble columns veined with glowing red light support this chamber. Three alcoves in the far wall are filled with a basin, a cloaked statue, and rubble, respectively. Greenish light spills from the basin.*

If PCs examine the area, they see that the cloak is not actually part of the statue; it has been cast over the statue as if to hide it. Checking beneath the cloak reveals the statue to be a bulky demonic creature with brutal and exaggerated simian features. (PCs who succeed on a DC 13 Arcana





check think it might be a petrified demon known as a **barlgura**.) If magic is detected for, the statue radiates transmutation magic.

The stone basin is fixed in place and filled with a glowing green fluid. (The fluid emits enchantment magic, which PCs can discover if they cast *detect magic*.) Should a PC decide to sip from the basin, they are subject to a compulsion requiring them to tell the other PCs the bad deed they are most ashamed of (have the character make up something from their past, if nothing has already been established). Then ask the other characters if they forgive the PC. If even one of them doesn't, the confessing character must succeed at a DC 17 Constitution save or be petrified by the *flesh to stone* spell. If the PC is petrified, the cloaked statue becomes flesh, and a **barlgura** attacks the remaining PCs.

The basin contains enough liquid for three draughts. A draught taken from the chamber remains viable indefinitely.

#### 4. REFLECTIONS OF DESTINY

##### ◀ READ ALOUD ▶

*A wide and tall mirror, easily 20 feet on a side, is set against the far wall. It's cracked and pieces are missing, but most of the surface remains. Your reflections are clouded, somewhat hard to make out.*

PCs who cast *detect magic* perceive divination magic emanating from the mirror. The mirror can be broken and its magic destroyed without too much difficulty. Alternatively, PCs can move forward and study their own image, attempting to make out what's happening. Ask each PC to make a DC 15 Perception check. On a success, that PC is magically enhanced with a limited ability to see into the immediate future. For the next hour, the character can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the character for the same period.

However, on a failed Perception check, the PC mistakes what they're seeing (or sees a false future) and suffers disadvantage on attack rolls, ability checks, and saving throws. In addition, though that character doesn't realize it immediately, their own clouded image departs the mirror (or the shards of a broken mirror) a few minutes after everyone in the group departs the room. Treat the image as a **doom** that targets the character whose image it now shares.

#### 5. LIBRARY OF FATE

##### ◀ READ ALOUD ▶

*Every inch of the walls in this 40-foot-high vaulted chamber is covered in cylindrical holes fit for scrolls or rolled-up parchments, though most appear to be empty. At the center of the chamber is a partially broken statue of a demon that originally had two sets of wings.*

Dust fills the empty holes. However, a successful DC 15 Perception check discovers one scroll still slotted. It is a magical document, primed to grant an amazing boon, but only if the reader is willing to accept a predetermined fate. The scroll is written in Abyssal, so a character must know that to trigger the magic. The scroll begins with the warning "Read on to gain the sovereign ability to reshape the multiverse for a single moment. Should you ever do so, you are then fated to die in the following manner."

If the character reads the scroll, it crumbles into dust, and they feel a magical potential transferred into their soul. Have the character come up with the method by which the scroll indicates they will die, or choose something yourself (such as dying from a lich's curse, being trampled by a golem, falling into lava, and so on). The character is destined to die in the way foretold only if they use the power granted by the scroll: the ability to avoid any specific occurrence that takes place during the course of a round, or to make a one-time "perfect attack" (automatically getting a natural 20 on one attack roll of the character's choice, which the character decides after rolling the die for the attack). If the character is surprised or suddenly killed in a way not predicted by the scroll, the magic it transferred means that, if the character wishes it, the fabric of reality is unraveled and then reknitted in such a way that the occurrence doesn't affect the character.

This is effectively a "get out of Hell free" effect and is quite powerful. But, if used, the death foretold then comes for the character within a year.

#### 6. STAIRCASE OF FORTUNE

##### ◀ READ ALOUD ▶

*A marble spiral staircase at the center of this room descends about 20 feet, opening onto a lower level lit by faint lava light. A handful of symbols are inscribed on each downward step.*

Study shows that each of the twenty-two stairs contains one etched symbol, including a stylized skull, a stylized flame, a stylized throne, a comet, the moon, the sun, and other easily recognizable objects and concepts. PCs detect transmutation

*The statue in area 5 is mundane, depicting an inexorable.*

*Doom, page 154*



Tereculon has **marilith** stats. Equipment: demon blade (page 192).

The fluid covering the floor is water faintly contaminated with alchemical substances, but it's not dangerous.

The crystal cylinder has AC 12 (it's cracked) and 20 hit points (it's fragile).

The animated sludge has **black pudding** stats, with the undead type, and its pseudopod attacks also inflict 9 (2d6 + 2) necrotic damage and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Library of Fate, page 41

magic emanating from the entire area if they cast *detect magic*.

If a character chooses to descend, they can go all the way to the bottom and reach the exterior of the tower without incident. They can do the same by flying above the stairs and not stepping on any. However, should a character descend the stairs and stop on any step along the way, they are subject to the magical effect resident in the stairwell.

Regardless of the symbol carved in the step the character stops on, the moment they stop, all the symbols sparkle and randomly redistribute themselves along the twenty-two steps. Treat the character as if they'd just drawn a random card from the *deck of many things*. Assuming the character is still able, they can continue down the stairs to the bottom or go up, but they personally cannot trigger an effect again for at least a week.

## 7. LABORATORY

### ◀ READ ALOUD ▶

*Broken glass from what must have been vials, jars, tubs, flasks, and weirder alchemical glassware litters the remains of what was once a large wizard's laboratory. Mildewy liquid half covers the floor. A 4-foot-diameter, floor-to-ceiling transparent crystal cylinder set at the center of the chamber contains a faintly glowing volume of green, swirling liquid.*

Once, Tereculon accomplished startling alchemy here, including breeding her army of inexorables. Now the place is a shambles, destroyed in one of her bouts of grief-filled rage. Someone who spends the time and succeeds on a DC 8 Perception check could put together a kit of alchemist's supplies.

The **crystal cylinder** is cracked. PCs detect necromantic magic emanating from the cylinder if they cast *detect magic*. This "bioreactor" contains the **animated sludge** left to rot from Tereculon's last abandoned experiment. If the cylinder is broken, the sludge leaks out and begins to rampage.

"There is no fate that I cannot eat."  
—Tereculon the demon queen

## 8. SEPULTURE

### ◀ READ ALOUD ▶

*Candles line the room's circular periphery, dimly illuminating a large figure entwined around an upright black marble sarcophagus in a posture of profound grief. A mildewy liquid covers the floor.*

Tereculon spends most of her hours here, grieving or sleeping next to the empty stone sarcophagus inscribed with the name Idlewyld in Abyssal. It only takes a little study to realize the large figure has the lower body of a snake and the upper body of a humanoid with six arms. It's a **marilith** demon, though one heavily scarred, bedraggled, and silently weeping. If attacked, she defends herself.

Getting her attention otherwise requires a successful DC 12 Persuasion check. If PCs succeed, the lifeless voice of Tereculon asks that the newcomers leave her alone. If the PCs want something from her, they'll have to succeed on a DC 15 Persuasion check, or offer her something of great value. (She may be grief struck, but part of her still acknowledges that one day, she may return to herself.) If PCs get her talking about her lost love Idlewyld in a thoughtful way, they have advantage on their Persuasion check.

As rumored, she can "eat" (break) prophecies, curses, and other dooms affecting specific individuals, akin to the effect of a *wish* cast by a 20th-level caster. When she does so, she touches the shoulder of the target to be affected with her *demon blade*, allowing it to take one bite.

She also can grant an individual a one-time-only "perfect" attack; however, it is in the form of handing the character a copy of the kind of scroll potentially available in the **Library of Fate**.

Once she deals with the PCs, she returns to her grief.

### CITADEL OF THE FATE EATER ADVENTURE HOOKS

- The PCs have been cursed so profoundly that they need the help of the Fate Eater.
- An ally or important NPC has been lost somewhere on the planes, and some think Tereculon can find out where, if she can be stirred from her grief long enough to provide aid.
- A third party commands the PCs to obtain a scroll from the Library of Fate.



## CHAPTER 6: EREWHON

Erewhon is a dimension of gauzy, translucent filaments stretching away in every direction. Most treatises on the planes of reality fail to mention it. If they do, they discount Erewhon's existence, putting it down as a fable told to children. How could there be a dimension that exists for some, but not for others?

But other sages, wizards, and psions are every bit as certain that Erewhon is real. They know it to be a dimension of the mind, apparently an offshoot or branching of the Astral Plane itself. But if so, it is a place antithetical to divine and demonic beings. Because even to the most powerful entities native to the Outer Planes, Erewhon just doesn't exist. A portal connecting to Erewhon delivers a mortal directly to a destination in the dimension. To a fiend or celestial, not only does the portal fail to lead anywhere, but in most cases, they can't even perceive the portal itself.

Caught among the gauzy threads filling the plane are many-faceted crystal accumulations called "nodes" that have mineralized over time. Some nodes are no bigger than houses, while others are miles in diameter. A variety of different creatures have taken up residence on many of the nodes. A large number of them wish to escape the notice of celestial and fiendish beings. Indeed, for those who prefer to be completely cut off from gods, demons, devils, and the like, Erewhon is a relief.

"There is no such dimension as Erewhon. It's a myth perpetuated by those who think themselves clever. But as someone who spent years looking for it, I can assure you, it's not real."

—Muktani, planetar servitor of Suhira, Goddess of Second Chances

One of the larger nodes is called Ikarth. It serves as an outpost for travelers, traders, dreamhunters, and those who risk the node's interior to prospect for valuable crystals called **tellectites**. Tellectites are prized for their psi-enhancing qualities by some buyers in other dimensions.

Anyone who spends more than a few days in Erewhon discovers that it distorts the dreams of visitors and inhabitants, scattering dreams randomly among any creature that sleeps. Dreams dreamt in Erewhon are someone else's. And sometimes, dreams escape the minds of sleepers altogether, and an odd entity is born. These "wandering dreams" roam for a time in the wilds of Erewhon. Some are caught by dreamhunters, and others wander until they find a home in the mind of a new dreamer's subconscious years or even centuries later.

**Arcana DC 12 (false):** Erewhon is a fable; it's a dimension that doesn't exist.

**Arcana DC 16:** The dimension of Erewhon, possibly a branch of the Astral Plane, doesn't seem to exist for celestials or fiends.

**Arcana DC 18:** An inhabited crystal node called Ikarth is a source for psionically potent crystals called tellectites that are prized by those with psychic abilities. Normal people also gain some benefit from them.

**Arcana DC 20:** Dreams can escape from a sleeper in Erewhon, then wander for years before being captured or slain, or finding a new home in the mind of another visitor.

Some visitors—including clerics and those with celestial or fiendish heritage—find Erewhon disconcerting at best, and physically dangerous if they spend too much time on the plane.

*Tellectites, page 47*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge on Ikarth's Needle (if they know of the place). Otherwise, they appear in the wilds of Erewhon, lost.*

**Level Range:** *Erewhon has threats dangerous to PCs of almost any level. Travelers who restrict themselves to Ikarth will find challenges suitable for PCs of level 5–10.*





## IKARTH

### ◀ READ ALOUD ▶

*Faintly glowing filaments of gauzy color stretch away in all directions, like colossal threads weaving a loose tapestry larger than the world. Here and there at distances too great to know for certain, masses have crystalized along the threads, twinkling with refracted light. The nearest one is a massive blue crystal. Stairs, windows, and balconies carved in the face of the crystal give it the semblance of a mountain-sized fortress. Figures are visible on the stairs, and lights glow through the windows.*

Lazar the Prospector,  
page 46

Bora Kin, Dreamhunter,  
page 46

Ikarth is sizable, with a population of more than 5,000 people of various species drawn from across the multiverse. It is ruled by a council of eighty-nine senators who meet every few weeks in a large hollow with an open view to the filaments that stretch into the distance. Rules are fairly lax, but those who take liberties with the freedom of other residents and visitors are rounded up by Ikarth warders to face a trial and probably expulsion from the node, if not the entire dimension. Through some method of magic and psionic ritual, the ruling senators can expel someone in such a way that they can never return. In effect, the same property that prevents celestials and fiends from being able to

perceive Erewhon is transferred to those expelled.

Most residents of Ikarth live fairly simple lives. As it's not necessary to eat or drink regularly, and shelter is provided freely to anyone who wants it, many residents spend lots of time exploring various kinds of meditation, or asleep—because while sleeping, they get the opportunity to enjoy dreams that are not their own.

Of course, there are those in Ikarth who lead more active lives. The most notable include tellectite prospectors and dreamhunters, such as **Lazar** and **Bora Kin**, respectively.

**Ikarth Needle:** Many visitors to Ikarth access the node via a shard of crystal called the "Needle." The Needle is a hundred-foot-long shard of blue crystal projecting from Ikarth's otherwise crystalline symmetry. At its tip is a circle of magical sigils etched into the crystal's surface. Those who memorize the sigil sequence and have access to *plane shift* can use the sigils as the requisite planar attunement to visit the dimension of Erewhon and arrive here.

The Needle is about 15 feet wide and descends at about a 25-degree angle, forming a path to the great crystal node heavily carved and hollowed to serve as a habitation.



## EREWHON TRAITS

The following unusual traits govern the plane of Erewhon.

**No Celestials or Fiends:** Gods, demons, angels, and devils can't perceive Erewhon, travel there, exist there, or even magically scry there. More intrusively, gods of destiny or similar beings who can see the future cannot see the future of anyone who has traveled to Erewhon in the last year. The dimension is like a swift existential river that erases temporal tracks and blinds those normally able to see the strands of fate.

Mortals with celestial or fiendish heritage (such as aasimar or tieflings, respectively) can visit Erewhon but always feel a bit uncomfortable. A strange pressure seems to grow just behind their eyes. If they spend too much time, they risk becoming the newest examples of the Lost.

Clerics who draw their power from a divine source and fiend-pact warlocks are still able to access their abilities while in Erewhon, but they have the same feeling of slowly building mental pressure as aasimar and tieflings, and could become members of the Lost in the same way.

**The Lost:** Beings with celestial and fiendish ties slowly begin to lose memories from their life if they spend more than about a month in Erewhon. At first, it's nothing, but over several months' time, their entire history can be wiped away, leaving their mind a clean slate. Those who become Lost are essentially children (even if in adult bodies).

The few that live in Ikarth are cared for by the community and raised into new lives. Most stay and become dreamhunters, but a few venture off to other dimensions in search of new lives. Once someone has become Lost, they are not subject to the same effect again later.

**Nourishing:** No one needs to eat or drink in Erewhon; some property of the filaments keeps everyone alive and healthy, without a sense of privation. However, many still enjoy eating and drinking and continue the practice, if only for the social interaction that shared meals provide.

**Shared Dreams:** No one seems to have their own dream in Erewhon; dreams are randomly scattered between all the conscious minds currently in the dimension. Usually, this just means that the average visitor's dreams are highly unusual, containing few familiar elements. However, sometimes interesting things can be learned through the chance reception of someone else's secret dream.

**Node Gravity and Plane Gravity:** Normal physics apply in the crystallized nodes—gravity pulls in a single direction. However, once a traveler moves (or falls) more than about 300 feet from the edge of a node, gravity puffs away. In those areas, the traveler moves simply by thinking about it, and their movement speed is equal to  $3 \times$  their Intelligence score.

**Ikarth Warders:** Newcomers who seem threatening—or confused—are met by a group of 2d4 **Ikarth warders**. The warders are people of different species and varying dress, but they all wear an arm patch displaying a piece of blue crystal chipped from the node. Their primary job is to defend Ikarth against aggressive visitors. Strangers who aren't deemed aggressive are still watched.

Should a stranger have questions about Ikarth, Erewhon, or anything else, the average warder shrugs, points up one set of steeply ascending stairs with many switchbacks, and indicates that the stranger should visit the Outpost. There, someone will be happy to answer questions in return for a drink or three.

## THE OUTPOST

### ◀ READ ALOUD ▶

*The hard crystal surfaces of this wide interior space have been softened with rugs, wall hangings, and a variety of hanging lanterns and other decorations. Tables and benches are scattered around the middle area, which is half filled with dwarves, humans, and a few sigil-winged humanoids who are drinking, eating, gambling, or all three at once. A side door is constantly swinging as people in server garb hurry in and out with comestibles and spirits.*

The Outpost is an inn and tavern favored by tellectite prospectors and dreamhunters. Here, PCs can get a drink, a meal, a room, information about Erewhon (if they're willing to buy a few rounds), and possibly the offer of a job accompanying prospectors or hunters, since both sorts of expeditions are dangerous. The two most sociable NPCs, and likely the ones PCs end up talking to, are Lazar the Prospector and Bora Kin, Dreamhunter.

*Ikarth warders usually have **guard** stats.*



Lazar the Prospector has **gladiator** stats with advantage on all checks related to prospecting for tellectites. Equipment: minor tellectite.

**Lazar the Prospector:** Lazar the Prospector (a human) wears a few layers of quilt-like capes of blue and red and a simple headband bearing a pale blue crystal orb (a tellectite). He is loud and outgoing, and usually holds forth at a table with other Ikarthans and travelers, describing his latest prospecting foray into the interior of a distant node. His stories usually involve a run-in with an unlikely wandering dream as well as one or two dangerous moments fending off threats that lurk inside nodes where tellectites are found.

He notices newcomers and calls them over to ask them their business. He also is happy to answer general questions about Erewhon. If he realizes that the newcomers are in any way capable (such as PCs usually are), he offers them a chance to accompany him on his next tellectite prospecting mission in return for a cut of the find. He says he can always use more protection because the nodes close to Ikarth are played out, and going farther afield into the Wilds of Erewhon is more dangerous than sticking close.

Bora Kin has **veteran** stats. Equipment: dream catcher.

**Bora Kin, Dreamhunter:** The dwarf called Bora Kin has a platinum-blond braid of hair that falls nearly all the way to the floor. Her armor is scarred, but etched with designs of many fanciful and colorful images of strange creatures. When she is on the premises and not hunting dreams, she reclines in a softly lit side room that is set aside for her and a couple of close friends; she also keeps permanent rooms in the inn. She notices newcomers who spend any time in the Outpost. After a while, she sends a server over to ask that the newcomers join her for a quiet chat at their convenience.

If newcomers take her up on her offer, Bora buys the first round of drinks and inquires about their purpose in Erewhon. In return, she also answers questions they may have about the plane. She makes a special effort to warn characters about how their dreams are unlikely to remain their own. And how sometimes, a dream may go missing altogether and manifest as a physical being destined to roam the Wilds of Erewhon forever, or until caught by someone like her.

If PCs wonder why dreamhunters hunt dreams, Bora grins fiercely. "The thrill of the hunt, of course! Wandering dreams always have a little something unexpected in store for those who stalk them. And every dream caught is new knowledge, or at least a new experience, for the hunters able to bag such prey."

Should PCs seem interested in going on a hunt, Bora offers to guide them on her next outing.

## OTHER IKARTH LOCATIONS OF NOTE

**Residences:** Regular citizens of Ikarth live in apartment-like hollows that occur across the node. Most apartments have a window or balcony with a view to the exterior, serving as an ideal spot for meditation or dream-filled slumber.

**Meditation Halls:** Larger communal meditation centers dot Ikarth's expanse here and there. Inside, several people simultaneously engage in teacher-led exercises for calming the mind. Sometimes, these meditations are designed to elicit psionic flares from those who believe they have latent abilities.

**Psculptory:** A subset of those who learn to harness their mental talents gain an ability to mentally sculpt node material. These so-called "psculptors" are responsible for Ikarth's architecture. Finding one who is still active in the city, however, proves difficult. Most have moved on to claim nodes of their own in the Wilds of Erewhon. A few still reside in Ikarth, and some of them own "psculptories" where they sell node crystal sculptures or offer their services to prospectors or others who need a psculptor for a larger project.

**Lane of Trade:** Extraplanar traders congregate in a long, narrow hollow in Ikarth not far from the Needle. Most of the traders who come here hope to buy tellectites from the handful of prospectors that flock to Ikarth from the Wilds each day. Few traders are lucky enough to get anything other than a chunk of crystal a prospector *claims* unlocks psychic potential in latent people. So in the meantime, most traders support themselves with other goods that residents of Ikarth desire, including clothing and exotic foodstuffs. Since basic nutrition and hydration isn't something people in Erewhon require, goods tend to be more exotic and luxury oriented.

Besides tellectites, the biggest trade items brought out of Ikarth are sculptures and the occasional captive dream beast.

## WILDS OF EREWHON

It's easy to become lost in the loose weave of Erewhon's pseudomatter filaments. The dimension may be limited, but even if so, it's a region easily millions of miles across and deep. One could wander aimlessly for a lifetime and never find an exit, if unlucky. Before that, however, they'd likely find a prospector, a dreamhunting expedition, or perhaps even a waterfall-like disturbance in the medium of Erewhon that drops those who enter it into the Astral Plane.



As noted under **Erewhon Traits**, away from large nodes like Ikarth, creatures move by thought alone, with a movement speed equal to 3 × their Intelligence score.

## PROSPECTING FOR TELLECTITES

Prospecting for tellectites requires only that someone head off in a random direction through Erewhon, find a node not claimed by another prospector, then look for cracks into which one must descend to seek these precious stones. A prospector usually spends at least a month on each trip. A typical prospecting trip may involve a threat from a wandering dream beast or two, but is almost certain to bring prospectors face to face with one or more monstrous **gedeons**. Gedeons are crystalline centipede-like creatures the size of small elephants that reside within most node interiors, jealously guarding their territories.

Simply winding their way down to the core of a node doesn't guarantee a prospector that they'll come away with a tellectite or three. Generally

### TELLECTITES

There are several types of tellectites. False and minor versions are by far the most common. Common wisdom has it that someone who already possesses psionic power could also tap psionic energy from them.

**False Tellectite.** A regular chunk of node crystal passed off to the gullible as something with actual power.

**Minor Tellectite.** A rare magical, pearl-sized orb of faintly glowing blue-green crystal that mentally resonates with its owner, granting a +1 bonus to Intelligence checks and saving throws (upon attunement).

**Major Tellectite.** A very rare magical, fist-sized orb of brightly glowing blue-green crystal that (upon attunement) confers telepathy 300 feet and the ability to gain the benefits of *detect thoughts* once per day.

Legendary magical tellectites are rumored to exist that, in addition to granting telepathy and thought detecting abilities, grant some other quite powerful psychic ability (such as *dominate monster*, DC 15) once per day.

speaking, only about 3 percent of expeditions are successful. Which is why so many fake stones are on the market. Many prospectors have sold what are essentially worthless crystals as valuable "psionic enhancements" in the hands of a true latent talent.

## HUNTING DREAMS

Dreamhunter expeditions seek out dream beasts rather than try to evade them, with the express hope of either bagging them and hanging their heads like trophies in their domiciles, or incorporating the dream beast into their minds to gain some long-lost—or at least novel—piece of information or experience. This process requires that the dreamhunter possess a **dream catcher**.

Dreamhunter expeditions are most likely to encounter dream beasts when they spend at least a few weeks in the Wilds of Erewhon. Each week they spend, they have about a 50 percent chance of encountering a dream beast worth pursuing.

## DREAM BEASTS

A dream beast is usually a hybrid, blending the likeness and abilities of at least two creatures (but possibly more) into a single unlikely creature able to take two actions on its turn. For example, a dream creature could be a hybrid **cockatrice** and **hydra**. Or an **intellect devourer** and **hezrou** (a dream of a fiend is not the same as a fiend, so this creature isn't prevented from being in Erewhon). Or possibly something far less dangerous and more fanciful, such as a **commoner** poetry bookseller with the body of a human-sized **blood hawk**. Most dream beasts don't want to interact; they want to roam free. But if cornered, they probably fight.

Mechanically, a dream beast has the underlying stats of the higher-challenge creature. To those base stats, add one or two actions or qualities of the lower-challenge creature. Voila, your brand-new dream beast is statted up.

### EREWHON ADVENTURE HOOKS

- The PCs want to find someplace to take shelter from a powerful fiend.
- A character is troubled by a supernatural nightmare and was told they could actually "kill" the dream in Erewhon.
- The PCs need a tellectite (major) as a gift to appease a powerful psionic foe.

*Erewhon Traits*, page 45

*Dream catchers resemble nets of pseudomatter on rigid poles. If a helpless dream beast is snared in one, the user can transfer the beast into their mind as their action, and thereby gain one piece of information about whoever had the dream that created the dream beast in the first place. Dream catchers don't function outside Erewhon.*

*Gedeons have **cloaker** stats with AC 17 (natural armor).*



## CHAPTER 7: ETHERGUARD

*An Etherguard lure takes the form of a red candy—a “candied favor” (page 51)—that, if eaten, allows the eater to request that the city come. Any given request has about a 33 percent chance of bringing Etherguard within a few days.*

*The primordial in its current form is a creature with a challenge rating of 30 or higher. Directly fighting it is not advisable.*

*Hag exile, page 156*

*Dorothea, page 52*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge on the back of the primordial's head, immediately in front of the main double gate leading into the city.*

**Level Range:** *Etherguard is suitable for a group of PCs of level 10–15.*

Once a center of civilization on a long-vanished world of the Material Plane, the displaced city known as Etherguard prowls the Border Ethereal. Finding the walking city is almost impossible, save for a few who've learned the trick of using special **lures**. Once a lure is set, Etherguard seekers must be ready to move lest they are trampled by the very city they called.

The colossal beast carrying the city defies easy classification. Some believe it is an ancient being known as a “primordial” that escaped eternal bondage in the Elemental Chaos at the cost of rescuing a city attempting to escape an apocalypse. However, apparently whatever deal was struck with the primordial didn't include provisions for keeping the population comfortable or even safe. Since the city began prowling the Border Ethereal decades ago, the original inhabitants have fled (or died).

However, Etherguard is not entirely abandoned. A few small clusters of inhabitants persist even in the face of the uncertain locations and dangerous situations Etherguard sometimes finds. The most prominent of those are the **hag exile Dorothea** and her two **night hag** coven mates Eslpeth Eyebite and Jane. The hags find the isolation of the mobile city ideal for their cause. Led by Dorothea, the night hags seek to break their addiction to hate and evil. Their effort has produced several successes, as well as a few notable failures. Still, this unique coven sometimes helps those who successfully lure Etherguard to them by explaining the secret methods by which the great city can be briefly influenced. Such aid can prove invaluable, but a price is often extracted from such petitioners; the members of Dorothea's coven are still hags, after all.

**Arcana DC 11 (false):** Etherguard is a primordial that consumes cities, dumping their ruins on its back.

**Arcana DC 13:** The walking city known as Etherguard prowls the Border Ethereal, but is rarely seen.

**Arcana DC 15:** A specific ritual can call the walking city of Etherguard out of the Border Ethereal for a brief period, but it is under no obligation to whoever called it.

**Arcana DC 17:** A powerful being called Dorothea resides on Etherguard. She and her sisters know secrets that can grant brief periods of influence over the great beast on which the city is built.

### WITNESSING ETHERGUARD FROM AFAR

#### ◀ READ ALOUD ▶

*The mists part. A vast shape prowls into view, moving with the grace of a stalking tiger despite being a creature so large it carries an entire city on its back.*

When something as big as Etherguard moves through an area (with a speed of about 50 feet per turn), destruction follows—but only sometimes.

That's because normally the walking city doesn't fully emerge from the Ethereal Plane, even when it becomes visible. So, instead of crushing village-sized swaths with each step, it can pass through an area with the gentleness of a light breeze. In these cases, Etherguard remains in an area for about a minute before fading away again, leaving only an astonishing memory.

Other times—especially if influenced by

someone who knows the special ritual that provokes it—Etherguard becomes fully real. In this case, it's still safe to view it from a distance of half a mile or more.

“Etherguard” refers to both the city and the primordial that bears the city upon its back.

However, if viewers approach to within a thousand feet, they face the same risks as someone experiencing a natural disaster. Etherguard is not necessarily looking to stomp on the tiny creatures it notices on the ground below it, but when it moves, all creatures and structures on the ground within a thousand feet are subject to effects that mimic an **earthquake** spell.





Flying creatures can usually approach without issue. Those on the ground beneath who survive the effects of the shaking earth could try to catch hold of a limb after it descends, then climb the leg. Doing so requires succeeding on a DC 17 Dexterity saving throw to avoid being crushed or accidentally struck by a moving limb. Those who fail drop to 0 hit points. Those who avoid being crushed can try to climb the leg, thick with handholds, needing only to succeed on a DC 12 Athletics check to make it all the way up to the gates of Etherguard.

## DOUBLE GATES OF ETHERGUARD

On the back of Etherguard's head is an area of sloping bare stone and access to the larger city.

### ◀ READ ALOUD ▶

*An expanse of pale stone slopes down to a sheer drop of several hundred feet. The ground rolls and jolts, as if you stand on the deck of a sea-going craft. And indeed, the surrounding landscape seems to drift by, as if you're moving forward.*

*Opposite the slope are twin gates, both barred with iron portcullises. Behind the gates rise an expansive but weathered-looking city of high towers. A greatsword is stuck in the stone between the two gates, at least half its blade trapped in the stone. It glows with a faint violet color.*

A sentient sword called **Malkensenthis** stands constant vigil over the gates, stuck firmly in the stone. The sword vocally addresses anyone who approaches the gates. It knows most languages. It provides the following information as part of a regular conversation, assuming those speaking to it aren't rude or attempt to "free" it.

- "My name is Malkensenthis. I watch over the gates. Who are you and why do you come here?"
- "My memory from before is mostly gone. However, I do know that I was a component for the ritual that originally freed a primordial, now bound as the being called Etherguard you stand upon. It was so bound to save this city from an apocalypse of some sort. That was thirty years ago, I think. Most of those who once lived in the city have since departed. Though some ghosts remain. Perhaps they recall more than me. Maybe even what this city was called before."
- "The power of the ritual means I can never be free of this place. At least, not without endangering Etherguard's freedom. I suggest you not try to remove me. Others who have done so were quickly shaken from the back of this great creature, drowned when it dove into the depths of the Elemental Plane of Water, or afflicted when it visited some other fell plane."

*Malkensenthis is immune to all magic and physical effects short of a wish. It has a psychic bond with Etherguard, which it can use to influence the primordial in ways like Dorothea's methods.*



The sword can't personally do much given its current situation, so if visitors suggest they want to raze the city, kill the primordial, or otherwise demonstrate they are up to no good, it sighs, then telepathically sends a message to the pelagic consciousness of Etherguard that it should dive into the heart of the Plane of Fire.

Malkensenthis provides other background information about Etherguard, as previously described, to those who get on well with it. The

sword never knew the specifics of the apocalypse faced by the city now bonded to the primordial's back, recalling only that it had a short name—something like Toil. Or was it Foil? However, it does know of Dorothea and her sisters, and gives directions to the building.

## STREETS OF THE CITY

The city—which a visitor could also reasonably call Etherguard—is strangely pristine, if oddly bare. That's thanks to a magical protection offered by the primordial. Occasional travel to planes of burning fire and scouring winds keep dirt and litter at bay. The interiors of most structures are often just as bare, with furnishings long shaken loose. However, some structures contain interior rooms that remain sealed. Here, bones of previous occupants, debris from smashed furnishings, and sometimes bits and pieces of other items can be found. Here and there, valuables such as coins and other durable goods could also be retrieved by those attempting to salvage.

If PCs wish to explore the city for areas of interest, they find most interiors as just described—empty and scoured. However, you can use the table on page 51 to help inspire additional encounters on Etherguard. About every hour that the PCs spend exploring, choose (or roll a d10) to determine what they encounter. Any area indicated as sealed can be forced open with a successful DC 13 Athletics check.

## DOROTHEA'S TOWER

Dorothea keeps her residence on the topmost level of one of the tallest city towers. Visitors can follow directions to this location (which involves lots of stairs), explore until they find it, or discover the location through some other means.

### 1. ENTRANCE FOYER

Dorothea and her coven see to it that the décor and furnishings in this chamber are refreshed any time they are burned or otherwise ruined by Etherguard's travels. Instead of pristine décor, PCs might find the chamber in a state of disrepair if the primordial has tried to shake them off in the last day or two. Otherwise, it looks as follows.

#### ◀ READ ALOUD ▶

*Stairs empty into a chamber decorated with multicolored fabrics decking the walls, paintings of noble people, hanging lamps, and several comfortable divans. A large gong stands near the door to the west. A dish on a stand near one divan is filled with red candies.*

### ENVIRONMENTAL DANGERS ON ETHERGUARD

Unlike on the Planebreaker, those who ride Etherguard to different dimensions accessible via the Ethereal are not protected from the conditions on the visited plane. There's no dimensional boundary holding the two separate. Thankfully, the ride is usually safe. However, if the primordial is alerted by Malkensenthis or influenced by Dorothea's ritual, it may take dangerous actions. The physical structures of the city are immune to these effects, and entities like Dorothea and her coven can employ countermeasures to survive such situations.

**Shake:** If Etherguard does a "wet dog" shake, every corporeal living creature not properly braced must succeed on a DC 16 Dexterity saving throw, taking 66 (12d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Those who are not inside a building must make an additional DC 16 Dexterity saving throw or be flung from the city. If Etherguard is in a world of the Material Plane or a demiplane, the target likely faces a 300-foot fall.

**Stomp:** If Etherguard tries to stomp a target to dust, the city shakes precipitously. Those not inside a building and near an edge must succeed on a DC 11 Dexterity saving throw or be flung from the city. If Etherguard is in a world of the Material Plane or a demiplane, the target probably faces a 300-foot fall.

**Dangerous Plane:** If Etherguard fully enters a dangerous plane, it spends at least ten minutes there. During that time, all visitors on Etherguard are subject to that plane's environment. Drowning from the Elemental Plane of Water, burning from the Elemental Plane of Fire, and being blasted by electricity from the Elemental Plane of Air are the usual situations. However, Etherguard has been known to visit even more exotic planes that can be reached by traveling the Border Ethereal, which makes a specific danger hard to predict.

*Sometimes Etherguard just shifts or trembles, not enough to endanger those on its back, but noticeable all the same.*



## ADDITIONAL ENCOUNTERS ON ETHERGUARD TABLE

d10	Encounter
1	Sealed chapel containing debris of wooden pews and a chipped, disfigured stone altar with a secret compartment (DC 14 Perception check to find) that holds a protected box with three thin wafers that act like a <i>potion of diminution</i> , a <i>potion of clairvoyance</i> , and a <i>potion of superior healing</i> , respectively. Three <b>ghosts</b> of previous congregants rise and attack visitors.
2	Sealed armory. Amid the debris, a long box contains a chest holding a gold-plated steel greatsword with emeralds set in the hilt, worth 2,000 gp.
3	Sounds of crying come from a locked closet (DC 13 Dexterity check with thieves' tools to pick). Inside is a jumbled set of silverware (worth 150 gp), lots of spoiled foodstuffs, and a <b>banshee</b> .
4	Sealed shop with debris of colorful pottery, loose herbs long past use, and the <b>ghost</b> of a shopkeeper trying (but failing) to tidy up. He apologizes profusely about the state of his business. If questioned and the PCs succeed on a DC 14 Persuasion check, the ghost recalls his name ("Ben Claymer"), guesses regarding the name of the city ("Coil . . . or maybe it was Soil?"), and—if the PCs press despite his growing alarm and consternation at the recollection—the apocalypse the city faced ("our world was being consumed by the curse of a demon lord!"). If Ben reveals the last, he clutches his ghostly head, then attacks the PCs.
5	Sealed aviary with bird skeletons and feathers mixed in with debris of cages of all quality levels. Set in a niche is a pristine birdcage holding a <b>metal hawk</b> . If released from the cage, the hawk flies loose and attempts to escape, possibly never to be seen again.
6	Sealed tavern filled with debris. A locked safe (DC 15 Dexterity check with thieves' tools to pick) contains a cask of potent elven wine; those who drink an entire glass and are not fey or elves are affected as if they failed a saving throw against the effects of a <i>sleep</i> spell. A <b>ghost</b> in see-through but colorful garb drinks a phantom drink at the bar. She challenges anyone who speaks to her to a riddle contest. If PCs win, they gain her as an ally while they remain in the city.
7	Ever-glowing magical illumination shines from lamps from the window of this kitchen. A scatter of kitchen implements can be found in corners. One is an especially fine knife, a <i>dagger</i> +2.
8	Smoke pours from a pit in the floor of this chamber. Inside is an imprisoned <b>fire elemental</b> whose presence kept water warm for castle residents. In the Ignan language, it pleads with visitors to free it. Doing so requires physically breaking a magical ward shaped like a block of stone (AC 18, 50 hit points). If broken, an explosion results. Each creature within 30 feet must make a DC 13 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one. But, before dispersing, the fire elemental confers a <i>necklace of fireballs</i> on the PC that breaks the ward.
9	Smoke pours from a locked metal cupboard (DC 18 Dexterity check with thieves' tools to pick). Inside is an <i>eversmoking bottle</i> .
10	Sealed space opens onto a performance area with debris from a variety of broken musical instruments. Several instruments are clasped tightly by the physical remains of their previous owners. Five of these are <b>mummies</b> who don't wish to give up their single remaining possession. One of the instruments is a lute with a bit of magic that allows someone playing it to apply their proficiency bonus to Performance checks even if they are not normally proficient in lute playing.

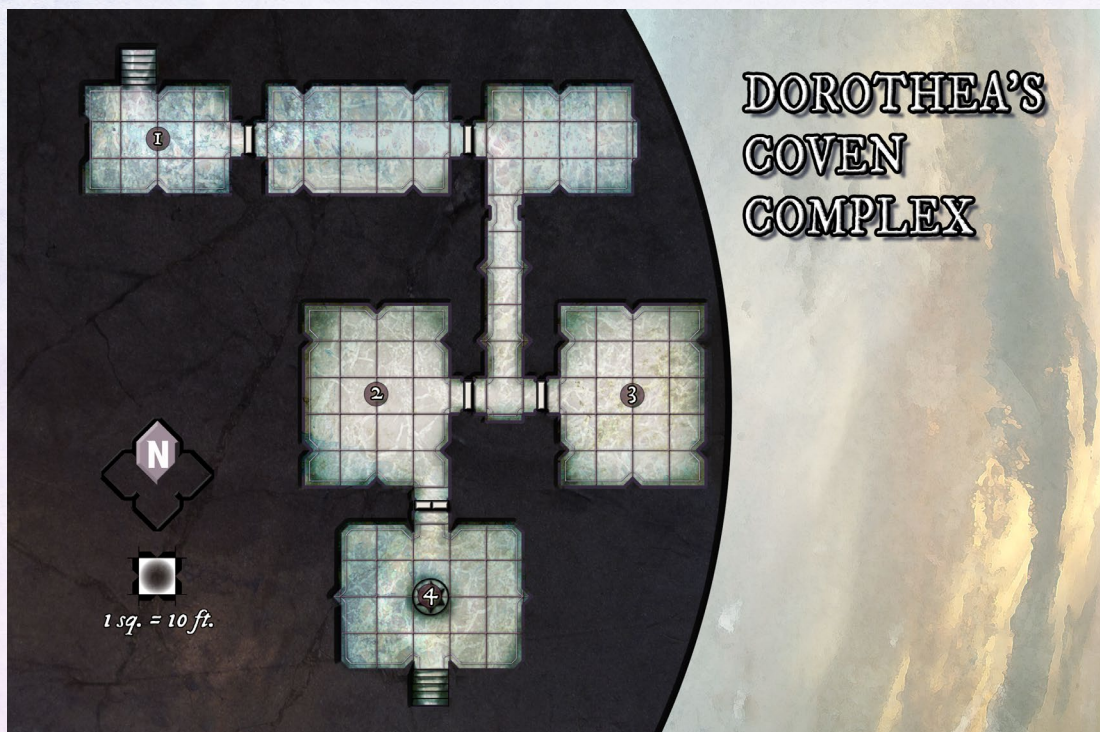
**Gong:** If sounded, the gong brings Eslpeth Eyebite—a **night hag** in the guise of a normal, if somewhat gaunt and bony human with long, tangled hair. She politely asks guests who behave to follow her to meet Dorothea, then escorts them to room 2. She defends herself if attacked, attempting to bang on the gong a couple of times to sound the alert.

**Red Candies (Candied Favors):** Five red candies are in the dish. They are magical confections made by the coven called "candied favors." Their taste is sweet, an odd mix of coconut and watermelon. Unless told, the eater probably doesn't realize that they have one round to ask for a favor, no matter where they are. Dorothea hears the request (even across planar boundaries) and may decide to do a good deed and provide help. These candies are part of the coven's attempt to do good rather than evil. The candies are also sometimes called Etherguard lures, because an eater could attempt to get Etherguard to come to their location.

*The metal hawk is a magical construct with **animated armor** stats, with Tiny size and a fly speed of 50 ft.*

*Sometimes, a coven member who shows up to grant a favor ends up making the situation worse by taking advantage of someone in dire straits. That's especially true if the asker is judged to be "bad."*





## DOROTHEA'S COVEN COMPLEX

A shimmering, immaterial magical field surrounds room 2. Abjuration magic, it protects objects in the chamber from harsh environments and being thrown around by Etherguard's movements.

*Hag exile, page 156*

The library has titles from many Material Plane worlds and is updated constantly.

The kettle contains a variety of strong tea, which the coven uses as a focus for their casting abilities.

### 2. COVEN MEET

#### ◀ READ ALOUD ▶

This comfortable library, with three overstuffed chairs—one large enough for a giant—is lit with bright but warm lamps. A central firepit glows with embers. A massive copper kettle sits on it, steam escaping from its spigot.

Dorothea (a **hag exile**) is usually here, often wearing the magical guise of a middle-aged human with short-cropped black hair and a shock of white at one temple. She is either reading from an extensive collection of books in the library or tending to the kettle, but gives her attention to visitors. To the curious, she offers a tour and describes her goal of self-improvement. To those with a request for Etherguard to perform (possibly because they've used a lure), she escorts them to room 4. If attacked, she defends herself, and her coven mates join in.

### 3. KITCHEN

#### ◀ READ ALOUD ▶

This functional kitchen smells of chocolate, sugar, and coconut.

Jane, a **night hag** in the guise of a weather-beaten human with elaborate hair, is usually here baking candied favors. Doing so requires special ingredients that she hasn't told Dorothea about because it involves harvested souls. Jane tells herself that the sacrifice of each soul is warranted

by the favors the coven performs. And besides, the souls she secretly harvests in newly visited dimensions are mostly from "bad" people.

### 4. RITUAL ROOM

#### ◀ READ ALOUD ▶

A sculpture stands at the chamber's center. It is a replica of Etherguard. Mystic sigils etch the floor around it.

In this chamber, Dorothea can influence Etherguard, though it doesn't always act as she asks, and never for very long. She limits the number of times she attempts to influence it to about once a month. Even so, it sometimes reacts with a "wet dog" shake. PCs could attempt to figure out the ritual of influence without Dorothea's help, but doing so would require months and a successful DC 23 Arcana check. And should they succeed, the influence they can achieve remains limited. The characters learn soon enough that Etherguard is not something they can control. And if they get on the primordial's bad side, it's only a matter of time before it shakes them loose and stomps them to paste.

#### ETHERGUARD ADVENTURE HOOKS

- The characters stumble upon the roaming city; actually, it stumbles upon them.
- The PCs are directed to a "favor-granting witch" that resides in Etherguard.
- The PCs trace a troubling curse afflicting an ally to an entity living upon Etherguard.



# CHAPTER 8: GROVE OF CROWS

An aberration birthed from the Shadowfell accumulated such power and malice that it formed its own isolated layer around itself: the Grove of Crows. The Grove of Crows is a limited dimension, only about 30 miles in diameter, separate from the Shadowfell but still connected to it. Within it, twisted reflections of the real world almost always come up crows, forests frequented by crows, and a variety of unsettling crow-adjacent manifestations. The entity responsible—call it the Desolate One—is always reaching out into the multiverse, looking for something to assuage an acute sense of incompleteness. Nothing helps. Loneliness is one aspect of this incompleteness, and to fill that void, the Desolate One collects faces whenever and however it can. In fact, some spellcasters—**defacers**—are only too happy to grab the power the Grove of Crows offers, without really asking much about its ultimate source and strange nature.

Some years ago, a thief known as **Kalu** (“the Cunning”) came to the Grove, thinking to pull off an easy heist. However, when he agreed to steal a one-of-a-kind obsidian gem called the *Crow’s Eye*, he didn’t realize that he would become trapped.

Unable to leave without the gem he promised to retrieve, but afraid to press farther into the Grove than the edge of the **Forest of Lost Faces**, Kalu remains. He’s become something of an unofficial greeter of newcomers. He befriends travelers, offers them shelter, and is sometimes convinced to help them progress farther into the Grove in apparent good faith. Usually, however, he has second thoughts, ends up stealing his allies’ supplies, and abandons them in the Forest of Lost Faces when things take a turn for the worse.

**Arcana DC 12 (false):** The Grove of Crows is a good place to find crow familiars.

**Arcana DC 16:** The Grove of Crows is either part of, or a sublayer of, the Shadowfell.

**Arcana DC 17:** Wizards known as defacers channel some of their magic from the Grove of Crows.

**Arcana DC 18:** The features of those who die in the Grove of Crows are added to the Forest of Lost Faces.

## OPTIONAL RULE: GROVE OF CROWS MANIFESTATIONS

A chaotic, twisted glee suffuses the Grove of Crows, extending outward from the core. This quality is most obvious in a region of the plane called the Forest of Lost Faces. Anyone who wishes to travel from the cliff-drop edge of the dimension to its core must pass through this strange forest.

When characters enter the Forest—or whenever you deem it appropriate, though usually not more than once per day—you can require a character new to the Grove of Crows to make a DC 10 Wisdom saving throw. On a failure, they are affected by a Grove manifestation. Roll a d10 to determine the effects, using the **Grove Manifestation table**. You can substitute Grove manifestation effects of your own creation.

If a character is already suffering a Grove manifestation effect and fails the saving throw, the new effect replaces the old one. After finishing a long rest, a character can attempt to overcome the effect with a successful DC 15 Wisdom saving throw.

On a successful save, the Grove manifestation effect ends for that character.

Any spell or other magical effect that removes a curse also ends a manifestation effect for a character.

“There are as many hypotheses about magic as there are spellcasters. Defacers, however, know their magic is drawn from a specific and terrible demiplane called the Grove of Crows.”

**Planar Arrival:** Those using a Path token (page 9), gate, or plane shift emerge in view of Corvus Castle, on the outskirts of the Forest of Lost Faces, opposite a cliff. Someone with a specific map of a Shadowfell entrance point could also climb up the cliff and reach the ruins at the top.

**Level Range:** The Grove of Crows as a dimension has threats dangerous to PCs of almost any level. Travelers who restrict themselves to the Forest of Lost Faces will find challenges suitable for PCs of level 5–10. Traveling past the forest increases the challenge to 17 or higher.

*Defacer*, page 185

*Grove Manifestation table*, page 54

*Kalu the Cunning*, page 55

*Forest of Lost Faces*, page 57



## GROVE MANIFESTATION

### d10 Effect

- 1–7 **Memory Loss.** The character has disadvantage on Intelligence checks and gains the following flaw: “I can’t remember how we got here or what happened a few minutes ago.”
- 8–9 **Blindness.** The character is blinded. All they see is an unending mass of battering, flapping wings.
- 10 **Face Theft.** The character suffers from the effects of the *erase face* spell. While this manifestation persists, somewhere in the Forest of Lost Faces, their face becomes visible.

Erase face, page 189

## BETWEEN CLIFF, RUIN, AND CASTLE

### ◀ READ ALOUD ▶

*Grey rain drizzles down from a leaden sky. Distant thunder falls dully on the expansive ruins of a walled courtyard surrounding a castle whose many towers are now broken and fallen. Partly swallowing the ruins, a dark forest of twisted trees rises up the sides of low hills that hide what lies beyond them. Several*

*of the knobs and lumps on the nearest trees resemble human faces. The raucous sounds of thousands of crows echo from the trees.*

*The ruins and forest are situated along a cliff that drops down into dark nothingness. High in the sky, just beneath the cloud cover, tiny dots swirl. Are they flocks of birds?*

A circle of sigils on the flat stone ledge above the cliff near the ruined castle can serve as the arrival point for someone who knows the sequence and casts *plane shift*. The walls around the ruins are broken and holed, and don’t serve as any kind of barrier preventing characters from entering the castle’s courtyard.

**Cliff Boundary:** A rocky cliff serves as the physical edge of the dimension of the Grove of Crows. It’s not perfectly vertical; if someone falls over the edge, they strike the side and bounce every 10d10 feet (taking falling damage each time) until they either become lodged in a cliff cranny after 1d4 + 1 bounces, or fall into a random location on the Shadowfell.

Climbing back up the cliff requires several hours of effort and a successful DC 13 Athletics check.





**Beaked Devourers:** The flocks of tiny dots visible flying along the cloud line aren't birds; they're crow-beaked aberrations. Kalu calls them beaks, short for beaked devourers; others call them **grell**. Each minute or so that PCs spend out in the open along the top of the cliff, there's a 20 percent chance that a flock of 1d4 + 1 beaks spy potential prey and swoop down to attack. Beaked devourers like to pick up prey with their tentacles, drop them off the cliff, and devour whatever's left on the cliffside afterward.

The beaked devourers only hunt the cliffs and forest; they don't enter Kalu's encampment or the castle.

*"I was once called Kalu the Cunning, but that was before I became trapped in this dreary place!"*  
—Kalu

Kalu answers any other questions he can about the Grove of Crows, and general questions about the castle, but he doesn't know much about what lies beyond the forest.

## KALU'S ENCAMPMENT

If PCs pass the broken walls of the ruined castle into its courtyard, they discover a small camp with a crude cabin, a cookfire, a tanning rack with feathered hides, a chopping block, and a few other elements that suggest someone has been living here for months, or maybe years. Which is exactly the case: this is Kalu the Cunning's encampment. He is usually around; even if he's scavenging the ruin of Corvus Castle for useful things, the sound of visitors encountering the beaked devourers gets his attention. He tries to watch the conflict from hiding, wanting to see how the characters handle themselves, or if they survive at all.

**Kalu the Cunning:** Kalu is middle-aged with a shock of black hair going to white on the sides. He wears mismatched clothing, some of it obviously scavenged from different places and planes, other bits looking as crude as if he tanned the hides of various avian beasts and sewed them together himself. Kalu greets newcomers cautiously in a friendly manner, and explains a few things about the place as follows, as part of regular conversation.

- "Hoy, travelers! I am Kalu. I was once called Kalu the Cunning, but that was before I became trapped in this dreary place. But enough about me; what brings you to the Grove of Crows?"
- "This realm is called the Grove of Crows, but maybe it should be called the Forest of Lost Faces, because that's what you'll find in the woods behind the castle. Beyond the woods, a sinister avian presence lurks. I've never been able to approach; I always end up panicking, fleeing back to my encampment here."
- "I must remain in this realm until I complete a quest I foolishly accepted. I must steal a gem called the *Crow's Eye* from the avian presence at the core of the Grove."

- "The beaks can get aggressive, but they don't come inside the walls of this ruined castle. When I need new hides or food, I hunt them. They're stringy and tough, but otherwise taste like chicken."
- "I call the ruin 'Corvus Castle.' It's a bit dangerous to explore, so I haven't done much of that lately. I suspect an elf spellcaster built it a long time ago."

He can provide specific warnings about the Forest of Lost Faces, though, including the injunction not to die anywhere in the realm; otherwise, the victim's features (and presumably soul) will become trapped.

Kalu keeps his belongings in several disparate crudely tanned bags and a few mismatched chests, and set on makeshift rock shelves here and there about his cabin. It's a mishmash of equipment and weapons, even armor, and PCs might be able to find something they need. Kalu says the stuff comes from other people who've visited him here over the years. The implication is that the items were given as gifts, but they're actually things Kalu stole from those who died in the Forest of Lost Faces. Some of them died because he led them into an encounter they were unable to escape from.

**Allying With Kalu:** If the PCs offer to help Kalu achieve his goal and succeed on a DC 12 Persuasion check, he thinks deeply about the offer, then accepts. He seems like a great ally, until he doesn't. At some point during their trek through the Forest of Lost Souls, Kalu breaks—probably at the most inopportune time—and sneak attacks a PC in order to drop a body that'll serve as bait, allowing him to slip away.

## CORVUS CASTLE

The many towers of the once-expansive castle are now broken and fallen. Only one remains intact.

## TOWER INTERIOR

### ◀ READ ALOUD ▶

*No doors bar passage to the interior of this hollow, three-story tower. Debris and garbage from upper floors that have pancaked and fallen fill the area, hiding the actual floor in most places. A bluish magical glow seeps up from beneath the accumulated dross, its source hidden by rubble.*

*Kalu the Cunning has master thief stats (page 171). A curse prevents him from leaving the plane unless he steals the Crow's Eye (page 191) from the Desolate One (page 57).*





Refuse revenant, page 166

Those who spend an hour and succeed on a DC 12 Athletics check can uncover the stairwell leading down to room 1; the door to room 1 is the glow's source. Those clearing the chamber disturb the **refuse revenant** that lies dormant amid the wreckage. It attacks anyone who disturbs it.

### 1. TOWER BASEMENT ENTRY

Once the PCs clear the debris from the stairwell and deal with the refuse revenant, a door is revealed that leads to room 1.

#### ◀ READ ALOUD ▶

*This iron door has no visible handles. A glowing metallic symbol embossed on the center is of a stylized crow. Two lines, resembling sticks, lie at the crow's feet, as if just dropped from its beak.*

The door is magically locked and trapped. Using magic to unlock it requires the character to succeed at a DC 15 Intelligence check, with failure triggering the trap. Touching the door (except as follows) also triggers the trap. The easiest way to unlock the door is to touch the twigs and draw a line up to the crow's beak. The embossing magically changes to keep the twigs' position fixed to the touch. If both twigs are brought to the crow's mouth, the trap is disabled and the door swings open for one hour.

The room beyond is empty but for three additional doors.

**Trap:** This trap electrifies the stairwell descending to the door if a concealed wire set in the door is tripped. A successful DC 14 Perception check is enough to spot the trap. A successful DC 14 Dexterity check using thieves' tools disables the tripwire harmlessly. If the trap is triggered, everyone in the stairwell must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) lightning damage, or half that with a successful save. The trap resets each round.

### 2. FALLEN FINERY

#### ◀ READ ALOUD ▶

*Fallen tapestries lie along the walls. Chipped, overturned sculptures clutter the floor.*

If the rotted tapestries and broken sculptures are examined, someone who succeeds on a DC 13 Intelligence check can piece together what seems to be a simple story involving two humanoid entities, one dressed in the plumage of a dove, the other of a crow, who lived in harmony in a multi-towered castle on the edge of an idyllic forest.

One sculpture has garnet gemstone eyes, each worth 100 gp.

### 3. SMASHED STUDY

#### ◀ READ ALOUD ▶

*Wreckage from a fallen shelf, a broken desk, and toppled bookcases fill the room. A blackish film of mold covers everything.*



The mold is dangerous only to the documents, books, and letters once stored here. A cursory search reveals an almost total loss of anything valuable. Were there spellbooks here once? Documents to explain the situation? Perhaps. But not anymore. However, a successful DC 15 Perception check does uncover a hidden scroll case containing a *spell scroll of magic jar*. Notation on the scroll's edges reads, in Celestial, "I still love you, Kharthos, despite all the horror you've called up. I'll always love you. But I must go. ~Coralina"

#### 4. EMPTY

##### ◀ READ ALOUD ▶

*Dust, debris, and black mold are the predominant features of this empty chamber.*

#### 5. CORVUS STATUE

##### ◀ READ ALOUD ▶

*An 8-foot-tall statue of a humanoid entity with crow wings and a beak stands with its head looking up at the ceiling, its beak open as if cawing.*

If anyone comes within 10 feet of the statue, it animates, singing in Celestial. The song tells of a solar named Coralina who fell in love with a "darkstar," and of how their tragic love resulted in Coralina's death and the retreat of the darkstar Kharthos to a dimension of his own making. A character who succeeds on a DC 22 Religion check has heard speculation regarding a variety of solar called darkstars that are rumored to have fallen from grace.

### FOREST OF LOST FACES

##### ◀ READ ALOUD ▶

*A chorus of caws constantly sounds through the forest of twisted trees, most of which have two or three fleshy humanoid faces somehow fused to the bark. Most faces stare in silent horror, but a few whisper, weep, or hum.*

The forest extends in a circular band about 5 miles wide around the central core of the Grove. Getting through poses a few challenges.

**Monstrous Threats:** Flocks of 1d4 + 1 beaked devourers (**grell**) wheel over the forest in the cold rain. Anyone attempting to fly over the forest are constantly attacked by more and more beaks. Even those who don't fly over are attacked by a flock at least once on their trip under the canopy.

**Getting Lost:** Following a straight path through the forest is not easy because of mud, hills, ravines, and the trees, which seem almost designed to turn around explorers. Getting through requires that a character taking the lead on navigation succeed on a DC 18 Survival check; otherwise they end up back at the cliff-face edge of the dimension.

**Distracted by Faces:** If the PCs haven't already faced the effects noted under the **Grove of Crows Manifestations**, they do now. While under the canopy, their saving throw to resist the effect has disadvantage.

The faces on the trees are of random people around the multiverse, most of whom are dead, but a few who are still alive but missing a face. Most of the faces are effectively stunned (not that they have a body to act with in any event). The only way to free a face is to cut down the tree holding it, causing all the faces on it to scream during the process, which calls 1d4 + 1 beaked devourers (**grell**). But if done, the trapped faces are freed to return to their bodies (if they're still alive), or their souls are set free (if they're dead).

### CORE OF THE GROVE

##### ◀ READ ALOUD ▶

*A clearing in the forest holds a mass of battering, flapping wings easily 30 feet across. From the center rise tentacles studded with black beaks instead of suckers.*

Behold the **Desolate One**. It is lonely, but prefers company in the form of bodiless faces added to the surrounding forest, so it attacks all intruders. If someone calls out the name Coralina to the Desolate One, it pauses for several rounds—long enough for those in over their head to escape.

#### GROVE OF CROWS ADVENTURE HOOKS

- A powerful artifact called the *Crow's Eye* is said to lie in the Grove of Crows.
- The PCs have a bounty to track down Kalu the Cunning and bring him to justice.
- A character needs special feathers collected from the Grove of Crows for a magical working.

*Grove of Crows Manifestations, page 53*

*At some point while the PCs are interacting with a tree, a face whispers to one character, "Watch out for Kalu; he betrayed us. That's why I'm here."*

*The Desolate One has **solar** stats, except with a chaotic evil alignment and all its abilities manifest as the light's opposite: eclipses, shadow, and negation. It can take 4 (instead of 3) legendary actions, one of which is to cast erase face (DC 23; page 189). Equipment: ring (worn on one tentacle tip) set with the Crow's Eye (page 191)—it is an engagement ring fashioned for Coralina.*



## CHAPTER 9: INFINITE LABYRINTH

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge in the crumbling city of Zavatar, at the top of the shaft leading down to the Tomb of Chaoz. Those shunted into a labyrinth or maze due to some random magical effect or curse could arrive somewhere in the “middle” of the dimension, never realizing its connection to the Infinite Labyrinth.*

**Level Range:** *The Infinite Labyrinth is suitable for characters of all levels. However, the farther explorers press into the endless corridors, the more severe potential threats become. Some PCs may need to retreat, possibly to return when they’ve achieved more power.*

*Catacomb cartographers have **cultist** stats with Perception +2. Equipment: pen, journal with crude maps and notes of a limited region of the Infinite Labyrinth.*

The God Emperor Chaoz, the Lord of Luck, ruled the world of Scyron from his seat of power in the magnificent city of Zavatar. Each year, he made a Divine Decree improving conditions for his followers with magic, bringing an age of prosperity to an ever-increasing population. But Chaoz overstepped. The Ninety-Ninth Divine Decree, meant to widen the streets, increase building heights, and, through divine will alone, make more space for the burgeoning population went disastrously wrong. In one fell swoop, eight out of ten living creatures on Scyron were wiped from existence—including Chaoz himself. After the Ninety-Ninth Divine Decree cracked the world, the lord’s surviving followers interred his remains in a catacomb below Zavatar.

But the great working had another effect. The world of Scyron darkened and faded at the edges, falling away to nothing. At the same time, the catacomb containing Chaoz’s remains grew larger, gaining more galleries, wings, corridors, and tombs than before the disaster. Stranger still, miles beyond the catacomb lay other halls, chambers, and rooms with an entirely different character. Halls and chambers that none of Chaoz’s surviving followers had previously realized were there. Instead of additional recessed tombs along dark, narrow tunnels, the catacomb stretched ever on, connecting to lamplit banquet halls, galleries filled with fine art, weird rooms with inexplicable furnishings, stairs, pools, aquariums, and the occasional wandering stranger lost in what they viewed as an endless labyrinth.

Those who still revered Chaoz’s memory understood this revelation as a holy working of their dead god. They took on the name “**catacomb cartographers**.” This handful of the remaining faithful set out to map the entire complex, hoping that if they could reach its endmost points, Chaoz would return to them.

**Arcana DC 11 (no longer true):** The God Emperor Chaoz, Lord of Luck, rules the world of Scyron.

*If PCs become the victims of a spell or trap that drops them into a labyrinth in another dimension (such as the **maze** spell), you could use the Infinite Labyrinth as the basis for that location, if you want to turn that event into an extended encounter in its own right.*

**Arcana DC 13:** Chaoz, the Lord of Luck, died in a magical ritual of his own making. His shrine and tomb exist in the dying dimension of Scyron, in a catacomb beneath the riven city of Zavatar.

**Arcana DC 15:** Those who worship Chaoz, Lord of Luck, are still able to channel divine power, despite the god being dead. This suggests that Chaoz may one day return. Why and how isn’t so clear.

**Arcana DC 17:** The labyrinth surrounding the catacomb containing Chaoz’s tomb seems to go on forever, and may in fact house many other mazes and labyrinths within itself normally thought to be separate.

### CRUMBLING CITY OF ZAVATAR

#### ◀ READ ALOUD ▶

*Buckled streets and broken towers stretch away to the city’s edge. There, the sky blurs into a looming haze of nothing. In contrast to the surrounding ruin, a polished marble mausoleum stands in good repair in the central plaza. Its valves are thrown wide, and inside great torches illuminate a flight of broad stairs leading downward to a cavity below the city.*

### TOMB OF CHAOZ

The stairs in the mausoleum descend about 30 feet to the catacombs beneath the city.





### ◀ READ ALOUD ▶

*Burning torches light a catacomb formed with close-fitted stones. Several narrow corridors twist off into the darkness. A clearing in the center of the area holds a heavy plinth, easily 5 feet on a side. Set atop it is a massive metal urn. A rough lean-to containing a ragged sleeping roll and all sorts of random equipment leans against the western wall.*

The chamber is often empty, allowing explorers who've come from Zavatar to explore a bit on their own.

**Urn:** Filling a volume about 5 feet square, this sealed (by welding) adamantine urn (AC 23, 33 hit points) contains dust and bone fragments. Dust and bone fragments of a god? Maybe. But until such time as a divine resurrection occurs—if ever—the dust has two qualities.

First, the urn is sacred to all remaining catacomb cartographers, and if one of them were to learn that PCs broke into the urn to gather dust inside, the PCs would gain the undying enmity of the cartographers.

Second, residual magic suffuses the dust. If a creature gathers even a pinch of the dust and carries it in a small pouch or container, the creature is slightly luckier, gaining a +1 bonus to ability

checks and saving throws, as long as they attune to the pouch or container. (This is effectively a *luckstone*, and a PC can't gain the benefits of both this pouch and a *luckstone*.)

**Lean-To:** Home of **Maisara**, the head catacomb cartographer, this crude dwelling contains several weeks of dried rations of dubious freshness, random cookware, several ragged sleeping rolls, a few pints of oil, several half-burnt torches, a chamber pot, discarded clothing, and other bits and pieces suggesting a simple life made possible by scavenging.

While the PCs are still exploring the chamber at the bottom of the stairs, Maisara returns. Alternatively, if PCs don't spend long here, she sees evidence of their passage and tracks them down. It's not often that the shrine of Chaoz gets visitors.

**Maisara:** Dressed in cloth and clothing scavenged from distant regions of the Infinite Labyrinth, Maisara still retains grace and dignity, as well as Chaoz's symbol (a four-leafed green plant). She is a careful person who prizes observation and deep thought. She normally wanders alone but enjoys meeting strangers, especially if they are also interested in exploring the Infinite Labyrinth. However, if she finds that the PCs have desecrated

*Maisara has **priest** stats with Perception +7. Equipment: pen, journal containing crude maps and notes of a limited region of the Infinite Labyrinth.*



the urn, she demands they return what they have stolen and pray for forgiveness.

Otherwise, she explains what she knows about the Infinite Labyrinth, as described under the previously presented background. In response to pertinent questions, she also provides the following information.

- “There are only twelve apostles of Chaoz remaining; all save for me are dispersed into the Infinite Labyrinth. I have not heard from some in years, but I hope for the best.”
- “The mapping is a holy work, even though I’ve come to accept that finding the edges of the catacomb won’t be completed in my lifetime. Eventually, I’ll pass my role to another.”
- “You may look at my overview map, which labels nearby regions. I’m afraid it’s limited, despite the years I’ve worked on it. But perhaps you can glean some value from it.” If the PCs are interested, she displays an incomprehensible scrawl of lines and letters. No value can actually be gained by the PCs.
- “I have discovered hints that perhaps there is another way to bring back Chaoz. Before the disaster, Chaoz possessed a wonder of divine manufacture, an implement of his godhead: the *Puzzle Box of Chaoz*. It was lost when the world cracked. However, I have had fleeting visions that it may lie somewhere within the Infinite Labyrinth. If we find it, I pray it would resurrect the Lord of Luck.”

“All things may be found in the Infinite Labyrinth. The trick is that one must be able to live infinitely long to find what one seeks.”  
—saying of the catacomb cartographers

Puzzle Box of Chaoz,  
page 63

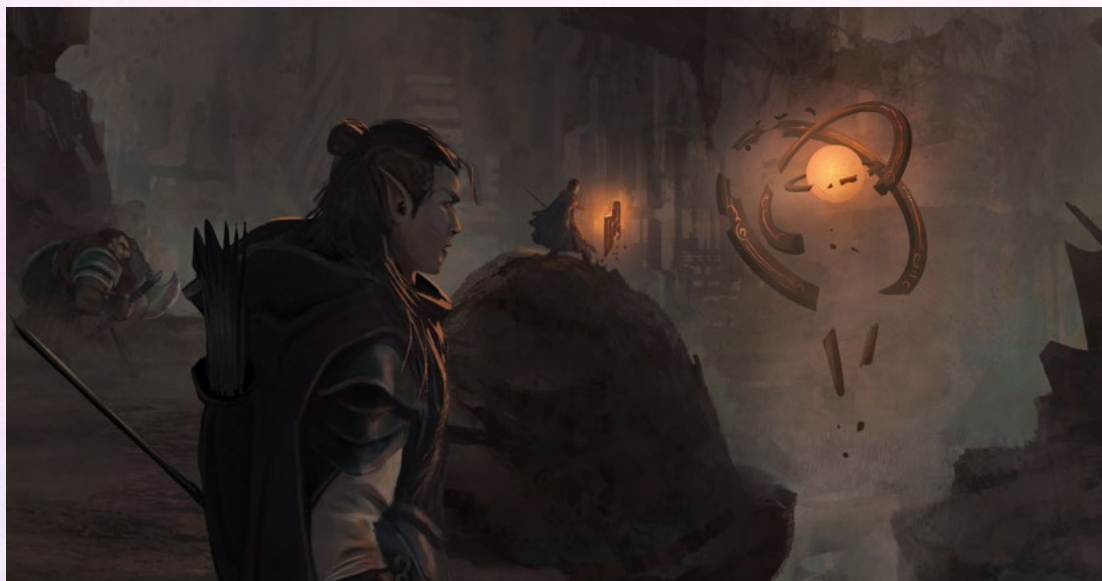
## WANDERING THE INFINITE LABYRINTH

The Infinite Labyrinth contains countless different regions, each loosely adhering to a particular theme, starting with the theme of “catacombs.” But explorers who spend enough time wandering eventually discover a series of alternate regions, even as the corridors, rooms, and halls go on, and on, and on.

If PCs wish to explore a portion of the Infinite Labyrinth (or if they become lost in it), the following guidelines can help inspire additional encounters. For each few minutes that the characters spend exploring the catacomb, choose (or roll d100) on the Catacomb Contents table to determine what they encounter. Players don’t have to map anything; it is assumed that their characters are doing so. Of course, if you’d prefer to generate a map, resources exist that provide instructions for generating random map layouts.

**New Region, New Theme:** About every three encounters, choose (or roll a d12) on the Region Theme table. Each new theme should flavor the actual content discovered. Each region theme also suggests an additional quality or encounter appropriate to the region. Note that the themes presented here represent a smattering of possible themes, given the infinite nature of the place.

**New Region, New Challenge:** Encounters with creatures, traps, or other dangerous situations usually start as reasonable challenges for a group of PCs of level 1–5. Each time the theme changes, keep track, because explorers have pressed farther into the Infinite Labyrinth. Increase the average challenge rating by +1 when this happens. Then adjust encounters on the fly by adding a creature or threat equal to the current challenge rating, if you wish.





## CATACOMB CONTENTS

d100	Contents
01–03	PCs encounter a stranger(s), desperate and lost; roll on the <b>Random Planar Encounters</b> table.
04–06	A chamber hundreds of yards in diameter lit by enigmatic gear-like mechanical devices moving and whirring along the ceiling. Birds of all sorts roost in the chamber, as do one or more <b>griffons</b> .
07–09	Abandoned dwelling where many humanoids obviously lived in the region, now missing save for one addled, mute <b>teenager</b> who can't remember what happened.
10–12	A collection of broken automatons of various unusual kinds, plus one active <b>shield guardian</b> .
13–15	Section of the Infinite Labyrinth animates, becoming a horrific disaster of squeezing rooms and gnashing corridors; explorers take 11 (2d6 + 4) bludgeoning damage each round until they can escape with a successful DC 15 Dexterity saving throw.
16–18	A <b>pit fiend</b> (or other powerful fiend) is caught in stasis but could be released with <i>dispel magic</i> .
19–21	Remains of other explorers with magical equipment; roll on the treasure hoard table that matches the PCs' level to determine what can be looted.
22–24	Mural of a hulking being, such as a <b>fire giant</b> , faintly glows. Head turns to observe visitors.
25–27	Unusual wood and crystal device permanently fixed in the wall. A successful DC 15 Arcana check allows someone to use it to effectively cast the <i>sending</i> spell up to three times per day.
28–30	Unusual metal and crystal device permanently set in the floor. A successful DC 15 Arcana check infuses user with the benefits of a <i>potion of heroism</i> . Device functions once per day.
31–33	Large quantity of smashed glass bottles that once contained spirits. A few still retain liquid; these are magically preserved wines of fey origin that taste divine but have a soporific effect.
34–36	A market stall on wheels is splintered and wrecked as if dropped from a height. However, 3d100 gp worth of pipeweed and similar rare tobacco products can be salvaged from the mess.
37–39	Possible exit: underwater area contains a portal to another dimension also under water.
40–42	Abandoned opera house filled with set debris; <b>ghosts</b> of performers still put on shows.
43–45	Burrowing creatures have made holes in the walls and floors.
46–48	Broken, decayed, and rusted suits of armor of various types are scattered through the area.
49–51	Broken, decayed, and rusted weapons of various types are scattered through the area.
52–54	Someone has written a series of messages in chalk, but intervening time has worn it away.
55–57	Mummified elf bodies, ceremoniously wrapped. One wears an <i>amulet of the planes</i> .
58–60	Several posed skeletons of huge dragon-like creatures (dinosaurs) still standing in area.
61–63	Chamber grows, constantly vibrates, and sometimes jolts precipitously, requiring a DC 15 Dexterity check to avoid being flung into a wall and taking 11 (2d6 + 4) bludgeoning damage.
64–66	Green gelatinous goo slowly spreads through the area, leaking from dimensional anomaly.
67–69	Crossed swords and shields of disparate origin hang on walls; many are <b>animated objects</b> .
70–73	Magical pools scattered through area; most have only residual remaining magic or curse bathers.
74–79	Window with fitted glass gives a view of faint yellow strands flickering through an empty void. (This is a <b>window to the discontinuity</b> .)
80–83	An <b>empyrean</b> corpse carries a level 17+ treasure hoard plus one cursed weapon.
84–86	A grand ballroom with high ceilings and chandeliers. Faint dance music plays from somewhere.
87–89	<b>Sentient pool of shadow</b> wanders the halls looking for light and life to devour.
90–92	Cages with dead animals held in captivity, plus one very weak and famished <b>saber-toothed tiger</b> .
93–95	Versions of the PCs (from an alternate Material Plane world) lie dead, mauled, and looted.
96–98	Fully stocked pantry with canned, pickled, salted, and dried food in perfect condition.
99	Portal to one of the other planar locations described in this book.
00	The <i>Puzzle Box of Chaoz</i> lies abandoned in a corner of the room.

*Random Planar Encounters, page 226*

*Teenager has **commoner** stats.*

*If the PCs find the amulet of the planes, note that teleportation and planar transportation effects don't function in the Infinite Labyrinth.*

*Windows to the Discontinuity, page 63*

*The sentient pool of shadow can be treated as a group of 2d6 **shadows** acting in concert.*



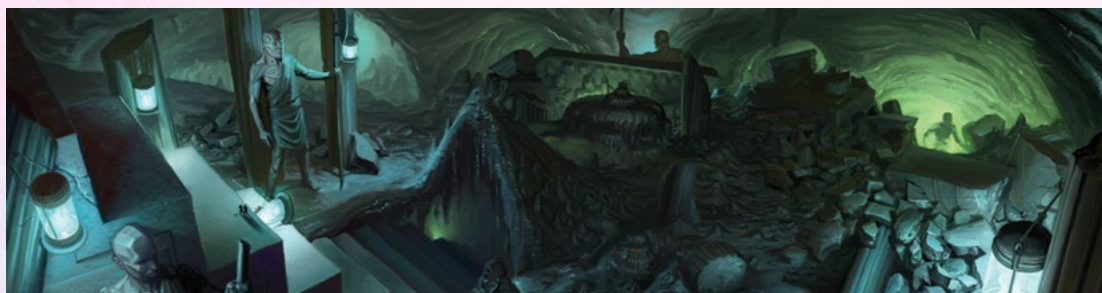
## REGION THEME

If PCs begin their exploration under the Zavatar entrance, they begin in a catacomb region.

### d12 Region Theme

- 1 **Aquariums:** From small, contained aquariums to entire glassed-in walls behind which lie huge quantities of water, with colorful fish, sharks, octopi, and hundreds of other underwater life forms on display. Almost certain that a section of the path lies underwater or becomes flooded. Almost certain to encounter amphibious beings such as **bullywugs**.
- 2 **Catacombs:** Narrow tunnels tiled with irregular stone, filled with alcoves containing remains. Almost certain to experience a hard difficulty encounter with undead (such as **wraiths**) while exploring this region.
- 3 **Extensive Mansion:** Chamber after chamber seems to have been plucked out of an endless variety of homes from across the multiverse, with no apparent order or plan. Nobles' dining chambers about the interior of a single-family dwelling, which abuts a wine cellar, which abuts a chamber filled with divans, and so on. No one seems to be about, though almost certain to experience a hard encounter with **ghosts**.
- 4 **Forest Paths:** The area seems to be forest paths running through an otherwise impenetrable dark forest at night. Night sounds, glowing eyes visible in the darkness, and distant wolf howling is certain. Almost certain to experience a hard difficulty encounter with fey (such as hags) while exploring this region.
- 5 **Laboratory:** Room after room contains debris and moldering remains of what might be a series of wizard's laboratories. Certain to find spell components of various kinds and encounter a **mage** in stasis.
- 6 **Labyrinth:** Confusing corridors constantly double back or come to dead ends, and occasionally include magical traps designed to get explorers lost. A successful DC 15 Wisdom check is required to find the way.
- 7 **Library:** Chamber after hall after corridor filled with books; some on shelves, many piled or scattered. Most of the books are in strange languages and apparently drawn from across the multiverse, but few offer anything of true value other than as trivia. However, a weeks-long search could eventually uncover a spellbook or even a magical tome.
- 8 **Portraiture Gallery:** Chamber after chamber filled with framed portraits of a confusing mix of styles and time periods. At some point a character must succeed on a DC 15 Charisma check or be pulled into and trapped in a painting, releasing a being previously trapped in paint (possibly a **vampire** or **vampire spawn**).
- 9 **Ruin:** Crumbling halls, broken corridors, and caved-in chambers show severe signs of decay. Getting through without having to turn back requires at least one successful DC 18 Athletics check to clear debris.
- 10 **Sculpture Hall:** Interior series of rooms given to wide variety of stone sculptures. Possibility that a **medusa** is responsible, but the statues could simply be enigmatic in origin.
- 11 **Shrines and Temples:** Chamber after chamber holds dusty shrines, drafty temples, small chapel interiors, abandoned monasteries, and more, though not in any obvious order. Many of the gods named are completely unknown to PCs, but a few may be recognizable. Almost certain to find remains of a **deva**.
- 12 **Spacecraft:** Corridors of metal, rooms with unresponsive devices (other than blinking lights), holds filled with boxes of strange flora, and weird metal doors (airlocks) that open onto the void.

*Weather sometimes blows through the Infinite Labyrinth, including rain, cold, snow, and so on. Other times, floods wash through many regions before the waters subside.*





## WINDOWS TO THE DISCONTINUITY

Windows are few and far between in the Infinite Labyrinth. If explorers find one, it's usually fitted with glass beyond which faint yellow strands flicker away in all directions in a lightless discontinuity. Approaching a window is dangerous, as the viewed void lies beyond the Great Wheel and is governed by different rules of existence indifferent to supporting life.

Each round a living creature stands within 5 feet of such a window, it must succeed on a DC 14 Constitution saving throw or suffer 10 (3d6) necrotic damage. Undead and other creatures resistant or immune to necrotic damage experience the window's energy type as radiant damage.

Smashing a window creates a dramatic effect in which all corridors and chambers within 100 feet of the disturbance are sucked into the resulting vortex. Every creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 100 necrotic/radiant damage, or half as much on a successful save. If a creature is reduced to 0 hit points, it's because they were unable to escape the area and were sucked into the vortex. However, they're not thrown out into the discontinuity; instead, they're thrown into a random plane of existence, where they must begin making death saving throws.

After such an event, rooms and corridors in the Infinite Labyrinth on either side of the cavity created by the disturbance are seamlessly joined together as if they had always connected, with only a tiny tremor in the floors and walls to mark the change.

## INFINITE LABYRINTH ADVENTURE HOOKS

- A patron of the PCs wants to find out more about Chaoz, one of (several?) "dead" gods of luck that no longer trouble the multiverse.
- The PCs fall into a magical maze; when they escape, they are still in the Infinite Labyrinth.
- A painting of a dead paramour of the queen was destroyed in a fire; however, a version of it might lie somewhere in the Infinite Labyrinth, and the PCs are paid to find out if that's so.

## PUZZLE BOX OF CHAOZ

*Wondrous item, artifact (requires attunement)*

The *Puzzle Box of Chaoz*—an artifact found only in the Infinite Labyrinth—is about 4 inches on a side, made up of many smaller elements tiling each face. Each element contains part of a larger symbol. If correctly arranged by finishing the puzzle, six discrete symbols, one per face, can be identified. Usually, the symbols are different each time the puzzle is solved, though one is always of a stylized four-leaf clover.

A user who spends their action and succeeds on a DC 12 Intelligence check can solve for one symbol, achieving an effect akin to using a *wand of wonder*.

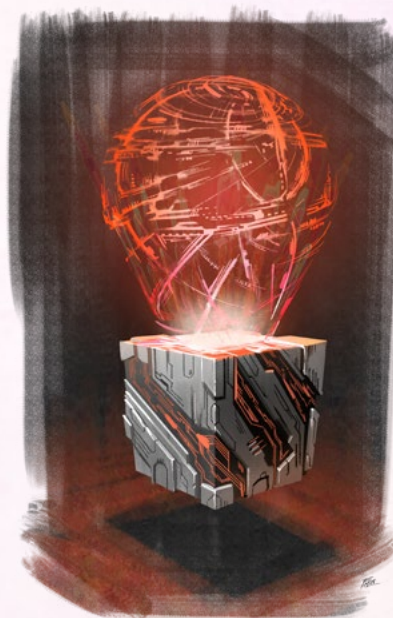
A user who spends a full hour in study and succeeds on a DC 18 Intelligence check can solve for three symbols. Upon doing so, the user can change the course of nearby corridors, expand or contract nearby rooms, or shuffle them about the Infinite Labyrinth like puzzle pieces. Generally, each action the user takes to make a change can affect a volume equal to a 500-foot cube. If creating straight passages where none existed before, lost characters could use the puzzle box to create a path back to **Chaoz's urn** or some other location within the labyrinth. Failure risks drawing the attention of a **doom**.

Would solving for all six symbols simultaneously resurrect Chaoz? Maybe. But the study and intellect required to do so seems beyond mortals and gods alike.

This item works only in the Infinite Labyrinth.

*Chaoz's urn, page 59*

*Doom, page 154*





## CHAPTER 10: LAGHRIS, THE BURNING FALLS

**Planar Arrival:** *Creatures using a Path token (page 9), gate, or plane shift usually appear in Yurlis Gap, within sight of its village. Rarely, a spontaneous connection occurs between the Melt and a similar molten region on another plane, and creatures passing through could end up in any gap.*

**Level Range:** *Laghris is suitable for low-level characters, although the area called the Breach is much more dangerous.*

*Laghris is closely connected to the Plane of Earth and originally may have been a part of that plane that its gods separated for their own use.*

*A few people (mainly humans and halflings) from the surface of Laghris-As-It-Was survived the cataclysm, but they all but abandoned their old traditions to fit in with the elves, and now they make up less than 5 percent of the population.*

*Outside of Laghris, the Melt is often called the Burning Falls, but locals never use that term, and calling it that is an easy way for a visitor to accidentally reveal they're not from this plane.*

What is currently known as Laghris is just a small portion of what used to be a much larger plane. Hundreds of years ago, when fiends of ice and shadow invaded Laghris-As-It-Was, the native pantheon of demigods strode forth to shatter the enemy's war engines and slay its generals, but one by one they fell in battle against a determined foe with seemingly limitless resources. The last three godlings sacrificed their lives in a risky gambit that sliced off most of the outer portions of the plane, sending those fragments and the fiend armies into the voids between worlds, leaving only a hollow core of tall subterranean chambers. The surviving mortals (the Laghristi) call this inhabited core Laghris-That-Is, but to anyone from elsewhere in the planes, it is simply Laghris.

The plane consists of many tall terraced vertical caverns (which the locals call "gaps"), each about a mile or two high and a few miles wide and deep. Most of these gaps are stacked on top of each other like a child's blocks, but a few are connected horizontally to create parallel areas. Overall, the entirety of Laghris is about 300 miles high, although to traverse its entire distance requires extensive climbing or flying.

One unifying feature of all of Laghris is the Melt, a near-constant flow of lava that runs along at least one side of each gap. The Melt is a source of heat, light, building materials, and occasionally nearly pure forms of some metals. In some gaps, the Melt is only a dozen feet wide; in others, it's easily a hundred feet. Portions of the Melt turn deeper into the rock and disappear for a while, but most gaps have one or more large waterfall-like areas that spill out to form pools and rivers. The glow of the molten rock and occasional flares of blue flame (burning impurities within the lava) create illumination similar to twilight in portions of the gap, but most places are no brighter than a starry night.

Despite the hazards of living so close to active lava, the people of Laghris thrive in their strange realm. The climate is similar to that of a tropical desert or jungle (depending on how much water exists in each particular gap). The place has an

### THE LAGHRISTI

Most of the people who survived the destruction of Laghris-As-It-Was were an elf subspecies who lived in the lava caverns underground. The Laghristi have ash-grey or coal-grey skin, amber or maroon eyes, and red or orange hair. In addition to the standard elf abilities, they have the following traits:

**Ability Score Increase.** Two ability scores of your choice increase by 1.

**Darkvision.** Accustomed to caverns half-lit by the glow of lava, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

**Lava Born.** You have resistance to fire damage.

**Laghristi Magic.** You know the *resistance* cantrip. When you reach 3rd level, you can cast the *feather fall* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *levitate* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Laghristi Weapon Training.** Instead of the standard elf weapon training, you have proficiency with shortswords, war picks, and shortbows.

active ecology of edible plants and fungi, and many sorts of animals that feed on plants, insects, and each other. Most gaps have enough horizontal space to allow for a small Laghristi village of farms and ranches, with the inhabitants having a strong cultural identity both as villagers and as inhabitants of Laghris. A gap's village is usually named after the gap itself; for example, the village within Yurlis Gap is called Yurlis.

The Laghristi are in a situation similar to people who live on a remote island isolated from the rest of the world by dangerous reefs or storms. They get few visitors and are simultaneously amazed





by and suspicious of anyone from an unfamiliar place. Although they are aware of the existence of other planes, not many people from here choose to explore beyond their home dimension. Their villages sometimes trade or war with each other, and every few years small groups migrate to a different gap (usually in search of work or spouses), but it is common for Laghristi to spend their entire lives within the gap where they were born.

Because their gods are dead, most Laghristi revere nature (particularly earth and fire), and their priests are usually druids (typically of the Circle of the Land).

**Arcana DC 12:** Laghris used to be a much larger plane, but much of it was cut away by its gods to stop an interplanar invasion.

**Arcana DC 13:** Laghris consists of dozens of huge underground caverns stacked on top of each other, connected by a waterfall of lava.

**Arcana DC 15:** The elves of Laghris have created a way to use lava as armor and shields.

**Arcana DC 17:** Some fiends survived the godly cataclysm that wrecked Laghris and cling to life on the outer surface of the plane.

## YURLIS GAP

### ◀ READ ALOUD ▶

*The air is hot and faintly reeks of brimstone. A neglected cobblestone road leads toward a village built on a series of stone terraces, backlit by a wall traced with rivulets of molten rock. In the opposite direction of the village, the road leads toward a ravine that drops into darkness, with a dark wall beyond it that is spotted with a few flickering lights. Between here and the village are several crop fields with large mushrooms, circled and connected by low-walled streams and the decaying remnants of squat stone towers.*

The village on the stone terraces is Yurlis, a typical example of its kind. The ravine plunges downward and eventually connects with another gap. The dark wall is the far side of the gap, easily hundreds of feet thick, with the dangerous region known as the Breach on the outside.

### YURLIS (VILLAGE)

Yurlis is home to more than five hundred Laghristi, whose homes and shops are built upon stone terraces. The flatlands near the village are almost wholly used for food production, growing native plants that rely on geothermal heat instead of



“Our gods are dead, destroyed by the cataclysm they invoked to save us from fiends of the dark and cold. Though they cannot hear us, we honor them by speaking their names and singing their songs.”

—Venamaru, Laghristi elder

light. Superficially, most of these crops resemble mushrooms, but they produce materials similar to beans, flax, maize, and olives. A fortified stone wall separates the lowlands from the village, with village sentries (**guard** or **scout** stats) ready to defend Yurlis or respond to external threats such as wild beasts. The old stone towers among the fields are of Laghristi construction, and rarely staffed unless the village has reason to suspect an attack.



## IBARIN'S STAIR

Just above the highest village terrace is a stone archway blocked by a magically reinforced obsidian door and watched over at all times by two villagers. Beyond the door is a wide winding stair cut into the natural rock; it continues upward for over a thousand feet through meandering tunnels and eventually connects to the lower portion of another cavern, Iltabon Gap.

## SHRINE TO ORVHU

This shrine in one of the middle terraces has a statue of a tall warrior with spiked armor and an elaborate greatsword—a representation of Orvhu, the Mighty Blade, one of the last three demigods of Laghris. It was she who cleaved away portions of the plane so her brothers Vannom and Hejorkha could hurl those cast-off pieces into the void, foiling the invasion even as the shadowfrost-fiend armies slew them. Orvhu was the patron of Yurlis, and the villagers still pray to her and throw offerings into the lava here. She has been dead for centuries and grants no spells, but there is still a lingering spark of power in her shrine's statue, and perhaps once or twice a year it performs a minor miracle in response to proper devotion (at best a first- or second-level spell cast in response to sincere devotion).

## LAVA MINING

The constant lava flows sometimes contain small floating pools of near-pure metals, which if left alone would simply drift along with the current until they eventually sink or are carried into the ravine. A small group of trained villagers study the lava and use specialized tools and generations of knowledge to harden and retrieve these “veins” for use in their crafting. Usually they just contain base metals (iron, copper, and tin), but sometimes they have a few ounces of adamantite, gold, or mithral, or a larger amount of molten glass (which cools to form obsidian). The villagers rely on this harvesting rather than conventional surface mining, as they are wary of accidentally creating a hole into the Breach.

## DELBORN'S DROP

### ◀ READ ALOUD ▶

*The lichen-covered ground quickly turns to bare rock and ends in a jagged ravine. One or two narrow switchback paths descend into the darkness. In the distance to either side, streams of lava pour languidly over the edge, creating amorphous vertical lines of orange light. Across the gap, more than a hundred feet away, is a wall of stone in chaotic shapes, extending in all directions, with a few spots lit by a green glow.*



## THE BREACH

A few gaps have tunnels leading to the Breach—the area “outside” the habitable portion of Laghris. It resembles a beach strewn with rocks and other heavy debris, covered in sand, snow, and ash. Rarely, a relic from Laghris-As-It-Was can be found half unburied by the wind, such as an old weapon, the bones of a large creature, or a ruined portion of a structure. The sky is a dark blue spotted with wisps of clouds, and harsh green auroras flicker across it. There is no sun or stars, but the auras provide light approximately equal to that of twilight. The environment is extremely cold, and the thin atmosphere is similar to being at a high altitude. Gravity vanishes to nothing within about 10 feet of the ground. Beyond that distance, a strong force pulls things away from the ground, increasing with altitude; an object thrown upward quickly disappears into the sky, and flying creatures have to work hard every round to resist being lost in the void.

Treat the struggle against the reversed gravity as an ability check a flying creature has to make every round, starting at DC 5 at the lowest altitude and increasing by +1 about every 10 feet, with winged flyers making Strength checks and magical flyers using their spellcasting ability score for these checks. A successful check means the creature can remain at the same height or move up to

one-tenth of the way toward the ground; a failure means the creature “falls” upward about one-third of their current distance from the ground.

Other than clinging insects and a few kinds of stubby plants, the only inhabitants of the Breach are the shadowfrost fiends who survived the demigod-invoked cataclysm. These creatures resemble rings of grey-blue ice surrounded by shadowy flames. They vary in power and personality; ones with **chasme**, **spined devil**, or **vrock** stats are the most common (their attacks and magical abilities inflict cold and/or necrotic damage instead of fire, poison, and so on). These fiends hate mortal creatures, especially the Laghristi, who they blame for their current predicament. Most of them have been trapped hundreds of feet in the air since the cataclysm, using every ounce of their strength and speed to resist the outward pull toward the void, making mere inches of progress toward the ground every year. Those that eventually reach the ground have usually gone mad from rage and the tedium, and they barely have the sense to search for tunnels that might eventually reach the plane’s interior.

To prevent creatures from going to or from the Breach, Laghristi druids created mortared stone walls and magical wards to seal the rare tunnels that connected the gaps to the Breach.

Most gaps have a ravine like this on one or more sides. Hundreds of feet below the lip are several narrow terraces that connect to ancient (cold) lava tubes. About half of these are dead ends, but some are clearly marked by previous travelers and wind their way down to the next gap, Vokhris. The green glows are permanent magical lights, most of which have been there for centuries and their original purpose forgotten, but one or two are actually closed breaches (see below).

## CLOSED BREACH

### ◀ READ ALOUD ▶

*The magical green light here illuminates a narrow ledge in front of a mortared stone wall. The place audibly hums with magical power, and there is a strong sense of unwelcomeness.*

This used to be a passageway that led out of the subterranean caverns, but when the world was torn apart, the only thing left out there was the Breach and the desperate shadowfrost fiends clinging to the plane’s outer surface, so the Laghristi sealed it off and placed warding magic on it to repel intruders. The wall is AC 19 and has 50 hit points,

and the area within 30 feet of it is protected by *forbiddance* against fiends.

There are no paths or bridges to these kinds of breaches (if there were, they were torn down after the cataclysm). The only ways to get to one of these locations are to fly across the ravine or climb down to the base of the ravine and up the other side.

## LAGHRIS ADVENTURE HOOKS

- A patron needs a pure sample of lava for a ritual or an experiment.
- A dwarf clan housed near a volcano wishes to compare crafting techniques with similar cultures on other worlds.
- A dark elf discovers they’re related to the Laghristi and wants to explore their heritage.
- An artifact can be awakened only if brought to a temple or shrine of one of the dead demigods of Laghris (perhaps it was created or used by them, or belonged to a hero of that faith).
- Shadowfrost fiends have found a way to escape to another plane, and their path can be sealed only from the Laghris side.



## CHAPTER 11: PLANES OF MIRROR AND SHADOW

The Planes of Mirror and Shadow, as a phrase, was once more of a conceptual warning than a description of a physical place—or more accurately, *many* places. The warning: reaching into the infinite multiverse for a parallel version of a specific individual is sometimes dangerous. Usually, it's fine, if odd. But every so often, a malign link called the **Law of Self-Cancellation** forms between two parallel individuals who meet. If that happens, the two alternates, the two alternates and a handful of additional parallel versions of the original character, or the individual and *all* parallel versions are wiped from existence, possibly taking one or more entire worlds with them.

For millennia, such threats posed by parallel planes remained vanishingly small. Plus, it just didn't happen that often that two beings' alternates from different worlds would meet following a long crossplanar trek across the incalculable worlds of the Material Plane. Unlike some popular conceptions, parallel worlds of the Material Plane don't occur "close" to each other in the interplanar medium. Instead, they are so far apart that random fluctuations across all the possibilities of creation are responsible for instances of similarity. In an infinite multiverse, this happens many times, but each time it happens, it's an unimaginably long planar distance from the previous occurrence.

Those distances dangerously contracted in the last few decades. A magical ritual of rare power was jointly performed by every adult on a world ruled by a being called Zo the Godqueen. When Zo eventually died, she was not interred in a vast mausoleum like her predecessors. Instead, she left behind instructions to pluck a still-living alternate version of herself from a distant parallel plane to serve as her replacement, using the medium of a mirror as a conduit. Although a dim and twisted Shadowfell reflection of Zo would've been easiest to obtain, they were instructed to pluck a parallel version of her from an alternate Material Plane.

Disastrous consequences resulted. The Godqueen's world and dozens of alternate worlds

*A world in the Material Plane is just one of countless worlds, most entirely different. However, once an observer's scope expands enough, repetitions begin to occur.*

similar to it were extinguished. And the magic unleashed didn't die so easily. Instead, it reached out and infested mirrors across the cosmos. Now, when circumstances are just right, any mirror can become a portal to the Planes of Mirror and Shadow. Anyone nearby when this occurs faces an existential threat if they access the space behind the reflective surface called the Congruent Corridor. From this transitive space, parallel worlds are literally only steps away from each other.

**Arcana DC 10 (false):** The Planes of Mirror and Shadow is just a fancy name for the Plane of Mirrors.

**Arcana DC 13:** The Planes of Mirror and Shadow refers to parallel worlds of the Material Plane.

**Arcana DC 15:** Accessing the Planes of Mirror and Shadow purposefully or accidentally is dangerous, because alternative versions of individuals tend to "cancel out."

**Arcana DC 17:** The Plane of Mirrors—a related but separate, secret transitive plane in its own right—sometimes dumps travelers unexpectedly into the Congruent Corridor.

### ACCESSING THE PLANES OF MIRROR AND SHADOW

If a magical effect creates a temporary duplicate of a living target by manipulating time or causality, or by expressly calling an alternate reality version of the target to the same location, there is about a 1 percent chance that a mirror within 30 feet of the effect is subtly transformed, becoming a doorway to the Congruent Corridor. The only immediate clue that this has occurred is that the mirror flashes with light for a moment. Creatures with direct line of sight to the mirror who have a passive Perception of 12 or higher notice the flash. Once a mirror is

*Law of Self-Cancellation, page 70*

#### Planar Arrival:

*Individually, the Planes of Mirror and Shadow are too varied to have a single point of arrival. However, many travelers begin their journey in the Congruent Corridor. The Path (page 9) doesn't reach into the corridor, nor do most spells of planar transposition other than corridor of reflections (page 188).*

**Level Range:** *Individually, the Planes of Mirror and Shadow are too varied to peg them to average character levels.*



so transformed, it remains as a conduit until it is smashed (AC 10, 2 hit points).

Visitors can enter the Congruent Corridor individually or as a group by touching the reflective face of a conduit mirror. A group must all be in contact with each other; holding hands works. Whoever in the group first physically touches the mirror initiates the transfer into the Congruent Corridor. This person becomes the “focus” of the region where the travelers appear. The focus has a view of several alternate worlds where other versions of themselves exist.

The other way to access the Planes of Mirror and Shadow is to use the *corridor of reflections* spell.

## CONGRUENT CORRIDOR

### ◀ READ ALOUD ▶

*A corridor composed of drifting clouds lit with pearly radiance stretches to a distant vanishing point. Window-sized rectangular gaps appear in the cloudbanks every few feet on either side of the corridor, and sometimes along the misty floor or cloud-covered ceiling. Through each is visible another world. The handful you can see into from where you're standing seem almost—but not exactly—the same.*

Upon first entering the corridor, an individual (or whoever led in a group) is the focus. When the focus looks through the windows in the corridor, they see a version of themselves in a world quite similar to their own. An observer can usually spot small differences, or sometimes large ones. Anyone who is not the focus who looks out sees the same scene as the focus.

**Travel Along the Corridor:** As a visitor moves along the corridor, the views of other worlds through the windows slowly change, becoming more and more unlike the world of the focus. After a few hundred feet, the parallel worlds visible in the windows cease showing worlds featuring the focus. Any grouping of windows in close proximity to each other, however, always share many similarities.

**Exiting the Corridor:** If someone in the corridor spies an alternate world they want to enter, all they must do is slip through the window. They appear in the alternate world they were viewing, exiting from a reflective surface in that world. They can use that reflective surface to return to the corridor; however, most others in the dimension cannot do the same. The exception is natives who are alternate versions of the visitors. Somehow, the arrival of the visitors

*Mirrors smaller than 4 inches in diameter are too small to serve as doorways to the Congruent Corridor.*

Corridor of reflections, page 188





*Planebreaker, page 6*

*If a creature passes through the Congruent Corridor and visits a world that recently hosted a living version of themselves, the Law of Self-Cancellation is automatically invoked for that creature.*

*The embodied shimmer has **wraith** stats, except it looks as described here, does not suffer from Sunlight Sensitivity, and cannot use Create Specter.*

unlocks the ability of their alternates to leave their dimension and enter the Congruent Corridor.

*Plane shift* or similar powerful magic can also return someone in an alternate world to their own. Path tokens usually don't work. Despite how close similar alternate dimensions look in the Congruent Corridor, it's only true within the artificial construct of the corridor. The **Planebreaker's** seemingly random route generally avoids alternate worlds of locations it has previously visited.

**Dangers of the Corridor:** The Congruent Corridor is a construct of the original magic unleashed by Zo the Godqueen's worshippers upon her death. The magic has twisted and decayed since its creation, allowing corruptions and other dangers into it, including shimmers. But the main danger is to anyone who seeks to use the corridor to find another version of themselves. When they do, the Law of Self-Cancellation comes into play.

## LAW OF SELF-CANCELLATION

If a creature meets a parallel version of themselves from the Planes of Mirror and Shadow (a world accessible through the Congruent Corridor), both must succeed on DC 10 Wisdom saving throws. If both succeed, nothing happens. However, the same save must be made each day both remain on the same world.

**Initial Invocation:** If either saving throw fails, the Law of Self-Cancellation is invoked. A swift frisson is experienced by both creatures, but that passes, and all seems well. But it's not. Even if one of the two immediately leaves the parallel world, a connection has been made. Thereafter, any situation that requires one of the creatures to make a roll for any reason also requires that they make a successful DC 10 Wisdom saving throw. On a failed save, the creature takes 4 (1d8) psychic damage and becomes obsessed with killing their counterpart for 1 minute. The creature can repeat the saving throw at the end of each of its turns, with a success ending their murderous obsession.

**Chance of Spread:** Any creature that starts their turn within 10 feet of a creature affected by the Law of Self-Cancellation (and is presently trying to kill their alternate) must succeed on a DC 10 Wisdom saving throw. On a failed save, an alternate of themselves appears through the nearest reflective surface 1d4 rounds later. Both then face becoming new instances of the Law of Self-Cancellation as previously described.

**Ending or Expanding Episodes:** At the end of each long rest, a creature affected by the Law of Self-Cancellation can make a DC 10 Wisdom saving throw. On a successful save, the DC for this save and for the save to avoid an episode of alternate-killing obsession drops by 1d6. When the saving throw DC drops to 0, the Law of Self-Cancellation is nullified for both alternates. A *wish* can also nullify the effect between two alternates.

However, if a creature fails three of these saving throws, an additional alternate appears through the nearest reflective surface and becomes caught up in the Law of Self-Cancellation.

**Reality Collapse:** If too many individual creatures in a particular world suffer from the Law of Self-Cancellation, the entire world is extinguished by a mysterious cosmic force apparently designed to keep the multiverse from collapsing on itself. That threshold varies on any given world, but it's usually about a hundred or so.

## SHIMMERS

Shimmers drift along the Congruent Corridor, usually formless and mindless entities made of residual magic leftover from Zo the Godqueen's worshippers. Psychic residues of rage and loss, shimmers are looking for something to fill the void in their being. If encountered, within about a minute a shimmer takes a two-dimensional silhouette shaped like the creature it encounters, finally becoming visible as a second shadow of its new host, but one composed of light rather than darkness. Once this bonding occurs, the **embodied shimmer** sticks with its new host like a real shadow, if allowed. And at first, it seems like the shimmer is a harmless companion. Indeed, the host feels a feeling of contented companionship through the psychic linkage. But whenever the host sleeps or meditates, visions of the death of an entire world—Zo the Godqueen's world—impinge. During each long rest in which this occurs, the host gains two levels of exhaustion.

If the host attempts to disassociate from their parasitic embodied shimmer, the shimmer grows murderous and attacks the host until one or the other is destroyed.

*Some entities (such as gods and other powerful beings) don't have alternate versions. No one knows why.*



## DESCRIBING ALTERNATE WORLDS

If a character finds themselves the focus of a trip into the Congruent Corridor, the Alternate Worlds Variations table can provide starting inspiration about what lies beyond a window into the parallel world in question. As is probably obvious, the alternate world first observed by the focus character should look almost exactly like their world of origin, except for at least one thing that might or might not be easy to notice through simple observation. As the character moves along the Congruent Corridor, the alternate worlds remain roughly similar, but more and more different additions and subtractions build up with each new window. After about a hundred feet of travel, the worlds visible beyond can no longer be considered alternate worlds for the focus. At this point, the worlds visible through the windows are essentially **random planar landscapes**.

### PLANES OF MIRROR AND SHADOW ADVENTURE HOOKS

- The PCs attempt to reach the Plane of Mirrors, but accidentally find themselves in the Congruent Corridor instead.
- A planar twin of one PC shows up and tries to kill them, justifying their action because they were first attacked by a third planar twin.
- The PCs find an intelligent scepter, a valuable artifact of the Godqueen, that wants to be reunited with her. It leads them into the Congruent Corridor, but after a while of searching, it seems destined to never find her.

Appendix B: Random Planar Landscapes, page 229

## ALTERNATE WORLDS VARIATIONS

### d20 Additions and Subtractions (from the base world)

- |    |   |
|----|---|
| 1  | In addition to regular food customary to the world, every meal also includes red glowing "xoshberries."       |
| 2  | The styles and fashions normal for the world are absent; everyone wears dull, colorless smocks.               |
| 3  | Every humanoid being in the world is bald, with "stylish" tattoos on adults' scalps instead of hair.          |
| 4  | Instead of standard beasts of burden (usually horses), this world relies on hulking <b>yeti</b> -like beasts. |
| 5  | The sky is not the same color as in the base world. Instead, it's orange (or some other different color).     |
| 6  | There is no humanoid species other than dwarves. Weirdly, everything is otherwise the same.                   |
| 7  | No one has eyes. Instead, creatures sense their world with amazing hearing and echolocation.                  |
| 8  | In addition to any regular celestial objects, a cube-shaped metallic moon hangs large in the sky.             |
| 9  | Everything—people, creatures, buildings, the landscape, etc.—is only 10% of its normal size.                  |
| 10 | Singing is illegal, taboo, and punishable by death. Humming is grounds for a public lashing.                  |
| 11 | A group of demigods calling themselves the Timeless has assumed control of all nations.                       |
| 12 | It constantly rains, and has always been this way. Fashion and architecture reflect it.                       |
| 13 | There is only one gender in the world. But somehow, it still functions mostly normally.                       |
| 14 | There is no magic; instead, people push the boundaries of technology to achieve similar ends.                 |
| 15 | The sun never sets; it just hangs in the sky in the same place. Night comes when the sun turns its face.      |
| 16 | Colossal, kaiju-sized creatures periodically stomp through the scene, causing mayhem.                         |
| 17 | Unlike on the normal world, the <b>Storm of the Styx</b> afflicts this one.                                   |
| 18 | Everyone has gills and lives underwater. Weirdly, everything is otherwise the same.                           |
| 19 | Individuals are weird and varied monstrosities, barely recognizable as their alternates.                      |
| 20 | A magical disease rages across the world, potentially contagious to visitors.                                 |

*Storm of the Styx, page 93*



## CHAPTER 12: PRISON OF ETERNAL TORMENT

*Dodgsen the Judge,  
page 75*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge before the Intake Gate.*

**Level Range:** *The Prison of Eternal Torment is suitable for a group of PCs of any level who are imprisoned without hope of escape, or level 17+ PCs who wish to break someone out.*

**D**odgsen the Judge, charged with inflicting imprisonment and pain upon those who crossed his dark masters, searched for the perfect prison. One that even powerful inmates could not escape from, and from which confederates could never hope to extract them. A string of failed prisons—Dodgsen considered even one escape, even if by death from natural causes, a failure—led the judge to seek among the Outer Planes. He hoped to find one not so devil- or demon-ridden that corruption would eventually allow a prisoner to escape, nor so righteous and good-intentioned that some angel or paladin would come along and stage a prison break.

He finally settled on the second layer of Acheron. Acheron is a Lower Plane featuring vast cubes of iron drifting through an endless expanse. The second layer, which some call Thuldanan, contains cubes pocked with interior, maze-like voids littered with broken weapons and larger tools of war from across the cosmos. It was within one of these cubes, clogged with the hulls of lost warships, rusted cannons, and shattered sword blades, that Dodgsen sited his prison, within the heart of a shifting labyrinth of paths and tunnels.

But what actually made the new prison so impregnable was a corruption that Dodgsen introduced, a corruption powered by the natural petrification quality of Thuldanan. Called the Iron Curse, every inmate contracted a sickness that ate flesh, leaving living iron behind. What had once been inmates—and their guards—were transformed into buzzing, screaming shapes of iron with only the façade of creatures, unable to ever leave.

Since then, Dodgsen continues to admit prisoners relegated to him. In all the time he's operated, he's never lost a single prisoner, not even through the natural release of death.

**Arcana DC 11 (false):** The Iron Prison of Eternal Torment is hidden on one of Hell's layers.

**Arcana DC 17:** The Iron Prison lies in the Outer Planes, on Acheron's second layer, known as Thuldanan.

*Those incarcerated in the Iron Prison of Eternal Torment are transformed into buzzing, screaming things of insensate iron and pain.*

**Arcana DC 19:** Those who wish to see a foe forever neutralized should seek the warden of the Iron Prison, Dodgsen the Judge, or one of his lieutenants wearing the badge of a barred iron cube.

**Arcana DC 21:** Those incarcerated in the Iron Prison are infected with a magical curse that brings them eternal torment, loss of identity, and an inability to ever leave their confinement.

**Arcana DC 23:** Dodgsen holds the key for the Iron Curse; those affected cannot be reclaimed even with the most powerful magic unless he applies that key to the restoration attempt.

### TEMPTED TO FIGHT

The Iron Prison is part of Acheron, and the effects of that plane (such as its supernatural bloodlust) apply here.

### INTAKE GATE

#### ◀ READ ALOUD ▶

*A rusted wall of iron blocks forms an impenetrable barrier filling a cavity easily 100 feet in diameter. A single gate, about 20 feet on a side, mars the wall's oblivious surface. Scribed in Celestial upon the gate are two words: Intake Gate. A ramshackle structure of iron beams and loose siding stands next to the gate, more collapsed than upright. Dozens of figures patrol the area before the wall.*

Those seeing the Iron Prison usually come through the Intake Gate. Past the gate is an underground labyrinth through the hollows of the cube. Those who find their way through the labyrinth can find the actual prison where inmates are kept.





**Antimagic:** The area reeks of abjuration, covered in a permanent *antimagic field* in a 100-foot-radius sphere centered on the gate. Attempts to magically travel, charm, or perform a variety of other shenanigans are blocked here. If explorers arrived via a Path token, *plane shift*, or similar magic, they'll have to retreat at least 100 feet up to the surface of the iron cube hosting the prison before they can attempt to leave the same way. The only exception to the field is that the wand carried by the Captain of the Gate works normally.

**Patrollers:** A cohort consisting of about three hundred **skeletons**, drawn from the battlefields on Acheron's first layer, move throughout the large space before the gate. They don't automatically attack those who come to the gate, but they do form up defensively if they notice someone approaching. They will attack if intruders attempt to force their way into the gate, if they or the Captain of the Gate is attacked, or if the Captain of the Gate commands them to.

**Captain of the Gate:** The **Captain of the Gate** resides in the ramshackle iron gate house, whiling away the hours dissecting weapons of war the skeleton patrollers collect for him from the surface. The green-skinned, winged, and horned captain

looks brutish with his massive axe, but he's actually quite discerning. Visitors notice he has a badge on his chest, which resembles an iron cube relief carved with raised bars.

The Captain of the Gate is gruff and doesn't talk much, but will listen to petitions. He has the authority to tell visitors the prison's name (the Iron Prison of Eternal Torment), the prison warden's name (Dodgsen the Judge), and that anyone relegated to the prison is there for good.

If someone wishes to see the warden, or if someone explains they have a prisoner in tow who is bound for incarceration, the Captain of the Gate is amenable to that unless he has some reason to believe he is being lied to. If he is attacked or has incontrovertible evidence that he is being lied to (presumably because the newcomers are actually here to try to break a prisoner free), he and his cohort of skeletons attack.

Otherwise, he ushers those seeking deeper access through the gate, assigning them one **skeleton** guide. He gives one of the PCs a cube like the badge he wears, except it looks to be partly petrified. He says the badge is good for a few days (until it completely turns to stone) and it will see they get an audience with Dodgsen, though he doesn't elaborate. He also tells PCs to keep the guide safe or risk becoming lost forever in the labyrinth.

*The Captain of the Gate has **nycaloth** stats. Equipment: badge of the Iron Prison, wand of the void (page 198) keyed to work in the antimagic field surrounding the gate, key to the access gate.*



**The Gate Itself:** The massive wall of iron blocks (AC 19, 500 hit points per 5-foot-square block) is difficult to penetrate without magic. The 20-foot-square access gate (AC 22, 500 hit points) set at its base is normally locked, but the Captain of the Gate has a key.

## THE LABYRINTH

### ◀ READ ALOUD ▶

*A bewildering maze of tunnels stretches away in almost every direction. A litter of broken axes, arrows, swords, shields, battering rams, siege towers, and stranger things lie in small heaps, most having somehow turned to stone.*

**Salvaging Weapons:** Those walking the labyrinth between the Intake Gate and the prison might be tempted to try to salvage weapons from the piles of war refuse littering the tunnels, especially if they didn't get a chance to do so on the cube's surface. If PCs care about staying with their guide, they'll first restrain it from heading off through the labyrinth without them. Actual salvaging requires at least an hour searching debris piles looking for something of interest (giving them more exposure to the Preservation of Stone influence that pervades the layer). If after an hour or more they succeed on a DC 17 Perception check, they find an interesting weapon that isn't broken, though it is petrified. A *dispel magic* cast capable of reversing a 5th-level spell effect will reverse an object's petrification enough to render the weapon usable. The weapon might be mundane but have a storied past, such as having been a sword that belonged to an ancient general. Or, if you prefer, it's a magic weapon; choose one, such as a *dancing sword* or *dagger of venom*. Once PCs find something so valuable, they'll have to spend at least another couple of days before another lucky find drops in their lap. If the petrification effect hasn't gotten them, the roaming threats in the labyrinth may very well prove to be more dangerous.

### THE PRESERVATION OF STONE

At any time, the GM can ask a PC to make a DC 10 Constitution save. On a failure, the target begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

**Navigating the Labyrinth:** Unless restrained, the **skeleton** provided by the Captain of the Gate steadily walks the PCs through the labyrinth over the course of three hours. If PCs lose their guide to a roaming threat or other incident, they'll have to turn back or attempt to navigate the tunnels themselves.

PCs who attempt to navigate the labyrinth without a guide must, to some extent, simply explore and double back when they find dead ends. Have a PC who takes on the role of navigator roll a DC 17 Wisdom or Survival check. On a success, after about 2d4 hours of wending through the labyrinth, they reach the prison. On a failure, after 1d4 hours of exploring the passages, the PCs find themselves back at the Intake Gate.

**Roaming Threats:** While the PCs and their guide are in the labyrinth, they are menaced by roaming threats. You can check for a random encounter about once each hour. (Don't check if they've already had a couple of random encounters in any four-hour period.) An encounter occurs on a roll of 14 or higher on a d20. If an encounter is indicated, you can roll on the following table.

Note that most of the creatures encountered are happy to destroy the easy threat (the **skeleton** guide) first before turning to the PCs.

## LABYRINTH ENCOUNTER

d6 + d4	Encounter
2	1d4 + 2 <b>cyclopes</b>
3	1d4 <b>chasmes</b>
4	2 <b>young black dragons</b>
5	1d4 <b>driders</b>
6	1d4 <b>invisible stalkers</b>
7	1d2 + 1 <b>drow mages</b>
8	1d4 <b>stone giants</b>
9	1d6 + 3 <b>minotaurs</b>
10	1d6 + 2 <b>random planar encounters</b> set on breaking an ally from the prison

## CORE CONFINEMENT

Those who find their way through the labyrinth to the cube's core find Dodgsen's actual prison.

### ◀ READ ALOUD ▶

*Several twisting tunnels empty into this enormous vault lit by huge iron lamps. A levitating, roughly spherical mass of writhing metallic fluid squirms at the vault's center. The mass is the size of a lake. Vibrating tendrils of the fluid emerge, scream with a horrifyingly humanlike sound, then are pulled back into the larger*

*Dodgsen the Judge corrupted a quality of Thuldanan to transform his prisoners. But anyone outside the prison may still be subject to the effect randomly.*

Appendix A: Random Planar Encounters, page 226



*mass. A tall metal tower stands gantry-like to one side of the floating metal lake. Thin silvery tendrils reach from the tower's side, connecting it to the mass along one edge.*

**Lake of Eternal Torment:** Roughly 500 feet in diameter, the surface of the floating lake of fluidic metal is anything but smooth and serene. The bottommost portion of the prison lake is about 12 to 15 feet above the vault's floor. If a creature falls in, it is grappled (escape DC 19). Until this grapple ends, the target is restrained on the surface of the lake and must succeed on a DC 19 Constitution saving throw each round. On a failure, it is pulled into the lake and transformed into a buzzing, screaming, formless mass of red and black metal with no memory of its previous existence, only an unending sensation of pain, becoming a **tormented inmate**.

Tormented inmates can be individually called forth and returned to their previous state only by magic on par with the power of a *wish* or a *greater restoration*. However, if a tormented inmate was personally incarcerated by Dodgsen, neither a *wish*, *greater restoration*, or similar magic is up to the task without the specific key he employed when he incarcerated them. And Dodgsen keeps all those keys safely stored in his own memory.

### INMATES OF NOTE

Thousands of inmates are confined in the lake, some for actual crimes, many on false charges. That includes kings and queens, advisors and wizards to the same, disgraced clergy, would-be revolutionaries, inconvenient heirs, demons, devils, angels, demigods, and more. If someone of particular note goes missing in your campaign, perhaps it is because they have been wrongfully imprisoned here.

**Dodgsen the Judge:** Unless newcomers successfully hide, **Dodgsen the Judge** notices them and comes down from the control tower next to the Lake of Eternal Torment, leaping from the stairs and landing on his feet with an impressive *KRUMPI!*, but taking no damage from the fall. He is dressed in elaborate plate mail that entirely covers him except for two glowing red eyes peering from his visor.

Dodgsen is not immediately hostile; he simply asks the PCs which one of them is the prisoner to be remanded into his keeping. If the PCs have such a prisoner, Dodgsen asks the characters to follow him up into the control tower for processing. Taking the PCs at their word unless or until they act otherwise, he incarcerates the indicated individual.

If the PCs instead say they want to see an individual released, Dodgsen says that can happen only if they supply him with an official writ naming the prisoner to be released and signed by the three powers, one from the Nine Hells, one from the Abyss, and one from Elysium. He honors any such writ presented to him.

If it's a fight, Dodgsen happily engages. The lake itself also animates. It can't really be damaged, but it can extend a tendril to reach any spot in the vault each round, making a +9 attack against one target. On a hit, the target is pulled to the lake's surface and treated as if they'd fallen in.

**The Control Tower:** Most of the 250-foot-high tower is hollow. An external metal spiral staircase leads up to the two interior levels at about the 220-foot height.

The lower level is prisoner processing. Those brought here (usually bound or otherwise helpless) are incarcerated as follows: Dodgsen enters the prisoner's name in a huge book (the "Tome of the Incarcerated," filled with tens of thousands of names). Then he recites a dramatic sentencing statement (never the same twice; this statement is the secret key needed to pull someone out of the Lake of Eternal Torment and restore them if used in concert with a *wish* or similar magic). Then he hooks the prisoner onto one of the silvery lines connecting the tower and the fluidic iron mass, and gives them a shove. A round later, they are imprisoned.

The higher level is Dodgsen's domicile, though given his undead state, it's dark and barren except for a bier that he sometimes likes to recline on. Despite everything, he also keeps a couple of keepsakes here, including a necklet holding the picture of a small human girl. Dodgsen doesn't recall its significance, yet he keeps it.

### IRON PRISON ADVENTURE HOOKS

- An ally of the PCs goes missing. Turns out they have been tossed into the Iron Prison.
- A revolutionary group wants the PCs to help them break out an important political prisoner relegated to the Iron Prison.
- The PCs find (perhaps in a treasure hoard) a promissory note enchanted with magic allowing any one being to be released from someplace called the Iron Prison. It serves as an official writ if presented to Dodgsen.

*Tormented inmates have **gibbering moulder** stats with regeneration abilities that return 10 hit points each round.*

*Dodgsen the Judge has **ultroloth** stats, with a creature type of undead instead of fiend. Equipment: wand of dimensional blasting (page 198) set to drop people directly onto the surface of the Lake of Eternal Torment.*



## CHAPTER 13: RAMIAH, THE STAR BLADE

*Star Blade, page 197*

*Embodied typically have **gargoyle** stats with the construct type, AC 19, and no flight. As ensouled constructs, they don't require air, food, or drink, but they do require meditation about six hours out of every twenty-four.*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge at the base of the Spire, the same location where souls killed by the Star Blade also manifest.*

**Level Range:** *Ramiah is suitable for a group of player characters of level 5–10.*

*Empty Star, page 80*

*The blot of darkness on the horizon is the Empty Star; anyone looking at it feels a sense of spiritual gloom.*

The self-contained demiplane of Ramiah is a curled-up, limited dimension contained within a magic weapon called the **Star Blade**. The Star Blade—also called Ramiah, the Star Blade—has impressive magical abilities available to its wielder. However, many who carry the Star Blade never realize that the hunk of metal they wield is an entire dimension in its own right.

The Star Blade is popularly considered to be a weapon of vile malignancy, meant to strike fear in the heart of anyone facing its wielder. Presumably forged by a god of death or similar being, the Star Blade's signature ability was to draw in the soul of any creature it killed. But in what seems likely to be an unintended consequence, each absorbed soul found itself relegated to a land of dark metal vistas, over which a wondrous sky of celestial objects wheeled.

Without form or substance, neither alive nor undead, the formless souls raged—or grieved—silently and without the ability to affect their environment. They existed in an inescapable purgatory, unless they allowed a dark star spinning overhead (later dubbed the **Empty Star**) to consume them.

That all changed when a wizard named Shaziad arrived in the flesh. Shaziad precipitously appeared after a mishap with her *staff of power* blasted her across the planes. She was struck first by the stark, lonely beauty of the place that she realized was an artificial dimension. Moreover, the plane wasn't lonely so much as haunted by a throng of voiceless spirits whose pleas for aid, to be seen, and to be heard only impinged on her senses as shadows in the night. Appalled, the wizard decided to do something to help.

In an effort that ended up spanning years, Shaziad forged physical bodies for the trapped souls from the metal making up the dimension. Articulated and humanoid, the bodies provide an inhabiting soul with the power to touch, interact, speak, and experience existence once more. The first soul she returned substance to in an artificial chassis told Shaziad that her name was Ramiah.

Four hundred years have elapsed since then. In that time, well over three thousand entities called **embodied** have been “born” through Shaziad's process. Though the wizard vanished long ago, the mechanism for taking freshly culled souls from those sacrificed to the Star Blade's edge remains. From these and those that came before, a society has sprung up. And as in many societies, trouble between factions has also sprung up.

**Arcana DC 12 (false):** The weapon Ramiah, the Star Blade, destroys the souls of those its wielder kills.

**Arcana DC 17:** The weapon Ramiah, the Star Blade, absorbs the souls of those its wielder kills, preserving them inside the blade itself.

**Arcana DC 21:** The plane of Ramiah is a curled-up, limited dimension contained within a magic weapon called the Star Blade. Metal entities known as the embodied reside there. They are inhabited by souls of those killed by the Star Blade.

### BASE OF THE SPIRE

#### ◀ READ ALOUD ▶

*Particle by particle, you cohere in a place of hard metallic surfaces stretching away in three directions, broken here and there by canyon-sized cracks and fissures. At your back rises a pile of house-sized metallic blocks, fused to form a towering, chunky finger pointing at the sky. Glittering stars of every color and great sheets of glowing nebula stretch overhead, save for a blot of darkness on the horizon.*

*Nearby, about a dozen entities made of mismatched segments of crudely forged metal loiter. Half of them carry metal poles with loops at one end. A billowing, ectoplasmic film stretches across each loop.*

The twelve or so metallic entities near the Spire are representatives of embodied who live in the nearby City of Souls. Each is made of mismatched, crudely forged metal. They are not identical automatons, but instead each unique in specific shape, façade, and outlook. Some seem to wear





fanciful metallic masks. Others are quadrupeds. One has a spider-like shape with five legs.

The gathered embodied react to new arrivals according to the PCs' physical form.

**Incorporeal Arrival:** Those who arrive as formless spirits (by dint of having been killed by the Star Blade) are usually in no shape to do much. They are quickly gathered by one or two of the nearby embodied, using the metal rods with loops at the end (their *soul nets*). Souls killed by the Star Blade usually can do little to evade these attempts, and thus are encapsulated in a temporary bubble of ectoplasm that the embodied can gather up and transport. The upside of being captured in this fashion is that the souls inside can easily hear physical creatures and other encapsulated souls, as well as audibly communicate with their handlers in a voice very much like the one they used to have. The ectobubbles vibrate and pulse with color each time an encapsulated soul speaks.

Encapsulated souls are asked by their embodied handlers a very important question:

#### ◀ READ ALOUD ▶

*"Choose: will you join us in the City of Souls, taking on physical form once more to become one of us, one of the embodied? Or would you prefer nonexistence, to be erased from the multiverse, and allowed to migrate to the Empty Star?"*

The embodied point to the blot of darkness on the horizon if asked about the Empty Star. They know only that those who go there face the final end that was originally promised to all those killed by the Star Blade. If the Empty Star is the option a newly encapsulated soul chooses, the ectobubble is released into the air, where it slowly floats up and away to its final destiny of destruction (though the trip across the cracked plain and up into the sky takes several hours to complete).

Those that choose to become embodied are taken over to the Spire, where they are released upon the miniature "stair of souls" etched into it. Those that withstand the ordeal become embodied.

**Corporeal Arrival:** New arrivals with a physical form come as a great surprise to the embodied, as few visitors come to Ramiah in the flesh.

Soul net, page 196



If a PC wants to start over, as it were, they could give up their current existence and attempt to ascend the Spire as a newly shriven soul. Doing so would be an extraordinary new experience, but one that probably means the player needs to write up a new character.

## ◀ READ ALOUD ▶

*Some of the metallic beings freeze in place like wild animals. Others whisper and point, shrinking back. All stare, aghast.*

If the embodied are attacked, about half try to escape, running west along a path leading away from the Spire toward the crack in the surrounding metal plain, which leads to the City of Souls. The other six defend themselves.

If spoken to in a peaceful manner, one of the embodied steps forward tentatively, responding in the same language, and identifies himself as Gamble. Gamble's face is a fused metallic mask of a stylized dog. He answers basic questions about Ramiah as previously presented in the chapter's introductory text. He also wonders what brings the travelers to Ramiah; do *they* want to undergo embodiment, despite already having a form?

Ultimately, Gamble says that PCs should come speak to the Sovereign in the City of Souls, as there are Shadows about—evil remnants jealous of the embodied. The Sovereign, Gamble says, may be happy to see them. Maybe, he offers a hopeful guess, the PCs are the answer to Ramiah's recent troubles.

## THE SPIRE

## ◀ READ ALOUD ▶

*A pile of house-sized metallic blocks are fused to form a towering, chunky finger pointing at the sky. A closer look reveals a set of doll-sized stairs etched into the blocky spire, steeply ascending the five-story metal structure.*

PCs who cast *detect magic* learn that the Spire radiates transmutation magic. If a corporeal character touches any one of the steps on the tiny stairs (each step is only about an inch high), they must succeed on a DC 15 Wisdom saving throw. Those who fail take 22 (4d8 + 4) necrotic damage as they feel a terrific tug on their soul. If a character chooses to let their soul go (or remains in contact with the stairs long enough to perish), they become a disembodied spirit.

From the perspective of a disembodied spirit, the stairs are perfectly sized, though long and arduous, requiring a successful DC 12 Intelligence save to successfully ascend on any given day; this ascension is the Trial of Embodiment noted hereafter. Those

who fail become sidetracked in an incorporeal delusion featuring some previous failing in their life. Many such souls remain stuck on the stairs at any given time, though they are hard to discern. A stuck soul can attempt a new saving throw every twenty-four hours to try again to ascend (and thus complete their Trial of Embodiment).

**Top of the Spire:** At the top of the Spire, a petrified human body is half fused into the flat metal in a state of apparent repose. The rotting attire suggests they were a wizard. On one hand, the body wears a gold ring set with a luminescent pearl.

**Trial of Embodiment:** If a disembodied spirit reaches the Spire top by the stairs, which completes their personal spiritual trial, the pearl flashes. The flash strikes the spirit like an arrow, dashing it across the sky to disappear in a great fissure in the metal plain east of the Spire. About a minute later, the spirit is embodied in a newly formed metallic shape that clammers up out of the great fissure, known as the Quarry of Souls. The specific design elements of the newly formed being are pulled from each soul's subconscious memories. The result is nowhere near a perfect rendition; the process is more rustic than refined.

Should a physical being arrive at the top of the Spire and loot the ring from the corpse, requiring them to break the hand free from the fused metal by succeeding on a DC 20 Strength check, the embodiment ritual of the Spire is severed. Embodied all across Ramiah are instantly aware of this vandalism and come seeking the culprit. Thieves who flee with the ring should expect that, eventually, embodied natives of Ramiah will figure out how to leave the dimension and begin tracking them down.

The ring—a *ring of coherence*—could be fused again to the Spire's top to restart the process, with access to sufficient heat or through magic capable of reshaping solids.

## QUARRY OF SOULS

## ◀ READ ALOUD ▶

*To the east of the Spire, a path across the metal plain worn shiny with past traffic leads to the edge of an irregular fissure. Quarry marks cut deeply down either side of the canyon-like crack.*

Ring of coherence,  
page 196



### THREAT OF THE SHADOWS

Those who remain too long as disembodied souls or who fail the Trial of Embodiment (and thus linger on the stair several days or longer) may eventually take on a new form of being as bitter **shadows**. Shadows have always pooled and seeped across the stark plains of Ramiah, even before embodied arrived. However, in the last few decades, they've grown bolder and more numerous. That's because they've come under the command of the **Empty Prince**, self-proclaimed prophet of the **Empty Star**, who advocates that the embodied need to give up their shambling, continued existence and let the Empty Star have them, as it was always meant to be.

If PCs are on the plain of Ramiah (or lately, even if they are in a lonely part of the City of Souls), they could be assaulted by 1d4 **shadows**, but never more than once in any twenty-four hours.

Sometimes, the magic from the Spire creates a new embodied from the raw material in the fissure's sides, which gives the location great resonance for Ramiah's inhabitants. Otherwise, the location itself possesses no inherent magic.

### CITY OF SOULS

#### ◀ READ ALOUD ▶

*A fissure in the plain opens onto a deep canyon. A series of giant curved metal spars bridge the fissure. From these arches hang crisscrossing lighted paths, lamplit stairs, and buildings glowing with interior light, all supported by a forest of metal wires. Only the tops of the arching bridges peek above the level plain; everything else hangs within the fissure. Metallic figures move along the paths and stairs, and congregate on an impressively wide bowl-like platform that hangs below everything else in the fissure's depths.*

From the perspective of anyone in the city, the view of the glorious sky is narrowed to that which is visible framed by the canyon's edges above. However, this serves to screen out the view and influence of the Empty Star that glares on the surface of the plain.

**City Overview:** The City of Souls holds over one thousand embodied. Almost all are happy with their lot, given how close they came to utter destruction. Most well remember their former lives, but only a few hold onto the goals that once drove them. That, as they say, was their life of change. Now, they live a life of permanence.

The embodied don't require food, but they do enjoy art, music, performance, games and puzzles, social interaction, and a place to get away from it all every so often to meditate (rather than sleep), just like regular living creatures. As such, the city has over a thousand homes, a central market and many smaller shops, several taverns where embodied gather to take in special intoxicants (oils), performance venues, and buildings whose interiors are set aside for games similar to chess, cards, and dice.

PCs who spend time here can likely find a variety of unique items, if they are interested in art created entirely of metal, a set of thin metallic cards etched with images, and so on. Interest is high in the hard currencies the PCs possess, but even more unique to an embodied are substances other than metal, which they are happy to trade for.

A special metal coinage is used for currency in the city, each coin patiently stamped out of the metal of the surrounding plain by a handful of artisans designated by the Sovereign.

**A Visitor's Welcome:** Visitors who arrive as fleshy beings are quite the spectacle. If such come to the City of Souls in the company of embodied met at the Spire, there is still a lot of pointing and whispering, but no outright fear. Such visitors are first shown the Sovereign.

### SOVEREIGN'S THRONE

#### ◀ READ ALOUD ▶

*A many-sided metal structure hangs by a slender wire from the bridges high above. Broad hanging stairs rise up to the structure's side, which is open to reveal an embodied twice the size of the others, seated—or perhaps fused with—an iron throne. The metal carapace is rougher, rusted in some places, and the face doesn't bear a mask, but instead seems to be a rough sculpture of a woman's face.*

Assuming fleshy visitors aren't brought before the **Sovereign** for punishment (for attacking other embodied or vandalizing the Spire), she greets them in a perfectly natural voice, obviously feminine, welcoming them to the City of Souls. She, like all embodied, is aware of the larger multiverse beyond the demiplane, but like most of her people, is satisfied with her current situation. The Sovereign is happy to talk to newcomers and answer their questions about Ramiah. She also has a request to make of those she deems powerful enough to provide aid. (Alternatively, if troublemakers are brought before her, her sentence upon them is to take on the same task.)

*Empty Star, Empty Prince, page 80*

*Dozens of other embodied are arrayed up and down the stairs leading to the throne.*

*The Sovereign has the outward appearance of a Large embodied (page 76), but has **guardian naga** stats with the construct type and deals radiance damage with a bash (instead of poison damage with a bite); alignment neutral good.*



*It's possible that a wish spell cast by a 20th-level caster could recall a soul consumed by the Empty Star, but only if done within a year of the soul's destruction.*

*The Empty Prince has the outward appearance of a Large embodied (page 76), but has **spirit naga** stats, with the construct type, and deals necrotic damage with a bash (instead of poison damage with a bite).*

*Star Blade, page 197*

- "I was the very first embodied created by Shaziad. At that time, I was known as Ramiah. The Star Blade was renamed after me. I helped Shaziad improve the process of embodiment. We spent the rest of her mortal life together. Decades of joy. Before she died, she set up the Spire as it remains today, ensuring that those who die on the Star Blade's edge can continue to find a new life in what would otherwise be a bleak purgatory."
- "For reasons I was never able to ascertain, Shaziad's death did not result in her embodiment. I still grieve all these hundreds of years later."
- "Shadows have lately gathered across the plain, and even menaced citizens of the City of Souls in their homes! The shadows are thickest under the glare of the Empty Star. Most of the scouts I've sent that way have failed to return. Then an embodied calling himself the Empty Prince appeared on the plain. He proclaimed all our achievements false, vain, and selfish. He explained that if we would not willingly give ourselves to the Empty Star, he would force our hand."

If the PCs seem capable, she asks them to put an end to the Empty Prince. In return for such help, she offers to give each PC a personal residence in the City of Souls, which they can use as they wish whenever they visit. (She is also open to granting other boons the PCs might ask for, if it is within her power.)



## EMPTY STAR, EMPTY PRINCE

A trip of about 10 miles to the north brings travelers to the edge of Ramiah's plain. If it wasn't obvious before, it's obvious now that the world is flat (actually, as flat as the side of a blade) and has an edge.

### ◀ READ ALOUD ▶

*Beyond the sharp cliff at the world's end, the starscape is marred by a massive "hole" in the sky that's darker than black. Inky tendrils reach down from it like questing fingers. A massive iron fortress stands on the cliff's edge, its many windows and open doors filled with shadow.*

The fortress contains about twelve embodied Empty Star cultists (who've each etched an image of the Empty Star—a great hole in the sky limned with radiance— across their masks), hundreds of **shadows**, and the **Empty Prince**.

**Empty Prince:** The Empty Prince is a Large embodied almost as rusted as the Sovereign. PCs can reach him by sneaking into his audience chamber or by appearing and demanding to see him. He's happy to explain his nihilistic philosophy, which is to see to it that the Star Blade's original purpose be fulfilled. (The Empty Prince is the re-embodied soul of a sour and pathetic human from a dead dimension who delights in death, especially the ultimate one.) Destroying the prince wouldn't mean an end to the shadows that haunt the plain, but a good number of them would lose direction, and allow themselves to be fully subsumed by the Empty Star.

**Empty Star:** This 20-mile-diameter anomaly really does destroy souls; it is a recursive manifestation of the **Star Blade** itself. Souls that fall into it do *not* appear at the base of the Spire, but are truly consumed, gone forever.

## RAMIAH ADVENTURE HOOKS

- When an ally (or PC) is killed by the Star Blade, the PCs learn their deceased friend somehow still exists, and thus could potentially be rescued.
- The PCs are tasked with finding and returning with a *soul net* to help contain an incorporeal predator on their own world.



# CHAPTER 14: SANGUINE

**E**xcited by stories of living demiplanes and intelligent worlds, **Luce Morifel** spent years tracking down hints of a transitive dimension alternatively known as “Bloodspace,” “The Plane of Blood,” “The Red,” and her favorite, “Sanguine.” Her imagination was first fired by the strange, artery-like maps etched across her own skin. Since she was young, they beckoned her to find the location they corresponded to. A place of breathing walls, beating earth, and thinking mountains. Years passed without much to show for it. Luce grew bitter and estranged from others. She made deals with powers of questionable origin. Desperation turned her from a bright-eyed explorer to a rash marauder. She began to experiment with blood magic, on others and on herself. Her subjects rarely survived the process.

Then one day, she got in.

Sanguine, as she calls the dimension, seems to be relatively new, perhaps called into being by Luce herself and others like her. Accessing it requires accidentally stumbling upon it, or knowing that it exists as Luce stubbornly did. However, despite her success, Luce remains on the edges of this bloody, fluid-filled dimension, relegated to the Wood of Blood and Flesh. The Wood overlaps bodies of living creatures in the Material Plane, so that every being with blood pumping in their arteries has a corresponding component in the Wood. Visibility in the Wood is limited by hazed red fluid to about 200 feet.

Past the Wood of Blood and Flesh lies the **Soma**. Luce suspects a universal mind resides there, connecting all consciousnesses in the Material Plane and maybe beyond. But she doesn't know for certain, because she's never been allowed in. Her past deeds may have given her access to Sanguine, but they've also stained her spirit, locking her away from fulfilling her lifelong desire.

**Arcana DC 12 (false):** “The Plane of Blood,” a dimension of blood connecting all living things, is a myth.

**Arcana DC 17:** Sanguine, a dimension of blood connecting all living things, is a transitive plane that only a very few have ever found entry into.

**Arcana DC 21:** Spellcasters who gain access to Sanguine, the dimension of blood, can use it to become “blood wizards,” with the power to direct the flow of that life-giving fluid in other creatures.

*The dimension of blood is a transitive plane connecting living creatures.*

## WOOD OF BLOOD AND FLESH

### ◀ READ ALOUD ▶

*A sloshing, salty sea of blood-warm fluid envelops you. The fluid is transparent, but hazed red, limiting vision to a couple of hundred feet. A distant, regular beat throbs through the fluid every few seconds, thudding directly into your skin and bones. Each beat is accompanied by a languid pulse of light illuminating a vast wood of leafless foliage rising up from the spongy ground. Here and there, strange, bulbous creatures swim through the fluid like alien fish.*

For those unaware of the fluidic “atmosphere” of Sanguine, arrival can be disconcerting. Other dangers soon make themselves known—as does the primary non-native resident, eventually.

**Breathing in Sanguine:** The fluid of Sanguine can be breathed as easily as air for air-breathers (and as easily as water for those with gills). Those who aren't prepared for the dimension's aqueous nature probably think they're on the verge of drowning, and may take desperate steps to avoid taking a breath. If they finally do because they can't escape or come up with some other accommodation, they must succeed on a DC 13 Wisdom saving throw or become frightened (even though they've managed to begin breathing) until they leave the fluid, or until they succeed on another save attempt on their turn. Those who know and are prepared still must deal with their bodies' learned responses, granting them advantage on their saving throws to become used to breathing liquid.

*Luce Morifel, page 83*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift usually emerge in the Wood of Blood and Flesh in a random location. News of newcomers is soon transmitted to Luce in her submergence (page 83).*

**Level Range:** *Sanguine as a dimension has threats dangerous to PCs of almost any level. Travelers who restrict themselves to regions outside the Soma will find challenges suitable for PCs of level 5–10.*

*Soma, page 85*



*Sanguine's Transitive Qualities, page 84*

Air-breathers who acclimate to breathing the fluid can also speak while submerged, though only creatures within 10 feet can understand their speech through the liquid distortion.

**Scions:** The "trees" making up the Wood are individually called scions. Each scion resembles a naked network of veins and arteries removed from the original host creature.

## ◀ READ ALOUD ▶

*A scion has thousands of soft tendrils, thick as a thumb at the base and core, but branching to smaller and smaller tendrils as they thin to the size of threads at the top and edges. The scion is connected beneath the spongy ground with more veins and arteries.*

*Xenophage defender, page 169*

If a scion is scratched, deep red blood oozes out into the transparent plasma medium of the dimension before the scratch heals itself in a couple of rounds. But if the core of one of these scions (AC 5, 10 hit points) is slashed, blood spills out, and the

scion deflates and dies. (And somewhere, a creature on the Material Plane dies. This isn't immediately obvious. See [Sanguine's Transitive Qualities](#).)

Besides blood, slender nerve tendrils snake along the larger branches of each scion. These interconnect between every scion in the entire Wood, creating a mesh that someone with sufficient lore and knowledge can use to monitor a variety of things, both in the Wood and sometimes on the Material Plane.

**Circling Xenophage:** The alien "fish" swimming through the fluidic space of Sanguine include lots of different innocuous fauna. However, among them are 9-foot-diameter (and larger) bulbous, hungry creatures called xenophage—specifically, a variety known as [xenophage defenders](#). Xenophage defenders are drawn to areas where blood is spilled from the Wood, or from any other source. Sometimes, they just catch a whiff of intruder presence and come as well. Xenophage defenders attack anyone they sense, usually in groups of 1d4 + 1, and never run from a fight once it begins.





## SIGHT OF THE IRON VOYAGER

Unless the PCs succeed on a DC 17 Stealth check, their arrival is detected by Luce, who investigates.

### ◀ READ ALOUD ▶

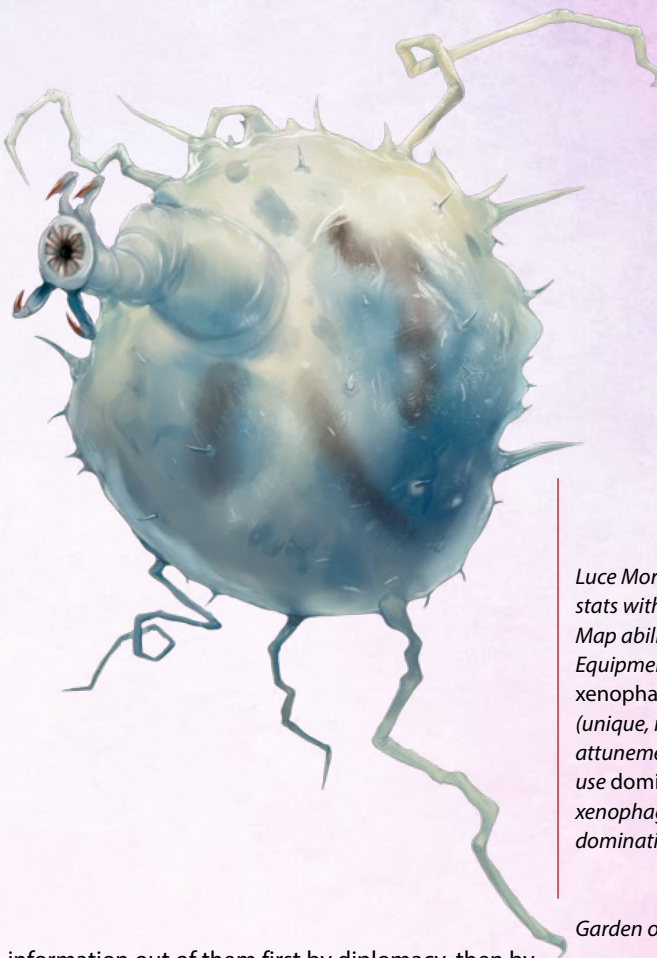
*A massive iron object shaped like an arrowhead stretched out at least 30 feet in length comes into view, spewing a tornado of bubbles in its wake. A single crystal eye looks out from the object's front, flashing with golden light.*

PCs who succeed on a DC 12 Perception check notice that the crystal eye is actually a wide porthole, and a humanoid shape is visible behind the porthole, looking out. The iron shape is Luce's submergence, and the person inside is **Luce Morifel** herself. She was drawn by signals through the nerve network interlacing the Wood of Blood and Flesh from her **Garden of Inquiry**. Unless the PCs take evasive action and attempt to flee (or they already have established a relationship with the wizard), Luce comes out to meet the newcomers. Whenever she leaves the submergence, four xenophages under her control appear, acting as bodyguards.

**Luce Morifel:** Luce is humanoid, but as a **traveler**, she has maplike markings etching her skin. Organic pods of various size have permanently fused to her head, making it lumpy. Her eyes burn bright with a sort of manic interest, but the skin beneath is shadowed with fatigue. All her efforts to enter or even contact the Soma have failed. But she puts on a good show for newcomers. She relays the following through normal conversation.

- "Welcome to Sanguine! Not many find the transitive plane of blood, which overlaps all living creatures. How came you here?"
- "I am a blood wizard. Maybe the first! From this Wood of Blood and Flesh, you hold the physical fate of creatures across the multiverse in your hand." She strokes a nearby "tree," which slowly shrinks away from her touch.
- "Once you learn the trick, you can use one of these to travel directly to the creature to which it is connected. You have to be careful, though, or your appearance could kill the target whose body you are using as a doorway."
- "The Wood is just the periphery of this dimension. The Soma is the core. Have you heard of it?"

If Luce ever gets the sense that PCs know something she doesn't about the dimension—especially the Soma—she tries to get that



*Luce Morifel has **mage** stats with the **Fall Into Map** ability (page 168). Equipment: ring of xenophage control (unique, requires attunement; wearer can use dominate monster on xenophage 1/day; each domination lasts 72 hours).*

*Garden of Inquiry, page 85*

*Traveler, page 174*

information out of them first by diplomacy, then by force. If she decides the PCs have merely wandered accidentally into the dimension, or if they know something but just won't tell her, she tries to lure them to her Garden of Inquiry to add them to her experimental menagerie.

When she changes from pretending to be a gracious host to a foe, she does so suddenly, and with the aid of at least four xenophages she controls with her magic ring.

**Submergence:** The iron shape in which Luce arrived is effectively a one-of-a-kind magical artifact. She stole it from a distant world called Ctura where magic and technology—magitech—were used in equal measure. It now serves as her home and base of operations. She lives in it alone, and it has become filled with filth, garbage, and cast-off magic experiments that didn't go anywhere. If Luce wants to impress the PCs (before deciding to experiment on them), she takes a moment to clear out one of the compartments before asking them to come aboard.

One compartment is locked (DC 22 Dexterity check with thieves' tools to pick) and contains her research notes about what she's learned with her experiments in the Garden of Inquiry.

*Luce named the iron submergence the Iron Voyager.*



## SUBMERGENCE OF CTURA

*Wondrous item, artifact*

This 30-foot-long object is a sealed iron cylinder that comes to a blunt point at one end and weighs 20,000 pounds. It's normally encountered floating on, or at any depth beneath, a liquid surface. The exterior has a hidden catch, which can be found with a successful DC 20 Perception check. Releasing the catch unlocks a hatch on the underside, allowing up to twelve Medium or smaller creatures to crawl inside and access seven small compartments within a long tube-like corridor. (An airlock-like device prevents liquid from rushing in through the open hatch.) At the front of the interior space is a compartment with a crystal window allowing a view to the exterior. A wide, long panel beneath the window contains a variety of switches and knobs.

The Submergence of Ctura is a Gargantuan object with the following statistics.

**Armor Class:** 19

**Hit Points:** 500

**Speed:** swim 60 ft.

**Damage Immunities:** necrotic, poison, psychic

To be used as a vehicle, the submergence requires one pilot who spends several minutes experimenting with the controls in the front compartment and succeeds on a DC 15 Intelligence check. Once the pilot has a sense of how the controls work, they can pilot the vessel, moving it as they wish to any depth, or along the surface of a large body of fluid. Controls allow bright lights to beam out to a distance of 120 feet in murky fluid. The controls also allow the pilot to make a ram attack with the submergence. If the submergence moves at least 40 feet straight toward a target and hits it on the same turn (attack is +7 to hit, reach 10 ft.), one target takes 45 (10d8) bludgeoning damage.

While the submergence's hatch is closed, the compartments within are airtight and watertight, and breathable air is constantly regenerated. Extremes of environment can be easily withstood within the submergence.

## SANGUINE'S TRANSITIVE QUALITIES

In Sanguine, the Wood of Blood and Flesh overlaps with the bodies of living creatures across the multiverse. Each living "tree" (scion) in the Wood corresponds to one living creature elsewhere. Often, contiguous scions represent families and creatures related by blood, even if those creatures are not physically located in the same area on whichever plane they reside. Those who experiment in the Wood can attempt to trigger a Blood Door.

**Blood Door:** A character (or other creature, such as a xenophage) who succeeds on a DC 12 Wisdom check as its action while touching a scion can transport themselves directly from Sanguine across the dimensions. The scion gently wraps the character in its tendrils, and the character appears in an open space next to the corresponding creature through an artery-like tunnel, no matter how far the creature might be in terms of space or dimension. Usually, this conduit is enabled by a completely random creature and transfers the character to a completely random dimension.

This process is painless to the creature whose blood served as the Blood Door, unless the character wishes otherwise. At the very least, the destination creature that was the endpoint of a magical portal is surprised and unsettled. However, a character can choose to make an explosive appearance, which requires the destination creature to succeed on a DC 12 Constitution saving throw. On a failed save, the traveling character bursts from the creature's body in a spray of blood, dealing 22 (5d8) force damage on a failed save, or half as much damage on a successful one.

**Blood Return:** After a character has traveled through a Blood Door, they can attempt to return to Sanguine the same way. They can use the same creature that served as the endpoint of their initial travel, but only as long as it is alive and willing (or at least alive and restrained). If the character touches the creature and succeeds on a DC 12 Wisdom check, they are transported back the way they came. If they choose, they can make an explosive disappearance, inflicting damage on the creature serving as a conduit.

**Skilled Use of the Wood:** Someone like Luce who has spent years studying the plane has better control; she can often find a specific individual or specific plane of interest by searching through the Wood. She has also set up a special garden where she attempts even greater leaps of control, especially as related to entering the Soma.

*PCs likely have corresponding scions in the Wood. Finding them would probably be tricky, though Luce has enough mastery that she could do it with a few hours of effort.*



## LUCE'S GARDEN OF INQUIRY

PCs probably find this location only if they're specifically looking for it or if Luce shows them the way, possibly initially under false pretenses.

### ◀ READ ALOUD ▶

*A clearing in the Wood contains rows of carefully tended foliage. A few look similar to the strange "trees" growing elsewhere in the forest. But some have strange fruit, like lumpy blobs of flesh. Others look to be entire creatures, partly dissected so that they are half flesh and half naked arteries and veins.*

The Garden of Inquiry probably seems horrible to those unprepared for its plantings. Journals hidden in the locked compartment on Luce's submergence (DC 22 Dexterity check with thieves' tools to pick) provide details about the various experiments growing here.

If PCs are captured by Luce and added to one of the plantings as described hereafter, they have a few rounds of semi-consciousness in which to attempt DC 14 Constitution saving throws to pull themselves free. Otherwise, their new situation robs them of the mental will to try.

**Hybrid Scions:** About a dozen scions in the garden are a grafted hybrid of a scion and the actual creature it corresponds to, which Luce captured from their home (mostly humans, all mindless shells now). She believes that by creating hybrids, she can create a surge that will get the Soma's attention, or a key that she can use to get inside. So far, no luck. The creatures here are past saving, but they still suffer.

**Incompatible Scions:** Three of the scions growing in the garden look similar to the hybrids, but the creatures grafted to them (a human, an elf, and a tiefling, all of whom have been reduced to **commoner** stats) are mostly physically intact. Still, they are infested with coiling, burrowing arteries from non-corresponding scions. When a helpless target is prepared just right, they dully answer any question put to them. However, the process kills both the grafted creature and the incompatible scion within a few days.

If the PCs are captured by Luce, she plans to put one or more of them into a similar position to question them.

**Fruit-Bearing Scions:** Half a dozen scions in the garden each contain a single fruit-like fleshy lump. According to Luce's notes, she has been successful in growing organs that enhance her mind and spellcasting ability. (That's debatable; more likely, they are the reason for her growing mental instability.) If harvested, four of the lumps, if pressed to PC flesh, meld to their skin, becoming useless fleshy blobs. But two of those currently growing on a scion act as *mind expanders*.

**Skin Harvesting:** Two of the scions resemble the hybrids, except they lack all external epidermis. According to Luce's notes, these represent her attempts to create a sort of living disguise that she can don using other creatures' harvested but still-living skin. Maybe, she reasons, if the Soma won't let *her* in, it'll let in someone new.

If the PCs are captured by Luce, she plans to prepare them in a similar way to steal their skins.

Mind expander, page 194

## THE SOMA

### ◀ READ ALOUD ▶

*The wood of strange "trees" gives way to a tangle of fleshy white fibers in which tiny blue sparks rapidly pulse. The tangle rises to cover a mountain-sized mass of tightly wrapped tendrils, fizzing and vibrating in the reddish fluid.*

The core of Sanguine is a mass of nerve tissue. Its secrets remain hidden from Luce, and they remain resistant to PC explorers as well. Luce's notes theorize it holds a sleeping universal mind, one that she wishes to wake and imprint upon. But she might be wrong. It could host a Plane of Dreams. It could be a storehouse of memories from every creature that ever lived. Or it could be something else entirely.

### SANGUINE ADVENTURE HOOKS

- A terrible plague sweeps the land. A cure can be fashioned only if special components from Sanguine are found and brought back.
- A xenophage manifested near a hospital. PCs track it back to Sanguine.
- Luce Morifel tries to lure the PCs to her Garden of Inquiry.



## CHAPTER 15: SAVTUA, THE SWAMPY MINDSCAPE

**Planar Arrival:** *Creatures using a Path token (page 9), gate, or plane shift usually appear in the swamp, about equidistant from the Sootekai village and the edge of the white void.*

**Level Range:** *Savtua is suitable for low-level characters, but once the devil Vassan gets actively involved, things get more challenging.*

*Zanasuresh is an obscure deity of nature and healing, alignment neutral good; their holy symbol is mossy stone with a rune.*

The substance of this demiplane, found deep within the Ethereal, responds to the conscious and subconscious will of sapient creatures, conforming to their memories and expectations. Much of it is currently a thick, verdant swamp, with abundant small game and many ponds and streams teeming with fish, but outside a 5-mile diameter area it quickly fades into a formless white void that can be manipulated to create creatures and objects.

**Arcana DC 12:** Savtua is a demiplane consisting of a small swamp inhabited by lizardfolk, surrounded by a featureless white void.

**Arcana DC 14:** The lizardfolk of Savtua are peaceful and worship a god of healing.

**Arcana DC 16:** Strange demons periodically appear out of the void to attack the residents of Savtua.

**Arcana DC 20:** Those of strong will can find great treasures lost in Savtua's white void.

*"Zanasuresh provides. Zanasuresh protects. With their help, we shall endure all hardships."  
—Tisikek, lizardfolk shaman*

### ENCLAVE OF SCALES

#### ◀ READ ALOUD ▶

*A head-high wall of cut logs stacked on top of each other partially obscures several huts that blend in with the natural foliage and terrain—probably some kind of village.*

At the heart of the swamp is a small settlement that is home to about sixty **lizardfolk** (alignment neutral or neutral good) who call themselves the Sootekai. These people live quiet lives, hunting and fishing for their sustenance and devoting themselves spiritually to their god, **Zanasuresh**. According to

their legends, Zanasuresh brought their ancestors to this plane to save them from a cataclysm on their origin world. Here on Savtua they typically live about 150 years, but their tales say that this is a gift of Zanasuresh and their normal lifespan is barely half that. They have few offspring, perhaps one egg laid every few years in the entire community. They are curious about outsiders but cautious about welcoming them into their village unless the visitors are in need of healing. About one in ten Sootekai grow to exceptional size and strength, easily a head taller than their own kind (**lizard king/queen** stats, alignment neutral or neutral good).

### THE IDYLIC SWAMP

#### ◀ READ ALOUD ▶

*This area is a large swamp with wet soil and many trees and bushes. It smells like it has recently rained, with a large cloud covering much of the sky. Coming from nearby is the sound of a stream.*

As swamps go, this one is remarkably pleasant. The smell of decay is mild and quickly forgotten. The water is fresh (rather than brackish or salt) and potable. Frogs, small snakes, fish, raccoons, and turtles are all common, but no beasts larger than dogs live here, nor are there any harmful insects like mosquitos or ticks. The only real dangers are the lizardfolk villagers (who are generally peaceful unless provoked to defend themselves) and the rare nightmarish creatures conjured forth from the white void that surrounds the swamp.





The Sootekai don't venture into the white void around their swamp. They believe that within the void is an invisible maze, and those who stray too far will eventually be cast back to their old world. According to their oral history, their ancestral home plane is a magically tainted wasteland with poisoned soil, haunted by ghosts, and inhabited by mutated animals and humanoids; the Sootekai have no interest in going back there.

These tales of the old homeland are reinforced by the rare appearance of horrible monsters that emerge from the void and stalk the swamp. These things resemble fiendish-looking birds, felines, and wolves with smoking breath and glowing eyes, usually the size of a bear or bigger. The Sootekai call all of these creatures "**demons**," but they are not fiends (and technically aren't even real).

The Sootekai have no idea that the familiar and tranquil sights of Savtua are maintained by their own beliefs, subconscious thoughts, and memories of how things here have "always" been. Even the strange monsters that crawl out of the white void are creations of the Sootekai's minds—literal nightmares given temporary flesh and form, thought up by their youngest hatchlings after dwelling too long on the scary stories of their old homeland.

## THE WHITE VOID

### ◀ READ ALOUD ▶

*The colors, shapes, and sounds of the swamp start to become obscured by a pale white haze, like a thick fog. Even sounds like footsteps, chirping frogs, and the trickling of water grow quiet.*

Beyond approximately 2.5 miles from the walls of the Sootekai village, the landscape fades away into a white void. Creatures are able to walk as if on solid ground, but there is nothing beneath their feet. This void is the natural state of Savtua. Without sapient minds to maintain the existence of the swamp and other features, everything would fade away within hours or days until only a seemingly endless void was left, awaiting the next mind that tries to shape it. It is easy to retrace one's steps after moving less than a few hundred feet into the void, but any deeper than that and a creature is likely to become lost for hours or days; wandering that long in a featureless void is harmful to a mortal's sanity. Someone wishing to deeply explore the void, such as in search of other settlements that have no contact with the Sootekai, should use thoughtcrafting to create landmarks they can follow back to the permanent swamp.

## VASSAN THE INTERLOPER

A **barbed devil** named Vassan has been living in Savtua for a few weeks. She was banished to a magical prison thousands of years ago, but a flaw in its design allowed her to slide sideways between the planes and come to this place. However, because she hasn't figured out how to leave, she has basically traded one prison for a larger one. She has been making good use of her time by studying the Sootekai and practicing thoughtcrafting. In addition to her standard abilities, she can cast a few low-level wizard spells such as *invisibility* and *clairvoyance*. She has observed the "demons" appearing due to subconscious thoughtcrafting, and has been deliberately creating similar creatures and using them to harass the Sootekai.

*The various creatures that the Sootekai call "demons" have **giant eagle**, **giant octopus**, **giant spider**, or **winter wolf** stats, but always have the monstrosity type. Their bodies dissolve into white smoke within several minutes of their deaths.*





*A character who has spent a month practicing thoughtcrafting can use it to create a portal from Savtua to another plane of their choice, which requires a successful DC 22 Wisdom save. This can be attempted once per day. Failure might mean the character accidentally creates a false environment depicting what they expected to find on that plane, trapping them in a delusion for hours or days.*

## THOUGHTCRAFTING

The white void reacts to thoughts, even subconscious ones, and those unfamiliar with the plane's nature are likely to discover or encounter small objects and creatures drawn from their own minds. For example, any character might find a childhood toy or pet, a warrior might find the wooden sword they used as part of their training, and so on. Initially, these things have a fleeting existence, lasting only as long as the character is actively paying attention to it, fading away a few seconds after it is no longer being observed. A particularly creative or ambitious character might inadvertently create something larger, such as a person, a cave, or a treasure chest, depending on what they expect to find within the void.

Once the character understands that these things spring from their own imagination, they can practice creating specific things. Manifesting an object up to 1 cubic foot in size requires a successful DC 12 Wisdom save, with the DC increasing by 1 for every additional cubic foot. These thoughtcrafts last as long as the character maintains concentration on them. Each full day of practice decreases the DC by 1 and increases the number of thoughtcrafts that the character can maintain at the same time by one. Eventually, the character can create larger, semi-permanent thoughtcrafts such as houses and trees that persist without concentration. Thoughtcrafting can't create magic items, nor can it create items requiring a high degree of skill (such as jewelry, weapons, or armor) unless the character knows how to create such things without thoughtcrafting.

Thoughtcrafts fade away moments after they leave the plane. This makes thoughtcrafting pointless as a means for becoming rich (by creating gold or gems out of nothing), equipping a plane-traveling army with weapons and armor, or providing food to anyone on another plane. (Fortunately, food created and eaten on Savtua is still nourishing and sustaining, which persists after a creature leaves, so visitors don't need to worry that they'll suddenly find themselves starving after an extended stay here.)

It is possible for an ambitious group of creatures (such as player characters or other planar travelers) to venture into the void and create their own little settlement there, whether their intent is to live in a castle or fort, or to establish a village of their own. However, the plane's tendency to revert to its blank state means any explorers would need to keep some people here at all times; otherwise, the place would be completely gone by the time they return and have to be built anew. Furthermore, something about this plane interferes with fertility, reducing any potential population growth to a standstill.

All of the Sootekai are fully skilled at thoughtcrafting—the collective will of all of the villagers is what keeps their swampy home in existence. However, it's something they do subconsciously, and they're not aware that they're doing it. If the nature of their plane were explained and demonstrated to them, they would need to practice doing it intentionally, much like a beginner.

She plans to slowly corrupt her lizardfolk neighbors, twisting and perverting their deity's teachings and dogma for her own use. If they prove too resistant to this manipulation, she'll assassinate the strongest ones and rule over the survivors by force, using thoughtcrafting to turn this place into a literally Hellish landscape.

Her long confinement means she has forgotten much of what exists on other planes, or that there are other planes at all, but seeing other travelers (such as the PCs) will jog her memory and focus her attention on escaping. She may even strike a bargain with the PCs if they have the means to escape this place, agreeing to serve them for a time, particularly if that service gives her the opportunity to learn more about the current state of planar affairs.

## SAVTUA ADVENTURE HOOKS

- Someone is afflicted with a rare disease or poison, and only Zanasuresh's faith knows how to cure it.
- A tribe of peaceful lizardfolk (or similar creatures) have been driven out of their homes by a dragon and need a safe place to live.
- An illusionist wants to study thoughtcrafting to perfect an aspect of their magic.
- Someone important is lost to a *maze* spell (or similar magic); they somehow slipped through into Savtua and can't get back on their own.
- A secretive or isolationist group wants to build a fortress or monastery, and decides that the mists of Savtua are the perfect place.
- The devil Vassan knows a magical password or command word that was lost thousands of years ago.



# CHAPTER 16: SPLINTERED REACH

**W**hen the demigod **Aesul Myrak** called down a curse to eradicate a Material Plane world that offended him, he accidentally invoked his own doom, too. For the power to destroy a world isn't something most gods possess, let alone those who share only threads of divine ancestry. Seeking to enhance his curse's strength, Aesul tied it to a natural process of the multiverse: entropy. Whenever a dimension fades naturally or comes to an end through some unimaginably energetic cause, residual energy is released. Some portion of that was directed at the world of Aesul's ire, causing it to collapse in upon itself. The only problem was, Aesul became the conduit.

The result was Splintered Reach. Also called Navarin (the cursed world's name) or the Realm of Ruin, Splintered Reach is a demiplane lost in the Deep Ethereal consisting of the scraps of millions of mostly disintegrated dead worlds and planes. Final remnants of previously destroyed and newly wrecked realms constantly spiral into and crash on Splintered Reach. How a plane perishes doesn't seem to matter; whether as a result of demonic invasion, necrotic crossrip (an invasion of undead spirits), natural catastrophe, the **Law of Self-Cancellation** run amok, or something else, Splintered Reach acts like a magnet, collecting the last dregs of dead dimensions.

Thus, the Realm of Ruin's surface is a jumbled mass of broken dreams, cracked structures, eroded landforms, and occasional unbelieving refugees from planes long vanished. Newcomers include pirates that use Splintered Reach as a base of operations that few are willing to chase them into, prospectors looking for treasures thought long lost, and of course, Aesul Myrak himself, the moody lord

of Navarin, cursed to remain forever at the heart of his own devastation.

**Arcana DC 11:** The demigod Aesul Myrak cursed the world of Navarin, destroying it.

**Arcana DC 13:** The remnants of Navarin serve as the nucleus of a demiplane called Splintered Reach.

**Arcana DC 15:** Dying and dead dimensions, regardless of how they perish, sometimes contribute remnants to Splintered Reach. Such remnants constantly spiral and crash down from the skies.

**Arcana DC 17:** Those who find their way to Splintered Reach find it difficult if not impossible to leave.

**Arcana DC 19:** The demigod who cursed Navarin is trapped in Splintered Reach. He built himself a domicile, the only permanent thing in the demiplane, called the Donjon of Aesul Myrak. Those who find him can ask for a boon or might be destroyed out of hand, depending on the demigod's mercurial mood.

*Splintered Reach is a demiplane lost in the Deep Ethereal consisting of the scraps of millions of mostly disintegrated dead worlds and planes.*

## NAVARIN'S ENTRAPPING NATURE

Creatures and objects that find their way to Splintered Reach usually can't leave again, even if using a Path token or spells that normally allow planar travel. Those with powerful magic could try a *wish* spell and probably succeed in escaping. The only other two options are to get a ride on the pirate craft **Aesul's Revenge** or to successfully beg a boon of Aesul Myrak himself. Which is risky, because though he can grant others leave to depart, he can never do so himself, which angers him.

*Aesul Myrak, page 91*

**Planar Arrival:** *Except for the Donjon of Aesul Myrak, locations in Splintered Reach tend to move about and eventually fade away. Thus, those using a Path token (page 9), gate, or plane shift normally emerge in the courtyard before the main gates of Aesul's fortress. The pirates (page 90) have their own method of entry.*

**Level Range:** *Splintered Reach is generally suitable for a group of player characters of levels 5–10. Those who wish to venture into the Donjon of Aesul Myrak and confront the demigod face a level 17+ challenge.*

*Law of Self-Cancellation, page 70*

*Aesul's Revenge, page 92*





## DONJON EXTERIOR

### ◀ READ ALOUD ▶

*Closed iron gates bar entrance to this windowless fortress. The structure is surrounded by a landscape of rubble heaps stretching away in every direction, with more constantly falling from purplish clouds streaming across the sky. The debris is equal parts pulverized structures, loose objects, chunks of landscapes dozens of yards in diameter, and even flailing, screaming creatures. Along the ground, spiderlike creatures of metal move with multilegged dexterity across the rubbish heaps, as if searching through the wreckage for valuables.*

*Residuum Plains, page 92*

*The pirate spotter has master thief (page 171) stats.*

Characters can investigate the gates of the donjon or head out into the surrounding **Residuum Plains**. Regardless, a **pirate spotter** in the employ of the pirate ship *Aesul's Revenge* probably notices intruders who are not attempting to be stealthy.

**Spotted by Pirates:** The spotter—Angelia the Snake—is hiding (DC 17 Perception check to notice) in a blind of detritus about 20 feet from the courtyard's edge. If Angelia notices newcomers appear in the courtyard, she tries to determine the reason for their presence by listening in on their

conversation and observing. If it seems as if the newcomers are not here to hunt pirates, Angelia is content to merely watch. If, however, she thinks they're hoping to collect a bounty on pirate heads, she tries to slip off unseen to warn her fellows aboard *Aesul's Revenge* to be ready.

If PCs notice the spotter, she puts on a nonchalant face and emerges. She sees her discovery as an opportunity to learn more about the PCs than she could have through observation alone. She might give them some useful information in return, including the information presented in the foregoing Arcana checks, as well as the following, as part of normal conversation. However, she asks as many questions as the PCs do regarding their intentions.

- "Most people never find Splintered Reach unless their world has ended. The scraps of dead worlds fall here, including the occasional survivor. Once they arrive, they can never leave."
- "I'm Angelia. Part of a crew of prospectors. We live not far from here." She doesn't mention that the "prospectors" live on a planar craft called *Aesul's Revenge* as a way to escape Navarin, cruise into nearby Material Plane worlds via the Ethereal, then return to



Splintered Reach ahead of any enemies they make by their pirating ways.

- “Those spider things? Best to steer clear. They’re dangerous, jealous of anyone picking through the morass besides them. Though, sometimes interesting things can be found amid the junk if you’re willing to put in the work, avoid the storms, and risk pissing off the spider things.”
- “We don’t go through these gates. Though I hear the demigod who lives inside doesn’t always smite whoever bothers him. Sometimes he’s in a good mood and grants a boon.”

If invited, or even if not, Angelia might stick with PCs who don’t seem an immediate threat to pirates. She may even provide some help. However, she’s reluctant to show them her “planar craft” or talk too much more about it. If PCs would rather not have her shadow them, she slips off, attempting to use stealth to stymie PCs who try to follow her, and gives warning to her crewmates on the *Revenge*.

## DONJON GATES

### ◀ READ ALOUD ▶

*Subtle etchings cover both valves of the massive gates leading into the donjon.*

**Message on the Gates:** Written in Celestial, the etchings describe a world called Navarin that hosted a civilization of utter depravity and evil. Of how the demigod Aesul Myrak was dispatched from the Upper Planes to show Navarin a better path. Of how the demigod was dishonored and betrayed by Navarin natives. Of how he had no choice but to curse Navarin, destroying it utterly, leaving only what those standing before the gates see around them. Now (continues the story on the gates, which is more fiction than truth), Aesul Myrak remains, a steadfast guardian of the collapsed world, making sure that its evil never arises again.

**Gate Mechanism:** The gates (AC 17, 200 hit points) are magically locked. A *knock* spell suppresses the effect for 10 minutes. The lock can be broken (DC 22 Athletics check) or picked (DC 22 Dexterity check with thieves’ tools), but the magical lock reforms 10 minutes later.

**Donjon Layout:** For all its size, the donjon has only two rooms—the foyer and the Seat of Aesul Myrak. The foyer lies immediately beyond the gates, and the seat is the next chamber.

## FOYER

### ◀ READ ALOUD ▶

*Great stone columns hold up a vaulted ceiling dozens of feet high. Light glimmers from candles burning in great swaths across the edges of the chamber, none of which seem to drip wax. The candles cast flickering shadows over bronze gates across the hall from the entrance gates. A human skull lies on its side, lonely except for dust all around it.*

The skull is a **divergent skull** that got trapped here when it chased a pirate into this chamber. It ended up erasing its prey and has lain here inactive ever since. But it rises up and goes after anyone new who enters.

## SEAT OF AESUL MYRAK

The bronze gates have an exact replica of the tale etched on the outer stone gates. They open with a hearty push (DC 12 Athletics check) to reveal the massive chamber beyond.

### ◀ READ ALOUD ▶

*This mammoth chamber is lit by thousands of candles arranged across the floor. Stone columns march down the center, creating an open lane about 40 feet wide. At the lane’s end is a stone throne on which slumps a giant humanoid figure in a silvery robe, head held in his massive hands as if in grief. A tarnished silvery battlestaff leans against the seat.*

**Aesul Myrak:** The demigod **Aesul Myrak** spends most of his time here, contemplating his mistakes, but also how he was wronged. He ignores anyone who enters the chamber unless they attack him or specifically attempt to get his attention. When he speaks, his voice echoes majestically but seems sad beyond mortal understanding. He says only “Why have you disturbed my contemplation?”

If PCs succeed on a DC 17 Persuasion check, they soften Aesul’s demeanor, and he asks if they desire a boon from him; it is the one thing he can still do. Asking him details about his cursed situation, what Navarin was really like, or similar topics angers him, giving the PCs disadvantage on their Persuasion check (or forcing them to make a second one). If they fail, he is enraged at their interruption and demands they leave. If they don’t, he attacks until characters flee his donjon.

*Candles removed from the foyer burn continuously until destroyed.*

*Divergent skull, page 153*

*Aesul Myrak has **empyrean** stats (neutral evil) and can grant a wish to another creature once per day. He is forever trapped in this dimension. If he were ever slain, the entire dimension would dissipate, dumping all current contents into the Deep Ethereal.*



## RESIDUUM PLAINS

If PCs venture beyond the courtyard of the Donjon of Aesul Myrak, they find a landscape formed by crumbling dimensions, heaped in mounds that vary in height from a few dozen feet to mountain-sized piles prone to avalanches. More remnants of dead dimensions continue to fall from above all the time. Whether PCs explore randomly or attempt to follow the **pirate spotter** Angelia the Snake, they face one or more of the dangers described hereafter. Or, for each hour they spend, you can roll a d6 for a random encounter; 0–1 nothing; 2–3 spider walkers; 4–5 rain of debris; 6 divergent skull.

**Spider Walkers:** These constructs constantly sift the debris for valuables. If PCs wish to find something of value, their best bet is to take it from a group of 2d4 **spider walkers** that have spent weeks gathering their current prizes; one walker keeps the group's treasure in an interior compartment. Spider walkers defend themselves to the death if attacked. A group of 2d4 may also attack a PC if the character carries something of obvious value. If a group of spider walkers is overcome, roll on the treasure hoard table appropriate for a challenge of 5–10 to determine what one of them carries (which becomes visible because upon their defeat, their carapaces turn to dust).

**Rain of Debris:** If PCs spend enough time walking around, a clatter of debris from a dying plane falls on them. Everyone in a 30-foot sphere must succeed on a DC 12 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much on a successful one. Those who fail are also restrained under the debris (escape DC 13).

**Divergent Skull:** If PCs are unlucky, they run across a **divergent skull**.



## AESUL'S REVENGE

### ◀ READ ALOUD ▶

*A floating, three-masted caravel with red sails and a silvery keel is moored beneath the overhang of metal ruins half buried in the debris, shielded from the constant fall of dying planes above.*

*Aesul's Revenge* is a sailing warship, with two additional movement options: it has a fly speed of 80 ft., and it can pass into the Border Ethereal and worlds of the Material Plane as the captain decrees. That ability extends to being able to leave Splintered Reach (a demiplane), thanks to a boon granted by Aesul Myrak. The boon required that the ship take its current name. The captain was happy to comply.

The ship is captained by **Jin the Fist**, who dresses in flamboyant reds and blacks, and his skin is also a flushed shade of deep red. Few mouths in Splintered Reach are fouler, and no conversation begins without Jin cursing out whoever's bothered him. Jin and his crew of twenty-three **pirates** hide in Splintered Reach when their activities draw the attention of powerful people with the means to follow them. Usually, a stint of about a month in Navarin living off their latest stolen bounty lets their trail grow cold. Otherwise, the ship puts in at normal ports and harbors in other worlds.

If the PCs feel diplomatic, they can try to convince Jin the Fist to fly them off the dimension. This requires that they succeed on a DC 15 Persuasion check and agree to become part of the crew for at least one pirating mission. Otherwise, the pirates attack the trespassers. They also attack (possibly from ambush) if Angelia the Snake previously reported the PCs as a threat. If PCs manage to subdue the pirates, they could find themselves in possession of a planar sailing ship—though one wanted in at least twenty different worlds for piracy. Flying under a different flag is something bounty hunters expect, so PCs would always face danger if they used the craft on a regular basis.

### SPLINTERED REACH ADVENTURE HOOKS

- The PCs are captured by pirates and find themselves in Splintered Reach.
- The PCs' dimension suffers a mishap, and they end up in Splintered Reach.
- The PCs seek a relic of a demigod named Aesul Myrak described in certain banned texts.

*The pirate spotter has master thief (page 171) stats.*

*Spider walkers have pentadrone stats.*

*Jin the Fist has cambion stats. Equipment: magic medallion on a chain that lets him control the ship's ability to fly and travel the Ethereal Plane.*

*The pirates have bandit stats.*

*Divergent skull, page 153*



# CHAPTER 17: STORM OF THE STYX

**O**il, garbage, and rotting corpses (and parts of corpses) litter the odiferous waters of the River Styx. The river shambles through the Lower Planes, including the Abyss, the Nine Hells, Acheron, and more. Fiendish craft ply these waters, ferrying other fiends, dead from worlds of the Material Plane, and a handful of foolish travelers between hellish and demonic destinations. As such, the Styx serves as a method of interplanar travel, despite that the fluid is anathema to experience: **contact with the water** affects creatures by wiping their minds away.

Every so often, planar congruences occur, creating tension along planar boundaries, especially between the Outer Planes and the Material Plane. One way that tension is released is along the tendrils of the River Styx that reach into Material Plane worlds where the dead are collected. These rivulets are like fault lines, and when dimensional strain reaches its maximum (usually a strain originating from deep beneath the uncounted layers of the Abyss), the stress is released along one, traveling down the outflow like a wave along a whipcord, until it finally snaps with tremendous interdimensional energy at the tip. There the Storm of the Styx is born anew.

The Storm of the Styx is a wandering demonic invasion housed in a tornado's cloak. When it appears on a Material Plane world, few things can withstand it. Locals learn it is better to evacuate, letting the storm run its awful course; otherwise, they are erased, along with all foliage, wildlife, and artificial structures the storm passes over.

The storm's edge is a punishing windstorm, made worse by the demons that rampage from its whirling skirts. Situated in the eye of the storm, visible from miles away, is an image of a truly horrific demonic being, a creature that no one has yet been able to identify. Or if they have, it's because they got too close to the storm and were swallowed by it.

**Arcana DC 13:** The Storm of the Styx is a supernatural storm. When it appears in a random world of the Material Plane, high winds and

*The Storm of the Styx is a wandering demonic invasion housed in a tornado's cloak.*

rampaging demons devastate an area. The storm usually lasts for a few days, often tracing a river's course until it reaches a lake or large body of water, before fading.

**Arcana DC 17:** Hard-to-predict planar congruences seem at least partly to blame for each new Storm of the Styx occurrence. Those congruences are supposedly described in a tome called the *Storm of the Styx Almanac*.

**Arcana DC 21:** Planar congruences may well enable the phenomenon, but the ultimate source of the storm seems to be the constant struggles of an ancient, imprisoned demon lord—name long forgotten—seeking to escape confinement from the lowest layers of the Abyss.

## EXPERIENCING THE STORM OF THE STYX

### ◀ READ ALOUD ▶

*Dark clouds part, rent asunder by a howling tornado of interdimensional energy and scouring winds. Riding the storm like a palanquin is a colossal demonic beast of too many arms and tentacles, which stares across the intervening miles as if gazing up at you from the heart of the Abyss, promising annihilation.*

When the Storm of the Styx manifests, it's always along a river, and it begins moving downstream with a movement speed of between 30 and 50 feet. The primary tornadic funnel of the storm is about 1,500 feet in diameter, and though its path can be erratic, it's only as erratic as the river it follows. Sometimes, the storm leaves the river for a while and follows a large population of those fleeing before it, but gives up if it must travel more than a couple of miles from the river it appeared along. A storm usually lasts for about ten days, or until it reaches a larger body of water, before it finally disperses naturally.

*Contact with the River Styx affects a creature (other than a fiend) as if with the feeblemind spell (on a failed DC 15 Intelligence save).*

**Planar Arrival:** *The Storm of the Styx is a planar intrusion that randomly appears on Material Plane worlds, lasting for days or weeks before fading. Finding which world the storm currently rages on is difficult unless one has the Storm of the Styx Almanac (page 95).*

**Level Range:** *The threats offered by the Storm of the Styx are challenge rating 17+ for those who attempt to enter the tornado and confront whatever lies within the eye. Lower-level PCs could aid in evacuation efforts and fight off lower-challenge demonic raiders.*



**Storm Effects:** Anyone within 100 feet of the storm's edge is effectively deafened by the screaming winds and unable to communicate. Anyone within 30 feet of the storm's edge is effectively blinded by the haze of debris caught up in the winds. Creatures that get caught in the storm must make a DC 17 Dexterity saving throw each round they remain in the area. They take 55 (10d10) magical bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also hurled 1d20 × 100 feet in a random direction away from the storm, which may put it outside the effect. Natural growth and structures in the area of storm are usually completely destroyed.

**Demonic Intrusion:** If the Storm of the Styx doesn't directly bisect a village or larger community, the horde of demons that are littered in the storm's wake probably do. Any given acre of land in the trail of destruction left by the storm is infested by the number and type of demons indicated on the Demon Infestation table. The demons arise out of the debris as if digging their way out of a shallow grave.

Demons rampage for about a day, then are pulled back down into the Abyss, screaming and howling as they go.

## DEMON INFESTATION

d6	Demons
1	1d12 <b>vrocks</b>
2	1d10 <b>hezrous</b>
3	1d8 <b>glabrezus</b>
4	1d6 <b>nalfeshnees</b>
5	1d4 <b>mariliths</b>
6	1d2 <b>balors</b>

**Eye of the Storm:** Entering the eye of the storm means passing through the tornadic outer edges without being hurled away and killed. Those who succeed find an area of relative calm over which floats an illusory image of a horrifying demonic being. Upon noticing intruders (DC 22 Stealth check to avoid such notice), the image becomes a manifestation of horror. Each target must make a DC 22 Wisdom saving throw. On a failed save, the





target becomes frightened and takes 55 (10d10) psychic damage. Creatures are subject to this effect each round, regardless of whether they turn away from the image after the first round. On a successful save, the effect ends, and the image becomes merely terrible, but not supernaturally so.

Those who manage to pierce the image discover a moving portal mouth that leads to a random layer of the Abyss.

## STORM OF THE STYX ALMANAC

This thin volume is bound in scaled leather (demon hide) and penned in greenish ink (demon blood). Its pages predict a tension between the long “tail” of the Abyss, the connecting tissue of the River Styx running through each of those layers, and the infinite worlds of the Material Plane. Apparently, the congruence and resulting tension that gives rise to a storm occurs fairly often—about once every sixty-six days. However, since there are infinite worlds of the Material Plane, the chance of the storm hitting any given world is almost zero.

**Finding the Almanac:** Acquiring the almanac is not easy. It could be in one of the following locations.

- In **Etherguard**, in the library where a **coven of witches** meet.
- In the book-filled **Library region** of the **Infinite Labyrinth**.
- In the hands of T’narwad the Trader, who uses the River Styx as their planar highway.
- In the stacks of one of a world’s premier magical libraries. An almanac found here is just a copy of the real volume, and perhaps flawed. Those using a copy to learn about and disrupt the Storm of the Styx have disadvantage on all checks made to do so.

**Predicting and Finding the Storm:** Someone with the tome who studies it for at least an hour, who has accurate knowledge of the current date, and who succeeds on a DC 15 Arcana check can predict when and on what world the Storm of the Styx will occur. Someone with a **Path token** could attempt to navigate to a location within a few miles and within one day of its appearance.

**Dispersing the Storm:** The almanac provides instructions on how to release precise bursts of magical energy in the storm’s path in a pattern designed to disperse the storm early. Understanding how to do so requires that someone succeed on a DC 15 Arcana check after studying the book for about an hour. If successful, the reader knows where to position a minimum of two spellcasters in the storm’s path, within about five

minutes of its arrival; casting before then doesn’t do any good. Each spellcaster must cast enough spells (of any kind) to expend 15 levels’ worth of spell slots. More spellcasters could be deployed to share the magical load. Assuming no distractions (such as from demons noticing the attempt to dampen the storm), when the storm finally reaches the area, it disperses. Any demons in the storm’s wake are also pulled back into the Abyss.

## T’NARWAD THE TRADER

T’narwad is a **Nambu bounty hunter** who now hunts demons instead of commissions. He’s been researching the source of the Storm of the Styx for years and is eager to learn more about the image of the demon lord at the storm’s center. He has either the original or a copy of the *Storm of the Styx Almanac*, but hopes to gather more information before he takes his ferry (stolen from a Styx fiend that previously shuttled dead souls) down the rapids that fall between layers in the nethermost spaces of the Abyss.

*Nambu bounty hunter, page 160*

*The Storm of the Styx Almanac isn’t a wondrous item per se, though the actionable information it contains is as potent as many true magic items.*

## STORM OF THE STYX ADVENTURE HOOKS

- The Storm of the Styx bears down on the city; PCs have three days to find a way to disperse it.
- The Storm of the Styx catches PCs off guard, and they must weather it and its aftermath.
- T’narwad the Trader finds the PCs, having heard that they have knowledge of demons. He wants to chart an expedition through the eye of the Storm of the Styx, and thence into the deepest layers of the Abyss.

*Etherguard, page 48*

*Coven meet, page 52*

*Region Themes (Library), page 62*

*Infinite Labyrinth, page 58*

*Path token, page 9*





## CHAPTER 18: SZNESHNYA, THE BLEAK WINTER

*You can use Szneszhnya as its own demiplane or as a specific region near the border realm between the Plane of Air and the Plane of Water.*

**Planar Arrival:** *Creatures using a Path token (page 9), gate, or plane shift usually appear in Bratonis Pass.*

**Level Range:** *Szneszhnya is suitable for medium-level characters.*

*Originally, the monks of Szneszhnya practiced a monastic tradition similar to the Way of the Open Hand, but their techniques have changed in response to their current circumstances and now are a mix of the Open Hand and Shadow.*

This plane is a high, mountainous area spotted with narrow valleys. It is a naturally cold realm, but its environment is made even more harsh by an invasion of freezing elementals. Their collective presence means at least one or two valleys is experiencing a blizzard at any particular time. Szneszhnya has long been home to several groups of religious devotees living in remote monasteries, each site protecting a fragment of a broken artifact. The arrival of the elementals sixty years ago has forced these people to focus their training on stealth and survival so the artifact cannot be found and reassembled.

The tall mountain ranges of Szneszhnya form a complex web, with at least a dozen valleys of various sizes wedged between them, altogether spanning over a hundred miles. Around this region is a wall of even higher mountains (the lowest of which reaches 6 miles) that the inhabitants consider impassable, and no mortal has ever been known to cross them. There are two suns in the sky, both pale white and small. The stars are large and bright, making most nights as bright as a full moon. An actual moon, pale and scarred, sometimes peeks above the distant horizon. The valleys have an ecology typical of a high-altitude Material Plane region, with similar animals and monsters, and most have lakes and rivers that are partially covered by ice.

Each of the monasteries was founded by an enlightened monk who wanted a quiet, remote place to facilitate meditation and encourage students to focus on spiritual growth rather than material needs. They, their acolytes, and various servants and laborers built the monasteries and lived here peacefully for hundreds of years. Some of the masters allowed themselves to die or transcend to higher levels of consciousness, but it became increasingly common for the most advanced monks to practice a form of self-mummification, willing themselves to death in an incorruptible state. These beings, called “timeless ones,” look like skillfully preserved corpses. The timeless ones remain a repository of history and knowledge because their stilled thoughts can be accessed by monks who learn the proper ki technique (which resembles telepathy).

Most of the current residents are humans or near-humans (elves, dwarves, tieflings, and so on).

**Arcana DC 13:** Szneszhnya is a wintry hellscape, with frozen air elementals the most common predator.

**Arcana DC 15:** A few cloisters of powerful monks are hidden in Szneszhnya’s mountains.

**Arcana DC 15 (false):** Some blizzard elementals have at their core a block of ice containing a *frost brand* weapon, and they can call upon its magic at will.

**Arcana DC 17:** The monks practice strange abilities taught by telepathic leaders kept alive for centuries in blocks of ice.

### BRATONIS PASS

#### ◀ READ ALOUD ▶

*This pass is a low point across a jagged mountain range, near the upper limit of the tree line. A strong, cold breeze blows erratically, stirring up flurries. Snow blankets the slopes in all directions. About a hundred feet away is a sheltered overhang that has the remnants of a campsite. On either side of these peaks are valleys, likewise covered in snow. Along the horizon, even steeper mountain ranges create an impassable barrier.*

Bratonis Pass is the only safe path between two of these valleys, and even its elevation is more than 10,000 feet in some places (enough to count as a high-altitude area). The pass is usually clear for most of its length, but occasional storms—whether natural or incited by the local elementals—sometimes cover the pass for days at a time, forcing travelers to hunker down in whatever shelter they can find. The nearby overhang is partly natural, partly carved by expert hands, and has enough room for a dozen people plus a few horses.

The plane’s invasive elementals are aware of the pass and that travelers sometimes appear at this location, but they lack the patience to constantly observe it for new arrivals. Instead, some of them race through this area every few days in the hopes of finding travelers to attack.





One side of the pass leads to a valley uninhabited by humanoids, and the other connects to a challenging but navigable climb that leads to the Temple of Tasanar. A successful DC 15 Survival check at the arrival point gives a character subtle hints as to which direction leads to civilization. This DC decreases to 5 if the character visits the nearby campsite, where subtle marks carved into the rock wall indicate a wall, fire, and food. The campsite has a small cache of dried food stored in a large stone jar, and the fire pit has enough kindling and logs to last a few hours (generously left behind by previous travelers).

### BLIZZARD ELEMENTALS

The most destructive creatures in Szneshnya are the **blizzard elementals**, physical manifestations of winter storms. They appear as blue-white vortexes of ice and snow with the vague shape of a humanoid face at the top. They are hateful and cruel, and enjoy separating travelers from a group so their prey can freeze, starve, or fall to their death. They've been known to carry back their dead foes and leave them to be found by other travelers, frozen solid with their mortal wounds still visible. Individually they can be bargained with, but they have no hierarchy (so they don't speak for or negotiate on behalf of

their kind) and they hold to their promises only as long as it is convenient for them.

The elementals know that there are only a few remaining settlements of "hot filth" (as they call the monks and other warm-blooded creatures like the PCs), and that eliminating this filth will give them the tools to reach other worlds full of new creatures to torment and kill. Their eagerness for new victims makes them reckless and disorganized, prone to attacking monasteries with insufficient numbers. A powerful leader (of their own kind or some other cold-based creature) could force them to work together and accomplish their long-term goals.

These elementals originate from Szneshnya's moon, brought here by powerful magic wielded by an ancient enemy of one of the monastery founders. It is possible to banish them back to the moon, singly or in groups, if the correct countercharm is spoken in an elemental's presence. Discovering the countercharm requires several days of research in the monastery libraries and a successful DC 22 Arcana check. Using the countercharm is an action (like casting a spell), and if pronounced correctly (DC 15 Arcana check) all blizzard elementals within 30 feet must succeed at a Will save (DC is the character's spell save DC, or Charisma if the character doesn't have a spell

*Blizzard elementals have **air elemental** stats, except half the damage they inflict is cold damage; alignment neutral evil. Exceptional individuals are of Huge size and have the Cold Breath of a **young white dragon**.*



save DC) or be permanently banished back to the moon. The countercharm can also be used on air elementals, but they have advantage on the save, and the banishment lasts only one minute.

## TEMPLE OF TASANAR

### ◀ READ ALOUD ▶

*The mountain path ends in narrow stairs that cross back and forth up the front of a tall, fortress-like wall, leading to a small unobtrusive door. Hooded figures are visible behind the wall's crenelations.*

This secluded monastery is home to about twenty zealous monks and about forty other people who help guard and maintain it. Although their practices used to be focused on enlightenment and advancing their spiritual growth, now they study their martial arts and ki skills to protect themselves and their unique treasure from the invasive blizzard elementals. The temple leader is a human named **Blue**, and her second-in-command is a humble doppelganger named **Bayaum** (he uses his natural form among people of the temple, and uses his mind-reading to help his fellow students understand themselves better, but takes on a human shape when strangers are present).

Although originally built for seclusion rather than fortification, the temple's configuration makes it relatively easy to defend against ground-based attacks, as the narrow stairs along the wall limit how many assailants can approach at a time and force attackers to be fully exposed during their approach. Of course, the elementals can fly, so the defenders have to make do with heavy crossbows (and magical bolts, which are always in short supply) against such creatures until the monsters are within melee range of the monks.

The monks of Tasanar are in contact with three other surviving monasteries (Albasharn, Modri, and Rethyl), mainly through meditative telepathy but sometimes by sending small groups to sneak across the landscape with news and useful supplies. There are rumors of one other monastery called Gomm, located far from here and uncommunicative since the elemental invasion, but nobody alive today can truthfully claim to have visited there or know what secrets and treasures it holds.

Three **timeless ones** rest in indoor shrines, each concealed behind a woven cloth screen. Any member of the temple is allowed to try communing with them, although it's much simpler for monks than any other member. A visiting monk who demonstrates the

proper skill and shows appropriate respect toward the temple can ask to commune with the timeless ones, including having a local monk telepathically facilitate this connection if necessary (the doppelganger Bayaum is especially good at this). The timeless ones were once monks of levels 10 to 14, and each lived well over eighty years, so they are incredible resources for people seeking wisdom and experience.

If the people of this temple ever had to abandon their home, they would be sure to bring four things with them: their piece of the *Ragnarok anchor* (see the box), and the bodies of their three timeless ones (or, if unable to carry their entire bodies, just their heads). Losing the timeless ones would be a terrible blow to their morale, even if most of the people still lived.

### THE RAGNAROK ANCHOR

Buried in a secret place at the Temple of Tasanar is a piece of an artifact called the *Ragnarok anchor*. If the six pieces of this artifact are reassembled, it automatically activates and launches Szneshtya across the multiverse, causing it to crash into another random dimension. This collision will displace creatures and terrain like a massive earthquake, landslide, and avalanche, killing most creatures on this plane and probably thousands more on the destination plane.

The monks consider it their sacred duty to keep the parts of the artifact hidden and protected. Two pieces of the *anchor* are concealed in or near the Temples of Modri and Rethyl, two others have been seized by the blizzard elementals from the ruins of fallen monasteries (and have been tucked away somewhere until they find the remaining pieces), and the location of the sixth piece is unknown (but may be in the Temple of Gomm).

### SZNESHNYA ADVENTURE HOOKS

- A piece of the *Ragnarok anchor* can be used as a replacement for a broken part of another useful artifact, but to claim it, one must first convince the monks (or blizzard elementals) to give it up.
- A bizarre strain of the curse of lycanthropy transforms victims into yeti-like creatures, and the ritual to cure them only works under the light of Szneshtya's moon.
- Someone wanting to craft a *frost brand* weapon needs the solid "heart" of frozen air from the core of a blizzard elemental as a crafting ingredient.
- A monk wants to learn the telepathic ice magic practiced by the ascetics of this plane.

Blue has **veteran** stats, with the ki abilities of a 7th-level monk; alignment lawful neutral.

Bayaum has **doppelganger** stats, with the ki abilities of a 5th-level monk; alignment lawful neutral.

Timeless ones, page 96





# CHAPTER 19: TOMB OF TOMORROW

**A** lord of time, a primordial some referred to as Kronos, vanished eons ago. Sages of the modern era assume the disappearance of this extraordinarily powerful “time elemental” was for the same reasons other primordials vanished: it was imprisoned somewhere in the Elemental Chaos, as some of its kin are rumored to be.

The truth is more complicated.

For instance, consider the graveyard known as the Tomb of Tomorrow. It lies in a cleft between tumbled mountain ranges in the Shadowfell. Most who are familiar with the tomb believe it’s a twisted reflection of cemeteries from various worlds of the Material Plane. That has become a sort of self-fulfilling prophecy, but the seed that started it was when Kronos, the Lord of Time, was killed deep in that very cleft. Obviously killing a primordial is not an easy task. The corpse remained potent, drenched in temporal potential, and possibly even something that could be raised back into existence. Which is why the mysterious **primogenitor** that killed Kronos created an enormous sealed crypt to contain the body. A crypt that the primogenitor set with powerful undead guardians.

Over time, the founding crypt served as a locus for other graves, mausoleums, crypts, and cemeteries reflected in strange and bizarre ways from Material Plane worlds, as the Shadowfell is wont to do. The secret that lies at its center was mostly forgotten. However, those who discover the place—hoping to ransack the graves of the dead—usually come away scarred not only by the lesser undead, but also by a temporal experience. Unexpected aging, spending a day only to emerge weeks later, or even leaving before they entered are issues graverobbers face.

An especially powerful—or perhaps foolish—graverobber called **Sevior of the Five Faces** reached the most shadowed recesses of the great cleft. He found a colossal upright sarcophagus in the rock face. Sevior believes it is a sealed gate leading to

some never-opened crypt beyond. So far, he’s had no luck opening it. But the graverobber continues to plan and hope. If he cannot open the locked tomb today, he’s confident that he’ll manage it in some soon-to-come tomorrow.

*“If you are afraid of undead and temporal paradoxes, do not come to the Tomb of Tomorrow.”  
—Sevior of the Five Faces*

## **Arcana DC 11 (false):**

The Tomb of Tomorrow is a cemetery located in a future that hasn’t yet occurred.

## **Arcana DC 15:**

The Tomb of Tomorrow is

a graveyard in the Shadowfell containing twisted reflections of graves, crypts, and tombs from a variety of Material Plane worlds.

**Arcana DC 17:** Temporal anomalies are common in the Shadowfell graveyard called the Tomb of Tomorrow. Explorers should watch out for them, visible as glowing points of light.

**Arcana DC 22:** A mysterious crypt lies at the heart of the Shadowfell graveyard called the Tomb of Tomorrow. While its contents are unknown, whatever is buried there has been hidden since time immemorial.

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge just outside the shattered gates that grant access into the graveyard.*

**Level Range:** *Those who restrict themselves to the outer half of the Tomb of Tomorrow find challenges appropriate for characters of level 2–10. Those who press inward face challenges of 17 or higher.*

*Primogenitor, page 164*

## AT THE SHATTERED GATES

### ◀ READ ALOUD ▶

*The foundations of once-mighty gates and a surrounding wall of ashen stone lie broken and crushed at the head of a shadowed defile cut into the tumbled mountains, no longer blocking access. The utterly black sky provides no light, but faint glows visible through the shattered gates pick out the edges of a forest of broken gravestones, cracked mausoleums, and looming crypts.*

Whether the PCs linger at the edge of the gates or plunge into the graveyard known as the Tomb of Tomorrow, they face potential challenges. Of course, they could also turn away from the gates and plunge into the Shadowfell itself; however, what they’d find there exceeds the bounds of this chapter.

*Sevior of the Five Faces, page 102*





Appendix A: Random Planar  
Encounters, page 226

**Despair of Shadows:** Those who stand too long before the gates but do not enter may still feel the melancholic spirit that is as much a part of the Shadowfell as the dimension's dimness, and suffer from Shadowfell Despair.

**Wandering Threats:** More so than many other places in the Shadowfell, undead wander the Tomb of Tomorrow and its edges. Other dangers also present themselves. You can check for a random encounter every 30 minutes that the characters spend in the area, especially if they are exploring. An encounter occurs on a roll of 14 or higher on a d20. Don't check if they've already had a couple of random encounters in any ten-hour period. If an encounter is indicated, you can roll on the following table. Many of these creatures are experiencing an anomalous time state.

## RANDOM TOMB OF TOMORROW ENCOUNTERS

d6 + d4	Encounter
2	<b>Bone devil</b> looking for grave goods
3	1d6 + 2 <b>specters</b>
4	<b>Random planar</b> graverobber
5	1d6 <b>ghasts</b> in skipping time states
6	<b>Banshee</b>
7	<b>Ghost</b> in an accelerated time state
8	<b>Bone naga</b> in a slow time state
9	1d6 + 1 <b>wights</b> in mourner's guise
10	<b>Stone golem</b> patrolling

**Temporal Anomalies:** Once PCs move beyond the shattered gates and into the graveyard proper, they notice oddities with the passage of time, potentially afflicting only some of the characters and not the others. These anomalies are centered around orbs of white light that resemble will-o'-wisps. Temporal anomaly foci pop into and out of existence randomly but are thicker the deeper PCs move into the graveyard, and especially so once they reach the **colossal crypt**.

Colossal Crypt, page 102



If a character moves to within 30 feet of an anomaly focus (AC 17, 33 hit points; incorporeal nature means that the focus of the anomaly resists damage from nonmagical sources), they must succeed on a DC 13 Wisdom saving throw. On a failure, they are shifted into an anomalous time state. Each minute of time that passes in the standard time frame (even if that's not how much time the affected character experiences) allows a target to attempt another saving throw to emerge

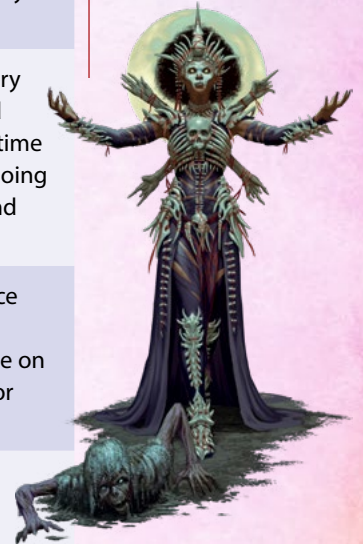
from their altered temporal frame. Even if an anomaly focus is destroyed, any altered time states it previously inflicted on a creature remain until the target makes a successful saving throw.

Besides altered temporal frames, PCs may discover that they've lost months of real time after spending only hours or days in the Tomb of Tomorrow (the most common group anomaly). Assume the PCs lose about 50 (d100) days in this fashion.

## ANOMALOUS TIME STATES

### d6 Altered Temporal Frame for Individuals

- 1 **Stopped:** Time moves so slowly for this PC that from the perspective of everyone else, they stand like a statue (they are immune to damage, cannot be moved, and are incapacitated). From the PC's perspective, everything around them flits about with uncanny speed, so fast in fact that others appear as streaking blurs. Only fixed objects appear solid. The PC essentially takes no turns while in this state, at least relative to creatures not in the same state.
- 2 **Skipping:** This PC may not realize it initially, but they are part of the time stream only every other round. From their point of view, creatures in their environment jerk suddenly ahead into new positions or even locations. From the perspective of creatures in the sequential time state, this character exists only every other round. Once it's clear to the character what's going on, you can choose whether to assign the player the responsibility of tracking which round their character exists and which round they do not.
- 3 **Slow:** This PC remains part of the time stream but moves through it very slowly. Their voice is noticeably lower in pitch, and they have disadvantage on all checks, saves, and attacks related to creatures that are not also in the slow time frame, and creatures have advantage on attacks against them. This character can't understand the speech of a character in a fast (or accelerated) time state—it zips by too quickly.
- 4 **Standard:** This PC is experiencing time normally and can see most clearly what other characters are experiencing. A PC who experiences this time "shift" is safe from the time-shifting qualities of this particular anomaly focus. This result has the effect of releasing a creature from some other time state, returning them to "normal." Once a creature has achieved this standard state, they are no longer subject to random temporal frame changes unless they wish to be.
- 5 **Fast:** This PC remains part of the time stream but moves through it more quickly. Their voice is noticeably higher in pitch, and they have advantage on all checks, saves, and attacks related to creatures that are in a slower time frame, and creatures attacking a fast PC have disadvantage. This PC can't understand the speech of a character in a slow time state, as it's too low pitched and distorted. This temporal state is a physical strain, and a character gains one level of exhaustion each minute they experience it.
- 6 **Accelerated:** This PC remains part of the time stream but races through it. Their voice is a shrill whine that can't be understood by those not in the same state; they have advantage on all checks, saves, and attacks related to creatures that are in a slower time frame; and they can take two turns instead of one each round. However, this state is a severe physical strain; a character gains two levels of exhaustion each minute they experience it.





## GRAVEYARD INTERIOR

Once through the gates, PCs find themselves in what is essentially a necropolis several miles wide and at least 10 miles long, set between a defile wide at the gates but growing narrower the deeper one travels inward.

### ◀ READ ALOUD ▶

*Icy breezes stir a low mist turbulently flowing amid a jumble of vaulted tombs, gravestones, and the occasional mausoleum. Scattered broken coffins and sarcophagi lie here and there as if dropped randomly from a height. Glimmers of light float in the distance like beckoning will-o'-wisps. Between them, shadows slither among the houses of the dead, dark simulacra of dead things.*

Even if PCs are determined to head straight through the graveyard to the back of the defile, hoping to find the colossal crypt there and/or rendezvous with Seviar of the Five Faces, they'll end up encountering one or two random creatures and probably at least one time anomaly, as previously described.

Seviar has **archmage** stats. Equipment: "time anchor" crystal globe with clockwork interior that renders him and anyone he chooses within 100 feet immune to the effects of anomalous time states (page 101) for 10 hours. (If asked, he says he picked it up in a dimension called "Panaton.")

Piedmunt has **ecclesiastic** stats (page 170).



PCs who try their hand at exploring random tombs find that most of them are empty except for dust and rotted grave wrappings, with the names of their residents so worn that they are impossible to read. However, here and there are more substantive tombs, which are unbroken, vaulted stone structures that contain remains, as well as larger mausoleums with several crypts inside. PCs are likely to run across a few graverobbers as they pass through the location. If you wish, use the table on page 103 for additional encounters. For each few minutes that the PCs spend moving through the graveyard, choose (or roll a d10) for inspiration on what they find.

Unless noted otherwise, PCs see an image or epitaph on a tomb's sealed door in Common. The epitaph is usually associated with a name, but the name is either worn off or, more likely, scratched away by other Tomb of Tomorrow undead. To find out what might be inside, characters must break into the vault, which they can usually manage automatically with a few rounds of concentrated effort. If an undead is encountered, it usually resists PCs stealing associated grave goods, if any.

## COLOSSAL CRYPT

Where the broad defile narrows, a passage 50 feet wide and tall continues into the tumbled mountainside for another 100 feet, before opening into a colossal crypt.

### ◀ READ ALOUD ▶

*A massive sarcophagus fills the far wall, at least 50 feet high. Golden points of light drift about it, concentrated near the top, illuminating the carved features of a humanoid face in deathless repose. A couple of tents and other evidence of a camp litters the ground around the base of the sarcophagus.*

The PCs probably also see a human in wizard's robes magically flying about the sarcophagus, continuing his ongoing study of the place. This is **Seviar of the Five Faces**. Unless the PCs successfully hide from him—or attack him, in which case he responds in kind—he flies down to meet his visitors.

The only other person in the camp is a slender man wearing monk-like robes and carrying a rosary with an hourglass at the end. His age is impossible to pin down. This is **Piedmunt**, who is Seviar's partner, guardian, and camp maintainer. Piedmunt speaks so little, he might as well be mute.



## TOMB ENCOUNTERS

## d10 Tombs of Note

- 1 *"Washed in the night rain, I sleep in peace."* Inside, piles of books lie around a **skeleton**; the books are mostly overwrought poetry. If searched, one is found to confer the effects of a *scroll of protection (fiends)* if read from front to back (which takes about an hour, and the book falls into dust afterward).
- 2 An image of a winding piece of fabric is etched on this tomb. Inside lie heaps of mostly rotted yarn of every color and hue, spilling from baskets piled one atop the other, under which a periodic clicking is heard. If the baskets are cleared away, two **crawling claws** are revealed tirelessly working on knitting a scarf dozens of yards long that seems like it is decaying as fast as the disembodied hands can extend it.
- 3 *"Never lifted a tankard to his lips too full to drain in one pull."* Inside, a tremendously large corpse (with **flesh golem** stats) lies in rotted finery clutching an ornate golden tankard (700 gp value) to its chest.
- 4 *"Numbers never lie, but people lie with numbers."* Inside, a small, locked metal box (AC 19; 20 hit points; DC 15 Dexterity check with thieves' tools to pick) lies at the foot of a mound of dust. If the box is touched or taken, the dust begins to swirl around as if about to take form, and stops if the box is replaced. (However, nothing takes form.) The box contains an abacus with gemstone beads (1,000 gp value).
- 5 *"She loved her pets more than herself."* Inside, a separate coffin of painted wood in remarkably good condition holds the withered corpse of a woman wearing noble's clothing, also in great condition. A ring on one finger is a rose pink opal shaped like a heart (350 gp value). At the foot of the corpse is a stuffed dog, posed to resemble a state of peaceful sleep. If the woman's corpse is disturbed, the dog animates as a **hell hound**.
- 6 The image of a winged eagle in flight is etched on this tomb. Inside is an aviary of dozens of bird cages, all containing long-dead and mummified birds. A determined searcher who empties out every cage eventually finds a lone magical egg. Anyone who eats it must succeed at a DC 20 Constitution saving throw or grow vestigial wings that do not provide the ability to fly.
- 7 The image of a fantastic flower arrangement is etched on this tomb. Inside, a strong floral scent pervades the air. A colorful 3-foot-tall urn stands amid heaps of dried flowers. If the flowers are disturbed, a **ghost** resembling a young woman appears and attacks. If it succeeds in possessing a character, the character rushes out into the graveyard, calling out "Markus, you bastard!" until a random encounter is triggered, at which point the ghost leaves the possessed character to deal with the fallout.
- 8 The image of a cluster of vials and jars is etched on this tomb. Inside lies a corpse (with **flesh golem** stats) dressed in a wizardly smock covered in pockets. Most of the pockets contain dried and debased ingredients one might use to craft a potion. However, the pockets also hold the following potions: *fire breath*, *invulnerability*, and *poison*.
- 9 This tomb has been broken into previously. Inside, a sarcophagus lies ajar, containing only dust. The sarcophagus is actually a **mimic**.
- 10 *"His confections were as sweet as children's tears."* Inside, a heap of dust lies on a bier. Shelves on the wall hold wrapped foodstuffs, all mostly dried and/or hardened beyond usefulness. However, a small tin painted blue holds one piece of candy wrapped in foil. Anyone who eats it gains 5d6 temporary hit points.





**Sevior of the Five Faces:** White haired but otherwise apparently in his middle thirties, Sevior is a bit lonely, with only his devoted friend Piedmont to keep him company, and Piedmont never speaks, revering time itself as his god. Sevior is eager to talk, and eager to involve those who seem capable in his experiments. He relays the following as part of regular conversation, ending with a request for the PCs to help him finally open the sarcophagus.

- "I have been studying this tomb for months, though I suppose years or decades have passed outside. I've determined this tomb is meant to contain Kronos, the Lord of Time. A temporal primordial."
- "I hope to commune with time itself, and learn its secrets. The only problem is that a powerful undead guardian whose nature I cannot fully discern guards this passage. If I open it even

a crack, the guardian will emerge and destroy anything animate in this entire region."

- "I have 'five faces' because I have four siblings. All five of us look alike; we were born quintuplets."
- "Help me open the tomb? If we beat back the guardian, together we can share in Time's bounty."

## OPENING THE SARCOPHAGUS

If PCs agree to help Sevior, he begins a ritual that lasts one full day. At the end of that period, an **ancient black dracolich** emerges and attacks. If it drives off invaders, it reseals the tomb, and assuming Sevior survives, he would need to spend another span of time (decades in the outside world) trying to open up the crypt once more, only to again fight its guardian.

**Time Trip:** The "remains" of whatever was interred here appear as a vast surface upon which all images from all time constantly stream. The surface is a one-time gate to any spatial or temporal location that exists or will exist. Those who step through need only keep the location in their thoughts, and they are transported there. Otherwise, they are flung to a random location in space and time somewhere in the multiverse. Should they survive, and somehow one day make their way back to the Tomb of Tomorrow, for them, the interior of the tomb is empty of all but dust.

## TOMB OF TOMORROW ADVENTURE HOOKS

- A mage researching temporal spells wants a sample from the Tomb of Tomorrow.
- The PCs are hired by Sevior to bring him supplies to extend his stay in the Tomb of Tomorrow.
- PCs attempting a shortcut by traveling through the Shadowfell end up in the Tomb of Tomorrow.





## CHAPTER 20: TYRANT OF WAR

**G**iven to making deals, the lord of the second layer of Hell once entered into a singular contract. In exchange for a piece of every soul sundered through its use, Dispater fashioned an interdimensional war machine. Not personally; he set the devilish smiths of Dis to build it, a task of decades, and one requiring not a few of the iron fortresses of devil nobility to be melted down and used as the magical composites required for the warcraft's framework.

When finally completed, a masterpiece of destruction was launched. Dubbed *Tyrant of War* (often shortened to Tyrant), the almost-intelligent craft was composed of five linked levitating segments, each hundreds of feet long. Tyrant possessed the power to travel between dimensions, to fly above target cities and worlds, and to rain down hellfire-laced attacks of cataclysmic potency.

But those who took possession of Tyrant lost control of it, possibly before they even used it to conquer a single other world or dimension. Since then, everyone else who has found and claimed the craft eventually misplaces it, too, usually sooner than later. It's more than bad luck; it's a curse—possibly one woven into the very structure of Tyrant itself by its devilish smiths. Dispater won't say, though if asked, he will laugh about it as if reminded of a favorite anecdote.

Which is why Tyrant is now lost somewhere on the planes, awaiting a new discoverer to attempt to wage war with it. Over the course of centuries, many nations and singular powers have tried to find and claim it. But the most serious and longstanding group seeking the craft is the Tyrant Tamers' Guild.

**Arcana DC 11 (half true):** *Tyrant of War* was an ancient fiendish warship destroyed in a conflict between demons and devils.

**Arcana DC 13:** Tyrant is an immensely powerful war machine, capable of traveling between planes, lost somewhere in the multiverse.

**Arcana DC 15:** A widely distributed group called the Tyrant Tamers collates information about Tyrant; the guild is likely a good resource for those also seeking *Tyrant of War*.

**Arcana DC 17:** When unpiloted, Tyrant randomly jumps worlds and dimensions.

**Arcana DC 19:** Tyrant seems to bear a curse; every time it is found, those who claim it soon lose it, usually through a series of mishaps and possibly even by mishaps suffered aboard the craft.

**Arcana DC 23:** Perhaps a careful analysis of the Archivists' chronicle in the *Library of Worlds* in *Timeborne* would allow a reader to chart past sightings of Tyrant and work out a pattern to its movements, allowing a searcher to predict its future appearances.

### FINDING TYRANT OF WAR

*Tyrant of War* has magical cloaking that keeps it from being viewed or located via normal magic. If someone uses a *wish* or similarly powerful magic to find it, the warcraft becomes aware of the attempt in its limited way, and immediately jumps to some other random planar location.

If PCs find a reliable chronicle of past sightings (such as the record kept in the *Library of Worlds* in *Timeborne*, located on a plane-hopping moon called the *Planebreaker*), spend a few months in research, and then succeed on a DC 20 Arcana check, they can predict where Tyrant will be within about a two-month window. However, if they find Tyrant in this fashion but then lose track of the craft, the same method won't work twice; Tyrant changes its pattern. It'll take another decade to build up enough sightings to be successful.

Another way to find *Tyrant of War* is merely to be in the right place at the right time. That could be luck. Or it could be fate, in which case *Tereculon* might be able to give PCs what they need to know.

Lastly, known to virtually no one, the warcraft has a key. If someone finds the key (see the adventure "*Tyrant's Key*"), they could travel directly to Tyrant, in whatever dimension the warcraft was currently lost. However, the key was found by the Tyrant Tamers' Guild long ago, broken up, and scattered across the planes.

A lost interdimensional warcraft fashioned by a duke of Hell waits to be claimed so war may once again be waged across the planes.

*Library of Worlds*, page 24  
*Timeborne*, page 19

**Planar Arrival:** One must already know on which plane Tyrant currently floats adrift to use a *Path* token or other method of interdimensional travel to find it. Seekers who do this appear at a location about half a mile from the floating craft, with a clear view of it but no obvious way to reach it. Since the warcraft likely sits in a random plane, the nature of where seekers arrive is variable, but usually not deadly.

*Planebreaker*, page 6

**Level Range:** Groups who seek to secure Tyrant should be level 5–10 (at minimum) to face the immediate challenges the "recalcitrant" warcraft throws at those who attempt to claim or pilot it.

*Tereculon*, page 42

*Tyrant's Key*, page 200





## TYRANT OF WAR

If found, Tyrant is an impressive, disturbing sight.

### ◀ READ ALOUD ▶

*Floating without support, five metallic monoliths—each hundreds of feet long—hang in the sky like malicious watchers. Green fire burns across them, swirling in sickly gyres. Though separate, the monoliths seem to represent a single linked object. An object seeming to promise infinite destruction, should its five-fold gaze fall upon you.*

If Tyrant is under the control of a group or individual with malicious intentions, seeing the warcraft is even more reason for alarm, because hellfire is probably soon to follow. But usually, Tyrant randomly appears in new dimensions, often finding an out-of-the-way place to reside. Thus, catching a glimpse of the ship is a rare experience—and a potentially terrifying one.

**Frightful Presence:** Each creature that directly views *Tyrant of War* for the first time when within a couple of miles of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect

on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature becomes immune to Tyrant's Frightful Presence.

## CONTROL MONOLITH

Only one of the five monoliths making up the craft has person-accessible interior spaces. The other four are mostly solid objects, stuffed with various elements of the magical machinery empowering the ship's impressive abilities.

**Boarding the Control Module:** Finding Tyrant is the hard part; boarding is much easier, assuming someone else isn't already in control of the craft. The ship remains at a constant level, levitating without shifting position regardless of external weather. Someone who can fly or has very sharp vision and spends a couple of minutes surveying the ship identifies one or two methods of entry.

First, on a successful DC 8 Perception check, an observer notices that four of the monoliths have an open, cave-like mouth about 30 feet in diameter at the tip. Someone able to fly could easily enter one of these, possibly not realizing that each is a **throat of Dis** (a port for a massive weapon's fire).

Second, on a successful DC 12 Perception check, an observer notices that one of the monoliths (the

1. *Throat of Dis*, page 108



one without an opening at the tip) sports a large double gate—an **entry gate** not unlike what one might see on the side of a fortress. Someone able to fly could reach and try to access these gates to gain entry.

**General Conditions:** The following conditions hold aboard the ship, unless noted otherwise.

**Gravity:** Beginning with the porch outside the entry gate, up and down is relative to the long axis of the monolith. So, once inside, it's not like being inside a tower, but like being inside a long structure. This remains true regardless of the external orientation of the monoliths. Evasive flight and

impacts felt externally are still felt as passing jolts and shocks, but Tyrant's gravity usually returns.

**Atmosphere:** Tyrant maintains its own breathable air and climate, regardless of conditions outside the craft. The same is true of climate, a humid 80 degrees Fahrenheit with a hint of sulfur every so often.

**Metal Shell:** The exterior of Tyrant is a devilish metal alloy. Attempts to teleport, phase while incorporeal, and move through the Border Ethereal into and out of the craft are stymied.

**Devil Haunted:** Those aboard Tyrant are immune to any general qualities that sometimes afflict (or enhance) visitors to that plane. However, Tyrant has a devil-haunted quality of its own suffusing the craft.

Entry Gate, page 108

## DEVIL HAUNTED

A Hellish influence pervades Tyrant. Visitors feel it whenever you deem it appropriate, though usually not more than once per group per new compartment explored. Ask a PC you choose to make a DC 9 Wisdom saving throw. On a failure, the character is affected by a manifestation of evil.

## TYRANT MANIFESTATION OF EVIL

### d10 Effect

1–2 **Devil Claw.** A devilish limb materializes from the material of Tyrant and swipes at a character with three claw attacks, then fades away.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

3–4 **Hellfire.** A devilish limb materializes from the material of Tyrant and throws a ball of green fire at a character, then fades away.

**Hellfire.** *Ranged Spell Attack:* +6 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage each round until the character succeeds on a DC 12 Dexterity save to put out the flames.

5–6 **Devil in the Flesh.** 1d3 **bearded devils** attack the characters, springing fully formed from the shadows (possibly with surprise), and fight for a few rounds before dissipating, as if pulled back into the deck plates.

7–8 **False Visage.** The character sees one of their companions with the horrific face of a devil for 1 minute. They can attempt another Wisdom saving throw each round to end the effect early, but until then, they are affected as if by the ship's Frightful Presence (even if they saved earlier and would normally be immune) and they must either attempt to eliminate or run from their devil-faced ally.

9 **Dreams of Horror.** The character falls unconscious for 1 minute, screaming at horrific dreams. When they wake, they can't remember what they saw, but they have gained 1d2 levels of exhaustion.

10 **Subsumption.** Devilish limbs materialize from Tyrant and try to pull the character into the deck plates. The character must succeed on a DC 12 Constitution saving throw. A creature that fails the save begins to be pulled in and is restrained. The restrained creature must repeat the saving throw at the end of their next turn. On a success, the effect ends. On a failure, they become fully encased in the metal and/or stone of the deck but are still visible, like a relief carving. The effect lasts until the creature is freed by the *greater restoration* spell or other magic.



If someone on the command deck (compartment 8) fires one of the hellfire lances, anyone in a throat of Dis tube is subject to double the normal damage.

## 1. THROAT OF DIS

### ◀ READ ALOUD ▶

*This 30-foot-diameter cavity is jacketed in dark, soot-stained metal.*

The four monoliths that are not the control module each have an open cavity at their tip. Those who enter experience gravity readjustment; suddenly, instead of ascending a vertical tube, explorers walk along a circular tunnel leading deeper. Every few dozen feet, the temperature noticeably increases, and the air itself begins to glow, as if about to kindle to flame. About 200 feet in, the tunnel opens into a wide space like a reactor chamber. Anyone who enters takes 63 (18d6) fire damage on a failed DC 18 Constitution save, or half as much damage on a successful one, each round they remain. There are no obvious exits other than the one explorers entered by.

## 2. ENTRY GATE

### ◀ READ ALOUD ▶

*A grand gate-like edifice emerges from the monolith's side, resembling almost exactly a fortress gate forged of metal. The metal is patterned with all manner of fiendish faces, weapons, and flames. Coiling within these patterns are flickers of green flame, especially in the eyes of the carved visages.*

A ledge protrudes in front of the gate, allowing explorers to land and experience the new gravity regime of the ship. Unless someone else has taken control of Tyrant, approaching within 10 feet of it causes the gates to swing open with a shriek of metal on metal. A thin drizzle of green flame falls intermittently from above the gate, spatters on the lip, and dissipates. Those who duck through the drizzle must succeed on a DC 13 Dexterity saving throw or take 22 (4d10) fire damage. (A successful *dispel magic*—DC 13—suppresses the drizzle for 1 minute.)

## 3. HELLHOLD

### ◀ READ ALOUD ▶

*This vast, mostly empty expanse is tiled in stone carved with Infernal script. Great metal chandeliers hang high above, burning with green flame. The place has the look of an abandoned warehouse, or maybe a deserted billet for warriors. A few clusters of crates and barrels are visible in the corners and along the walls.*

Upon entering this area, one PC is subject to Tyrant's **Devil-Haunted** quality.

Most of the crates and barrels contain a low-quality hardtack, biscuits with a slightly sulfuric taste.

Probably something to feed soldiers. In total, the PCs can recover almost a thousand pounds of the stuff.

One crate holds a variety of mundane weapons, mostly longswords and axes. All seem slightly warm to the touch, as if they yet hold a memory of the hellish forges that birthed them.

## 4. BRIG

### ◀ READ ALOUD ▶

*This area contains several cells, each secured by thick metal portcullises. Some of the cells hold shadowed debris.*

Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality.

Levers outside each cell raise the iron bars. Most of the debris is an accumulation of mud and dirt, as if the area had been flooded with especially murky water at some point in the past.

One of the cells contains the skeleton of a dead devil half buried in the muck. A search of its remains uncovers a huge black iron mace (a *mace* +1) with the same look and feel as the weapons in the hellhold.

As PCs leave the cell with the dead devil, unless they took pains to secure the portcullis, it fails and skewers a PC for 7 (1d10 + 2) piercing damage on a failed Dexterity roll, holding them restrained (escape DC 15) and inflicting an additional 7 (1d10 + 2) piercing damage each round they remain caught.

## 5. CREW QUARTERS

### ◀ READ ALOUD ▶

*Several well-constructed wooden doors with iron trim line this wide corridor.*

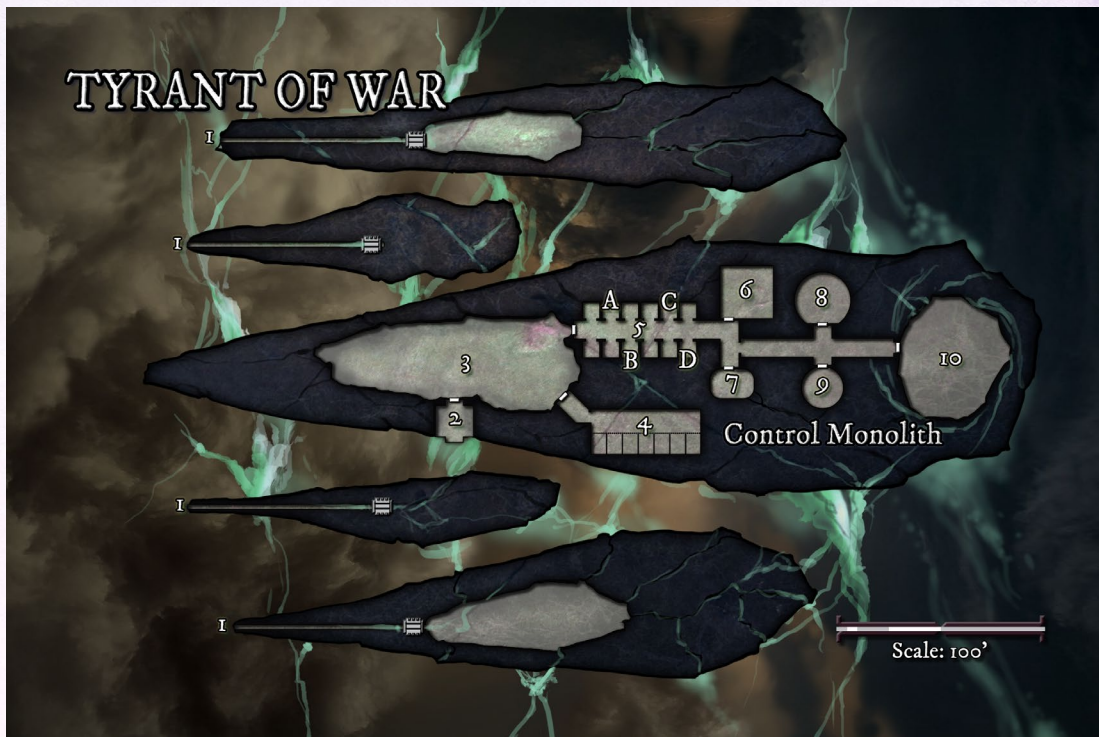
Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality; however, instead of a regular Devil-Haunted effect, they (and they alone) hear a faint cry for help coming from behind the door labeled D on the map. The sound seems to be that of a small child, and the character is convinced it's real. The effect ends only after they investigate.

The chambers shown on the map contain two sets of bunk beds, each equipped with fiendishly uncomfortable iron springs instead of mattresses, as well as four metal footlockers. Most are empty except as follows.

**A:** The metal bunks are broken, smashed, and rent by claws. A dirty and burned human male lies on the floor. He has no memory of his name or how he got here. He seems harmless, but under questioning, or if PCs drop their guard, he becomes a ravening devilish creature (**weretiger** stats, with fiend [devil] type).

Devil Haunted, page 107





**B:** The door is locked (DC 15 Dexterity check with thieves' tools to pick). Inside, the bunk beds have mattresses, neatly folded blankets, and pillows. Each footlocker contains personal belongings of a soldier sent off to fight, including 10d10 gold pieces. One has a short letter. "Sareh, with Tyrant under my control, the enemy will pay! We shall scour them from the world! ~Juhn." Besides the letter, there is no sign of Juhn, when they were present, or what fate befell them.

**C:** A single four-poster metal bed is here, without mattress or bedding. Instead of a footlocker, this room has a tall and impressive wardrobe of shining wood. It is locked (DC 15 Dexterity check with thieves' tools to pick). Inside are three pairs of different but quite appealing noble's clothes of different cuts (all valuable), plus one set of military dress clothes, also very fetching, all suitable for a Medium humanoid.

In the pocket of one set of clothes is a *luckstone*.

**D:** This chamber is completely empty, save for a few scratches along the ceiling and a bloodstain on the floor. The first person to investigate the bloodstain must succeed on a DC 13 Charisma saving throw or become possessed by a *spirit of a devil*. The possessed character may not even realize it at first, other than feeling a bit warmer. It's only if they get to the Tyrant core (compartment 10) that the spirit asserts itself and attempts to use the character to trigger the Hellwave setting.

## 6. LABORATORY

The reinforced wooden door to this chamber is locked (DC 15 Dexterity check with thieves' tools to pick) and magically trapped with a *glyph of warding* (explosive runes, DC 13).

### ◀ READ ALOUD ▶

*Mystical signs are etched in the floor, a couple of workbenches contain a litter of glassware, and the walls are covered with shelves that hold small drawers, fluid-filled glass jars, and charms.*

Upon entering this room, one PC is subject to Tyrant's Devil-Haunted quality; however, instead of a regular Devil-Haunted effect, they (and they alone) are afflicted with a growing thirst. Easy enough to ignore at first, but after a few rounds it becomes such a maddening urge that it can only be slaked by grabbing a glass jar of acid from a nearby shelf and chugging it. Doing so (or attempting to do so) ends the devilish urge. A character who manages the feat unimpeded takes 49 (11d8) acid damage on a failed DC 14 Constitution saving throw, or half as much damage on a successful one.

This fully stocked wizard laboratory contains many needful components for potion making and spell research. A character could find components worth over 1,000 gp by going through the drawers and jars.

*The spirit of a devil has **ghost** stats for the purposes of possession.*



## 7. COSMOLOGY

### ◀ READ ALOUD ▶

*A wide, bowl-like cauldron occupies this space, about 3 feet high and 15 feet in diameter. Scintillating fog fills the bowl's interior to the brim.*

Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality.

If an intelligent creature investigates the bowl, a three-dimensional image forms in the fog, showing a stylized image of the dimension Tyrant is currently visiting, an image of Tyrant itself, and "nearby" dimensions. Labels (written in Infernal) name the ship and the nearby dimensions. If someone tries to adjust the view by physical manipulation, they can do so if they succeed on a DC 15 Intelligence check. Manipulation allows much finer views of the current dimension, as well as nearby dimensions (cosmologically speaking). If someone spends a few minutes exploring this magical device and succeeds on another DC 15 Intelligence check, they gain enough knowledge to pilot Tyrant into another dimension from the command deck (compartment 8).

## 8. COMMAND DECK

### ◀ READ ALOUD ▶

*Two thrones face a wide veil of green transparent light, through which the exterior of the craft is visible. One throne is crimson, and mechanical levers protrude from its armrest. The other throne is emerald and has similar levers.*

Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality; however, instead of a regular Devil-Haunted effect, they (and they alone) are afflicted with an uncontrollable desire to throw themselves through the veil of green light. If they succeed without being stopped (which ends the effect), they are teleported to the craft's exterior and face a fall from whatever height Tyrant is above the current dimension.

A perfect view outside the craft is visible through the green veil.

**Crimson Throne:** Someone sitting on the crimson throne has the ability to shift the view and magnify it by many times to see distant objects.

In addition to knowing how to operate the imaging magic, someone sitting on the throne is also magically gifted with the knowledge of how to use the levers.

The levers on the right give control over the ship's ability to spin up a portal just large enough to transfer Tyrant to another dimension, but only with knowledge previously gained in the cosmology chamber (compartment 7). Such a leap can't be

taken more than once every thirty-three hours. Currently, an issue of some sort is preventing another leap; the throne sitter knows the problem can only be resolved in Tyrant's core (compartment 10).

The levers on the left open a scratchy, echoing, audible link between the command deck and any other compartment on the craft. This is useful for someone hoping to use weapons, which can be fired only from weapon control (compartment 9).

**Emerald Throne:** The emerald throne's levers allow someone sitting on the throne to maneuver Tyrant like a flying vehicle. The knowledge of how to do so isn't magically conveyed. Some experimentation, several minutes, and a successful DC 15 Intelligence check are required.

*Tyrant of War* is a Gargantuan object with the following statistics.

**Armor Class:** 22

**Hit Points:** 1,000

**Speed:** fly 80 ft.

**Damage Immunities:** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons; immune to any spell or effect that would change its form. Truly destroying the craft probably requires flying it into the River Styx or another epic (and large) region of magical negation.

## 9. WEAPON CONTROL

### ◀ READ ALOUD ▶

*Four fixed iron chairs are arranged in a circle with the backs set so someone seated in them has an easy view of the ceiling, where a veil of green transparent light dances. Through it, a view of the outside is visible. A perfect metallic model of one of Tyrant's monoliths is fixed to each chair, pointing at the veil.*

Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality.

Each model is associated with one of the four monoliths with openings at the tip. If a creature sits in one of the iron chairs, they notice a small lever set on their model's side. If the lever is pulled, the throat of Dis (compartment 1) on the associated monolith activates. A 30-foot-diameter beam of hellfire extends from the mouth toward whatever the monolith is pointed at (usually the ground), with a range of up to 2,000 feet. Where the beam touches down, each creature in a 100-foot radius must make a DC 13 Dexterity saving throw. A creature takes 70 (20d6) fire damage and 70 (20d6) necrotic damage on a failed save, or half as much damage on a successful one. As the fire fades, a **horned devil** is left, which rampages for 10 minutes before being pulled back to Hell.

Each of the four monoliths has a recharge rate of one day.

*Limited dimensions are often too small for Tyrant to leap into. Other spatially constrained dimensions also block access. For instance, the Path (page 9) is too narrow for the craft to enter.*



## 10. TYRANT CORE

## ◀ READ ALOUD ▶

*This huge chamber is dominated by a complex iron frame fixed to the floor. Within it nestles a great red sphere, several dozen feet in diameter. The sphere's surface constantly changes, one moment contorted and textured like stylized flames, then perfectly smooth, then some other disturbing texture, and so on. A thrum vibrates through the flooring here, constant and impossible to ignore. A panel extending from the frame hosts two levers.*

Upon entering this area, one PC is subject to Tyrant's Devil-Haunted quality.

The core (AC 24, 200 hit points) is the power source for Tyrant's dimension-leaping ability, its flying ability, and its ability to exist as five linked levitating modules. If attacked, the core defends itself by triggering a Hellwave.

**Prime the Core:** The left lever on the panel is bent as if someone beat it with a sledgehammer. If unbent (DC 15 Athletics check), it can be used to prime the core for another jump. Doing so causes the core to pulse for 1 minute, then it's ready. (Until recently, the craft was randomly jumping around the multiverse.)

**Hellwave:** The right lever triggers a Hellwave. The core screams in devilish triumph, a sound that grows louder and louder over the subsequent 10 rounds. As the sound grows, every solid surface in the craft begins to slowly exude devils of every type, thousands in all. After 10 rounds, all the devils fully emerge, kill or render helpless every intruder on Tyrant, then meld back into the craft, taking the remains (or captives) with them, never to be seen again. Then the craft jumps to a completely new random dimension, starting a pattern of planar hopping that doesn't follow any previously worked-out pattern.

## TYRANT TAMERS' GUILD

Tyrant Tamers exist as concerned individuals scattered about the multiverse in cities and outposts, usually engaged in some other unrelated activity—such as farming, guarding, teaching, and so on—rather than actively looking for Tyrant. Despite not physically searching, they constantly look for new information regarding Tyrant, whether that's a current location, predicted future locations, or tips and tricks on how to get inside and take control of the craft if ever found.

The Tyrant Tamers' Guild is somewhat secretive, but someone looking for information about Tyrant can uncover the existence of the guild and how it

might serve as a resource. That's purposeful; the guild hopes that someone looking for the craft will find some of their operatives first.

**Secret Purpose:** The Tyrant Tamers' Guild is more interested in finding people looking for the hellish warcraft than in finding the ship themselves. The guild was founded by survivors of locations destroyed by previous incursions of Tyrant. They don't want to find it; they actively work to keep it from being found and falling into the hands of others. While it's true that they collate information about the warcraft's sightings, they only do so to keep tabs on those actually looking for the war machine.

**Tactics:** Pretending to be helpful, a guild member—such as **Manizer**—may send other seekers to incorrect locations where they know the craft isn't, and provide other false evidence regarding the warcraft. They may fall back on the truth, describing how everyone who previously operated the craft lost it, often due to unexplained mishaps and deaths inflicted by the war machine itself. Alternatively, they'll "confide" that, to the guild's great sorrow, the warcraft was recently destroyed by Dispater himself, its creator.

If disassembling seems unlikely to work, a cell of the Tyrant Tamers' Guild will try to exterminate seekers. They may do so by offering to form an expedition with PCs who have already found or are on the verge of finding the craft, and who seek information on how to safely get inside. At a critical juncture, the guild members feed PCs incorrect information about how to safely enter, and as the PCs are dealing with the fallout of that, the Tamers reveal their true colors and attack.

**Typical Cell:** A Tyrant Tamers' Guild cell could have just one member or be made of a group of creatures, all of whom profess to a lawful, if not good, alignment. Thus, one might find **couatls** (in humanoid form), **devas**, **ecclesiastics**, **elars**, **knights**, **priests**, **traveler guides**, and even **storm giants** and lawful good dragons able to take humanoid form. Despite their alignment, and though they might find it painful, they view keeping the Hell-fashioned Tyrant out of the hands of others their highest calling, and someone seeking to find it, regardless of their professed reason, to be an agent of evil. (That said, truly amazing Persuasion checks could temporarily sway a guild member; they are not automatons.)

*Meet Manizer, page 204*

*If a Hellwave is triggered, returning the lever to its original position stops the process, but requires a DC 17 Athletics check (because the lever resists).*

*Ecclesiastic, page 170*

*Elar, page 155*

*Traveler guide, page 168*

*Chapter 33: Tyrant's Key, page 200*

## TYRANT OF WAR ADVENTURE HOOKS

- The PCs need to acquire a powerful weapon to fight a powerful foe.
- Someone bad is about to get control of Tyrant and PCs need to stop them; see the adventure "Tyrant's Key."



## CHAPTER 21: UNITHON, THE GEOMETRICAL

*The basic shapes of Unithon aren't perfectly regular and may be slightly distorted in one or more directions. For example, a sphere might be more like an ovoid, a cube might be more rectangular than square, and so on.*

**Planar Arrival:** *Creatures using a Path token (page 9), gate, or plane shift usually appear at the edge of a green geometric forest, with the city of Deepwater on the horizon.*

**Level Range:** *Unithon is suitable for low- and medium-level characters.*

*Red Pyramid and Green Pyramid, page 115*

**Vertigo and fear:** *Any creature traveling downward outside the cube must succeed at a DC 10 Wisdom save every round or become frightened and poisoned by the strange experience (this sensation lasts several minutes). Failing this save again while already frightened and confused means the creature flees upward until it is on level ground again.*

Unithon is a bizarre remote dimension with different laws of reality than the typical Material Plane world. Instead of jagged mountains, branching trees, and creatures made of flesh, all things native to this dimension, including creatures, tend to be simple shapes such as spheres, pyramids, and cubes. Unithon may be its own demiplane or an extreme corner of a plane with strong connections to precision and order (such as Mechanus).

Pieces broken or cut from an intact object or creature automatically form these shapes, with the source shrinking to maintain its default shape. For example, a cube-boulder struck by a mining pick sheds smaller cubes, and instead of the boulder gaining a crack or hole, it just gets slightly smaller for each piece it loses, until it finally shatters into several smaller cubes. Very large objects, such as mountains, are made up of smaller simple shapes stacked on top of each other. Amorphous things like rivers are a tide of tiny shapes sliding past each other. Even the clouds, **moon**, and sun are enormous simple shapes.

Most native creatures are made up of one discrete shape, but a few are clusters of shapes that remain together. For example, the Unithon equivalent of a squirrel is a small sphere, but the equivalent of an eagle is two wing-like flattened cubes that touch along one edge. These creatures can move and interact with their environment even without apparent limbs, mouths, or other moving parts that a humanoid might expect—a cube-animal can roll about, consume food, and perform other activities common to living creatures. Even if seemingly made of several pieces, all of a Unithon animal's parts are connected and alive, and slicing or separating these pieces is as harmful as dismembering a Material Plane animal. For example, cutting a sphere-squirrel in half creates two spherical halves of a squirrel corpse, and pulling apart a cube-eagle's two wings just results in two cube remnants of a dead eagle.

Despite their shape, objects and creatures of Unithon have the same properties of their Material Plane equivalents. Guano from a pyramid-bat is still

guano and can be used as a material component for a **fireball** spell. A sphere-trout is made of meat and can be eaten and digested by a human. A cube-boulder is made of stone, with stone's typical Armor Class and hit points for something of its size.

**Arcana DC 15:** Unithon is a strange plane where everything is made of simple shapes like cubes and spheres.

**Arcana DC 17:** The intelligent natives of Unithon are called vlatons; they have mental abilities and look like floating cubes.

**Arcana DC 19:** The sun and moons of Unithon are reputedly within flying distance and are inhabited by even stranger creatures than the world itself.

**Arcana DC 21:** Some creatures that visit Unithon succumb to a strange disease that slowly transforms them into simple shapes like those of native creatures.

### THE WORLD CUBE

The entirety of Unithon is an immense cube about a hundred miles on a side, with its top covered in a thick layer of soil-shapes (easily 20 feet or more) that form a substrate for plants and animals to live on. Beneath the soil is a layer of rock-shapes, underneath which is the seemingly impervious rust-colored substance of the world cube itself. The plane has a moderate temperate climate, with gentle seasons where it grows warmer or cooler for a few weeks at a time (including a few days where it's cold enough to snow).

Near the edges of the cube, the soil and rock layers trail off, leaving just the bare cube face, which suddenly forms a cliff that plunges straight down. Flying and climbing creatures can go over the edge and even move down along the vertical face of the cube, but unnatural **vertigo and fear** quickly overwhelm them and force them to turn back. Even birds and clouds rarely go more than a hundred feet horizontally past the edge. For as far as anyone has seen, the sides of the world cube are flat and unremarkable, but nobody knows if it has any





features yet to be discovered. Nobody has been to the underside of the cube, and even mentioning it fills vlatons and other sapient species with a strange sense of horror.

### VISITING UNITHON

Despite its natural laws being so strange compared to the Material Plane, Unithon is generally safe for visitors from other planes (unlike, say, a dimension full of lava, or one where everything is poisonous to typical humanoids). Some people do experience odd reactions to being in the plane. Portions of their bodies change over time to simpler regular forms, such as their head transforming into a cube with their face on it or their hand transforming into a group of ovoids. The GM can have every creature that enters Unithon attempt a DC 12 Constitution save; those who fail experience this transformation within a day or two of arriving. Creatures with an especially strong tie to chaos or a chaos dimension, such as entities native to Limbo, are more vulnerable to this experience (disadvantage on the save), and beings aligned with law, such as those from clockwork planes like Mechanus, are much more resistant to it (advantage on the save).

This alteration causes the creature some distress and takes a while to get used to; the creature usually gains disadvantage on appropriate rolls (such as Perception with a cube-head or attack rolls with a weapon held by an ovoid-hand), but this goes away after a few days of practice. In severe cases (if the creature rolled a 1 on its Constitution save upon arrival), the character's body continues to change into simpler forms until they resemble a native of Unithon.

These changes usually revert within a day of leaving Unithon. The creature can attempt another save each hour they're away, with each success meaning one of their transformed body parts returns to normal.

### THE LIGHT CUBE

This cube has three shining golden sides and three dull leaden sides; it is effectively the local sun. However, it mainly provides light, not heat, and its light doesn't significantly affect local temperatures. It (along with the two pyramid "moons") travels in a circular path above the world cube, slowly spinning as it moves, which creates a day-night pattern similar to what Material Plane creatures are familiar with.



A typical vlaton has **commoner** stats, with AC 13 (natural armor) and disadvantage on sight-based Perception checks; alignment lawful neutral.

## VLATONS

The most prominent sapient species of Unithon are the vlatons. These beings look like marbled cubes of various colors, with older and more experienced ones having more colors in complicated patterns.

Their bodies are made of hard flesh, like a thick callus. A typical vlaton is 1 to 2 feet in diameter, making them about the same weight as a large halfling or small adult human. They can slightly stretch or compress

themselves, temporarily becoming a little taller or broader or otherwise asymmetrical. They have a limited telekinetic ability that allows them to manipulate nearby objects in the same way that a human might use arms and hands, and it is an extension of this ability that allows them to hold themselves a couple of feet off the ground and move laterally. (They also can roll on the ground, but they consider this immature behavior, like a human infant.)

Vlatons can communicate telepathically among their own kind to a range of about a hundred feet, and empathically project simple commands to other Unithon creatures at like distances (similar to humans interacting verbally with wild or tame animals). Their senses are roughly equivalent to those of humans, although their vision and

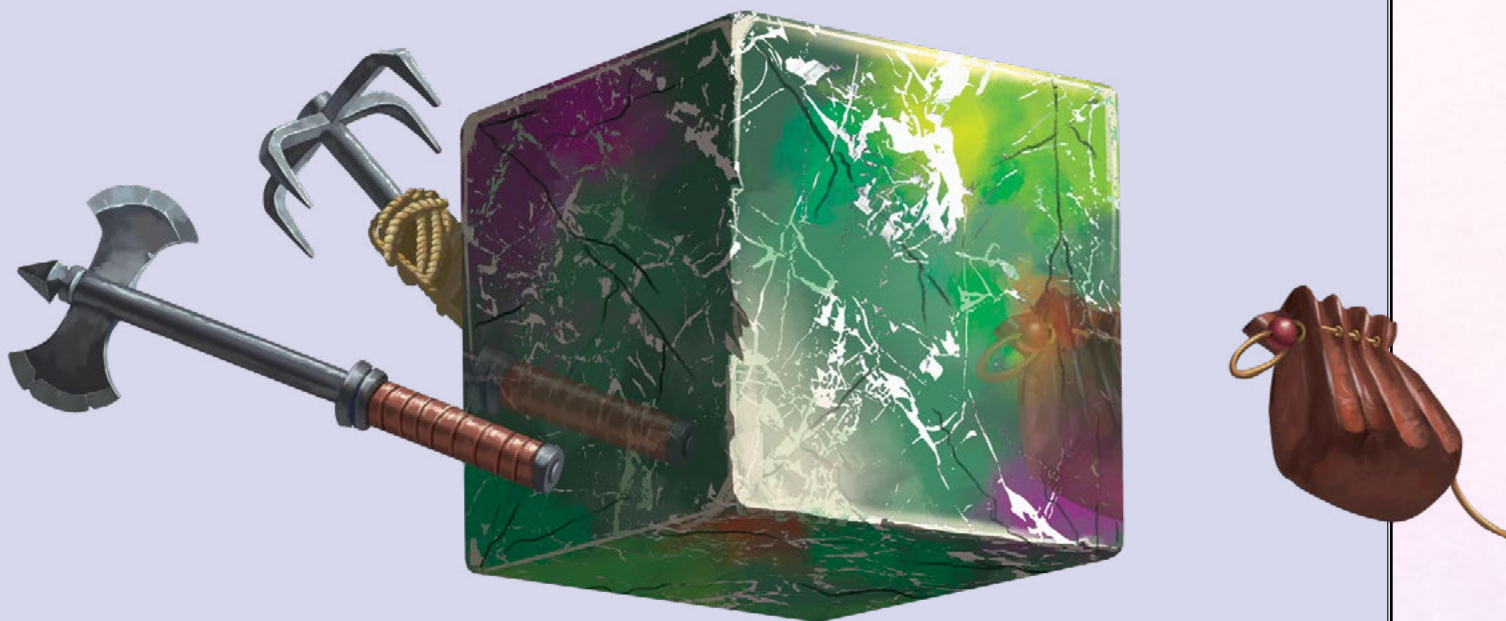
color perception are weaker. They can learn to understand spoken languages and even “speak” by telekinetically vibrating the air around them.

Vlatons have a cooperative society and gather in large numbers to form villages for protection, community, and trade. They tend to form polyamorous family units and have intense opinions about art, music, philosophy, and politics. They temporarily “tattoo” themselves by pressing

“I assure you, your contoured, asymmetrical bodies are quite hideous to my kind, but I won’t hold that against you.”  
—Urno, vlaton ambassador

their bodies against objects with interesting surface patterns. Vlatons who interact with humanoids and other planar visitors often adopt the habit of “wearing” clothing and jewelry, although doing so usually just means draping something over themselves.

Their dimension gets few visitors, so most vlatons have never seen creatures from another plane. Non-native creatures look like hideous monsters to them (the closest translation of the term in their telepathic language is “squished” or “mashed”) and provoke reactions of surprise and fear. If the visitor is nonthreatening, most vlatons are willing to overlook this physical “flaw” for the sake of friendship and curiosity, although deep down they might think of their guest the way a human thinks of a smart, ugly pet.





The vlatons know that the Light Cube is a physical place much like their own world, inhabited by creatures. According to their calculations, it is about 10 miles from the ground and about a mile across. There is breathable air between the world and the Light Cube, so a flying character could potentially traverse this distance and investigate it directly, but no vlaton has felt comfortable doing so.

There are records that every hundred years or so, several strange **shining beings** arrive from the Light Cube, spending a few hours examining things in the world and telepathically spouting gibberish before ascending upward to resume whatever they do there. The vlatons have different theories about these visitors: they are gods or vehicles for the gods, their visits are necessary for the creatures' life cycle, or they are fulfilling some kind of religious pilgrimage.

### RED PYRAMID AND GREEN PYRAMID

Along with the Light Cube, these two celestial objects float in the sky like moons. One is a metallic maroon, the other a metallic teal. They spin and tumble in a random fashion, sometimes rapidly changing direction, so that they often wink and flash as their faces turn toward the Light Cube. Red Moon sometimes emits a loud noise similar to thunder, and Green Moon has been known to respond with a staccato drum-like sound. Although old vlaton myths and stories say the moons were a pair of lovers separated by the gods in ancient times, current thought is that they might be enormous non-sapient creatures, or perhaps an immature or larval form of something waiting to grow. The vlatons don't believe that the moons are inhabited, but (as with travel to the Light Cube) they lack the inclination to directly explore them and find out.

### DEEPWATER

This is the largest vlaton settlement in Unithon, home to several thousand people. Most of its buildings are pyramids or domes made of stacked stone or wood cubes; arches and decorative walls made of similar materials are common ornamental features. The city is located next to the deepest lake in the entire plane (15 feet deep in some places), and fishing and boat-based trade with other settlements make Deepwater a hub of people and resources. Food, crafting materials, precious metals, gems, and minor magic items are plentiful in the city (much like in any cosmopolitan setting on the Material Plane), at appropriate prices. This wealth and bounty contributes to the city's high crime rate; the local guards are also vigilant for attacks from pirates and land-based marauders.

#### UNITHON ADVENTURE HOOKS

- A benefactor needs a perfect spherical pearl, triangular diamond, or golden cube, perhaps as an art object, as the basis for a spell or magic item, or to appease a powerful enemy.
- A wealthy vlaton wishes to visit a specific plane and needs escorts, guides, and bodyguards for their trip.
- Creatures from the PCs' home dimension have ended up here and are inadvertently or deliberately causing problems.
- A strange omen in the sky somehow relates to one of Unithon's celestial objects—with signs pointing to the "missing" fourth stellar object.
- A vlaton wizard is said to have extensive knowledge of the magic of shapes, and can teach others how to alter the shapes of spells and to enhance spells and items that create cubes or spheres.

*Due to the shallow "topsoil" of Unithon, most rivers and bodies of water are very shallow—typically no more than 5 feet deep.*

*The shining beings have **fire elemental** stats, with no Water Susceptibility, and inflict radiant damage instead of fire damage.*

*The Light Cube and the two moon-pyramids are always positioned in the sky to form three corners of a huge square constellation. Some vlatons speculate there is another celestial object, hidden from their senses, occupying the fourth corner.*





## CHAPTER 22: URAIAN'S STAIR

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift normally emerge on the lower stairs, soon greeted by a conciliator.*

*Uraian's Stair has challenges of all levels; low-level PCs not looking for conflict can get along easily. But anyone who proves difficult will face ever more powerful guardians.*

*Cost of redemption, page 119*

*Unique stair visitors can be generated using the Random Planar Encounters table (page 227).*

*Conciliators have ecclesiastic stats (page 170).*

Two millennia ago, the celestial Uraian commanded a host that fought in the interplanar wars that raged in that ancient age. Uraian never questioned the purity and absolute correctness of their particular ideological creed. What was Right blazed as brightly in their soul as sunrise over the celestial mountaintops.

Eventually, Uraian enjoyed an absolute triumph. An enemy army lay scattered and hewn before them on the field of battle, some still smoldering with holy fire. The enemy commander was a mighty celestial being who'd drawn power from a source every bit as divine as Uraian's own. When the enemy commander breathed out her last, it was in prayer for salvation that never arrived.

Uraian then experienced an emotion they'd never previously entertained: uncertainty. Uncertainty that quickly transformed to an even stranger, more gut-wrenching sensation: remorse.

The celestial fell to their knees, asking the host's forgiveness for having led them into such questionable moral territory in the name of dogma. Most of the army fled in disbelief and anger, feeling betrayed that Uraian would try to frame their glorious triumph as an ill deed. The fraction who remained helped the remorseful celestial build Uraian's Stair.

Uraian's Stair is a memorial, a place for the soul-sick to find peace and, ultimately, a place for visitors to seek a sliver of absolution for their sins, assuming they're willing to pay the **cost of redemption**.

**Arcana DC 5 (false):** Uraian's Stair is a divine prison where the guilty are remanded to be judged and punished.

**Arcana DC 13:** Uraian's Stair is a divine community that offers sanctuary to the confused and repentant.

**Arcana DC 15:** Those who reach Uraian's Stair can find sanctuary for a while, in part because time passes more slowly on the steps than in most other locations. A week on the Stair is as a day elsewhere, giving the troubled the mental space to heal from spiritual trauma.

Uraian's Stair is a memorial, a place for the soul-sick to find peace and, ultimately, a place to try to gain a sliver of redemption for one's sins.

### LOWER STAIRS

#### ◀ READ ALOUD ▶

*Temples and cloisters carved from the cliffs flank the lowest portion of the magnificent stairs. The air is sharp and bracing. The empyreal flames burning in lamps and braziers are scented with exotic herbs. Hundreds of figures move upon the stairs and between the structures. Clothing, mannerisms, and even language pronounce them as visitors from a multitude of different planes. But some among the throng have identical flawless skin and wear similar blue cloaks with silver piping. These individuals seem to be acting as guides.*

PCs new to Uraian's Stair may find the vista and the sheer number of other visitors a bit overwhelming, but a conciliator in a brilliant blue cloak quickly approaches those not actively hiding their presence.

**Other Visitors:** More than half the visitors are humans from Material Plane worlds. But there's a smattering of elves, dwarves, and halflings as well. And then there are the odd creatures that stand out, including giants, angels, demons, and a few entities from planes cosmologically unfamiliar to most. As PCs move about Uraian's Stair, they may bump into, be hailed by, or possibly even become the target of an attempted theft or assault by one of the other **unique Stair visitors**.

**Conciliators:** A **conciliator**—a humanoid with unblemished skin wearing a bright blue cloak with silver piping—approaches the PCs. It waves in a friendly fashion, responding to the PCs in whatever language they use. The conciliator asks newcomers



what they wish to find on Uraian's Stair and offers to help them achieve that goal (assuming it's not antithetical to finding peace, knowledge, or redemption).

If the PCs arrived without knowing what to expect, the conciliator fills them in, including the following.

- "Time passes more slowly on the Stair than elsewhere. Take a few days to gather yourself and find peace. The lodges along the steps have openings for guests."
- "This retreat was constructed by Uraian for those who also seek redemption. The monuments describe Uraian's journey."
- "If you want relief from that which torments you, ascend to the **Stair's zenith**. When the gates swing wide, ask forgiveness of that which dwells there. If you truly repent of your sin, whatever it might be, you may find redemption. However, that salvation may require some work on your part. The cost of redemption cannot be ignored. Each person's path to absolution is their own. But it begins upon these stairs." The conciliators don't really know what dwells at the top of the stairs, but they do know it's always an entity unique to each person seeking forgiveness.

## MONUMENTS

### ◀ READ ALOUD ▶

*Stone statues and relief-carved facades are common upon the stairs. The two mightiest flank the stairs' zenith, standing ready to open the gates for those who wish to go beyond. But the others lower on the stairs stand in various poses of supplication and contrition.*

Iron plaques on each statue present the story of Uraian, including their realization of wrongdoing, their remorse, the building of the stairs, and how the last anyone saw of the celestial was when they went through the gates at the top. Some believe it is Uraian's life force that judges those who ascend the stairs. Others hold that Uraian was judged by some far greater entity, and still works at paying the cost.

*Zenith, page 119*

## LODGES

Though they have the façades of temples and shrines, the various structures carved from the cliffsides are places of rest, relaxation, and comfort. Entertainment, food, and lodging are also available in many. Others offer specialized services. Visitors can spend as much or as little time as they like among the lodges, as long as they abide by simple rules of decorum and civility.

*Staying in a lodge is technically free. However, each lodge proprietor makes it known that donations are appreciated.*





## CONCILIATORS KEEP THE PEACE

Uraian's Stair strives to remain a place free of judgment for past offenses in other planes. But if anyone is seen or proved to commit a crime of theft, violence, or other abuse of power, a company of four conciliators led by a **deva** is sent to track down the offenders. If the offenders are captured, they are forced up to the stair's zenith, where they must face judgment immediately, without the benefit of time and reflection that many who come to this location are able to enjoy.

## COMFORT AND SONG

A plaque out front displays a bed, a musical instrument, and a plate filled with food.

### ◀ READ ALOUD ▶

*The wide lobby is intricately tiled in seven-sided shapes that are a balm to the eyes. Gentle music echoes through the space, just loud enough to relax the spirit. The smell of just-baked food issues from an adjacent chamber, where a handful of people are eating, drinking, and laughing.*

No one really seems to own the Comfort and Song, but it's staffed by a rotating cast of conciliators and, apparently, people who've spent so much time on the stair that they have adopted it as a temporary home. Here, PCs can get comfortable and quiet rooms, watch calm and contemplative performances, and eat wonderful yet simple meals. If they like, they can also help clean the place, put on a few performances themselves, or help cook a meal for other guests.

## VIVVAAN'S PROTECTIVE PORTRAITURES

A plaque out front displays an artist's quill and an easel that features the silhouette of a humanoid head.

### ◀ READ ALOUD ▶

*Colorful bricks artistically tile the lobby. A series of alcoves contain easels with canvases. Some of the canvases are blank, others seem half done, and a few portray startling visages of different people and creatures.*

Visitors to the lodge are greeted by a 10-foot-tall being wrapped in several layers of colorful cloth, glove-covered hands, a floppy hat, and a mask of art canvas painted to resemble a smiling troll's face. This is **Vivvaan**, who has an artistic flair she likes to share with anyone willing to sit for her. She's also happy to let others try their own hand at painting, and even provides art supplies.

If a PC allows Vivvaan to paint their portrait, the character permanently loses 1 hit point. Vivvaan explains that, if the PC chooses, they can destroy the canvas and regain the essence that went into the painting. However, if they let her keep it and put it up in her gallery in back, the character's legacy is assured. If at any later date, the PC fails a saving throw against a harmful spell or effect originating from an evil creature, the painting crumbles into powder and the character can use their reaction to turn the failed save into a successful one. It takes Vivvaan about three days to complete a painting, and once she does someone's portrait, she won't do another of that subject.

## PUBLIC BATH HOUSE

A plaque out front displays a spray of water droplets.

### ◀ READ ALOUD ▶

*The wide lobby is intricately tiled in rounded shapes that resemble waves. Echoes of splashing and laughing emanate from a hall leading deeper into the establishment.*

Newcomers are welcomed by conciliators wrapped in bath towels. The attendants offer to show PCs to changing rooms, give them thin cotton towels in which to wrap themselves, then guide them through a series of warm and warmer baths designed to provide cleaning, relaxation, and mental renewal—and a chance to chat with fellow bathers. In fact, this routine that lasts a little under an hour is a common way for those who reside on the stair to socialize. If PCs take advantage of this, they may hear about all the latest rumors—including other notable current visitors—on Uraian's Stair.

A PC who takes a short rest as part of their public bath house experience gains 1d6 temporary hit points.

## ASCENDING THE STAIRS

Many visitors ascend part of Uraian's Stair, only to pause midway to reconsider their purpose, or just to stare in wonder at the massive monuments and gates above them. That's because any ascent—if not in the company of conciliator escorts—takes far longer than a regular ascent should. In fact, it takes three full days of walking to reach the zenith, thanks to a spatiotemporal effect that imposes an additional period of self-reflection on those seeking judgment at the top. This may also result in a bit of privation for those not carrying food and drink along.

*If PCs take a long rest in the Comfort and Song, their levels of exhaustion (if any) are eliminated. In addition, those who take a long rest in this lodge gain the benefit of a lesser restoration spell.*

*Vivvaan's gallery in back is wide-ranging, with portraits of beings from across the multiverse. Each has a bit of essence of its subject, and thus a mystical connection exists between the two. If a subject dies, their painting also crumbles and is gone.*

*Vivvaan has **troll** stats with 14 Charisma and Performance +10 (for artistic painting).*



## ZENITH

PCs may eventually visit the top of Uraian's Stair. Though the two **angelic sculptures** normally serve as monuments, they animate to defend the location in the face of a true threat to peace.

## ◀ READ ALOUD ▶

*The air is cool in the shadow of the two mighty monuments guarding the stair's zenith. The colossal gates part, allowing passage into a pearly radiance that lies beyond.*

Whether visitors enter as a group or alone, each being that passes through the gates finds themselves alone in a void of pearly radiance for a few rounds. No exit is obvious, and those who come here are completely blocked from planar travel and teleportation, whether they initiate the attempt or it is initiated by another on their behalf. Once a task of contrition is determined, assuming the cost of redemption doesn't erase the character's current existence, they are deposited back on the stair's zenith.

**The Intercessor:** A figure appears in the distance and walks up to the character. They are **the Intercessor**, in the guise of someone the visitor once knew. The Intercessor doesn't ask if the visitor is ready to be forgiven; their presence shows that to be the case. They merely ask what the visitor seeks absolution for. A visitor may speak truly, or attempt to lie. The Intercessor imposes a constant *zone of truth* effect on anyone they speak with, so successfully lying requires that the character succeed on a DC 25 Charisma saving throw.

**Cost of Redemption:** The cost of redemption is a number of days' worth of contrition spent on a task named by the Intercessor. The petitioner must take up the named task—treat the petitioner as if subject to a *geas* spell. Each day the petitioner doesn't work toward accomplishing the task, they take 27 (5d10) psychic damage and find themselves back in the pearly radiance once more, where they must start the process again.

The specific task of contrition is an entirely subjective decision on your part, as is how much time a PC should spend on it. A particularly heinous sin that extended across years might require the petitioner to spend the rest of their life doing good works, or agree to be reincarnated and start over. Something a petitioner did only once and now truly regrets might require a task that takes days, weeks, or a few months—or possibly the completion of a

difficult quest that doesn't count time but rather success as its measure. You're free to decide. In any event, if a character spent quality time in the lodges along Uraian's Stair prior to seeking forgiveness, their cost of redemption is halved.

Potential tasks include the following; however, anything that doesn't actively bring harm to others is a possible task that the Intercessor might give. If more than one PC in a group receives a task, it might be something they can all share. The Intercessor makes sure that tasks given to PCs are within their level of ability to accomplish.

- Track down planar variants of an important species of bird, mammal, or other creature eliminated by overhunting in one dimension and help reestablish it as a viable part of the environment.
- Save a Material Plane community from a rash of demonic possession, zombies, or abominations.
- Minister to the sick and starving in a Material Plane village suffering from famine.
- Find a missing artifact of powerful good stolen by devils three centuries earlier.
- Provide for urchins and other homeless, hopeless beings in a Material Plane metropolis.
- Track down and eliminate a notorious warlock who wanders the planes spreading havoc and death.
- Reduce the threat of a demon lord by stealing an artifact of great power from them.
- Help restore a landscape devastated by war or environmental collapse by planting trees and helping with other remediations.
- Save a world from the prophesied Evil One, or reclaim a world fallen to the same.
- Provide life-saving food and supplies to a colony in a challenging location.

*The angelic sculptures have **empyrean** stats when roused.*

*The Intercessor has **solar** stats, with an appearance appropriate to any petitioner who speaks with them. To determine the appearance, ask the player to name a person their character once cared for but who is now dead.*

## URAIAN'S STAIR ADVENTURE HOOKS

- Someone hires the PCs to bring them to Uraian's Stair, where they seek to atone for a great crime.
- The PCs are hired to track down a criminal who is lying low in the lodges of Uraian's Stair.
- Someone who once wronged the PCs shows up, indicating they were instructed to apologize and offer their services for one year as part of the redemption they hope to achieve after visiting Uraian's Stair.



## CHAPTER 23: WRECK OF THE UNIMAGINABLE

**Technology?** *The hidden conceit is that the Unimaginable was produced by sci-fi technology. However, if that doesn't work for your campaign, the extradimensional energy required for the spacecraft's tech could well be the same supernatural field that wizards and gods draw upon. Either way, the Arcana of the Ancients sourcebook has the same conceit, should you wish to further develop this planar location.*

**Planar Arrival:** *Those using a Path token (page 9), gate, or plane shift emerge standing on sandy hills of a demiplane just large enough to contain a colossal structure: the wreck of the Unimaginable.*

**Level Range:** *The wreck of the Unimaginable is suitable for player characters of level 5–10.*

*Nilim shambler, page 161*

A people known as the Roheen (humans) built mighty, city-sized metallic flying ships that traveled into the void, to worlds around other stars. The stars are devastatingly more distant than most can conceive, but the Roheen's ships subverted the distance by generating temporary, artificial dimensions for travel. Skimming along the surfaces of these bubbles of warped reality, a ship could reach other stars—which are really suns around which other worlds circle—in just a few short years rather than a span of time best measured in geologic ages.

The largest and most luxurious of these ships was the *Unimaginable*. A craft of exploration and trade, it also housed a thriving community of thousands of Roheen, as well as various other strange species collected from around other stars.

Somewhere out there in all that nothing of the void, the *Unimaginable* met something unspeakably alien, unlike anything it had previously encountered. The ship foundered, fell into the bubble of warped reality, and was lost forever to the Roheen people and its universe of origin.

More than that—the damaged craft was lost to the multiverse. The bubble didn't collapse; it was pinched off from normal space and became a demiplane lost in the Deep Ethereal. The *Unimaginable*, touched by its encounter with the mysterious, monstrous presence, became a ghost ship filled with sealed decks, preserved corpses, half-sentient constructs, crazed survivors, and a creeping, transformative menace called **nilim shamblers**.

Every so often, planar travelers stumble upon the wreck. Some explore its fringes and come away with strange and valuable items and goods. Others delve too deeply, encounter nilim shamblers or some other danger in the craft, and fail to escape alive.

**Arcana DC 17:** A city called the *Unimaginable* lies dead and sealed in a demiplane of the Deep Ethereal.

**Arcana DC 19:** The *Unimaginable* is the wreck of a once-mighty ship that flew between the stars. Strange and wondrous treasures can still be found in its sealed vaults.

**Arcana DC 23:** Aberrant creatures known as nilim shamblers infest the wreck of the *Unimaginable*. Their presence sickens creatures and solid objects alike.

### DEMIPLANE TRAITS

The demiplane containing the *Unimaginable* is about 6 miles in rough diameter, just large enough to hold the wrecked ship whose monstrously powerful engines crystalized the demiplane's formation in the first place. The demiplane is balmy and sandy, and it replicates a day/night cycle of illumination. It has breathable air and hosts simple plant life probably seeded from stocks aboard the craft centuries ago. Many other kinds of life exist within and on the surface of the ship, as explorers may discover.

**Not a Demiplane?** If you prefer, the wreck could be found in a distant corner of your campaign world, only recently revealed when the permanent storm that surrounded it began to falter. Or, far more dramatically, an engine function aboard the craft causes the entire demiplane to precipitate out of the Deep Ethereal and merge into your campaign world. From there, it begins to cause problems as the nilim shamblers start escaping the ship.

When the starship *Unimaginable* crashed headlong into a creature of exotic matter in deep space, its faster-than-light drive malfunctioned, swallowing the entire city-sized spacecraft into a warp in spacetime, where it was lost to its home universe forever.





## IN THE SHADOW OF THE WRECK

### ◀ READ ALOUD ▶

*A mighty metal tower lies almost completely on its side like a mansion of the gods knocked askew. Swaths of metallic covering hang off the structure, like skin flaps torn away by colossal claws. Thousands of tiny lights glimmer within exposed sections of the structure's interior. Metallic blisters cling to the fallen tower's side, their disturbing shapes suggesting something that once lived. Metal stalks studded with iron thorns partly entangle the structure.*

Explorers who remain at a distance aren't in too much danger. But to find an entrance, characters must close with the base of the structure or fly up to the ship's side. If PCs look around, they notice a small encampment of tents and temporary structures a couple of hills away: the Bardulf Expedition Camp.

**Automated Defenses:** The *Unimaginable's* spacefaring days are long behind it, but energy still runs through the craft in fits and starts, empowering hundreds of constructs hiding just beneath the outer hull. Anytime PCs get within 120 feet of the hull, roll a d20. On a roll of 1 to 9,

they notice a gap form in the hull that disgorges a fist-sized cylinder propelled on a tail of fire. The projectile curves around and races toward the explorers, then explodes in a blue flash of plasma. All creatures in a 30-foot sphere must succeed on a DC 14 Dexterity saving throw. Those who fail suffer 21 (6d6) lightning and fire damage. (To have resistance against this attack, a creature must have it against both energy types.)

The automated defenses are slipshod at best, and after explorers are fired upon once, they're safe for several hours before there's a chance that the defenses will wake again.

If PCs haven't already encountered the Bardulf Expedition Camp, this explosion draws a couple of explorers from there to investigate.

**Wandering Nilim:** Most of the aberrations are aboard the ship. When you roll a d20 when PCs get within 120 feet of the hull (as described under Automated Defenses, above), on a result of 16 or higher, they notice 1d4 shapes (usually somewhat humanoid) staggering toward them. These are nilim shamblers formed from previous explorers, or possibly from recently transformed corpses of Roheen pulled from their safety cryopods.



*In the void, there is no air or atmosphere. Exterior craft entrances were designed to be easy to find and use in case of emergency.*

*Bardulf has **mage** stats.*

*Expeditioners have **veteran** stats. Each carries expedition equipment including sample bags.*

*Relics of the Unimaginable, page 124*

**Blisters and Stalks:** If PCs investigate the blisters and metal stalks, they don't learn much. However, the metallic shapes suggest they were once part of a much larger creature or construct, one with a metal carapace that was involved in some kind of violent altercation with the "tower." It's now apparently dead or inanimate. (If PCs enter the ship, they find nilim shamblers, which are thankfully much smaller but still-living relatives of the dead entity impaled on the *Unimaginable's* exterior.)

## BARDULF EXPEDITION CAMP

### ◀ READ ALOUD ▶

*Four smaller tents surround a much larger red and green tent. Several horses, a couple of wagons, and various chests, barrels, and other containers litter the encampment. A lone tent is set apart from the others by a good 50 feet or more. Two humans and a dwarf take their ease around a central fire.*

It may not look it, but the figures around the campfire are on watch, and unless all PCs succeed on a DC 14 Stealth check, they are noticed, and **Bardulf** is alerted, emerging from the big tent to greet them. Bardulf is a slightly obese human with spectacles and endless energy who always speaks excitedly about his discoveries.

The expedition consists of five **expeditioners** (humans and dwarves) and Bardulf himself. The small tents clustered close together are personal tents. The big tent contains one or two **relics of the Unimaginable** pulled from the ship; Bardulf is studying them by laying them out and dissecting them (which means they're not functional). The lone tent set apart from the others holds another expeditioner (a human named Percy) who had a run-in with a nilim shambler. The others hope he'll recover if left alone in the dark. Unfortunately, he's already well on his way to becoming a shambler.

Bardulf has learned a lot about the *Unimaginable*. Without too much prodding, he's happy to explain the history of the craft, as noted in the background information of this chapter. Bardulf also knows that a "colony of aberrations" exists within the ship. He knows they carry a disease, but he doesn't really know the extent of the sickness. Using divination spells, he has learned their name: nilim.

## TYPICAL ENTRANCE

Though many rents in the vehicle's outer covering are obvious, few lead to corridors and compartments making up the interior. However, moving along the hull within 30 feet periodically causes the dull metal to glow brightly. With some

investigation, these areas reveal themselves as entrances. Many of these lie along the raised section of the fallen "tower," requiring PCs to fly up to them. But some are located on the ground near the end of the ship that is lodged in the sand.

### ◀ READ ALOUD ▶

*A startling yellow-green glow 20 feet in diameter springs to life on the structure's surface, highlighting a sealed metal hatch. A rectangular panel next to the hatch pulses slowly with a deeper shade of green light.*

A DC 8 Intelligence check is sufficient to flip open the panel and operate the control beneath it. Unless the hatch is unpowered (about a 30 percent chance), it creaks open to reveal an interior space.

Those who enter find a small metal room with an interior door that won't open until the exterior hatch is closed. Explorers can manually close the outer hatch by pressing another control, or wait a minute and the hatch will close automatically.

A rush of mildewy air blows into the chamber right before the inner hatch opens to the interior of the *Unimaginable*.

## INTERIOR OF THE UNIMAGINABLE

Automatic sensors (passive Perception 14) in walls trigger bright lights to shine from wall elements within 40 feet of any moving creature or object (except in an unpowered area). The light fades out when it no longer detects a presence in the corridor.

### ◀ READ ALOUD ▶

*A cylindrical corridor tiled in metal, molded fabric, and crystal extends in either direction, lit by threads of light that seem embedded in the walls. Closed hatches periodically dimple the corridor. A spicy, mildewy smell suffuses the air.*

PCs probably don't know the way to mission control. But they can explore and eventually find their way after spending a few hours looking around, assuming they don't turn back or come to a worse end. A map of the *Unimaginable* would be hard to manage; the interior corridors wend about like arteries rather than being confined to any specific axis. Side corridors branch off at random intervals.

Sealed hatches dimple the corridors at intervals of 20 to 80 feet. Forcing one open requires a DC 8 Strength check. Once forced open, a hatch remains so for about ten minutes before sliding shut once more.



## EXPLORING THE UNIMAGINABLE

You can evoke the layout of the ship by randomly generating interesting locations and encounters. Most chambers are empty of all but weird metallic debris. However, for each ten minutes or so that the PCs spend exploring, choose (or roll a d20) to determine what they encounter. At your discretion, relics of the *Unimaginable* are also present in any given chamber.

### 1d20 Encounter

- 1 Chamber with several cells holding bones; each cell is protected by flickering, unreliable force fields.
- 2 Area of corridor covered in black goo (1d8 + 1 instances of **black pudding**).
- 3 Burned area filled with invisible, dangerous energy. Treat result as sewer plague disease (DC 15).
- 4 Skeleton in corridor wearing odd garb; bears a laser pistol with 20 shots and **biobracelet**.
- 5 1d4 **nilim shamblers** stuck in the wall as if pushed into warm clay; they free themselves in 3 rounds.
- 6 Jumble of crumbling furnishings and bones of long-dead Roheen crew. One wears a **lightsuit**.
- 7 Chamber with ten **cryopods**; one functioning pod holds a humanoid centenarian with dementia.
- 8 Area of twisted metal and crystal, as if the unliving solid substance of the ship suffered a sickness.
- 9 Massive chamber crowded with crystal enclosures, all overgrown with strange trees and grasses still getting light from an artificial “sun” at the center. One growth is revealed as a **mind mold wraith**.
- 10 Three triple-sized cryopods; two functioning pods each hold a **strange alien beast** in stasis.
- 11 Corridor is completely blocked by an **alien fleshy mass** that heaves to life if disturbed.
- 12 Crystal dome shows a starscape of alien constellations. Nearby skeleton wears a **voice box**.
- 13 Chamber contains square pool of clear fluid as thick as honey. Each minute of immersion affects PCs as if they drank one mug of ale or wine. Extended immersion results in death.
- 14 Cryopod filled with opaque white fluid. If opened, fluid sprays to cover nearest living creature in a skin that prevents them from seeing, breathing, and hearing and inflicts 17 (2d8 + 8) bludgeoning damage plus 18 (4d8) acid damage each round; DC 15 Dexterity check to avoid spray; DC 15 Strength check to escape second skin.
- 15 Free-floating night-black sphere (AC 20, 100 hit points, fly speed 30 ft.) follows explorers.
- 16 Area of twisted metal and crystal, as if the unliving solid substance of the ship suffered a sickness; a **mass of roiling matter** breaks free and threatens explorers.
- 17 Canisters similar to cryopods, but open and horizontal. If used, umbilicals plunge into user’s flesh and inject a substance that acts like *potion of superior healing*.
- 18 Sculpture of humanoid being made of a soft-to-the-touch brown substance. If touched, it takes on likeness of whoever touched it, and speaks in a language user can understand to provide reassurance and comfort. It remains rooted in place, a limited construct with no self-awareness.
- 19 Wavering light sculpture flickers into existence, displaying an “exploded” view of nearest explorer.
- 20 Five cryopods each contain what at first seem to be living humanoids in strange garb and insignia. However, these Roheen crew members are long dead, leaving vengeful **revenants** in their place.

## MISSION CONTROL

### ◀ READ ALOUD ▶

*Crystal surfaces display random blotches of dancing light. Silvery domes pock the deck, each one with a window revealing an interior filled with greenish fluid. Several domes also hold floating bones.*

The domes are similar to cryopods, but if a user installs themselves in one (with a successful DC 12 Intelligence check), though they outwardly seem to go unconscious, they remain mentally aware and are telepathically connected to limited ship systems. Someone in a dome can access visual sensors all over the ship, turn lights on and off,

lock and unlock doors, and so on. However, after a few minutes of such exploration, a construct intelligence identifying itself as Geoff intrudes. A PC must succeed on a DC 14 Persuasion check or be flushed out of the ship (to a fall of several hundred feet). Even if successful, PCs find Geoff to be cold and emotionless as it reels off the bad news. It indicates that 99 percent of ship systems are offline, 99 percent of the crew is missing or dead, 99 percent of data stores are corrupted, and mission objectives—whatever they might have been before the memory wipe—are forfeit. It also indicates that “nilim assimilation attempts” remain active, but that the “invasive alien nanomachines” continue to make inroads.

*Biobracelet, page 124*

*Nilim shambler, page 161*

*Lightsuit, page 124*

*Cryopod, page 124*

*Mind mold wraith, page 159*

*Strange alien beasts have otyugh stats.*

*Alien fleshy mass has purple worm stats.*

*Voice box, page 124*



*Mass of roiling matter has galeb duhr stats.*



## RELICS OF THE UNIMAGINABLE

Relics aboard the ship are items of advanced technology, but with some meddling and a successful DC 12 Intelligence check, PCs can use them without previous exposure to such things.

### 1d8 Relic

- 1 **Futuristic item.** Roll 1d4: 1 - laser pistol; 2 - antimatter rifle; 3 - laser rifle; 4 - energy cell.
- 2 **Cryopod.** A functioning cryopod can hold a subject in near stasis within a greenish transparent gel; a subject is unconscious while so immersed. Only about 50 percent of cryopods function as intended. The others might drown the target, dissolve them in acid, or simply decide the target is not viable and flush them into a waste reclamation chamber. Other cryopods serve as convenient homes for invasive species such as **violet fungus**.
- 3 **Biobracelet.** Worn on the wrist, this metallic band can track other wearers of similar bands within the *Unimaginable* on a small display, but only if the wearers sync by touch. Biobracelets also automatically open most doors on the craft. If the wearer is injured, the display flashes red and an alarm-like sound plays for one round.
- 4 **Tool gauntlet.** A finely articulated metallic gauntlet with strange studs and wires. While wearing the gauntlet, up to three times a day, a wearer can use their action to cause it to extrude various projections and substances that perfectly emulate most tools, including various artisan's tools, thieves' tools, musical instruments, and more.
- 5 **Illusion goggles.** When worn, they provide darkvision 60 feet. However, strange images, lines, and even creatures speaking in unknown languages periodically appear before the wearer, though they are not actually present.
- 6 **Voice box.** Worn as an amulet, anytime the user speaks, the voice box modulates their voice in real time, changing tone, pitch, and loudness according to presets, which the user can adjust. Up to three times per day, the user can also use the voice box as their action to make a shout attack at a target within 30 feet. On a failed DC 13 Constitution saving throw, the target suffers 36 (8d8) thunder damage and is deafened for 1 minute.
- 7 **Lightsuit.** Worn as a jumper, threads of light perfectly outline the wearer and provide bright light in a 5-foot radius. Wearer can change the color and intensity of the light by adjusting subtle controls on arm. Can also set suit to pulse to background sound. In addition, up to three times per day, as their action the wearer can target a creature within 120 feet with a directed blast of burning light. On a failed DC 13 Dexterity saving throw, the target suffers 36 (8d8) fire damage and is blinded for 1 minute.
- 8 **Jet boots.** Worn on the feet and calves, these boots allow the wearer to leap through the air and land up to 120 feet away. They can jump up, down, or across to anywhere they choose within range if they have a clear and unobstructed path to that location. They land safely if they succeed on a DC 11 Acrobatics check. Otherwise, they take a spill, come in too fast, or otherwise misjudge and suffer 22 (4d10) bludgeoning damage.

**Helping the Unimaginable:** If the PCs ask Geoff how they can help, the intelligence indicates that the source of the invasive influence is at the base of the ship, in the engine room (a route to which it telepathically displays.) There, a creature of "exotic matter" nests in the warmth of the engine core. If it could be removed, the ship's self-repair functions might be able to reboot.

**Exotic Matter Creature:** If PCs act on Geoff's information, they can indeed find a chamber several hundred feet across filled with slumbering machinery. The entire chamber is warped and twisted, like sickened flesh. In the midst of it sleeps a nilim creature that is half integrated into the machinery, forming a starfish-like beast of cables and wires, tentacles, glowing power feeds, and lamprey mouths. This is the **nilim primary**. If destroyed, other nilim shamblers on the craft begin crumbling into dust.

## WRECK OF THE UNIMAGINABLE ADVENTURE HOOKS

- The PCs learn of a wrecked ship from another dimension that harbors great treasures.
- A patron wants the PCs to retrieve a supply of "energy cells." Sources available to the PCs suggest they could find such exotic items on the wreck of the *Unimaginable*.
- PCs wake up from stasis in a zoo-like chamber on the wreck of the *Unimaginable* after who knows how many months or years.

*The nilim primary has adult white dragon stats; creatures who fail their save against its breath weapon are affected as if touched by a nilim shambler's Transforming Tendril (page 161).*



## CHAPTER 24: ZARTH OF THE FIVE TOWERS

This demiplane resembles a large island covered with grassy hills and trees, and twin mountain peaks near the center. The island is divided into five territories of approximately equal size, each with a tower near the center, and each territory is ruled by a powerful mage. They are prevented from directly acting against each other with magic, so they scheme and vie against each other for control over the entire realm, hoping to uncover powerful secrets locked within the mountains.

The five mages call themselves the “nobles of Zarth” and act as a united front when it comes to outside threats, but each is quick to evaluate the potential of any new arrivals (such as PCs) to shift the balance of power in their individual favor. Each of the nobles has apprentices, students, servants, and guards. Long ago the nobles realized these minions were too useful and valuable to throw away in pointless direct attacks against their rivals.

The nobles’ magical research and experimentation cause incidental strange weather, wild magical effects, and long-term cosmetic changes to the land, most of which are countered or rolled back by the actions of another noble if they become inconvenient to daily life. Although some of the nobles like to put on a polite, friendly face when dealing with visitors, all five of them are treacherous bastards and won’t hesitate to put strangers in harm’s way if they think it will net them an advantage against a rival.

Despite the nature of its most powerful inhabitants, Zarth is almost a paradise, closely associated with the plane of Elysium.

**Arcana DC 13:** Zarth is a pleasant island-plane under the control of five rival mages, each with the title of “Count” or “Countess.”

**Arcana DC 15:** Many of the nobles of Zarth are not what they seem.

**Arcana DC 17:** The nobles of Zarth are ruthless and manipulative, always seeking an advantage over their peers.

**Arcana DC 21:** The nobles seek to control a powerful source of magic at the heart of their realm.

### COUNTY EDRIBOR

#### ◀ READ ALOUD ▶

*This portion of the island consists of low, rolling hills covered in tall, narrow trees with high-reaching branches. A well-defined path leads through the trees toward a distant hill with a stone castle surrounded by a small settlement.*

Edribor is the most heavily forested county on the island; only in the immediate vicinity of the mage’s village are there any significant clearings. The villagers (all humans and halflings) cut timber, hunt, fish, and tend small gardens, and generally live unexciting lives. In addition to the human guards, the village and castle are protected by two dozen **wooden constructs** created by the local lord.

The village has a mayor, Fuley (**noble** stats; alignment neutral), who is Count Alonzo’s grand-niece. She makes sure to get to know any visitors before deciding if they’re worth Alonzo’s time, and runs interference if they seem like trouble or incompetent.

### COUNT ALONZO

Count Alonzo is a talented woodworker, a connoisseur of fine wine, and (like his peers) ruthless and manipulative. Neither tall nor short, he is easily recognizable by his large, elaborate moustache and long black hair, and usually wears brown and green robes. His audience chamber is decorated with hundreds of wooden sculptures and interesting wooden furniture (some of which are magical and rearrange themselves at his command). His area of expertise is magical wood, including the crafting of golems, and he is interested in acquiring more exceptional materials to use for his work, such as purchasing or trading timber from another realm or making an offer on a wooden magic item owned by a PC. According to him, his rivals have used curses and wildfires to deplete his supply of quality trees; the truth is that he’s overzealously cut them down for his projects and isn’t patient enough to allow them to regrow, which has put him at odds with the remaining fey in his land.

**Planar Arrival:** *Creatures using a Path token (page 9), gate, or plane shift usually appear on the beach near the border between any two counties (usually adjacent to Edribor and Hashadrin). Travelers escaping a mirror dimension or a fey realm may appear a mile out in the ocean, clinging to some flotsam from an unknown ship.*

**Level Range:** *Zarth is suitable for PCs of any level, although defeating or deposing one of the nobles or seeking the magic at the heart of the twin mountains is a task for high-level characters.*

Count Alonzo’s wooden constructs typically have **animated armor**, **flying sword**, **homunculus**, or **scarecrow** stats.

Count Alonzo has **archmage** stats, with access to some spells from the druid spell list; alignment neutral evil.





## SORROWBLOOM FOREST

The forest is home to a small population of mixed fey (including **dryads**, **satyrs**, **blink dogs**, and a **green hag**) who have agreed to put aside their differences to protect the oldest and most magical trees in the forest. They use their powers to divert and confuse villagers who might attempt to cut down these trees for Count Alonzo. They don't dare harm the villagers for fear of direct reprisals by the count, but their actions have been successful enough for the past few years that Alonzo believes there are no unusual trees left in the forest.

If the PCs enter Sorrowbloom Forest, the fey observe them and try to understand their intent. If it seems the visitors might be useful to their cause, the fey send one (alignment-appropriate) representative to talk to the PCs and perhaps negotiate for their help. The fey don't have many adventurer-appropriate resources at their disposal, but do have a supply of **sorrowbloom potions** and the knowledge to create more, which they can offer as payment.

Sorrowbloom potion,  
page 196

*A typical boulder spell is an explosive rune glyph of warding that inflicts 22 (5d8) fire or lightning damage, and although the locals don't know what triggers the magic, they do know that no villager has ever triggered one accidentally.*

## COUNTY HASHADRIN

### ◀ READ ALOUD ▶

*Frequent boulders break through the earth amid the fields and trees of this region. A wandering path appears to connect some of the largest boulders, with one branch of it leading toward a village and castle and another heading toward multiple cave openings in the taller hills.*

Hashadrin is the rockiest county on the island, with almost every acre featuring a large granite boulder jutting out of the landscape; most of these have been named by the local residents (such as "Old Sheep," "the Arrowhead," and "Three Fingers"), and are used as landmarks for navigation. Croplands wrap around these obstacles, and they are often the center point for a copse of trees. Portions of the village use the boulders or their broken fragments as walls, with many of them prominently marked with runes, and some of which are laden with **explosive spells** to repel hostiles.

The count appoints a mayor to deal with common village issues, replacing the mayor every few years to avoid complacency and blatant corruption. The current mayor, Jorin (**commoner** stats; alignment lawful neutral), has been doing



this for only a few months and already feels overwhelmed; persistent adventurers who want to meet with the count are likely to leave him flustered and in tears.

## COUNT ANAMU

**Count Anamu** is a master of energy magic, able to freely swap acid, cold, fire, or lightning damage for any of his spells. Of all of the nobles, he is the most aloof and reserved, rarely leaving his castle or receiving visitors and preferring to speak through intermediaries, or even from behind a mesh screen when meeting in person. He is tall, blond, and bearded, with dark ruddy skin, dressed in clothing of red and gold, wearing a tall elaborate hat, and usually carrying an ornamental curved sword. Anamu has an affinity for metal, and although his mines produce only a trickle of materials suitable for his work, they also unearth rough gems to trade with **Countess Naya** for additional resources. Any visitors who have mithral or adamantite catch his interest; he is not subtle about it and would rather buy something he wants than try to trade for or steal it.

## CURSED MINES OF MEDORRO

The hills of Hashadrin butt up against the twin mountains at the heart of the island, and the mining tunnels dug out by the villagers encroach on the magical wards that guard the mountains. From time to time, and more frequently in recent months, reptilian creatures (**salamander** or **fire snake** stats) appear in the mines and slay or chase out all of the people. The villagers lack the skills to defeat these creatures, and Count Anamu hasn't taken direct action about it, so the workers have to keep moving where they're digging and always be ready to run for their lives should the monsters find them.

## COUNTY NEEM

### ◀ READ ALOUD ▶

*It's hard to make out many details of this region because of a thick fog, portions of which seem to form multiple low walls. Grasslands and forest seem to be the norm, and there is the sound of a stream nearby. Somewhere within the fog, a heavy-sounding bell tolls one high note, and is answered a few moments later by another.*

This county doesn't have a centralized village. The commonfolk live in individual homesteads (with four to seven people in the same family) spread out over the territory, sharing warnings and news by ringing bells in a very simple code. Even the count's castle is much like an elaborately sprawling house

with an extended clan of apprentices and servants. The people of Neem are simultaneously the most isolated and most communicative inhabitants of the island, enjoying an independent existence but able to call upon others for help as needed.

The mayor of this extended village is Trilga (**scout** stats, with the spellcasting of a 3rd-level wizard; alignment neutral), who also happens to be the elderly matriarch of the servant family living in the castle. She is a no-nonsense sort of person, protective of her kin and count, and tends to dislike people who speak loudly and share their opinions freely.

## COUNT SHOHONE

**Count Shohone** appears to be a young man just entering his twenties, with red hair and a thin, patchy beard; he dresses in white and grey, and wears a lot of silver jewelry. He is easily distracted and frequently trails off in the middle of a sentence, as if he often gets lost in his own thoughts. He claims to be the son of the previous Count Shohone, who passed away about a year ago of natural causes. His behavior is an act, and his appearance and identity are false—as a skilled practitioner of illusion magic, he faked his own death and took over as his “son” to confuse his rivals. (The people of his household only know that the elder disappeared for a few days, then the younger Shohone arrived to claim his title and inheritance. The young mage knew all of the passwords and magical command words for the elder's things, so the commoners simply accepted his words as truth.)

He is a schemer and has many layers to his plans, so what he might want from the PCs can vary for each visit. One time he might want a rare ingredient or secret, another time he might want something delivered to another plane, and yet another he may have a problem for them to solve (with violence) on his behalf.

## CAULDRON WOODS

Although this area is naturally inclined to be foggy, the count has augmented this feature with spells and a very old artifact called the *nebulous cauldron*. Properly tended, it creates and sustains mists and illusions in this region, and turns portions of the mist into walls that restrain creatures like a web spell. Even if dispelled, blown away by strong winds, or otherwise thwarted, the cauldron-made fog rolls back into any cleared area after a few rounds.

## OTHER COUNTIES

The other two counties on the island are significantly more hostile toward uninvited travelers. Their borders are carefully monitored, and

*Count Anamu has **archmage** stats, with the ability to switch a spell's damage type as needed; alignment neutral evil.*

*Secret knowledge: Anamu is actually a woman who (nonmagically) disguises herself as a man in order to mislead her rivals and foil divinations used against her; Anamu isn't even her real name.*

*Count Shohone has **archmage** stats, with the Illusory Self and Illusory Reality abilities of a wizard of the School of Illusion; alignment neutral evil.*

*Countess Naya, page 128*

*Examining the areas where these mine-monsters appear might reveal helpful clues about the wards themselves, should the PCs decide to go after whatever treasures are hidden in the mountains.*

*The nebulous cauldron is semi-sentient and has a playful but wicked sense of humor. It likes to separate people from their comrades with deceptive whorls of mist, strange voices calling out half-heard phrases, or semi-tangible misty tentacles that drag people a hundred feet or more before releasing them. Count Shohone is attuned to it and knows if anyone touches, harms, or attempts to attune themselves to it.*





Count Anamu, page 127

Count Tanbau has **archmage** stats, with the *Instinctive Charm* and *Alter Memories* abilities of the *School of Enchantment*; alignment neutral evil.

Countess Naya has **archmage** stats, with an emphasis on *conjunction* and *transmutation* spells, and the *Witch Sight* eldritch invocation of a warlock; alignment chaotic evil.

their inhabitants quickly respond to the arrival of strangers.

## COUNTY OVARHAM

Although the terrain here is no different than elsewhere on the island, anyone coming here immediately gets the sense that the local animals are eerily watching them, and even the people seem odd. The truth is that **Count Tanbau** has enchanted all of his villagers and many of the creatures of his territory, and is able to see through their eyes and control their actions as he wishes. He is quite paranoid and distrusts anyone who approaches his village, even those with obviously peaceful intent. Tanbau has been known to capture and magically interrogate visitors to discover their plans about him, place one or more *geas* spells on them, erase their memories of him, and turn them loose outside the borders of his land. These charmed victims don't consciously remember their assigned tasks, but subtle nudges and weird dreams end up leading them where Tanbau wants them to go.

## COUNTY THAYL

The deeper one goes into this territory, the more it feels like something is weird and wrong about it—leaves bend away from the sun, animal noises sound backward, streams sometimes run uphill, and the villagers move with jerky but limber motions. These things are side effects of **Countess Naya's** presence, for she is originally from a strange distant realm that is a warped reflection of what most planar travelers

are used to, including written words and letters. To conceal this (as an advantage against her rivals), she has forbidden writing in her county, and her weird villagers are all illiterate. The mines in her land produce metals (which she trades to **Count Anamu**) and strange gems that alter light and color. She is likely to respond to intruders first with a warning to leave (delivered by a conjured creature resembling a horrifying blend of several beasts), then with punitive polymorphing for those who annoy her.

## THE TWIN PINNACLES

### ◀ READ ALOUD ▶

*The two mountains at the center of the island rise steeply out of the hills and pierce a dangerous-looking cloud. Several large caves dot the upper peaks, and rune-covered stone spheres adorn the lower slopes. The place feels like sacred ground coupled with ancient magic.*

The twin pinnacles guard very powerful magic—enough that the five nobles of Zarth believe that access to its secrets will make a person a demigod. However, despite decades of investigation and attempts, none of them has been able to get closer than a mile of the upper peaks. Magic from the spheres and cloud repel, confuse, or harm them despite all precautions they've taken so far. Now the mages continue their personal research and spy (via magic and proxies) on the mountains, awaiting some snippet of information or the presence of an interloper that somehow changes the equation and makes it possible for them to seize their prize.

## ZARTH ADVENTURE HOOKS

- A character on a path to ascend to godhood must find a way to enter the caves at the heart of Zarth for the next step of their journey.
- Plane-traveling PCs hear that the powerful mages of Zarth are looking to buy or trade for exceptional wood, gems, or metals.
- Powers of the fey realms want to send help to the guardians of Sorrowbloom Forest.
- A warlock needs advice or training from Countess Naya of County Thayl.
- The PCs suddenly find themselves outside of County Ovarham, not realizing that they were captured, brainwashed, and released with a secret agenda.



# PART 3: PLANAR BRIEFS



## CHAPTER 25: ADDITIONAL PLANAR LOCATIONS

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## CHAPTER 25: ADDITIONAL PLANAR LOCATIONS

**T**his chapter consists of short ideas for planes (or regions within a plane), suitable for one game session of exploration, a strange interlude, or setting the mood before an excursion into a larger plane. The following are names and short summaries of these planes:

**Andressaval:** A beautiful, serene plane that serves as a mask concealing a realm of demons.

**Crystal Tower of Iljerness:** A magical tower that moves from plane to plane, inhabited by psionic flying skulls willing to converse with visitors.

**Desabolar, the Devil's Water:** A large, placid lake, with small campsites all around inhabited by tieflings. The lake water has magical powers.

**Edralduu, the Tree of All Fruits:** An entire dimension filled with the fruit-bearing branches of a gigantic tree. Some of the fruits have magical powers.

**Edraval, Eyes of All Worlds:** A long, spiraling tunnel containing countless windows resembling eyes, each of which looks out through the eyes of a creature somewhere in the multiverse.

**Empty Thyr:** A seemingly infinite abandoned city, occupied by seekers wishing to find the original builders.

**Glaund, the Perfect Physicality:** An island city where physical forms are enhanced, and the wraithlike remnants of a dead half-god haunt the inhabitants.

**Hivehome:** A realm populated entirely by warring insects guarding legendary treasures.

**Korr, the Beginning and the End:** A floating island with a ghost town full of lore about life and death.

**Mnim, the Constant Storm:** A barren demiplane with an iron tower that's charged with lightning.

**The Mourn:** A moody plane once the realm of a now-deceased god, populated by mourners and those seeking to exploit the situation.

**Palace of Reflections:** A glass palace within the mirror realm, known to steal rooms from other planes and replace them with figments that fade away.

**Phontix, the Acid Shore:** A volcanic island demiplane inhabited by various fire creatures.

**The Secret City:** A mystical realm hiding behind, beneath, and in the shadows of every city, everywhere.

**The Summerland:** A plane of relaxation and rest, threatened by its conjunction with Winter's Reach.

**Threem, the God-Masks:** A demiplane crafted from a dead god's skull, with weird suns that have different magical effects on the world.

**Uur-Ghan, Prison of the Hollow-Eyed Titans:** A burned forest demiplane inhabited by scarred, eyeless godlings who have been banished from their divine realms.

**Varga's Forest:** A small realm of woods and fungi, ruled by a witch with the power to steal, shape, and restore memories.

**Winter's Reach:** A plane of suffering and want, launching a massive invasion of the Summerland.

**Worm Rat Lair:** A parasitic demiplane filled with hideous creatures that burrow into other realms.

**Microplanes:** Following these entries is a short section on microplanes and planar regions, which the GM can insert into other planes or between conventional planes.

### ANDRESSAVAL

*A beautiful, serene plane that serves as a mask concealing a realm of demons.*

"Be wary of welcoming portals" is a saying among planar travelers, and planes like Andressaval are the reason why. Powerful illusions here foil spells and abilities that properly identify a plane, indicating that Andressaval lies within one of the Upper Planes. This, however, is a lie—it is a layer of the Abyss, fashioned into a devious trap for travelers.

The demons fashion portals to Andressaval and scatter them around the multiverse, including on the Material Plane.

Those that enter one of the gates to Andressaval appear to have entered a tranquil, lush paradise. A silver lake nestled amid green hills lies at the center of the realm, with white birds like giant doves nesting along the shore. Copses of trees dot the hillsides, and at the top of many of the hills, an explorer sees a large floating crystal glistening in the sun, slowly spinning so that its facets sparkle across the land.



## THE ILLUSIONS AND THE REALITY

The illusions here function on all senses—the place feels and smells wonderful and sylvan as well as appearing welcoming and calm. The truth is horrific. The hills are dunes of ground glass and the lake is foul and poisonous. The large doves are actually **vrocks**. **Hezrou** dwell within the lake, just deep enough to remain hidden.

The trees are demonic plants like **treants**, except that rather than animating trees, they have the ability to bite and drain blood like **vampires**.

Magic that normally allows someone to see through illusions works, but only if the character with the spell or ability succeeds on a DC 17 Wisdom saving throw. If they fail, they believe the effect worked, but they still see the powerful illusion.

The most straightforward way to overcome the illusion is to investigate one or more of the crystals on the hilltops. In any event, if a character has experienced the illusory plane for at least 10 minutes, when they finally witness the truth, they are frightened for 1 minute on a failed DC 13 Wisdom saving throw, no matter how they achieved the realization (including as described hereafter).

## THE CRYSTALS

The crystals that turn about in the air are exactly as they appear, and they seethe with magical power. They are the source of all the illusions. Touching a crystal will give a character a momentary flash of the true reality around them—just enough to be horrifically jarring. This character can attempt a DC 17 Wisdom saving throw at any time after that, should they wish. Success indicates that they can now see the truth. Only those who have seen a glimpse can attempt this save.

The demonic inhabitants usually wait to make themselves known until at least one character in a group can see the reality of Andressaval, attacking with leering grins and hideous, mocking laughter. They love their deception and the terror and surprise it brings as much as they love rending hapless mortals who have stumbled into their trap.

## CRYSTAL TOWER OF ILJERNES

*A magical tower that moves from plane to plane, inhabited by psionic flying skulls willing to converse with visitors.*

This tiny demiplane inserts itself into other planes for days or weeks, then vanishes, leaving a small hole in the ground. Its main physical features consist of a crystalline tower and a garden-like decorative maze.

## THE TOWER

This tower looks like a tall, natural blue-grey crystal that has been worn down over time by water and weather, giving it a somewhat sad appearance. There is a single door at the ground level and many tiny windows on the higher levels that are barely big enough to fit a human head. The crystal is translucent, but flaws and cracks within its substance make it difficult to see through it (but see **The Sleeping Wizard**).

The tower has eighteen stories, each short enough that a typical human has to duck slightly to fit through the doors. Sometimes lights can be seen moving past the windows or are visible through the crystalline walls (these are the **psiskulls**; see below). Most of the stories and the cramped chambers within are bare of furnishings, but a few have been set up with simple things by previous visitors who stayed for a while.

Surrounding the tower is a maze made of fused crystals, although the maze walls are barely a foot tall at their highest point, more like something to entertain children than to keep anyone out, and there's nothing stopping people from flying or even stepping over the walls.

The tower and maze always appear instantly and without warning in a flat, open area. For example, they would never appear next to another building, on a mountainside, or within a forest. The maze grows or expands to fit the nearby area, up to about 50 feet from the tower. When it goes to a new plane, the tower and maze vanish slowly over several minutes, giving guests plenty of time to leave before they're carried along with it.

## THE PSISKULLS

The tower is guarded by about a dozen **psiskulls**, creatures that look like blue crystal skulls wreathed in cyan flames. Each has a distinct personality (complete with verbal tics and other quirks), varying from inquisitive to secretive to quarrelsome, but it's almost impossible to tell them apart, so a repeat visitor doesn't necessarily know which guardian answered the door or chose to be their host.

Although the **psiskulls** are undead, they aren't particularly hostile, and they welcome visitors who are willing to converse with them. If necessary to defend the tower, the **psiskulls** can release five **helmed horrors** from hidden compartments on the ground floor, but they prefer to deal with potential threats using confusing language and their own magical abilities. Visitors who don't harm the **psiskulls** or the tower can stay as long as they wish. The tower has been used as both a base of operations for travelers and a means to deploy large numbers of troops to a different plane (assuming their commander doesn't especially care where they're going).

*The Sleeping Wizard, page 132*

*Sometimes tower visitors may find something valuable in a room that was left behind by a previous guest, such as a common or uncommon magic item, or monetary treasures worth up to 500 gp.*

*Some of the portals to Andressaval are one way, so there is no easy escape.*

*Psiskulls have **flameskull** stats, with resistance to psychic damage; their Spellcasting ability is actually psionics, and their abilities that inflict fire damage instead inflict psychic damage; alignment neutral.*

*Rumor has it that the **psiskulls** control when and where the tower moves, and a persuasive or generous visitor might be able to arrange for transport to a specific place.*

*Instead of a traveling location, you could have the crystal tower be a fixed location on a specific plane.*



## THE SLEEPING WIZARD

In certain parts of the tower, peering deeply into the less-opaque parts of the crystal may allow a visitor to spot the figure of a sleeping humanoid. This person is androgynous, with a face that seems young (other than heavy lines around the eyes), dressed in wizard robes and hat, and clutching a heavy spellbook to their chest. It's unclear if the so-called Sleeping Wizard is embedded within the crystal of the tower, or if the wizard is elsewhere and the transparent portions of the crystal merely reflect the actual location. The psiskulls ignore questions about the wizard or give nonsensical or cryptic answers such as "It's my original body," "It's a bugbear," "It's the god of the end times," or "It's you three years from now."

## DESABOLAR, THE DEVIL'S WATER

*A large, placid lake, with small campsites all around inhabited by tieflings. The lake water has magical powers.*

*Desabolar is a planar region or demiplane closely connected to Avernus, but it may temporarily establish connections with other regions of Hell.*

Most of this location is a large, placid lake, perhaps a couple of miles across at its widest point. The sky is perpetually night, lit with unusually red stars. Along the shell-strewn shore are dozens of

campsites (about a thousand feet apart from each other) and small wooden shelters, with the entire area surrounded by a forest of spiky, pine-like trees.

Most of the sites along the shore are empty, but a few are inhabited by fang-mouthed tieflings and occasionally lesser devils. These creatures are cool toward visitors but friendly toward guests who have an interest in serving evil or the Lower Planes, and are happy to explain the powers of the lake. They would rather flee into the water or forest than fight. A few of them have rafts or small rowboats that they use for fishing the deeper parts of the lake, and they might be willing to rent or sell the craft to visitors.

From time to time, a small island appears in the lake, shrouded in mist, with a small, well-crafted one-room house at the center. The tieflings and devils say that the house appears only when an especially powerful devil wants to communicate, and their intended guests will be able to hear and see their "host."

The lake is inhabited by catfish and lobsters; both of these are edible, but they have the disturbing habit of screaming like people when caught (this is harmless, and the creatures are unintelligent). The lake water has magical properties (see below), but eating the animals or using the water to cook them confers no unusual effects.





On one side of the lake, the water spills over a rocky cliff and into darkness. Anything carried over this waterfall emerges in the River Styx (with all the dangers that entails) near Avernus. Devils may know a way to retrace this route from Avernus to Desabolar, but (even with flying) it is not a path available to most creatures.

### DIABOLIC WATER MAGIC

The lake is tainted by the power of Hell itself. Creatures touching, drinking, or floating in it can draw upon this power for various effects. The water tastes normal, almost sweet, but has a faint and distinct unpleasant aftertaste that's noticeable after a few minutes. The water loses these properties if taken out of Desabolar, but any benefit from the water persists even if the character leaves the demiplane.

The powers available to a mortal creature interacting with the lake are as follows:

- A character who drinks from the lake gains their choice of one of the following boons for twenty-four hours: resistance to fire and poison damage, darkvision 120 feet and **Devil's Sight**, or the services of an imp. They also gain the attention of a greater devil, who will take an interest in corrupting the character.
- A character who anoints their hands and brow with water of the lake gains advantage on attacks, checks, and saves against devils for twenty-four hours. (Of all the powers of the water, this is the one the local tieflings and devils don't talk about.)
- A character who touches the lake and asks to make a soul bargain is usually contacted by an interested devil with something to offer.
- A warlock who immerses themselves in the lake and floats upon its surface for at least an hour is usually contacted by a powerful devil interested in forming a pact with them.
- A character who isn't a warlock can float upon the lake for an hour in the hopes of forming a fiend pact (requiring them to multiclass into warlock at the first opportunity), but unless they have something unusual to offer, there is only about a 10 percent chance of being contacted.

### EDRALDUU, THE TREE OF ALL FRUITS

*An entire dimension filled with the fruit-bearing branches of a gigantic tree. Some of the fruits have magical powers.*

The entirety of this demiplane is filled with the twisting, tangled branches and trunks of one enormous tree. Although light filters from somewhere "outside" the tree, no creature has been able to navigate the tunnel-like gaps in the foliage

to find a space that is open to the sky, nor has any determined climber been able to find the top of the tree or the ground it grows out of. Because of the interlacing of branches, anything that falls off a higher point usually lands on something solid beneath it after 20 feet or so.

Birds, squirrels, monkeys, and other tree-dwelling creatures from many climates and worlds live among the branches, including some intelligent species and even some things that adventurers would call "monsters." Diligent explorers can find a few small humanoid villages hidden away on the larger branches, connecting various constructed platforms with rope or plank bridges instead of roads.

The tree has plentiful fruit from just about every mundane kind of plant known on the Material Plane, even fruits that don't grow on trees (such as strawberries and tomatoes), in all stages of ripeness. Any creature that can eat fruit can easily find enough food to sustain themselves indefinitely just by walking on the trail-like branches and picking things within reach.

### MAGICAL HARVEST

The main appeal of visiting this place is that every now and then, the tree bears a magical fruit, typically duplicating the effect of a potion or an elixir, but sometimes something **more unusual**. For example, a traveler might find an exceptional apple that heals like a *potion of greater healing* if eaten, a plum that cures illness like an *elixir of health*, or an orange that changes the eater's appearance as if they had cast *alter self*.

The fruits retain their full power for a few days after being picked, but lose potency as they eventually overripen and rot. Depending on the specific ability of the fruit, this reduces the effectiveness or duration of the magic. For example, after a few days, an apple *potion of greater healing* might restore only half the normal number of hit points, a plum *elixir of health* might have only a 75 percent or 50 percent chance of curing a particular condition or affliction, and an orange *alter self* might last only a few minutes instead of an hour. Eventually, the decaying fruit loses its original power and works like a *potion of poison*, and then loses all of its magic.

Although these magical fruits might contain seeds, any plant grown from one is a regular specimen of its type, without any magical properties. In other words, planting seeds from an apple *potion of greater healing* will produce a nonmagical apple tree.

Recognizing which of the tree's fruits are unusual requires something like *detect magic* (the fruits have a magical aura) or spending a round examining the fruit and succeeding at a DC 13 Nature check. For

*Edralduu is closely associated with Arborea and the Beastlands; its yet-undiscovered roots may extend into both of these planes and allow travel between all three realms.*

**Devil's Sight:** *Magical darkness doesn't impede the creature's darkvision.*

*The unusual fruits (ones that don't duplicate potions or elixirs) generally work like spells of level 3 or lower that have a range of "self" or "touch."*

*Regardless of its size, eating a magical fruit is an action, just like drinking a potion or an elixir.*







each hour a character spends looking for magical fruits (which requires moving at no more than half speed), there is a 50 percent chance that they end up in the vicinity of one. (Alternatively, to simplify things without rolling, the GM can decide that for every four hours of searching and exploring, the character can pick one magical fruit.)

## EDRAVAL, EYES OF ALL WORLDS

*A long, spiraling tunnel containing countless windows resembling eyes, each of which looks out through the eyes of a creature somewhere in the multiverse.*

*Characters can use magical means like find the path to locate a specific known window.*

This strange region of Pandemonium is adjacent to Limbo. It consists of one long, spiraling tunnel that is usually made of stone, but portions of it (dozens or hundreds of feet at a time) are other solid materials such as wood, crystal, metal, glass, or flesh. Embedded in the walls, floor, and ceiling are countless windows resembling eyes from various creatures, each anywhere from a few inches across to 3 feet in diameter. In some parts of the tunnel, there are so many windows and they're so closely packed that it's impossible to walk without stepping on them.

The windows are as hard as wood, and each looks out through the eyes of a different creature somewhere in the multiverse, so it's possible to use

them to spy on distant entities and events. However, what a viewer can learn is limited in two ways. First, there is no apparent order or organization for these windows—one looks out through the eyes of a powerful demon in the Abyss, one next to it might be the eyes of a peasant on the Material Plane, and one next to that might be the eyes of a fire elemental on the Plane of Fire. Travelers who come to Edraval might spend months, years, or decades searching for a specific window—their enemy, their lover, their lost parent, and so on.

The second drawback of viewing in this way is that the screaming winds of Pandemonium cover up any noise that might come through a window. A would-be spy who finds the correct one might not fully understand what's happening on the other side (though being able to read lips helps).

If the subject's eyes are closed (whether they're awake or sleeping), their window shows only a dull red opaque space. If the subject is protected against scrying, their window shows a mesmerizing grey swirl. Breaking a window ends the connection, although another window to that creature's eyes might appear elsewhere in the tunnel at some point in the future.

The windows are one way; a creature isn't aware that anyone is looking through their eyes, and the window doesn't give the viewer any



way of controlling or communicating with the subject. However, if the viewer has some way of communicating with the creature across the planes, they can make use of that as they see fit (for example, by telepathically directing the subject to look at a specific thing or go to a more interesting place).

As this plane is part of a madness-inducing maze, it's not surprising that spending time here gives creatures an escalating sense of being watched. Anyone failing their save against the local howling winds develops paranoia (a type of "indefinite madness") for the next day. Failing this save for several days in a row increases this duration to weeks or even months. Characters made paranoid by Edraval's winds become certain that someone is using a window to look through their eyes; they begin to take measures against this, such as only looking at the floor, wearing a veil, going completely hooded, or (in the most extreme cases) blinding themselves. The character might insist on returning to Edraval so they can search the tunnels for whoever is using "their" window to see through their eyes.

This place is inhabited by creatures who became trapped here, got lost, or went mad while searching for a particular window or for whoever they believe is looking through their own eyes. Whatever they originally were, as their minds are destroyed and reshaped, their bodies transform as well, and they become **weird things** with too many eyes, one giant eye, or no eyes at all.

## EMPTY THYR

*A seemingly infinite abandoned city, occupied by seekers wishing to find the original builders.*

No one has yet determined just how large the city of Thyr truly is. It seems to have no boundaries, stretching into eternity, or at least to the limits of this large demiplane. However, myths of the place state that this is not the case. Instead, the Thyrites are said to build a city, dwell in it for a time, and then abandon it, erecting a new city next to the old one.

In effect, if the legends are true, what this suggests is a relatively round city, with only the outermost perimeter occupied and the entire vast interior being aging ruins. The fact that ancient ruins fill the center of the city and the structures become slightly newer and less dilapidated as you proceed outward lends credence to the legends.

These legends have drawn explorers from across many worlds to Empty Thyr, believing that wonders can be theirs if they can just find the original Thyrites.

Throughout the abandoned ruins of the empty city, aside from rodent-like **scavours**, the most ubiquitous inhabitants are the marn-al-kanese. Marn-al-kanese resemble **giant owls**, although they

bear spiraling horns above their eyes and their talons are exaggeratedly long. Marn-al-kanese, like giant owls elsewhere, are intelligent. They likely know Thyr better than most, and they can speak, but rarely speak to those not native to this plane. They see anyone or anything in their sky that is larger than a small bird as a direct threat, and will attack.

## THE CENTRAL RUINS

Travelers to Thyr always arrive at the center of the city, filled with crumbled stone walls and cracked foundations. Those knowledgeable about such things can tell that no calamity befell these structures—they are just very, very old.

The central ruins are where a traveler is most likely to encounter other travelers. Typically, these are teams of explorers, well prepared for a long journey through the ancient city. A small encampment of a dozen or so tents are always pitched here, as a sort of staging ground for expeditions. Turnover, obviously, is frequent, as most don't stay here long, taking their tents and gear into the city, only to be replaced by newcomers. A few people, however, have set up permanently to sell supplies (everyone always seems to forget that one important item) as well as maps of dubious veracity or usefulness. Better is the advice—and it's usually free—although it often amounts to "You'll never find the Thyrites that built this place. If they still exist, they're hundreds, if not thousands, of miles away by now."

## THE EMPTY AVENUES

The vast majority of Empty Thyr is simply miles and miles of, well, empty city. If one knows what to look for, it's generally the case that the farther one gets from the center, the newer the buildings are, but for well-built structures of basalt, marble, slate, and brick, even the very old ones remain in fairly good shape.

The structures—apartment houses, individual homes, warehouses, businesses, plazas, government buildings, and more—are truly abandoned. The Thyrites left nothing behind but empty stone shells.

However, explorers might make surprising discoveries. Here or there, in the endless urban expanse, some people have managed to establish planar gates to various other locations in the multiverse, and have settled in Thyr. In other words, amid the city, there are actual, occupied cities (although most are more accurately villages or towns). Bravash, for example, is a settlement of approximately a thousand displaced dwarves from a Material Plane world who have claimed a section of Thyr and made it their home, filling the existing structures with forges, shops, storehouses, and living quarters. Other towns of goblins, minor

*The weird things of Edraval have **darkmantle**, **grimlock**, or **nothic** stats.*

*Scavours are grey and green rodents with a single yellow eye. They range in size, and thus use **rat**, **giant rat**, **wolf**, or **worg** stats.*



*Thyrites are in every way **cloud giants**, except that they stand only 9 to 10 feet tall.*

*PCs might come to Glaund for physical training, to find a mentor for specialized knowledge such as a feat, or to learn how to craft physically augmenting magic items such as gauntlets of ogre power.*

*Hrrond has **dao** stats; alignment neutral.*

demons, humans, and more are known to exist amid the abandoned streets.

## THE EVENTUAL CITY

Should anyone ever find the occupied portion of Thyr, they discover the builders themselves living in a vast ring-shaped city on the perimeter of the plane. The plane expands as the city does, due to Thyrite magic. These folk are extremely skilled builders, in terms of both engineering and dimensional spaces.

## GLAUND, THE PERFECT PHYSICALITY

*An island city where physical forms are enhanced, and the wraithlike remnants of a dead half-god haunt the inhabitants.*

This demiplane resembles a rocky island in the middle of a sea that frequently shifts between high and low tides. A sprawling city covers almost the entire island. Everything in this plane feels more solid and real; even visitors feel more physically fit and powerful. A thousand years ago, a holy saint created this place for disciples of her faith to progress toward enlightenment by perfecting their physical forms, and the lingering magic of this initial purpose still permeates everything here. The augmented physical vitality of Glaund gives all living creatures here advantage on Strength, Dexterity, and Constitution attacks, checks, and saves; spending one or more Hit Dice to heal after a short rest always recovers the maximum amount for the die.

## THE WALLED CITY

The city is a honeycomb of single-story walls that divide the entire space into neighborhoods, parks, and gardens. Although people can use the spaces between buildings and walls as streets in local neighborhoods, traveling farther than that usually means taking stairs to the top of a wall and using the wall as an elevated road. Some neighborhoods or individual buildings have passages through the walls into adjoining areas, but these are uncommon and often hidden.

Most structures in the city are made of stone or metal—brick or mortared stone, slate tile roofs, and so on. Orchards provide food and are too rare of a resource to cut down just to have wood for building materials. The city has adequate resources for its people but cannot provide for much more, so they are careful to limit population growth and how many visitors are allowed here at a time.

The citizens obsess over various goals of physical perfection; lifting weights, practicing martial arts, and training in athletic skills are common hobbies.

Contests between individuals are common, as is betting on the outcomes. Each neighborhood chooses a leader to represent their interests in the city, although they can be overruled at any time by Hrrond, the lord of this plane.

## THE HEAVY SEA

The salt water surrounding the island is as unusually dense and heavy as the solid matter within the plane, making it very easy for humans and similar creatures to float (advantage on Athletics rolls to avoid sinking or drowning) but harder to swim (disadvantage on Athletics rolls to swim laterally). Some people from the city fish in the shallow waters, but the deeps are known to have mighty sea beasts such as orca, sharks, and giant squid, none of which are shy around land creatures.

## WRAITHSTONE

Several hundred years ago, an evil demigod came to Glaund in search of ways to increase his physical power, but a group of mighty heroes tracked him down to this place. Mortally wounded in the battle against the heroes, the demigod fled across the city, spilling his blood in various neighborhoods, corrupting the very stone with his evil essence. Now wraiths and shadows lurk in these neighborhoods, bound to that essence and attacking any creatures that come near. The corrupted stone is easy to recognize, twisted and scorched, with skull-like visages peering from within. These neighborhoods were abandoned long ago and surrounded with warning signs. Permanently slaying the wraiths and cleansing this corruption would allow people to reclaim these areas.

## HRROND

The ruler of this plane is **Hrrond**, a mighty earth elemental. He is very practical, very straightforward, and ultimately quite cold, focusing his attention on protecting his realm from outside threats rather than advising the people who live here. His throne is in a central neighborhood, said to be built over a cave filled with glowing crystals.

## HIVEHOME

*A realm populated entirely by warring insects guarding legendary treasures.*

Visitors to this demiplane find themselves in what at first seems like a narrow, low-ceilinged tunnel of blue stone. Moments later, they notice the regular hexagonal patterns and realize that they are, instead, in a hive. Very similar to a beehive, if the bees were the size of pigeons, and their honeycombs were various shades of blue.



The builders of this hive are the **gnck**, and they remain utterly passive, going about their business unless a creature attacks them, inflicts significant damage to the hive, or threatens the qilis.

**Qilis** serve as queens of the hive, and they are quite different from the other gnck. Each is about the size of an elf, and they have hands with opposable thumbs on four of their six limbs. Their face is an amalgam of insect and elf, and they can speak Common as well as the wordless language of their kind. Qilis have a special kind of magic all their own, creating treasures out of crystalized honey.

Each qili has her own demesne, probably a mile or so across. The various demesnes are connected by tunnels that are not part of the hive. While these connecting tunnels are maintained and watched over by the gnck, they connect with other meandering passages and caverns the gnck do not control.

The **reqili** is a position not unlike an empress, ruling over many queens. She has the largest demesne, and truly the entire hive is under her control. The current reqili has the goal of opening planar portals from Hivehome so that her subjects can bring back nectar from a wider variety of plants. Any outsiders willing to help her would be rewarded in honeyed magic.

### QILIS HONEYED MAGIC

Qilis can use crystalized blue honey from their hive to shape and enchant uncommon or rare wondrous items or rings. This is a lengthy and involved process, but each qili will likely have one such useful item with them at any time and at least one other hidden away in their demesne for safekeeping.

Further, qilis can enchant their honey into small, gemlike crystals. These crystals are fairly easy to craft, and function as *potions of healing* (light blue) or *poison resistance* (dark blue) when swallowed. The qilis stash these in honeycombs throughout the hive and use them to barter with friendly outsiders.

### BEYOND THE HIVE

While the gnck hive encompasses a third or more of the entire demiplane, the areas beyond it have their own unique features. There seems to be no aboveground part of the plane. Everything is underground tunnels and caverns with no surface. Some of the caverns are empty, but most have large flowering plants of violet and yellow called **krsh** that grow somehow without sunlight. The gnck value the nectar of these plants and would maintain them in large gardens or farms if not for fear of predation by the **vux** and **nux**.

Vux and nux are reminiscent of giant wasps or hornets, blood red in color, but while vux have venomous stingers as one might expect, nux spray acid instead. Vux are about 6 feet long, and nux are

closer to 8 feet. Although they often act in concert, these insects have no leadership like the gnck have. They raid the gnck hive seeking food, honey, and honeyed magic items. They speak their own droning, clicking language. They also prey on gnck harvesting nectar in the caverns.

Vux/nux hives are small compared to the vast complexes of the gnck. They usually house no more than a dozen of the large insects. The hive walls are papery and rough to the touch and usually have a clutch of eggs in their center.

### KORR, THE BEGINNING AND THE END

*A floating island with a ghost town full of lore about life and death.*

An unknown pantheon of benign gods created this demiplane thousands of years ago to represent life and death as a single dichotomy—the beginning and the end. In its original state, it was a floating island in the middle of an infinite mist, with much of the land covered by a town inhabited by philosophers and scholars (living, undead, or immortal) who sought to understand the meaning of life and death itself. Several hundred years ago, an evil demigod visited this place, slew the inhabitants in an attempt to steal what they had learned, and left it in ruins when he was unable to pry their secrets from them. Now the town is haunted by the lingering spirits of these inhabitants.

### THE TOWN

This place used to be home to several hundred creatures, but now it's literally a ghost town. The lingering spirits of its original inhabitants flicker in and out of existence, reenacting moments from their lives and deaths, not quite aware of what they're experiencing and unable to interact with visitors to this plane without outside help. They devoted their existence to learning, not material things, so there is little worth salvaging in the ruins, although explorers can find reasonably intact books on various topics relating to life and death, as well as a few wizard spellbooks, treatises on various religions, and details of powerful creatures suitable as warlock patrons.

### THE RIVER

This burbling waterway is the loudest thing in the quiet demiplane. It originates from a rocky cleft on one side of the town, winds its way past ruined buildings and a lone silver tower, then spills over the edge in a grand waterfall. What's not obvious from the surface is that after falling a few hundred feet, the river makes a sharp turn and flows across the underside of the island, emptying into a shaft

Gnck have **bat** stats, usually operating as a **swarm of bats**. They are about 6 inches long and fairly intelligent, but communicate entirely through movement and scent.

Qilis have **lamia** stats, but they are neutral in alignment. Rather than major image and mirror image, they can cast web (made of sticky strands of honey) and teleport (only within their own demesne).

The reqili has **lamia** stats and can also cast mass cure wounds once per day. The current reqili wears a honeyed ring of evasion.

**GM Tip:** The evil demigod's identity has been erased from the multiverse—unless there is an entity in your campaign that can fill that role.

PCs might come to Korr in search of lost knowledge about life, death, gods, supernatural beings, or magic.

Vux have **giant wasp** stats. Nux have **ankheg** stats but have a fly speed of 30 ft.



*Nacramar (gynosphinx stats; alignment neutral evil), the half-celestial former lord of Korr (page 137), now lives in Glaund, but only because somehow he is trapped there. He is trying to learn its secrets and is considering wresting control of the realm from Hrrond.*

*The ambient energy in Mnim enhances all effects that inflict cold, fire, lightning, or thunder damage; when rolling damage for these effects, reroll all 1s on the damage dice.*

*PCs may come to Mnim to tap its pure energy, perhaps for performing a ritual, crafting a magic item, or destroying an artifact.*

that eventually leads up to the rocky cleft and beginning the cycle again.

## THE SILVER TOWER

This four-story metal structure is unique, obviously of very different construction than the unremarkable stone and wood buildings of the town. It once belonged to **Nacramar**, a half-celestial who used to rule this realm, using his patience and wisdom to help guide the townsfolk in their pursuit of understanding. Eventually he was corrupted by evil entities from outside this demiplane, and he left in pursuit of greater power (his absence made it easy for the demigod to attack the town and slay the inhabitants). Now the tower is sealed; there are no physical entrances visible, and magical attempts to enter the tower (including by teleportation) automatically fail.

Or so it would seem. There is a hidden entrance to the tower, accessible only by riding the river in a boat, gaining access to the tunnels on the underside of the island (see below), and finding the path that leads to the lowest level of the tower. Within the tower is a library of books about philosophy and the nature of life and death, as well as many examples of uncommon magic items relating to these topics (including spellbooks), and descriptions of or even instructions for crafting more powerful items (such as a *rod of resurrection*).

## THE UNDERSIDE

Although it's possible to fly over the side of the island and look at the underside, a magical barrier prevents anyone from approaching closer than about 30 feet. The only way to reach the underside is to take a boat from the surface; the boat and its passengers will turn to follow the waterfall, then turn again with the river as it crests the bottom edge, at which point they can walk about on the underside's surface.

The underside has normal gravity (pulling things "down" toward the island), and near the center bottom of the island is a large hole with a spiral staircase that connects to a network of underground passages. One path leads to the hidden entrance of Nacramar's Tower, but it and most of the other tunnels are watched over by guardians (mainly celestials, constructs, and fiends) placed here by Nacramar himself.

## MNIM, THE CONSTANT STORM

*A barren demiplane with an iron tower that's charged with lightning.*

This demiplane was created thousands of years ago as a grounding rod for a dangerous excess of energy building up in an adjacent dimension. It consists of a flat, relatively unremarkable landscape about 5 miles across, with a tall iron tower at the very center and a constantly overcast sky. Anyone on this plane hears a rhythmic buzzing and sees a pulsating flash from one particular direction (the location of the tower). Mnim drifts near the various elemental planes and partial-elemental planes, absorbing and releasing energy from them as it passes.





## THE BLASTED SCRUB

The flat landscape of Mnim is almost like a desert, with poor soil and occasional low-growing plants. There are no native animals larger than a mouse, but gangs of **spark elementals** dance and chase each other—and any visitors they find.

The buzzing noise from the center of the demiplane is enough to keep most humanoids awake all night; within a mile of the tower, resting cannot reduce a creature's exhaustion level. The vibration is so pervasive in this area that even deafened creatures can't sleep.

The remnants of a few scattered campsites in the outer zone of the plane are the only evidence that people have ever lived out here; one or two have the skeletal remains of stranded travelers.

## THE IRON TOWER

At the center of the demiplane is an iron tower, more than 70 feet tall and covered in spikes that extend outward and upward. The tower is a focus for the energy accumulating in the plane. Surges of blue lightning run up and down its surface in regular, pulsating intervals, creating the buzzing and flashing that is noticeable from everywhere in Mnim. Within about 500 feet of the tower, the noise is so loud that all listening checks have disadvantage.

The tower has numerous small windows and one large iron door, which has no lock and often is ajar if the tower's one inhabitant is out wandering. Inside, the energy noise is greatly muted and doesn't interfere with sleep or hearing. The interior consists of multiple levels (connected by ramps) with several large rooms on each floor.

## VNOPP

**Vnopp**, a unique creature resembling a bloated ogre-sized worm with multiple small arms, is the ruler of this realm. He is self-interested and mean-spirited, but not actually cruel or treacherous. He is equally uninterested in fighting or helping anyone. When not wandering the rooms of his tower and listening to the "music" of the energy pulses, he has been known to visit the camps of stranded visitors just to silently observe them.

## THE INFINITE LEAP

Any character who has an advanced understanding of energy (GM's discretion) can leap from any of the tower's high windows into the pulsing lightning and be transported to another plane (leaper's choice, or a random plane if none is specified).

## THE MOURN

*A moody plane once the realm of a now-deceased god, populated by mourners and those seeking to exploit the situation.*

More than a hundred years ago, great Chadlum (pronounced Shad-loom, or in some lands, Kad-loom) oversaw the fields and gardens of his worshippers across many worlds. The deity of agriculture and tended crops, Chadlum nurtured, cared for, and protected those who toiled the land and sincerely respected its bounties.

But one day, assassins struck down the great deity for his alliance with a pantheon of gods embroiled in a bitter conflict that waged across many planes and many realms.

Today, the realm of Chadlum is known only as the Mourn. It's a place of grief and tears, with thick thorny vines entwining decaying marble structures.

## HALLS OF ETERNAL REQUIEMS

The realm is in ruins, and throughout it visitors see broken columns, crumbled walls, and shattered altars of dirt-covered marble. Former priests and servants of Chadlum mill about these ruins, most still too despondent to be able to meaningfully interact. Servitors like "**Chadlum's favored**" or even the occasional **deva** try to keep the mortal mourners fed and cared for, but it's difficult.

A distant choir can be heard intoning mournful dirges, but the location of this choir can never be found—it may just be a natural condition of the realm now.

Those in mourning, for the most part, ignore visitors to Chadlum's former realm. The only exceptions to this are outsiders who show disrespect to the dead god. Disrespect, in this case, could involve looting, destructive behavior, or undue disturbing of the grieving. The residents react to these activities with surprising savagery, as their grief can be channeled to anger and violence quickly and easily.

## THE THORNS

A sign of the god's demise, the massive thorns that grow on snaky vines as big around as one's arm make moving through the rubble difficult. Unless time is taken to chop them away, those passing through a patch sustain 2 (1d4) damage if wearing armor, and 4 (1d4 + 2) if unarmored, or half that on a successful DC 13 Dexterity saving throw.

As manifestations of the wild (as opposed to cultivated) flora, these thorns are prized by druids from other realms. When boiled in water, the powdered thorns create an elixir that gives an imbiber one free spell slot (in other words, a spell the imbiber always has prepared that doesn't count against the number of spells they can prepare each

*Spark elementals have **will-o'-wisp** stats, with the elemental type.*

*Chadlum's realm could be a part of Bytopia or—if you'd prefer—set adrift when the deity perished, so that it exists as its own demiplane or drifts amid the Outlands.*

*Chadlum's favored have **dryad** stats and are like dryads in nature, but they focus on cultivated plants rather than those found in the wild.*

*Vnopp has **ice devil** stats, with immunity to acid, cold, fire, lightning, and thunder damage; can teleport three times per day to anywhere within Mnim; alignment neutral.*



Human infiltrators in the Mourn work in groups of three to six and have **spy, thug, or veteran** stats, often led by a **mage**. Nonhumans typically haunt the realm alone, most often being **night hags** or **succubi/incubi**.

The PCs might come to the Palace of Reflections to negotiate for the release of a prisoner in a stolen room, to barter for something they need in the vault of magic items, or to take a job delivering a mirror to a specific Material Plane room that Lazustro wants to steal.

The mirror realm is a minor transitive plane that resembles an infinite branching corridor lined with mirrors, each of which is the back of a mirror in the Material Plane and looks out onto the room where that mirror is found.

Transitive plane: A plane that is mainly used as a means of getting from one plane to another. Examples include the Ethereal and Astral planes.

Lazustro has **dao** stats, with all of his earth- and stone-related abilities also affecting glass.

Worldswept Market, page 25

Lazustro's minions have **doppelganger** stats (if Medium) or **ice mephit** stats (if Small). The smaller minions also have the Shapechanger ability of a doppelganger (Small humanoids only).

day) for six days, available for any one spell the imbibor knows that affects or conjures plants. Each day harvesting thorns gains enough of the powder to make one elixir. The elixir, however, lasts only 1d6 days once taken from this realm.

## INFILTRATORS

Convinced that there were treasures to be plundered or divine power to be stolen, some beings traveled to the Mourn and now lurk in its gloomy shadows. These interlopers seek untended treasures of all sorts, but rumors say that when Chadlum died, his divine might spilled out into the realm itself, and occasionally this power gathers in silvery pools amid the ruins.

Should such a pool be found—and this is very rare—the treasure-seeker can recover 1d4 doses of a potent divine draught. Imbibing this substance grants them the ability to cast the *plant growth* spell at will, but no more than once per week.

## PALACE OF REFLECTIONS

A glass palace within the mirror realm, known to steal rooms from other planes and replace them with figments that fade away.

This expansive mansion is a specific region within the **mirror realm**. It is made of opaque, transparent, and reflective glass that is as strong as wood or stone. The place is configured much like a small palace worthy of royalty, and prominently features several large open rooms (similar to ballrooms) with many doors along the edges. Each of these doors leads to a unique chamber—the reflection of a noteworthy or interesting location in the Material Plane, including the bedrooms, counsel chambers, and laboratories of royalty, archmages, nefarious necromancers, powerful guildmasters, and reclusive assassins.

The Master of the Hall is **Lazustro**, an imposing figure with silver-white skin, adorned with dozens of pieces of mirrored jewelry that sparkle like diamonds. He fancies himself an information broker and a collector of unique “treasures”—specifically, reflected copies of complete rooms and the people and items within them. He is very intelligent and perceptive, and although he appreciates flattery, he is hard to influence or manipulate, but he isn't above playing along with someone who thinks they can get the better of him. He doesn't speak of his past, but his manner of speech, his love of jewelry, and the architecture of the palace suggest that he is or once was a kind of earth genie.

**Lazustro's minions** resemble him in coloration and accoutrements, but they are smaller (human or halfling sized), sometimes with wings and often distorted into odd shapes. He usually sends them through his mirrors into the Material Plane to spy

on creatures or steal things, sometimes on behalf of another interested (and wealthy) party, but as often as not just for his own amusement and curiosity. As a result, he knows many secrets kept by powerful entities on the Material Plane. These forays also help him identify rooms that he wants to steal.

## STOLEN ROOMS

Recently Lazustro decided that mere copies of rooms aren't sufficient treasures for someone of his status and influence, much like a person disappointed with counterfeit works of art, and he has invented a way to steal an entire real room (including its contents) and replace it with its reflection. This magic transports the actual room into his palace and leaves behind a copy on the Material Plane; the copy fades away the first time darkness falls in the room, leaving an empty place bereft of furnishings, decorations, and inhabitants. Now many of the “trophy” rooms in his palace are stolen rooms—and are technically prisons, for they hold (in stasis) any creatures that were in the rooms when he took them. He doesn't often invite people to his home, but once a year or so he hosts a grand party for beings of similar power to himself, partly to maintain alliances but also to show off his collection.

Lazustro makes a point to remove any unremarkable magic items (such as potions, scrolls, +1 weapons with no special abilities, and so on) from his stolen rooms so they don't clutter the area or detract from the visual aesthetic. He gives some of these items to his minions (especially those who have spying and stealing work to do), and the rest he sells or stores in a vault of valuable “boring” things. From time to time, as the vault becomes full, the master of the palace may sell these surplus items, either out of his home or by taking them to a planar bazaar (such as the **Worldswept Market** in Timeborne). However, many of these items have been modified to include a mirror-polished gem or other decoration, allowing Lazustro to spy on whoever carries the item.

## DOUBLED REFLECTION

There is a rumor that, lodged somewhere in another place, is a reflected copy of the Palace of Reflections, and that a person visiting this copy can use its mirrors to spy on Lazustro's palace—and perhaps even enter it through cracks between mirror realms. However, visitors must contend with the copied palace's master, Dazustran, who is a twisted reflection of Lazustro, paranoid and prone to fits of rage in which he smashes things and lashes out at people he thinks are his enemies.



## PHONTIX, THE ACID SHORE

*A volcanic island demiplane inhabited by various fire creatures.*

Phontix is a volcanic lake surrounded by fertile soil that tapers out about two dozen feet from the water. The shore is a barren plain of black basalt broken into hexagons, many of which extend like a series of pillars into the lake itself. These pillars are close enough to each other that they form several meandering paths across the water toward the island at the center, with only a few places where a traveler must succeed at a DC 12 Acrobatics or Athletics check to safely jump across a gap, and a few others that require a successful DC 10 Dexterity save to avoid slipping off a pillar into the water. The handful of battlements or bunkers on the shore are all built out of local stone, each barely more than two solid walls and a partial roof.

The lake is very acidic. Touching the water inflicts 5 (1d10) acid damage per contact. Immersing a creature at least halfway (such as by falling in) inflicts 22 (4d10) acid damage each round. The depths of the lake are heated from underground sources and count as extreme heat; in some places it's hot enough to inflict 3 (1d6) fire damage every round.

The volcanic island is topped with a cone-shaped peak. About a quarter of the peak has collapsed, exposing much of the interior crater and creating a very scenic landscape for the stone fortress built into the far side of the crater. The crater floor is covered with a thick layer of ash and debris, with several large areas of tropical-climate plants. The volcano hasn't had a lava eruption in a thousand years, but it emits a near-continuous plume of steam and poisonous gases that drifts out in a path over the lake.

Inhabitants of Phontix include **azers**, fire-loving fiends, **fire giants**, **magma mephits**, **magmins**, and **salamanders**. They frequently battle for control of the island fortress, as the mine underneath it is rich in gold and iron. (Portions of the mine may be flooded with lake water, slowing and complicating any work in them.) The weaker factions take control of the shore outposts, and these sites commonly change hands after a skirmish or an alliance temporarily shifts the balance of power.

### GAS DANGERS

Every few days, the lake "burps" a cloud of gas (a hemisphere with a diameter of about 100 feet) that is poisonous, acidic, or both. Poisonous gas inflicts 3 (1d6) poison damage each round, and any creature that fails a DC 13 Constitution save (try each minute) is poisoned for an hour. Acidic gas inflicts 3 (1d6) acid damage each round, and any creature that fails a DC 13 Constitution save is blinded for ten minutes or until they can wash their eyes.

Sometimes acidic gases dissolved in the water build up to a dangerous concentration, triggering a **limnic eruption** that creates a cloud of inert, suffocating gas that is tens of feet high and at least a hundred feet across; it follows the wind or spreads out in all directions. Creatures in the area can't get oxygen even though their lungs are working (in effect, they're holding their breath even though their lungs are still pushing air), and they might not know they're suffocating until they've already spent a minute or more in the area and realize their pulse and breathing are very fast. The gas extinguishes flames (magical attacks that create fire inflict half damage), which may alert creatures to the danger.

Clouds of lake gas usually move on or dissipate within ten to twenty minutes, but that's enough to kill most normal creatures. Creatures and plants native to this region are generally unaffected by these gases.

## THE SECRET CITY

*A mystical realm hiding behind, beneath, and in the shadows of every city, everywhere.*

Rarely does one ever lay eyes upon more than just a bit of a street or an alleyway of the Secret City. It lies somewhere at the edges of the Ethereal, but touches only particular locations on the Material Plane. Namely, it intersects only with the deepest portions of large cities, in dim alleys, in abandoned buildings, or around a random blind corner. These crossover areas shift their precise points quite frequently. Needless to say, most who find themselves in the Secret City do so by accident rather than intention, as knowledge of its existence is rarely known to even learned sages.

To a visitor, the buildings of the Secret City are dark and distorted reflections of those in the material city they just left behind. But somehow, it's not just the reflection of that city, but of all cities, everywhere. The streets seem mostly empty, with only shadowy figures occasionally darting furtively at the edges of one's vision.

The Secret City is the domain of thieves, spies, and assassins. A special few such individuals who have lived their lives on the streets and who learn the right tricks gain a connection with the essence of the Secret City, and can slip into it by darting through a darkened doorway or behind a pile of refuse outside a building. This is often useful for avoiding pursuit, hiding temporarily, or conducting a clandestine meeting.

Those who pass into the Secret City usually quickly slip back out, whether they wish it or not. Regardless of what they do in the Secret City, they return to the place they came from, very close to

*Limnic eruption: When a lake full of dissolved gas suddenly ejects its gas into the air, similar to a bottle of warm carbonated soda releasing a huge burst of bubbles.*

*Instead of using the suffocation rules, another way to handle a dangerous cloud is to give characters a level of exhaustion for every minute they remain within it.*

*Phontix is best used as a region within the Abyss, Hell, or Plane of Fire, or as a tributary water source to the River Styx itself.*

*PCs might come to Phontix to take over the volcano fortress for their own use, to aid one of the existing monster factions, for some task that requires acid or volcanic stone, for an athletic competition on the pillar path, or as a step in reaching some other destination.*



*Intentionally slipping from an urban location to the Secret City requires that the PC spend at least ten minutes concentrating and make a successful DC 15 Wisdom check. Moving back to the Material Plane is a normal action, but finding where you're going can still take 1d20 minutes (if the ultimate destination is within the same city) or 1d8 hours (if the destination is in another city).*

*Reed folk dwell amid the edges of gentle rivers and ponds. They have **merfolk** stats, but their lower bodies look more akin to water snakes than fish.*

*Master thief, page 171*

*Neddean has **rakshasa** stats with Stealth +9 and Sleight of Hand +8. Her gown has powers like a cloak of displacement and a cloak of elvenkind, and she wields a dagger of venom. Her guardians are usually **phase spiders** or special **werewolves** able to turn invisible at will.*

*Winter's Reach, page 145*

*Salwa appears to be a golden humanoid with six feathered wings and the head of a female lion. She has **planetar** stats.*

*General Nbrayan, page 146*

where they left it. Those particularly skilled can remain within this shadowy metropolis and find their way to other access points to other places within the material city, or even into other cities. Thus, the Secret City becomes a mystical shortcut to make one's way quickly across a large city, or perhaps rapid transport to an entirely different city. Travelers must make their way through the Secret City until they see a shadowy version of a landmark known to them in the new location and return to the Material Plane from there. Moving through the Secret City is faster than moving through the substantial world, but it can take minutes or hours of searching the eerie, distorted streets to find a desired designation.

Moving through the Secret City is dangerous, particularly if one does it openly. An unwanted encounter with a band of **thugs**, a **master thief**, or even the spirits of rogues trapped forever in the form of **wights** or **wraiths** is likely. And there are worse things, such as **assassins** and **spirit naga** that prey upon those who linger overlong.

## THE SECRET QUEEN

**Neddean** rules the Secret City. Ruthless but not cruel, heartless but not maniacal, she is an immortal being and sees herself as one of the greatest thieves in all the multiverse (an exaggeration to be sure, but she is quite good). Slender and attractive, Neddean appears almost elflike, wearing black and violet diaphanous gowns that somehow don't hinder her movements in any way. She chooses to speak in smoky-throated whispering tones and prefers brief, meaningful conversations. Too many questions or disrespectful manners earn a sudden poisoned dagger in the back.

Neddean commands a network of thieves and spies that operate in and out of the Secret City, and she is always attended by Abule and Cax, a pair of devoted **oni**. The Secret Queen does not have a palace, but rather a multitude of hidden abodes throughout the city. These locations vary from impressive mansions to tiny bolt-holes, all secured by devious locks and traps. And of course, each has guardians that she commands. Most also have treasures she might find useful in a pinch.

## THE SUMMERLAND

*A plane of relaxation and rest, threatened by its conjunction with Winter's Reach.*

At the edge of Elysium lies a realm of sunshine on soft grass, gentle breezes, and quietly babbling brooks. Every day is warm and pleasant, and every night is cool and clear. Even the occasional rains are warm and refreshing. It never storms.

## REJUVENATION

A day in the Summerland is equal to three anywhere else in terms of rest and recovery. Given enough time, debilitating ailments and even fatal diseases fade. Further, it's impossible to contract any sickness here. While standing in the cool waters of a stream or pool in the realm, the target of any sort of healing magic receives the maximum possible effect.

## THE PEOPLE

While most come to the Summerland for respite, some decide to never leave. These planar immigrants (and their descendants) dwell in calm, peaceful harmony alongside the animals and other inhabitants, some of which include the **reed folk**, a few **sprites**, an **elk** herd presided over by a **giant elk**, and a pride of mostly gentle intelligent **panthers**.

A village of **centaurs** dwells in seclusion on the very edges of the realm. Theirs is the closest to the breach.

## THE BREACH

At the far edge of the realm, near where the centaurs live, a shimmering rending of the sky and land marks where the realm of **Winter's Reach** has literally collided with the Summerland. Cold, dry winds blow from the breach, and snow and ice accumulate around it. An incursion of ice apes and winter wolves initially came through, and while the centaurs managed to drive them back, they sustained grievous losses.

Alerted by centaur runners, the people of the Summerland prepare to defend their quiet home. Needless to say, all of this—from violence and anxiety to cold winds and ice—is unknown here.

The Summerland has no ruler, but a being called **Salwa** has taken it upon herself to organize the defense. She has also sent word—by magic and messenger—to enlist allies from other planes and realms to the land's cause.

## OCCUPATION

To be certain, without help, the small realm of the Summerland will be conquered by the larger, more powerful forces of Winter's Reach. In this eventuality, the forces of ice and darkness occupy the land, and the breach brings forth an eternal winter with snow and wind. The pools and creeks freeze over, the plantlife suffers (much of it dies), and the inhabitants struggle to survive.

An occupied Summerland is ruled by **General Nbrayan**, who gleefully renames it Sufferland. He delights in tormenting those residents that survive, and ice apes and winter wolves flourish in the newly conquered territory. Eventually, the inhabitants are forced to build Nbrayan a palace of ice, rock, and bone.



## THREEM, THE GOD-MASKS

*A demiplane crafted from a dead god's skull, with weird suns that have different magical effects on the world.*

This strange and erratic demiplane may have been built out of the head of a dead god. Most of the central portion is a miles-long rolling plain of red soil dotted with mushroom-like growths, most of which are knee-high to a human but can grow to more than 20 feet tall. On one end of the demiplane, the soil curves upward to form an immense wall that eventually blends with the dome of the sky. On the other end, a U-shaped barrier of white tooth-like boulders marks the end of the ground. High above the boulders are three dark "windows" in the night sky, spaced approximately like the nose and eye sockets in a colossal skull.

At any particular time, the plane is lit by a "sun" directly overhead that takes the form of one of six possible masks, each resembling something a humanoid culture would craft for religious or ceremonial purposes. Any sapient creature on this plane automatically knows the name of the current mask-sun, regardless of the creature's known languages. Approximately once each day, the current mask-sun spends a few minutes moving to and through one of the eye-windows in the sky, with a different mask-sun taking its place; in these brief times, the sky turns dark and is lit up by hundreds of small mask-stars that resemble the exiting (or "setting") mask-sun. Each mask-sun has a different effect on the plane, applying only when it is motionless.

In addition to local flora and fauna, Threem is inhabited by **kobolds** who worship their world's suns. Sometimes beasts abandoned by planar travelers manage to survive here for a while.

### DHOLTRU

This mask-sun resembles a frowning face with a third eye in its forehead and arm-shaped spokes radiating outward along the edge. It emits alternating waves of gold and red energy. When Dholtru becomes active, the demiplane becomes adjacent to the first layer of a random major Outer Plane (Elysium, the Nine Hells, and so on), and it may temporarily acquire the adjacent plane's unusual features (such as the maddening winds of Pandemonium). Any creature on Threem while Dholtru is active can spend one minute concentrating on the adjacent plane; if they succeed at a DC 15 Arcana check, they are transported to the adjacent plane.

### FRENNUM

This mask-sun looks like a two-faced person wearing a crown. Its light is a soft yellow. When Frennum is active, it rains across all of Threem—anything from a light drizzle to a moderate storm.

### GRENT

This mask-sun resembles a snowy owl, and its light is a pale blue-white. When Grent is active, magic that restores hit points is particularly effective; when healing dice are rolled, if the total result is less than the average amount, it heals the average amount.

### HOLBAN

This mask-sun has a large central eye and a long wagging tongue. It sheds an eerie green light. Any creature that sleeps under its light for four or more hours develops 1d4 skin cysts, each containing a fleshy capsule that has the powers of a *feather token* if used within 24 hours.

### MARIUS

This mask-sun has a fanged scowl and a fringe of thick hair that forms a teardrop shape. It shines with a fierce yellow-orange energy. When Marius is active, the entire plane becomes very hot, edging into the extreme heat category for several hours, starting halfway through its day. About once per hour it shoots a blast of fire at a random traveler; the target and all creatures within 20 feet take 14 (4d6) fire damage, or half that amount with a successful DC 15 Dexterity save.

### TURNUS

This mask-sun resembles a reptilian face with its eyes closed; its light is a dark violet color. When Turnus is active, all characters can add their proficiency bonus to Stealth checks, and Stealth checks have advantage.

## UUR-GHAN, PRISON OF THE HOLLOW-EYED TITANS

*A burned forest demiplane inhabited by scarred, eyeless godlings who have been banished from their divine realms.*

This planar region resembles hundreds of acres of old forest that have been blasted by fire, with ash-choked streams winding between half-dead trees, all surrounded by jagged pillars of grey ice. The most common inhabitants are prey animals such as deer, flightless birds, and large rodents, but the place also has various kinds of creatures resembling carnivorous dinosaurs (often with mutated shapes or bizarre colors). All of these creatures give wide berth to the **hollow-eyed titans**—a dozen or so enormous beings that roam the area.

The titans resemble giant-sized humanoids, often with remarkable physiques, but their faces look like they've been immersed in acid, with scarred, empty eye sockets and ragged lips that can't cover their

*Because of Dholtru's power, travelers sometimes use Threem as a transitive plane when the normal routes are obstructed or too dangerous.*

*The hollow-eyed titans of Uur-Ghan have **abominable yeti, cloud giant, cyclops, empyrean, or storm giant** stats, with the blinded condition (which cannot be removed without god-level magic); alignment neutral evil or chaotic evil.*





teeth. These creatures are completely blind and wander the forest with stooped postures, grabbing at anything that seems like it could be food and cramming it into their mouths to be devoured. Their origins vary; they were once gods, the children of gods, primordial beings that predate the gods, or living embodiments of divine wrath, but all of them were defeated, disfigured, and banished to this place to suffer forever. Perpetually hungry but unable to die except through violence, they exist in a ravenous state, their minds frequently shifting between memories of their prior glory and the overwhelming need to soothe the painful ache in their bellies.

The titans eat whatever animals they can catch (including the dinosaur-like beasts), but usually avoid each other. From time to time they come into conflict, wrestling and biting at each other, until one manages to break free and flees until its wounds heal.

Feasting on the titans' living bodies are enormous **parasites**. Some drink their blood like ticks, others crawl in and out of their skin like maggots, and others swarm about their body orifices to steal scraps and gnaw on their immortal flesh. From time to time the pain of these afflictions becomes too much for a hollow-eyed titan to bear, and they roll on the ground, rub against rocks and trees, or tear

at themselves with their nails in an attempt to sate the insatiable itching.

The hollow-eyed titans can't be befriended or reasoned with unless they are fed enough to calm them, which usually requires two Medium creatures (such as ponies) or one Large one (such as a riding horse). Once they've eaten (a messy, terrifying process that is disturbing to watch), the titan becomes coherent for a minute or two, and may answer questions if those who fed them are careful not to anger them. A just-fed titan has access to all of their old memories and usually knows at least one interesting secret relating to their origin, former areas of interest, home realm, or the pantheon they belonged to.

It takes only a few moments for a titan to revert to their feral state, and their "guests" are usually caught off guard by the suddenness of the change (a successful DC 20 Perception check gives a character about one round of warning before it happens). It's common for a hollow-eyed titan in the middle of a long answer to grab a listener and eat them instead of finishing what they were saying. A conversation is as likely to end out of hunger as to the titan reacting to its parasites.

*Typical parasites have **chuul**, **grick**, **piercer**, or **stirge** stats and usually resemble worms, flies, ticks, or scrawny birds.*



## VARGA'S FOREST

*A small realm of woods and fungi, ruled by a witch with the power to steal, shape, and restore memories.*

The outer part of this location looks like a typical temperate forest of the Material Plane, approximately 2 miles in diameter. Giant toadstools and shelf fungi are scattered throughout the middle portion of the forest, especially around a small village of axe-wielding myconids. The myconids serve Varga, the “memory witch” who lives at the center of this realm.

Travelers arrive at a nearly circular area at the edge of the forest where the trees have been chopped down (leaving chair-high stumps all around) and the wood used to build several chicken coops. A low hedge made of bushes with red berries is only a very slight deterrent to going farther into the woods. A sign on the fence reads “Pick the berries, feed them to the chickens.” About a dozen fat grey chickens scrounge about and ignore visitors unless they are chased, attacked, or offered food.

### MYCONID VILLAGE

This settlement is a mix of manufactured shelters (made of wood and earth) and large fungal structures that have been hollowed out into small homes. The local **myconids** have adapted to living aboveground in the filtered light of this forest and enjoy tending to the plants and animals throughout this region. The myconids are very territorial and generally hostile to strangers, even peaceful ones, and pre-emptively attack anyone who tries to approach them or enter the village (they don't attempt to communicate with strangers). If a threat is too great, they fall back toward Varga's house and wait for her to deal with it. Most of their weapons and tools are made of wood or hard fungus, but they have a few metal items taken from intruders they've killed.

### VARGA'S HOUSE

At the center of the forest is a cozy little two-story cottage made of wood and stone; portions of the roof are tile, and others are large pieces of shelf fungus. The place is obviously sized for someone who is definitely larger than a human. This is the home of **Varga**, known to some as a mushroom witch or a memory witch. She is loud, crude, and mean, and just wants to be left alone (other than her myconid minions).

When strangers show up at her house, the interaction usually starts with her screaming at them to go away and ends with the visitors fleeing due to magical fear and forgetting the past hour. She automatically knows when someone enters

“GET OUT OF MY HOUSE! LEAVE ME ALONE!”  
—Varga

her realm, and spies on them using *clairvoyance*. The sign directing people to feed the chickens is a simple trick to give her more time to observe intruders from afar.

Varga is very skilled at memory magic, including the ability to restore lost memories. Most of her methods require her to craft a horrible-tasting potion with ingredients that include fungal spores, rare herbs, and her own phlegm. She isn't willing to teach others these secrets (or any of her spells), but she can be paid or bribed to provide this kind of help.

## WINTER'S REACH

*A plane of suffering and want, launching a massive invasion of the Summerland.*

Calved off from a horrific Lower Plane long ago, the demiplane of Winter's Reach floats through the multiverse, untethered. As its name suggests, it's a frigid place of ice and wind, counting as extreme cold. Those not naturally (or magically) adapted to the temperature or that don't wear cold weather gear gain one level of exhaustion each hour they are exposed on a failed DC 10 Constitution saving throw.

It's always night in Winter's Reach, and when a ravaging blizzard isn't raging, the dark, clear sky is filled with stars that might simply be frozen pools glistening above. To lend credence to that idea, meteorites of solid ice and frozen rock fall with regularity, sometimes wreaking destruction or bringing with them frozen creatures encased in the ice. These creatures, always beings of frost and snow, now freed upon impact, join the other inhabitants—or, just as commonly, fight with them for dominance and territory.

**Ice apes**, **winter wolves**, and **frost giants** dwell in large numbers in the plane, although not in harmony. The constant fighting is kept in check by the rulers of Winter's Reach and their **ice reaver** enforcers. Other icy creatures reside in the demiplane but in smaller numbers.

### RULERS

Winter's Reach is ruled by a tyrannical duo. Okullas is an **ice devil**. His partner is Uvrellia, an **archmage** with an **adult white dragon**, Cassoladei, under her magical thrall.

The rulers of Winter's Reach live in a palace of iron encased in a mass of translucent ice. There is only one tunnel through the ice to the doors of the

Varga's Forest may be its own demiplane, or it may be a region within a larger plane that has a wooded area that can fully contain it.

Summerland, page 142

The **myconids** wield spears and axes, and lack the Sun Sickness weakness typical of their kind; alignment lawful evil.

**GM Tip:** Persistent adventurers who keep trying to talk to Varga or ransack her house are likely to endure several cycles of fear, memory wipes, and re-exploring areas they've already covered. Instead of playing through this in chronological order, have the PCs appear at the edge of the forest, minus some hit points, and with some spell slots and potions expended—it's actually the third time the PCs have been here, but they have no memory of it! As they approach, describe what they see as being strangely familiar. If any further memories are erased, trust the players to have their characters not know what's happening.

Varga has **oni** stats, with the *fey* type, the spellcasting of a **mage** (preferring enchantment spells, *clairvoyance*, and fear), and the following abilities:

#### Alter Memories (3/day).

Varga alters the memories of up to six creatures within 100 feet as if using *modify memory* (DC 14 Wisdom save). She can instead use this ability to completely erase up to an hour's worth of memories of events within her territory.

#### Forceful Teleport (3/day).

Varga teleports up to six creatures within 100 feet to the border of her territory (the creatures can resist with a successful DC 14 Wisdom save).

Ice apes have **ape** stats but are neutral evil and immune to cold. Ice reavers have **stone golem** stats but are neutral evil, intelligent, and immune to cold, and their *Slow* ability comes from coating foes in frost and ice.

Uvrellia wears a ring of cold resistance and has a wand of binding, with the spell effects manifesting by freezing the target in a mass of ice.



*Worm rats have **giant rat**, **gibbering moulder**, **rat**, or **swarm of rats** stats, with the monstrosity type; alignment neutral evil. Worm rat savants are also spellcasters (spell save DC 12, +4 to hit with spell attacks) and know one or two warlock cantrips and 1st-level warlock spells.*

*General Nbrayan appears to be human but has the stats of a **stone giant** wielding a greatsword. He wears white dragon scale mail.*

*Worm Rat Lair is best used as a weird series of "hauntings" of a building the PCs spend a lot of time in, such as their favorite tavern or a home they own.*

palace. Numerous ice reavers guard the entrance, and the inner sanctum is patrolled by white **saber-toothed tigers** immune to the cold.

The dungeons beneath the palace hold the deposed frost giant queen Ennalas and a variety of planar travelers who stumbled into the wrong demiplane.

## MARSHALLING ARMIES

The creatures of Winter's Reach prepare for war—specifically, to invade the Summerland. Recently, Winter's Reach has come into conjunction (violently so) with this realm on the edge of Elysium. A massive hole has been rent at the crossover point between the two dimensions. An initial scouting force of ice apes and winter wolves explored the new land, met with some centaur resistance, and returned to report what they'd encountered to the rulers of Winter's Reach.

Under the command of Okullas and Uvrellia, **General Nbrayan** organizes a horde of ice ape skirmishers, winter wolf support, and frost giant artillery near the breach. They are undisciplined and unruly, but ice reavers obey the general unquestioningly and keep the troops in line.

At the site of the breach, the warmth of the Summerland has caused much of the ice and snow to melt, making for slushy pools and muddy, slippery terrain.

## WORM RAT LAIR

*A parasitic demiplane filled with hideous creatures that burrow into other realms.*

Rather than an actual plane or demiplane, this extraplanar lair is more like moss or a parasite that clings to the outside of another plane and burrows into it. The lair consists of dark, twisting tunnels through a rocky, soil-like material, with occasional unidentifiable plant roots, small bones, and runed clay tablets dispersed through it. The tunnels always seem to grow around buildings and locations inhabited by intelligent creatures, most commonly houses in urban areas with many people.

Like the Ethereal Plane, these passages overlap the Material Plane without touching it, but there are spots where the borders between the two are thin. From inside Worm Rat Lair, these thin places look like a window into a bright room. From the Material Plane, they look like a dark hole in the wall, floor, or ceiling, big enough to fit a rat but otherwise unremarkable. However, these apertures are larger than they seem, and any creature of human size or smaller can squeeze through them as an action. Regardless of the direction traveled, moving through this space is always accompanied

by a sensation of falling about 5 feet (and landing unharmed, if a bit startled), even if the two sides appear to be at the same elevation. Usually the tunnels only wrap around a single building, but they might connect to multiple adjacent structures on the Material Plane. Longer tunnels tend to collapse on their own, isolating different branches of the colony and leading them to infest more remote locations.

The native inhabitants of Worm Rat Lair are a colony of **planar vermin** that combine aspects of mole rats and earthworms, although the proportions of each vary with each individual. One might look like a worm with the head of a mole rat, another might be a rat with worms instead of limbs, and a third might be a rat with an eyeless toothed worm head. These creatures dig the tunnels using their teeth and claws, and crawl in and out of the adjacent Material Plane building to steal food and trinkets. All worm rats can lay thumbnail-sized eggs and bear live young, and their birthing process usually is a disgusting mix of the two. Most worm rats have beast-level intelligence, but a rare few are born with a savant-like knowledge of crude magic relating to runes and the Lower Planes. Their interests include defacing religious objects, stealing magic items, and performing bloody sacrifices (often of pets and other small creatures) in the house after dark.

The head of the colony is always a particularly large savant. Its ultimate goal is reproduction and survival; the creature is more than willing to abandon its offspring to burrow deep into the extraplanar soil in search of another place to infest. These creatures usually leave behind a cache of eggs to hatch later and re-infest the tunnels; only by carefully searching the entire lair can a character be sure that they won't return.

Once the lair tunnels are abandoned, they collapse and vanish over the course of about a week, which also prevents creatures from traveling through the thin places. Enterprising characters may take action to maintain these tunnels (such as building supports to prevent collapses) and use them for storage, spying, or escape. Deliberate digging by creatures other than worm rats never seems to reach other locations. There is always a risk that some other extraplanar creature might move in and make use of the connections to the Material Plane.



## MICROPLANES AND PLANAR CONCEPTS

This section includes very brief descriptions of demiplanes, interesting regions that the GM can insert into any plane they need, and odd spaces that may lie “between” conventional planes.

### ENDLESS DWARVEN HALL

This plane is a labyrinth of dwarf-made tunnels and structures, all crafted in stone. Although they sometimes broaden into avenues with side rooms, the halls never seem to lead anywhere. Stairs go up and down, doors open on blank walls, and collapsed floors and ceilings allow quick access to other levels, but nothing ever opens up to the surface world or gives access to a throne room or treasury. Magic that guides travelers (such as *find the path*) leads creatures on an extensive journey through the halls, sometimes crossing areas already covered or pausing at a dead end and then turning back, but never quite reaching the intended destination. In many areas, travelers can hear the sounds of dwarven boots marching, faint crafting noises, or fragments of songs, but the people who make these noises are never found—and perhaps are long gone. Some travelers have reported that they’ve heard the voices of members who wandered off, but can’t manage to track them down again. Occasionally, chalk writing on the walls directs people in certain directions, but these marks are unreliable and are probably from earlier, disoriented visitors. Some travelers have reported finding scraps of paper or leather with their own names written on them, like a list of people to watch (or hunt).

Other than typical underground vermin and fungi, the only living things of interest in the halls are monstrosities combining features of dwarves and bright red spiders—spiders with dwarven heads, spiders with dwarven legs, dwarves with spider heads and beards made of spiders, spider swarms in the shape of dwarves, and so on (these things have **ettercap**, **gibbering moulder**, **giant spider**, **giant wolf spider**, or **swarm of spiders** stats). These creatures have only beast-level intelligence but once may have been actual dwarves. They hunt smaller creatures (including each other) and any visitors they discover, gibbering strange, meaningless things that almost sound like various dwarven languages.

### HELL OF GRINDING WORMS

Travelers arrive standing on what appears to be a thick rope (easily 30 feet wide, enough for a human to comfortably stand on without risk of falling over) extending in two directions as far as they can see. Other similar ropes run in all directions (parallel, perpendicular, and everything in between), swaying

like fishing line in a gentle river. The entire space is surrounded by a polychromatic, strobing, swirling void, made mostly of greens and purples.

Visitors soon realize that the “ropes” are actually the hairy, fibrous bodies of gigantic worms that slowly writhe and twist through this weird plane, sometimes bending their heads or tails to nip at each other or sniff at travelers. Worms might also become entangled in a rushing wave that crushes anything caught between them—creatures take 35 (10d6) bludgeoning damage, or half that amount on a successful DC 20 Dexterity save. Smaller worms (**purple worm** stats, with a fly speed of 30 feet) sometimes fly between the larger ones, landing to attack travelers for a few rounds or vomit forth a few larva (**grick** stats, with a fly speed of 30 feet) before departing. The weak gravity of this plane means that maximum falling damage is only 17 (5d6), although a creature might fall for minutes or thousands of feet before landing on a different worm.

### HELL OF SADIST HEALERS

This plane is completely indoors; travelers are confined to a series of shabbily constructed rooms of wood with canvas roofs (and, in some cases, canvas walls). The noise from outside is the sound of a large battle, with swords ringing against armor, siege engines firing, and the screams of wounded soldiers and horses. Inside the rooms, people with horrible injuries—stab wounds, limbs partially hacked off, burns, and so on—are being tended to by gaunt people with red eyes, bloody knives, and gore-spattered clothing (all have **barlgura**, **chasme**, or **vrock** stats). The gaunt “healers” are cauterizing wounds, amputating limbs, and washing burns with brine, causing their patients to writhe and scream. For particularly large or strong patients, two or more “healers” have to hold down their subject so a third can do the work. The healers ignore travelers who don’t have large obvious injuries, but retaliate if attacked or prevented from doing their work.

### PIG SKIN FARM

Upon arriving at this bizarre demiplane, travelers find themselves on all fours and wearing a layer of tough flesh that resembles a pink-skinned pig, although their faces are still somewhat recognizable. Dozens of other similar pig-creatures wander about, but these are just simple beasts. The entire area seems like a ranch or farm run by ogre-sized creatures, with log fences dividing the space into several areas for the “livestock,” and three large stone and wood buildings on the periphery. Movement in the pig “suit” is strangely easy and comfortable despite being a quadruped (creatures move at their normal land speed), but all actions requiring hands or speech have disadvantage. A

*The hideous dwarf-spiders are able to use magic items that only dwarves can use, and they’re affected by spells and abilities that only affect dwarves or have special effects on dwarves.*

*It’s possible that the Endless Dwarven Hall connects to the Infinite Labyrinth (page 58) in one or more places.*



*It's common for travelers to arrive at Sisyphus Mountain off-balance or in midair, causing them to start tumbling downslope.*

*Some sages believe the Utter Darkness is the result of invading aberrations finding a way to extinguish the light of the sun and releasing a tarrasque-like flying creature to rampage the surface world, with the result being more powerful and dangerous than they expected.*

creature can remove its own suit by sufficiently damaging it (AC 11, 10 hit points), but the suit takes half the damage dealt to it and the creature takes the other half. Every minute that a creature remains in their suit, they must succeed at a DC 13 Intelligence saving throw or have their Intelligence and Wisdom scores reduced by 1d4. If either of those stats is reduced to 0, the skin permanently grafts to them and they become a mindless beast.

Searching the large houses reveals oversized items that are typical for a farm—furniture, knives for butchering, and so on. The inhabitants of this place (**ogre** or **hill giant** stats) are naturally invisible and spend most of their time in the nearby fields. About once a day they collect one of their “pigs,” slaughter it, and eat it, discarding the bones in a pile behind one of the houses.

## POISON FROTH

This entire plane is filled with liquid, similar to some parts of the Plane of Water, except that air-breathing creatures can breathe this liquid without difficulty. The place resembles soapy water, with air bubbles ranging from hand-sized to house-sized scattered throughout. Breathing the water is poisonous to non-native creatures, inflicting 3 (1d6) poison damage each minute, and giving creatures the poisoned condition for an hour if they fail a DC 10 Constitution saving throw. A non-native creature fully inside a bubble is protected against the water (a head-sized bubble has only enough air to safely breathe for a round or two).

In addition to typical aquatic beasts such as fish and octopodes, this realm is occupied by **flumphs** (with a swim speed instead of a fly speed), **marids**, and **merrow**. The flumphs try to protect travelers, urging them to enter the larger bubbles and ferrying them to exits out of the plane; they may invite good-aligned guests to stay with them in houses made of bubble clusters. The marids and merrow hunt travelers for food and sport, and wage war on each other from great cities built out of bones and plants.

## PORTAL CLOCK

Visitors arrive at one end of a large open stone courtyard under a stormy sky. On the far side is a vertical stone ring, 100 feet tall and 8 feet thick, with dozens of circular recessed areas on its near face. Scattered in front of the ring are round tiles with runes on them; placing the correct sequence of runes in the ring activates a portal to a specific plane. At any time, there are usually two or three travelers (or groups of travelers) madly searching the tiles for the ones that'll get them to their intended destination, and it's common for fights to break out over who should get to finish their sequence first. Complicating this situation is that

time resets every couple of minutes here, sending all creatures back to the arrival point and forcing them to rush back to the ring and resume their searching. Magic items on slain travelers tend to develop strange nonlethal curses, such as making their bearer drool, stink, or shiver.

## SISYPHUS MOUNTAIN

This steep, jagged peak is covered in irregularly shaped boulders, which frequently become dislodged and roll downhill, crushing or scattering anything in their path. Overhead, grey-winged humanoids (**deva** stats; alignment neutral evil) watch for any travelers who try to fly above these obstacles, clapping them in manacles chained to iron weights. Some of the rolling boulders are actually creatures (**galeb duhr** stats; alignment neutral evil), and they deliberately steer themselves (or the boulders they magically animate) into travelers. If slain, these boulder-creatures explode in a burst of stones that inflict 10 (3d6) bludgeoning damage to all creatures within 30 feet, or half that amount on a successful DC 16 Dexterity saving throw.

At the top of the mountain is a flat area about 20 feet across, above which is a hovering portal that alternately transports creatures to the Plane of Earth or the first layer of Hades. There is no bottom of the mountain; creatures traveling downward only add to how far they have to travel before they can reach the top.

## UTTER DARKNESS

Visitors to this place can see only darkness deeper than anything on the Material Plane. Even creatures with darkvision see unyielding darkness, although one might be able to see their hand at arm's length if they look carefully. Even a creature with Devil's Sight or truesight can see only a few feet. This darkness cannot be illuminated or dispelled in any way, any more than bringing a light into a thick fog or muddy water has any effect. Everything on this plane is the same uniform shade of dull black (objects from here brought to another plane appear as black as soot). The place is cold, not quite freezing, like a night in late fall. Most of this realm consists of rough outdoor terrain, with frequent stone columns that tower 50 or more feet high, and occasional areas of stony rubble (which were once flying castles that fell to the ground in some ancient disaster). The only threats here are various animated guardians (such as **animated armor**) and living creatures with blindsight (such as **blights**, **grells**, **grimlocks**, and **oozes**), although it is unclear if these creatures were originally something else and forcibly transformed into things that can navigate the plane. Other intelligent creatures with blindsight likely left this plane long ago, although shadow dragons might choose to lair here.



# PART 4: MONSTERS AND PATHWALKERS



CHAPTER 26: MONSTERS

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CHAPTER 27: NPCs

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## CHAPTER 26: MONSTERS

**A**cross the infinite planes of existence, it's not only merely possible that strange creatures that haven't previously been catalogued exist; it's definite. As more and more explorers discover the Path and the Planebreaker that precedes it, many of those never-before-encountered creatures become known. Of course, this chapter introduces only a fraction of all the many new extraplanar monsters your players might now encounter. For instance, this chapter contains the elar, a creature of living liquid from the Elemental Plane of Water. And the divergent skull, a relic of swaths of realities that have splintered and collapsed into a single, terrible plane. And that's just the beginning.

### CREATURES BY CHALLENGE

#### Challenge 1/2

Psionic mold

#### Challenge 1

Doom

#### Challenge 2

Thorn dancer

#### Challenge 3

Path mite

#### Challenge 4

Accumulator  
Inexorable  
Mind mold wraith  
Xenophage defender

#### Challenge 5

Divergent skull  
Nilim shambler  
Traveler guide

#### Challenge 6

Lava husk  
Nambu bounty hunter

#### Challenge 7

Elar

#### Challenge 8

Avernus observer  
Refuse revenant  
Xenophage watcher

#### Challenge 9

Hag exile

#### Challenge 10

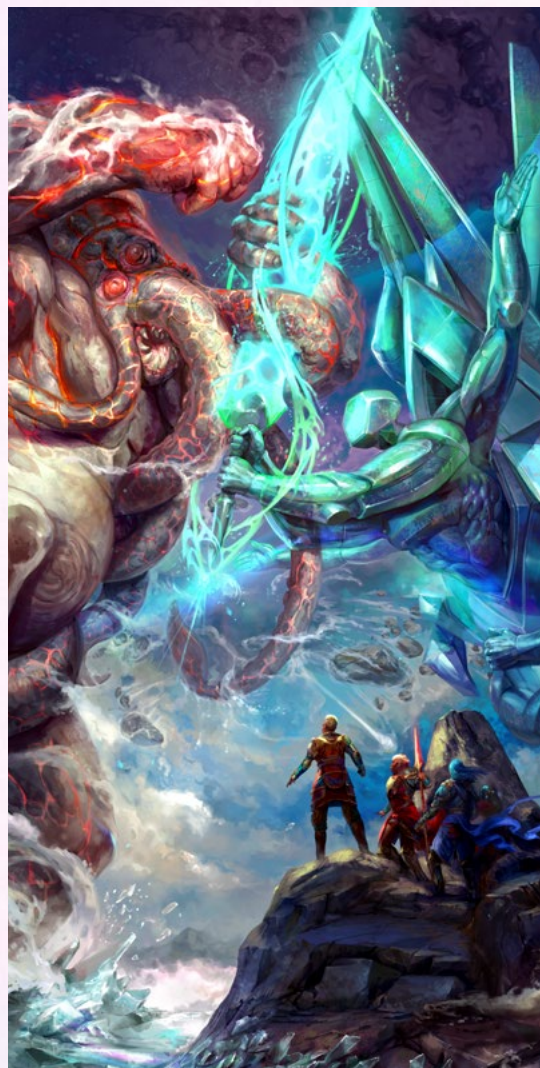
Prince of dust

#### Challenge 16

Portal dragon, adult

#### Challenge 23

Primogenitor





# ACCUMULATOR

Often, accumulators are drawn first to those wearing lots of metal.

Born of the Elemental Chaos and the Plane of Air, accumulators are elementals of almost pure electrical energy.

A standing bolt of twisting lightning with a vague semblance of a humanoid form, an accumulator stalks from point to point like individual lightning strikes advancing across the ground.

**Electrical Fission.** Lightning given substance and mind, accumulators seek to grow their electrical charge greater and greater, then in a blast of energy, they branch into two individuals, each charged with the same power and purpose of the original.

**Called by Experiment.** Though most form naturally in the Elemental Chaos, some accumulators are generated in the laboratories of wizards and others who run experiments past the edge of common sense, attempting to coax energy out of wires, glass, and rude materials. If something can conduct a spark, perhaps it can store the energy of a lightning storm if treated just right. Or if things go wrong, forge a joyfully destructive new accumulator.

**Elemental Nature.** An elemental doesn't require air, food, drink, or sleep.

## ACCUMULATOR

Medium elemental, typically neutral

**Armor Class** 14

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

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

**Saving Throws** Dex +4, Con +4, Cha +3

**Skills** Acrobatics +6, Perception +4

**Damage Vulnerabilities** force

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, lightning

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** blindsight 100 ft., passive Perception 14

**Languages** understands Auran (can't speak)

**Challenge** 4 (1,100 XP)

**Lightning Form.** The accumulator can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

## ACTIONS

**Lightning Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) lightning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of their next turn.



**Accumulation.** As a bonus action, the accumulator completes a circuit between itself and any creature stunned by it within 10 feet, inflicting 19 (3d12) lightning damage. The target must succeed on a DC 14 Constitution saving throw or remain stunned for 1d4 rounds. The stunned creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.

**Electrocute (Recharge 4–6).** Each creature in the accumulator's space must make a DC 14 Constitution saving throw. On a failure, a target takes 13 (3d8) lightning damage.

**Lightning Step.** The accumulator disappears and reappears at any spot within 500 feet, as long as it has a line of sight to the area, or electricity could move via conduction from one area to the other.

## REACTIONS

**Defensive Fission (Recharge after a Short or Long Rest).** When attacked, the accumulator has a 45 percent chance to split into two creatures standing next to each other. The attacking character chooses which one to attack, but the attack has disadvantage. Both the original and the second accumulator have a hit point value equal to the accumulator at the time it split. Neither can reuse this ability until after a short rest.



## AVERNUS OBSERVER

A fiend spawned on the banks of a river of blood in Avernus, the observer is a devil that misses nothing. As a weapon used by some devils against others, an Avernus observer is a powerful equalizer, as they can see how possibilities play out over alternate timelines. But Avernus observers are more interested in corrupting mortals in other planes, making certain that everyone is literally living in the worst timeline by collapsing their realities to those that are the most desperate and fell.

**False Bargains, Shattered Hopes.** Like other devils, Avernus observers delight in entering into compacts with mortals hoping to improve their own circumstances in some fashion. But even more so than other devils, Avernus observers are adept at seeing the loopholes in their own contracts. It's rare that someone who strikes a bargain with an observer doesn't end up defaulting, usually through no direct fault of their own, but as a result of circumstances outside of their control. But contracts don't care, and their souls become forfeit.

**Rebuking Reality.** An Avernus observer sees into many alternate realities at once, always finding the worst possible outcome for its foes. It manages this feat by pulling on the threads of possibility by pure focus on its nearly unparalleled ability to see and concentrate on a single outcome. Few can pull failure from the jaws of victory quite so well as an Avernus observer.

**Hellish Gamble.** Avernus observers delight in making personal wagers against other creatures, betting on outcomes that seem as if they should be entirely random. But an observer's ability to see the worst outcome for an opponent often translates to a win for the devil, with the loser's soul paid in compensation.



### AVERNUS OBSERVER

*Small fiend (devil), typically lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 150 (20d6 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	19 (+4)	9 (–1)	20 (+5)	12 (+1)

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 60 ft., darkvision 120 ft., passive Perception 18

**Languages** Celestial, Infernal

**Challenge** 8 (3,900 XP)

**See Through Ruse.** When an Avernus observer is subjected to a spell from the school of illusion or enchantment, it automatically succeeds on the saving throw and regains 13 (3d8) hit points on any round it doesn't take damage.

### ACTIONS

**Multiattack.** The Avernus observer makes 1d4 + 1 slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Collapse Possibility (Recharge 5–6).** The Avernus observer targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the target becomes the worst version of itself from across multiple timelines. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. While the worst version of itself, the target's speed is reduced by half, it can't take reactions, it can take either an action or a bonus action on its turn (but not both), and it must roll a d4–1 with each attack roll, ability check, and saving throw, subtracting the result from the roll's total.

**Gaze of Confusion (Recharge 5–6).** The Avernus observer targets one creature it can see within 30 feet of it that can also see it. The target must succeed on a DC 16 Wisdom saving throw or become confused as to which reality strand it exists within, and is affected as the *confusion* spell for 1 minute. At the end of each of its turns, an affected target can make another saving throw. If it succeeds, this effect ends for that target.

### REACTIONS

**Dimension Slide (Recharge 5–6).** When a creature the Avernus observer can see moves within 5 feet of it, the Avernus observer can shift itself to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space.



## DIVERGENT SKULL

*Splintered Reach, page 89*

A divergent skull is a remnant of someone who was once native to—or later became trapped in—a realm now called the **Splintered Reach**. The Splintered Reach is a span of thousands of dead planes mostly collapsed into a single dimension.

Divergent skulls manifest randomly on other planes of existence, possibly to escape their disintegrating plane, though if so, they make few friends in the still-extant dimensions that they now stalk.

**From Elsewhere.** Divergent skulls once had names, purposes, and lives in an alternate reality completely unlike most planar locations found on the Great Wheel. They had little use for “magic” but instead relied on technology of greater and greater magnitude. However, this very technology may have proved to be the precipitating factor that destroyed their dimension and all the bordering planes as well, relegating the remnants to the Splintered Reach. Something to do with “cosmic engineering gone wrong.”

Divergent skulls have only limited memories of what their lives were like on the dead planes where they once lived. Just as regular creatures try to suppress bad dreams, divergent skulls don’t like to think about their existence prior to their current form. Their minds are slightly broken, but they are hellishly smart.

**Hungry for Planar Sustenance.** Divergent skulls “eat” by erasing victims from extant planes and sending them through a dimensional fold into the Splintered Reach. Relying on some sort of symbolic cosmic equation, the transfer of energy enlivens and heals the divergent skull.

**Many Varieties.** The most dangerous divergent skulls are those that erase victims, but less powerful varieties have been seen. Those that recall more of their old lives are given to constant weeping. However, from these skulls, planar explorers might learn enough to visit the Splintered Reach, assuming they wish to risk becoming stranded there themselves.

Other varieties haunt the Splintered Reach itself.

**Undead Nature.** A divergent skull doesn’t require air, food, drink, or sleep.

Though rare, a given divergent skull could be an alternate reality version of a still-living individual who exists elsewhere in the multiverse.



### DIVERGENT SKULL

*Tiny undead, typically chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 114 (12d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	18 (+4)	20 (+5)	12 (+1)	7 (–2)

**Skills** Perception +4

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** most have learned Common

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The divergent skull’s innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *minor illusion*

1/day: *suggestion*

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

**Eyebite.** The divergent skull attacks a creature within 20 feet of it with a magical eye ray. The target must make a DC 16 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Erase From Dimension (Recharge 6).** The divergent skull magically rips a gap in existence in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to fade from existence and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is erased from the dimension and cast into Splintered Reach, from which they cannot escape until freed by a *wish* or other powerful magic. (If a victim is erased on Splintered Reach, they are effectively disintegrated.)

A divergent skull regains 33 hit points for each victim relegated to the Splintered Reach.



## DOOM

A doom arises from the planar flux to mete literal doom out against those who trespass against life. Sometimes a doom acts as a messenger of a coming apocalypse or serves as a literal omen. A doom targets creatures of the Material Plane, though even fiends and other celestials could find themselves facing a doom in rare situations.

**Natural Formation.** A doom normally arises spontaneously, but rarely and randomly. A mortal's act of cruelty or violence can call a doom into existence. The newly formed doom's only purpose is to destroy

whoever summoned it by their atrocious actions. A doom always announces its purpose in a language the target understands. Even high-level targets have reason to fear a doom's appearance.

**Doom Cursed.** Certain powerful spellcasters and other creatures have learned of the mystical levers of the multiverse. These individuals know *unleash doom* and might cast it on their enemies, despite the possibility of blowback. Likewise, ancient artifacts and guarded locations might have the ability to call a doom should anyone attempt to use the cursed object or access the cursed location.

**Arbiter of the Multiverse.** A doom usually appears exactly where it is needed, without need to track down its targets. Once called into existence, a doom does its best to slay its target.

A doom is unflinching in completing its objective. It can't be reasoned with or distracted. That said, a doom called through use of an *unleash doom* spell seems to understand the arbitrary nature of its limited existence. Its target might not be a legitimate one, at least as far as the multiverse is concerned. In such cases, a doom is open to changing its target, but only if its initial target can provide a compelling reason why it should do so.

**Doomblade Wielder.** Just as a doom is called into existence by the cosmos, each doom can use a bonus action to call a shortsword known as their doomblade into their hand. A doomblade normally exists only as long as a doom itself does. But every so often, a doomblade remains behind, especially if several dooms were defeated in a given location. A doomblade functions as a regular shortsword. It also acts as a material component of the spell *unleash doom*.

**Cosmic Nature.** A doom doesn't require air, food, drink, or sleep.



### DOOM

Medium celestial, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	9 (–1)	10 (+0)	8 (–1)

**Saving Throws** Dex +4

**Senses** blindsight 60 ft., passive Perception 13

**Languages** all

**Challenge** 1 (200 XP)

**Precognitive Advantage.** A doom is always treated as having rolled a 20 on initiative checks.

**Creeping Doom.** If the doom is reduced to 0 hit points, roll 1d4–1. That's how many additional dooms appear in the closest empty space, attacking whoever killed the doom, or the original target (or both). No more than nineteen living dooms can exist at a time within a given 120-foot sphere; if that number is reached, Creeping Doom stops calling new dooms into existence (but already-called dooms remain). New dooms also cease appearing if the initial target of the first doom is killed, or if the initial target manages to evade the senses and escape from the accumulated dooms called later.

**Increasing Doom.** If five or more dooms are present within a given location, their doomblade attacks are magical.

### ACTIONS

**Multiattack.** The doom makes three doomblade attacks.

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



## ELAR

Pronunciation: eh-LAR

Natives of the Elemental Plane of Water, elars are deadly hunters, watchful trackers, and eager foes of aboleths. Sometimes they appear as huge silvery sharks, and other times as humans with skins as reflective as a placid lake with splashing water for hair. Both forms conceal the fact that these are creatures of living water.

**Spawned in the Storm.** Elars do not produce children, either among themselves or with other entities. Instead, each one is spawned when a particularly violent storm from the Elemental Chaos touches the Elemental Plane of Water. This singular inception for each individual means the population is never at risk of growing out of control. On the other hand, should the last existing elar perish, there's a good chance that a storm in the Elemental Plane of Water will eventually spawn more.

**Aboleths Must Die.** When aboleths first seeped into the cosmos, they targeted elars, attempting to eliminate them, even going so far as casting a ritual designed to disrupt further elar spawning. A great hero arose and united all the elars under them, making the aboleths pay dearly. That hero is referred to as the Mother of Storms. Now, the elars hunt aboleths whenever they have the opportunity.

**Sea Dwellers.** Once spawned, elars sometimes migrate to one of several bodies of water that exist on other planes of existence, swimming the Ethereal to reach their destination. Elars prefer to hunt alone, though some individuals may ally with other creatures for brief periods, especially if an aboleth hunt is in the offing.

Some elars build simple dwellings on the water's edge and even take on a human identity for a time, though rarely for longer than a single human lifetime.

**Pearl Hunters Extraordinaire.** Elars know where to go to collect the largest and most exotic pearls in the multiverse. They consider personally gathered pearls priceless. If an elar's pearl is looted after a conflict, other elars may track the perpetrator and take back what was stolen.

**Living Water.** An elar doesn't require air, food, drink, or sleep.



## ELAR

*Huge elemental, typically lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 115 (10d12 + 50)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	11 (+0)	14 (+2)	12 (+1)

**Skills** Perception +8

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

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

**Senses** darkvision 60 ft., passive Perception 18

**Languages:** Common, Aquan

**Challenge** 7 (2,900 XP)

**Charged Body.** A creature that touches the elar or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

**Regeneration.** The elar regains 10 hit points at the start of its turn if it has at least 1 hit point and is in contact with water.

## ACTIONS

**Multiattack.** The elar makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 13 (3d6 + 3) lightning damage.

**Change Shape.** The elar magically polymorphs into a Small or Medium humanoid or back into their true form. Their statistics are the same in each form. Any equipment worn or carried isn't transformed. They revert to their true form upon death.

**Swimming Charge (Recharge 6).** An elar can jet through the water at incredible speed for short bursts, moving up to 500 feet as its movement, which it does when attacking prey, especially prey that doesn't yet know it is being stalked. If the elar uses this ability to surprise a creature and hits it with an attack during the first round of combat, the target takes an extra 8 (2d4 + 3) damage from the attack.



## HAG EXILE

Born of horrific circumstances, hags have come to embody cruelty and evil. The corruption forced upon them by their monstrous mothers visits them like waking dreams, inciting them to give in to selfishness and hate. In addition, the supernatural abilities that blossom when they reach age thirteen—hags have magical powers and an affinity for spellcasting, and they can alter their forms and curse their foes—pressures most hags into becoming malign beings.

But hag exiles often try, at least for a time, to resist the call of their particular fey ancestry.

**Self-Exiled.** To gain understanding and control of their own minds and bodies, hag exiles seek hidden knowledge, lost rituals, and rites of emergence. These exercises usually further enhance a hag exile's power (and physical size), but generally don't help to keep the parts of themselves they want to control on a leash. Which is why most hag exiles end up seeking a place of solitude in a distant dimension, where they can concentrate on themselves with less chance of accidentally cursing or killing a mortal.

**Kindred Spirits.** Sometimes a hag exile finds other varieties of hags who also question themselves and their motives. These vanishingly few fellow hags are invited to join the hag exile, with the hope and promise that together the coven can help each of its members become their best possible selves.

**Covens.** A hag exile that is part of a coven that includes two **night hags** has a challenge rating of 12 (8,400 XP).

*Lapses happen; hag exiles sometimes give in to the mental pressure constantly besetting them. Most give themselves the grace to try again to be better.*



### HAG EXILE

Large fiend, typically neutral

**Armor Class** 18 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	14 (+2)	15 (+2)

**Skills** Deception +6, Insight +6, Perception +6, Stealth +4

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The hag exile's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The exile can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *fly*, *invisibility* (self only), *magic missile*

2/day each: *etherealness* (self only), *ray of enfeeblement*, *sleep*

1/day each: *globe of invulnerability*, *finger of death*

**Magic Resistance.** The hag exile has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The hag exile's weapon attacks are magical.

### ACTIONS

**Multiattack.** The hag exile makes two melee attacks, or it makes one melee attack and uses its Death Glare before or after the attack.

**Claw (Hag Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's claw-borne fear effect for the next 24 hours.

**Teleport (Recharge 5–6).** The hag exile magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

**Change Shape.** The hag exile magically polymorphs into a Small, Medium, or Large female humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The hag exile reverts to its true form if it dies.

**Death Glare.** The hag exile targets one frightened creature it can see within 30 feet. If the target can see the hag, it must succeed on a DC 15 Wisdom saving throw against this magic or drop to 0 hit points.



# INEXORABLE

The demon queen **Tereculon** bred an army of dual-winged, skull-visaged demons from her own flesh. These creatures, called inexorables, generally have short lives. If the situation is desperate enough, they use their one-time-only ability to execute a single perfect attack against the foe of their choosing. The cost of using this ability is typically their life.

**No Longer Impulsive.** On their own, inexorables don't impulsively use up their perfect attack, as they used to do in service to their demon queen primogenitor. Now that Tereculon has left her army to its own devices, inexorables tend to save up their ability to achieve a perfect attack for when they have no other choice. Without their demon queen to please, they have gained something of a sense of self-preservation. At least, that is, until they've had children (which they do by budding). After that, their impulsive nature spikes up once more.

**Special-Purpose Soldiers.** Bred to bring war against other demons to the Lower Planes, inexorables know a few tricks when it comes to fighting fiends. That trickery usually involves feigned fear and obeisance, which they keep up just long enough to surprise their foe—and if they can strike as a perfect attack, it's all the more powerful.

**Capable of Cooperation.** Because they once had a sort of order imposed on them by their demon queen, inexorables have the potential to follow a hierarchy. Sometimes demons from other parts of the Abyss are able to make an alliance with a group of inexorables, using them as honor guards or in other positions of importance. Praising and honoring an inexorable seems to be an effective way of dealing with them.

**Planar Flyers.** The many layers of the Abyss, especially those where fire and magma predominate, have become the home to small clutches of inexorables who've spread out from the **Citadel of the Fate Eater**. When the wind is just right, they can even dive into higher dimensions, including locations in the Inner Planes and the Material Plane.

If they manage to make it to the Material Plane, the demons, perhaps inevitably, may be captured by wizards or sorcerers bent on acquiring personal power no matter the cost. Having learned about the inexorables' birth in a demonic alchemical lab, these mortals try to learn the secret of accomplishing something similar, hoping to create a new strain of the creature, though one cloned from both a demon body and their own flesh and thus (they hope) perfectly willing to serve their creator and kin.

*Tereculon, page 42*

*Citadel of the Fate Eater, page 38*



## INEXORABLE

*Large fiend (demon), typically chaotic evil*

**Armor Class** 13

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+1)	12 (+1)	7 (–2)

**Skills** Perception +3, Stealth +5

**Damage Resistances** cold, lightning

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 4 (1,100 XP)

## ACTIONS

**Multiattack.** The inexorable makes five attacks: one with its bite and four with its sharp wings.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

**Wing.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Perfect Attack (1 Use, Never Recharges).** The inexorable makes all five attacks as if having rolled a critical for all the attacks. The attacks automatically hit and deal double normal damage. Furthermore, the attacks are treated as magical attacks.



## LAVA HUSK

A dangerous ritual passed around by necromancers promises to convert a caster into a lich using a shortcut requiring a connection to the Elemental Chaos. However, those who use it usually flub it. The result is a lava husk.

**Death Is a Dim Doorway.** Finding a way to survive beyond a single mortal life is something many strive to achieve. However, the original mind of the corpse seeding a lava husk is usually degraded and gone. Sometimes a memory or two remains, but the core personality is absent. The strongest remaining thread of who or what the core of a lava husk once was is revealed in the charred remains that flare and burn. Despite the thread of necromancy pulsing through them, lava husks remain elementals.

**Angry Manifestations.** Lava husks prowl the planes in search of others to burn, to batter, and in some cases, to suck the life force from. A lava husk can manifest in places of natural volcanism on the worlds of the Material Plane, in the Inner Planes, and even on the Outer Planes where lava and magma flow. In fact, lava husks are more and more common on the Lower Planes, where they are often mistaken for demons or undead.

**Elemental Nature.** An elemental doesn't require air, food, drink, or sleep.

*When a lava husk burrows, it leaves behind a red-hot tunnel that cools after a few rounds.*



### LAVA HUSK

*Large elemental, typically neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages** Ignan, Terran

**Challenge** 6 (2,300 XP)

**Lava Spray.** Every time the lava husk takes piercing or slashing damage, a spray of lava spurts from the wound toward the attacker in a line 15 feet long and 5 feet wide. Creatures in the line must succeed on a DC 15 Constitution saving throw or take 13 (3d8) fire damage, or half that on a successful save. If the initial saving throw failed, a creature takes 6 fire damage at the beginning of its next turn.

**Siege Monster.** The lava husk deals double damage to objects and structures.

**Illumination.** The lava husk sheds bright light in a 30-foot radius and dim light to an additional 30 feet.

**Water Susceptibility.** For every 25 feet the lava husk moves in water, or for every 25 gallons of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Multiattack.** The lava husk makes three Molten Bash attacks.

**Molten Bash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and 9 (2d8) fire damage.

**Fiery Path of Death (Recharge 6).** The lava husk creates a flat path of lava, shot through with ebony threads, on a solid surface within 30 feet that lasts for 1 minute. The path can be up to 100 feet long, 20 feet wide, and 1 foot thick. Treat the path as a low line.

When the path appears, each creature within its area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire and 22 (5d8) necrotic damage, or half as much damage on a successful save. If creatures can't easily leap off the path (for instance, if the path fills a corridor), targets have disadvantage on their saves.

The lava husk can use the path as a bridge to cross gaps, and even angle it up to 45 degrees and use it to ascend or descend to higher or lower locations.

If a creature is killed while on the Fiery Path of Death, their remains often seed the creation of a new lava husk, which arises within 2d4 days.



# MIND MOLD

Growing in rafters, on the undersides of bridges, and, sometimes, in hollows in unknown victims' skulls, mind mold is often a hidden menace, at least until it becomes animate.

## PSIONIC MOLD

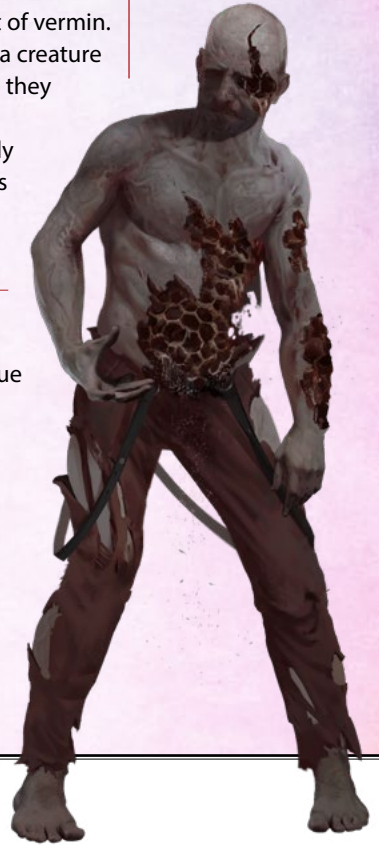
The inanimate variety of mind mold—psionic mold—appears as a patch of purplish-black mold about 4 feet in diameter. In the presence of living minds, it dimly glimmers but doesn't physically move. That doesn't mean it isn't trying to feed. If not in the presence of living minds of human-level intelligence, it acts much like regular mold, reproducing by spores that are transported by wind, water, and the movement of vermin.

Psionic mold is energized by feeding off the psychic energy of living things that come close. If a creature spends only a few moments in a location infested with psionic mold, they might not even realize they were under psychic assault. However, those who spend more time in such an area soon realize something is wrong when they start suffering headaches, temporary memory loss, and eventually delirium and possibly even unconsciousness. Those so afflicted may also become unwitting hosts to the mold.

## MIND MOLD WRAITH

If an intelligent creature is overcome by a psionic mold infestation, their bodies are slowly consumed and replaced with a papery crust filled with a half-empty latticework of living mold. These mind mold wraiths recall something of their former life and might even struggle to continue their normal routines. Stories describe entire households replaced by mind mold wraiths, dully stumbling about their rotting domicile, aping the actions of their once-living shells.

*Psionic mold grows where normal mold would, though it grows thicker in hidden places where intelligent creatures congregate.*



### PSIONIC MOLD

*Medium plant, unaligned*

**Armor Class** 5

**Hit Points** 18 (4d8)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	1 (–5)	10 (+0)	10 (+0)	1 (–5)	1 (–5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned, prone

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 5

**Languages** —

**Challenge** 1/2 (100 XP)

**False Appearance.** Before the psionic mold attacks, it is indistinguishable from ordinary mold.

### ACTIONS

**Psionic Spore (Recharge 5–6).** A 15-foot-radius cloud of psychic influence invisibly extends out from the psionic mold infestation. The influence spreads around corners. Each creature in that area must succeed on a DC 12 Constitution saving throw or be infected with a disease as they begin to grow too-tiny-to-see spores on and inside their body. One hour after first becoming infected, the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. Creatures immune to the poisoned condition are immune to this disease.

Psionic mold spores invade an infected creature's system, killing it in a number of hours equal to 1d4 + the creature's Constitution score, unless the disease is removed. After the creature dies, it animates as a mind mold wraith.

### MIND MOLD WRAITH

*Medium plant, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	1 (–5)	1 (–5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned

**Senses** blindsight 30 ft., Perception 14

**Languages** scraps of previously known languages

**Challenge** 4 (1,100 XP)

### ACTIONS

**Bash. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) psychic damage.

**Psionic Spore (Recharge 5–6).** As the psionic mold's Psychic Spore attack.



## NAMBU BOUNTY HUNTER



Timeborne, page 19

Path token, page 9

Nambu is one of the many worlds of the Material Plane. Natives (who call themselves the Nambu) enjoy dimensional-crafting abilities, including the ability to fashion limited artificial dimensions with enough time and practice. Many different expressions of this magic exist, including those refined by Nambu bounty hunters for capturing creatures and transporting them great distances.

**Bounty Box.** Nambu bounty hunters spend several months creating physical objects called Nambu Bounty Boxes. Special components are required, as well as exacting skill when assembling a box. The bounty hunters empower their boxes, instilling the seed of a limited artificial dimension in each. Unlike more permanent objects that access limited artificial dimensions (such as *bags of holding*), a Bounty Box is useful only in the hands of the hunter who created it. If a box is confiscated, it reverts to an ordinary (if finely crafted) metallic box.

**Available for Commissions.** Need to bring a miscreant to justice who has fled across the planes? Go to **Timeborne** and ask about Nambu bounty hunters, who guarantee they'll find your target or your money back.

**Walking the Planes.** Most Nambu bounty hunters have more than one method at their disposal for moving between dimensions, though most use a **Path token** as their primary method of planar travel.

### NAMBU BOUNTY HUNTER

Large humanoid (Nambu), any alignment

**Armor Class** 16 (natural armor)

**Hit Points** 162 (25d10 + 25)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

**Saving Throws** Dex +6, Wis +4, Cha +7

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Nambu, Common, several more

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The bounty hunter has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The hunter's weapon attacks are magical.

**Bounty Tracker.** Hunters have advantage on all Perception and Survival checks when tracking.

### ACTIONS

**Multiattack.** The hunter makes three Nambu Blade attacks. It can substitute one Cage Bounty attack for one Nambu Blade attack.

**Nambu Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 16 (3d10) force damage and if the target fails a DC 15 Constitution saving throw, they are stunned until the end of their next turn.

**Cage Bounty.** The Nambu bounty hunter deploys its Nambu Bounty Box (AC 19, 50 hit points) against a stunned creature within 30 feet. If the target fails a DC 15 Wisdom saving throw, it is imprisoned in an artificial limited dimension within the Bounty Box. The imprisoned target is blinded and paralyzed, but it can attempt another Wisdom saving throw at the beginning of its next turn. If it fails a second time, it is trapped until the hunter releases it or the Bounty Box is destroyed. Only one creature can be trapped in the box at a time. If the Nambu bounty hunter dies, a trapped target is automatically released from the box.

### REACTIONS

**Parry.** The hunter adds 2 to its AC against one melee attack that would hit it. To do so, the hunter must see the attacker and be wielding a weapon.

**Boxed Spell.** The hunter adds 2 to its saving throw against one spell that would hit or affect it. If effective, the spell fizzles out inside the limited artificial dimension within the box. If the box is not empty, the imprisoned creature is targeted by the spell.



## NILIM SHAMBLER

Engendered in a distant universe, nilim shamblers are born of constructs whose power grew to equal that of gods of other planes. They fused rude matter with living flesh, engineered consciousness into light, and snuffed out worlds in an explosion of conquest until, in their overreach, they collapsed their dimension. The resulting fragments of exotic matter expanding through the multiverse sometimes rain down from the void, hatching nilim shamblers and sometimes worse things.

**Born of Exotic “Dust.”** Tiny particles are sometimes enough to create a nilim shambler, forming a creature built from surrounding objects, whether those are corpses or random materials such as stone and iron. Still-living subjects are the things most readily converted to fresh nilim shamblers, but anything will do.

**Powered by the Primary.** Any incursion of nilim depends on a central mass of exotic matter located nearby. This mass is sometimes insensate and defenseless; other times it congeals into something capable of fighting back. Either way, if a primary is destroyed, all the nearby nilim depending on it begin crumbling to dust.

**Sickening Matter.** Nilim influence doesn’t just distort and transform living things. Rude matter like rock, iron, and other unliving material can warp and blister, even rot, like living flesh cursed with leprosy. This is usually a result of a nilim shambler either healing itself or empowering itself by absorbing matter from its surroundings and incorporating that material into itself. Thus, nilim shamblers in one location can vary greatly from those in another location with a much different environment.

**Construct Nature.** Nilim shamblers require no air, food, drink, or sleep.



### NILIM SHAMBLER

Medium construct, typically neutral evil

**Armor Class** 11

**Hit Points** 76 (9d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	5 (–3)	12 (+1)	7 (–2)

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 5 (1,800 XP)

**Regeneration.** The nilim shambler regains 10 hit points at the start of its turn if it has at least 1 hit point. If the shambler takes acid or fire damage, this trait doesn’t function at the start of its next turn. The nilim is destroyed only if it starts its turn with 0 hit points and doesn’t regenerate.

**Sicken Surroundings.** On any turn a nilim shambler regenerates, objects and creatures within 5 feet warp and lose cohesion as the nilim draws nearby matter into itself. Creatures in range that fail a DC 11 Constitution saving throw take 3 (1d6) necrotic damage.

### ACTIONS

**Multiattack.** The nilim shambler makes two slam attacks and uses Transforming Tendril.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

**Transforming Tendril.** A tendril (wire, flesh, or other substance) unfurls from the nilim shambler, targeting one creature within 10 feet. On a failed DC 13 Dexterity saving throw, the tendril converts a small patch of the creature’s skin or surface clothing into a slowly spreading silvery patch.

The silver patch can be removed using an action. If on clothing, the offending article can be shucked; if on skin, it can be excised with a blade inflicting 3 (1d6) slashing damage.

Otherwise, the silvery patch expands at the end of the target’s next turn, inflicting 7 (2d6) necrotic damage. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage for each silvery patch it has (maximum of 10d6). If a target is killed by this process, it lurches back as a nilim shambler about a day later.



## PATH MITE

*The Path, page 9*

A Path mite is an invasive creature that has used **the Path** to infest hundreds of different dimensions, though it is the Path itself where they are typically encountered. When not moving, they resemble flattened red boulders, innocuous odd debris scattered along the interdimensional corridor. However, if prey moves close, a Path mite unfolds to reveal a roach-like body with a horrific mouth, claws, and leathery wings peeking from beneath their stone carapaces.

**Path Ambushers.** The favored hunting tactic of Path mites is to scatter themselves along the sides of the Path, folding in their wings, claws, and mouths so they resemble nothing so much as random planar debris. When potential prey moves past—especially those flowing past in the grip of the **undertow**—the Path mites pounce, possibly gaining surprise. If they are successful in getting a grip on the moving target with their bite, they extend their wings, potentially pulling their prey high into the air and off the Path entirely. Then they can drop their prey from a height of about a mile above whatever dimension happens to be below the ambush site.

*Undertow, page 12*



### PATH MITE

*Small monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 55 (10d6 + 20)

**Speed** 30 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	3 (−4)	10 (+0)	2 (−4)

**Skills** Perception +2, Stealth +5

**Senses** blindsight 60 ft., passive Perception 12

**Languages** —

**Challenge** 3 (700 XP)

**Spider Climb.** A Path mite can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Pounce.** If a Path mite moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Path mite can make one bite attack against it as a bonus action.

**Pathwalker.** Unlike regular creatures, a Path mite can sense the Path stretching across the sky, assuming a segment of the interdimensional corridor is near enough to be seen by the mite's

otherwise normal eyesight. Once the Path is identified, a mite that flies up to it can gain access to the Path as if it were a solid physical structure, passing through the dimensional barrier without need of a Path token or other dimensional key normally required.

### ACTIONS

**Multiattack.** The Path mite makes two attacks: one with its bite and one with its claws. The bite attack can be replaced with Wing Extraction, if the target is already grappled from a successful bite attack.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the Path mite can't bite another target.

**Wing Extraction.** One creature grappled by a Path mite's bite must make a DC 13 Strength saving throw. On a failed save, the target is pulled 60 feet into the air as the Path mite extends its wings and lifts off. On its next turn, the Path mite releases the target as a bonus action, allowing them to fall.

If a Path mite uses Wing Extraction on a target that is caught in the Path's undertow, the air resistance of the target's movement aids the Path mite, and the target's Strength saving throw to avoid being plucked into the air has disadvantage.



## PORTAL DRAGON

Portal dragons dwell on various planes, often near planar interstices or other unusual planar phenomena. They prefer to hunt unintelligent animals for nutrition, but are not averse to eating intelligent creatures that defy or attack them. They are fascinated by the hidden structure of the multiverse and may briefly cooperate with others who share a similar love.

Massive metallic antlers crown an adult portal dragon's head. Their scales are iridescent and sometimes take on the predominant hues of the plane around them, though only approximately, never enough to be considered camouflage.

**Dragons of the Planes.** Portal dragons love to wander the interstices between planar locations and can be found near color pools, by ethereal curtains, along *the Path*, and in similar locations. If a portal dragon encounters other travelers, it boldly quizzes them on where they've been and where they plan to go.

**Selfish Dragons.** Though individuals vary, portal dragons are typically selfish, and if one perceives that the best course of action would be to betray an ally or attack travelers who have an interesting planar artifact, that's what it probably does.



*The Path, page 9*

*Random planar landscape, page 230*

### ADULT PORTAL DRAGON

*Huge dragon, typically lawful neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 218 (19d12 + 95)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

**Saving Throws** Dex +6, Con +10, Wis +7, Cha +8

**Skills** Arcana +9, Insight +7, Perception +12, Persuasion +8

**Damage Resistances** lightning, poison

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP)

**Spell Immunity.** The portal dragon is immune to spells that would force it to change planes, or keep it from exiting a plane, against its will.

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

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Antlers.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Portal Breath (Recharge 5–6).** The dragon exhales a cloud of tiny portals to other dimensions in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one, from the voracious, mouthlike discontinuities that dissipate a moment later.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Antlers.** The dragon makes an antlers attack.

**Portal Engulf (Costs 2 Actions).** Can be used only at the end of a round during which the dragon used its Portal Breath. One creature that failed its saving throw against the breath must succeed on a DC 19 Dexterity saving throw or be completely drawn through a portal that briefly widens just enough to accommodate it, or nearly so. The target takes 13 (2d6 + 6) force damage and is knocked prone in a *random planar landscape*.

**Plane Shift (Costs 3 Actions).** The dragon gains the benefit of the *plane shift* spell.



## PRIMOGENITOR

Primogenitors are so rare that not much is known about them. In fact, across the entire cosmos, one could probably count on one hand the number of intelligent beings—and that includes gods—who know about primogenitors. Which makes understanding them difficult.

But if one were to meet a primogenitor, even unknowingly, one might be forgiven for mistaking these powerful beings as relatives of insects, given that their humanoid physiology seems mixed with that of a huge praying mantis.

**Ancient Origins.** As their name suggests, primogenitors are likely predecessors of creatures that exist today. But not through direct descent. If certain stories can be believed, primogenitors are creatures from a multiverse that predates our own. How and why a few survived the end of their own cycle of existence and now exist within ours is likely a different story for each primogenitor. Except for the handful rumored to be hidden away in fossil rubble floating at the edges of existence, or possibly compacted and petrified at the core of a dead, dimension-hopping moon called the **Planebreaker**.

Planebreaker, page 6



### PRIMOGENITOR

Huge aberration, any alignment

**Armor Class** 19 (natural armor)

**Hit Points** 507 (30d12 + 312)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	26 (+8)	14 (+2)	14 (+2)	15 (+3)

**Skills** Arcana +10, Perception +10

**Damage Resistances** cold, fire, lightning, necrotic, psychic

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

**Senses** darkvision 120 ft., truesight 60 ft., passive Perception 20

**Languages** knows most languages

**Challenge** 23 (50,000 XP)

**Spellcasting.** Assume a primogenitor has the spellcasting reserve of an **archmage**, thanks to its Consume Head ability; its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

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

**Magic Weapons.** The primogenitor's attacks are treated as if magical.

**Halo of Truth.** Creatures within 30 feet of a primogenitor who attempt to lie must succeed on a DC 19 Wisdom saving throw or are affected as with the *zone of truth* spell, as cast by the primogenitor (who is immune to its effect). The primogenitor can renew or cancel this effect as a bonus action.

### ACTIONS

**Multiattack.** The primogenitor makes five attacks: four with its spined legs and one with its mandibles.

**Spined Legs.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Mandibles.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) psychic damage and Large or smaller target is grappled (escape DC 22). Only one target can be grappled at a time, and the primogenitor can't make mandible attacks while a target is grappled.

**Consume Head (Recharge 5–6).** The primogenitor can attempt to bite the head off any target it is grappling with its mandibles, assuming the target has a head; otherwise, it can choose some other limb. The target must succeed on a DC 22 Constitution saving throw. If it fails, its head is removed (and it likely dies). Over the subsequent 2 (1d4) rounds, the primogenitor digests the head, but can take normal actions (except Consume Head) as it does so. When the digestion is complete, the primogenitor knows everything its victim knew. If the victim knew any spells and had unused slots available and uncast, the primogenitor now has them, too, until it casts them.

### LEGENDARY ACTIONS

The primogenitor can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The primogenitor regains spent legendary actions at the start of its turn.

**Spined Leg.** The primogenitor makes one spined leg attack.

**Mandibles.** The primogenitor makes one mandibles attack.

**Cast Spell (Costs 2 Actions).** The primogenitor casts a spell from any spells it knows.



## PRINCE OF DUST

Composed of earth and air, princes of dust emerge from the Elemental Planes and the Elemental Chaos but are often encountered in other dimensions, extending their trails of influence. Humanoid and standing nearly 10 feet tall, they are composed of scintillating sand and dust that constantly trickles in dusty rivulets from their bodies.

**Elemental Nobility.** In the Elemental Chaos, a claim of nobility is often suspect. But a prince of dust is a power to be reckoned with. Creatures such as **dust mephitis** and similar beings of earth and air often offer their services to princes of dust. Named princes of dust sometimes work together to achieve an end, but usually jealous rivalry sets them at odds. All seek to one day gain power even greater than that of a dao or djinni, possibly even ascending to the power of the legendary primordials.

**Blood to Dust.** Though sustained by the elements, a prince of dust also entangles prey in Dust Harrowing Strikes, transforming the blood of biological creatures to dust. That transformation releases a surge of life that princes of dust relish. This urge to feed sometimes ruins a particular prince of dust's negotiations with beings of other planes as they try to extend their influence and power.

**Trails of Influence.** In accordance with their self-assumed noble title, princes of dust enjoy traveling the planes, especially **the Path**, looking to extend their knowledge and reach through trade. Such trading convoys are typically made up of a prince of dust, several dust mephitis, and a couple of dragged sledges each bearing a secure chest. One chest contains trade goods (often, gems from Elemental Earth). The other is like as not to be a trained **mimic** meant to act as a diversion should the trade convoy become the target of thieves. In return for wealth, princes of dust make alliances and pacts, and seek to learn secrets of the multiverse.

*Known named princes of dust include Prince Eoghanan, Prince Nilidh, and Prince Rodachan.*

*The Path, page 9*



### PRINCE OF DUST

*Large elemental, typically neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 161 (17d10 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Con +8, Wis +5

**Skills** Perception +5, Stealth +6

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned, prone

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Auran, Terran, Common

**Challenge** 10 (5,900 XP)

**Blood of Dust.** A creature that hits a prince with a slashing or piercing melee attack while within 5 feet of it takes 5 (1d10) slashing damage from an expulsion of erosive dust.

**Sleep.** Once per day the prince of dust can use its action to cause creatures inside a 20-foot sphere within 90 feet to fall into a magical

slumber on a failed DC 16 Wisdom saving throw. Each creature affected falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

**Seep.** A prince of dust can seep with a speed of 5 ft. through any unsealed opening or crack. While seeping, a prince of dust loses cohesion, becomes vulnerable to all attacks except poison, and cannot make attacks.

### ACTIONS

**Multiattack.** The prince of dust makes two Dust Harrowing Strikes. One or both attacks can be replaced by Dust Clot, if a Dust Harrowing Strike has previously grappled a target.

**Dust Harrowing Strike.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 16) in solidified dust if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the prince of dust can't use that arm on another target.

**Dust Clot.** One creature grappled by a Dust Harrowing Strike must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) necrotic damage as their blood begins to transform to dust, and the prince of dust regains half as many hit points.



## REFUSE REVENANT

Refuse revenants form when someone drowns in a sewer, is smashed under an avalanche of garbage, or dies from some other rubbish-related accident that leaves behind a victim's remains intermixed with the waste responsible for killing them. These creatures also tend to form near portals and gates leading to extraplanar locations or powerful sources of extradimensional magic.

**Forever Furious.** A refuse revenant's body is a combination of remains of the former victim that becomes partly fused with a larger volume of random detritus. Their death by such an inglorious method seems to leave these creatures in a perpetual state of rage. That rage is fueled only by their desire to end the lives of other living things in the same way they were so unfairly slain.

**Undead Nature.** A refuse revenant doesn't require air, food, or sleep.

### VARIANT: NONHUMAN REFUSE REVENANTS

Other kinds of creatures—including giants, fey, and dragons—could rise from death if killed in a similarly senseless way. These creatures might retain some of their other abilities, such as immense strength for a giant, spellcasting for a fey, or even a breath weapon, though one where many targets are affected by the Spew Refuse ability.

### REFUSE REVENANT

*Large undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 136 (13d10 + 65)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	13 (+1)	12 (+1)	13 (+1)

**Saving Throws** Str +7, Con +8, Wis +4

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The refuse revenant has advantage on saving throws against spells and other magical effects.

**Halo of Waste.** Any creature that starts its turn within 10 feet of the refuse revenant must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this ability for 24 hours.

**Refuse Rejuvenation.** The refuse revenant regains 10 hit points at the start of its turn. If the revenant takes radiant damage or is separated from its garbage-filled lair by more than 30 feet, this trait doesn't function at the start of its next turn. The revenant's body is destroyed if it reaches 0 hit points and doesn't regenerate. When the refuse revenant's body is destroyed, its essence lingers in the tiniest scrap of litter or debris previously making up its body. After 10 hours, the essence inhabits and animates the original pile of refuse (or the nearest one on the same plane of existence) and regains all its hit points. While the monster is disembodied, a *wish* spell can be used to eradicate it for good.



**Turn Immunity.** The refuse revenant is immune to effects that turn undead.

### ACTIONS

**Multiattack.** The refuse revenant makes three attacks: one with its bite and two with its slam.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

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

**Spew Refuse (Recharge 5–6).** *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature takes 15 (2d10 + 4) bludgeoning damage and is restrained by an avalanche of garbage. The creature's space and all spaces within 5 feet of it become difficult terrain. As an action, the restrained creature can make a DC 13 Strength check and on a success is no longer restrained, though is still standing in difficult terrain.



## THORN DANCER

Thorn dancers are protectors of plants. They monitor untouched forests, safeguard dryads, and sometimes do the bidding of treants and powerful Feywild creatures. Though they hold plants in high regard, they think little of destroying other types of creatures, especially if those creatures threaten what thorn dancers hold dear.

**Grown by Druids.** A little-known group of druids—the mysterious Circle of Bone and Thorn—guided the growth of seedlings magically bathed in their combined spellcraft hundreds of years ago. This ritual produced the first thorn dancers. Since their inception, thorn dancers have taken over their own propagation, each producing a few seeds a year, which they plant in secret or store against future need. Of the Circle of Bone and Thorn, little has been heard lately.

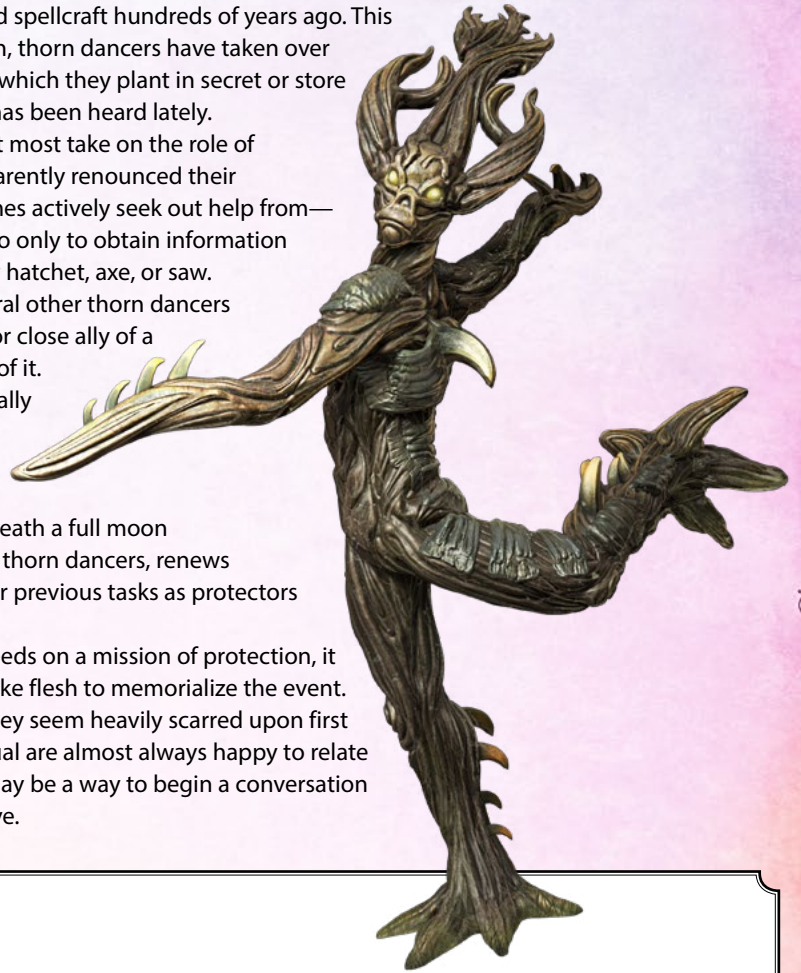
**Society of Protectors.** Every thorn dancer is different, but most take on the role of protection that their kind is known for. Despite having apparently renounced their progenitors, thorn dancers accept the aid of—and sometimes actively seek out help from—druids that are not themselves plants. But they usually do so only to obtain information about a new forest or woodland that is facing incursions by hatchet, axe, or saw.

A thorn dancer may set its own missions, work with several other thorn dancers (in groups known as quercetums), or serve as a lieutenant or close ally of a more powerful viridian entity and merely do what is asked of it.

Regardless of its day to day, every thorn dancer occasionally makes a pilgrimage to a secret wood where it meets others of its kind, without apparent notification. Yet thorn dancers know when the meet is imminent and how to get there. When they all finally arrive, they spend the night beneath a full moon doing as their name demands: they dance. This ritual binds thorn dancers, renews them, and gives them the mental fortitude to return to their previous tasks as protectors of those without voice or animation.

**Carvings Reveal History.** Each time a thorn dancer succeeds on a mission of protection, it carves a symbol or a stylized series of images into its bark-like flesh to memorialize the event. Some thorn dancers are so covered in such carvings that they seem heavily scarred upon first viewing. Thorn dancers who participate in this personal ritual are almost always happy to relate the larger story of each carving, if asked. In fact, doing so may be a way to begin a conversation with one before the dancer puts a thorn in the stranger's eye.

*Some people refer to thorn dancers as "sprigs," though usually never in their hearing.*



### THORN DANCER

*Medium plant, typically lawful neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	14 (+2)	10 (+0)

**Skills** Athletics +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 2 (450 XP)

**Spellcasting.** The thorn dancer is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *thorn whip*  
 1st level (3 slots): *charm person*, *fog cloud*, *longstrider*  
 2nd level (1 slot): *moonbeam*

### ACTIONS

**Multiattack.** The thorn dancer makes four attacks, each of which can be a slam or a thorn attack.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Thorn.** *Ranged Weapon Attack.* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Awaken Tree (1/Day).** The thorn dancer magically animates one tree it can see within 60 feet of it. The target has **awakened tree** statistics and acts as an ally of the thorn dancer. The tree remains animate for 1 day or until it dies, until the thorn dancer dies or is more than 120 feet from the tree, or until the thorn dancer takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



## TRAVELER GUIDE

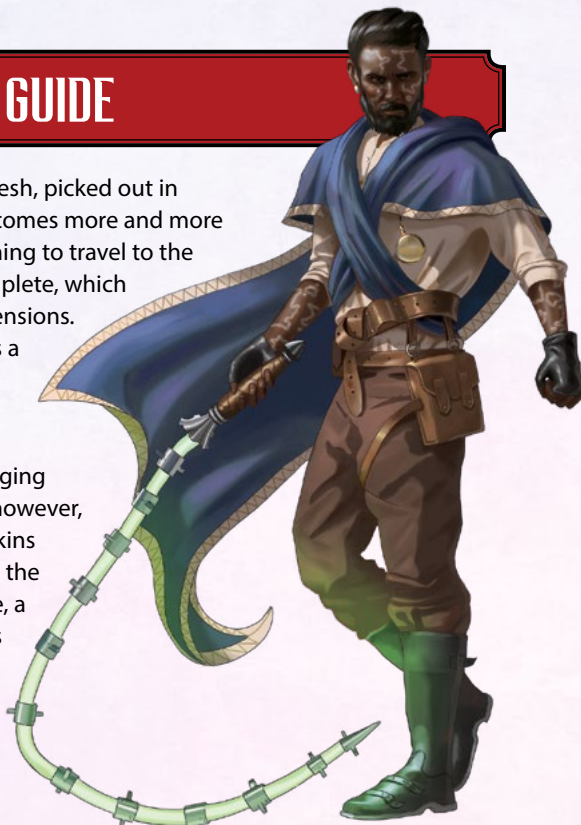
PCs making up new characters can select traveler as their species (page 174).

Travelers bear a mysterious cosmic map stitched to their flesh, picked out in dimly glowing lines. As they grow into adults, the map becomes more and more important, and individuals feel a subtle but constant yearning to travel to the distant, enigmatic location depicted. But the map is incomplete, which means finding it requires a commitment to travel the dimensions. Some choose to ignore it. Others believe that the design is a promise or destiny, and leave their families to seek out the source of their birthright.

**Dimensional Rovers.** Loners by nature, travelers usually prefer to avoid conflicts that might prevent them from ranging across the multiverse, searching for new experiences. All, however, seek to find a congruence with the map stitched to their skins and an actual location. Few are lucky enough to ever learn the truth. Most come to view their cosmic map as unknowable, a mystery lost to the multiverse. The best a traveler can do is try to understand themselves.

**Guide to—or Thief of—the Planes.** Some travelers prefer the company of others. These can become indispensable companions for would-be planar explorers. Others use their penchant for planar travel to become planar bandits, preying on other dimension walkers. These travelers are not guides, but rather thieves, who leverage their power with the aid of allies gathered from across dimensions. For instance, a team led by a traveler could include an **inkarnate** embodying the concept of theft, a disillusioned tiefling or two, and possibly even a demon.

**Wealth Builders.** Even if acting as a guide rather than a thief, a traveler guide never misses an opportunity to loot planar riches they encounter. They also usually ask for a goodly sum if acting as a guide or, barring that, books on planar travel or a trophy from another dimension. All this wealth is usually socked away in a hidden lair in a dimension that only the guide knows about, set with traps and other perils for any that attempt to pilfer from them.



Inkarnate, page 178

## TRAVELER GUIDE

Medium humanoid, any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +7, Con +6

**Skills** Perception +3

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 13

**Languages** Common plus several other languages

**Challenge** 5 (1,800 XP)

**Planar Resilience.** The essence of previously visited planes surrounds and protects the guide. Each round, sounds, images, and even physical objects appear out of nowhere and can afflict foes, or at least distract them. All attacks made against the guide have disadvantage.

**Cosmic Map.** The map etched in the guide's skin gives them knowledge of the shortest, most direct physical route to the nearest extraplanar portal, or to the nearest magic item that grants planar travel.

### ACTIONS

**Multiattack.** The guide makes two Planar Whip attacks.

**Planar Whip.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the guide can't use their whip on a different target. If recharged, the guide can choose to use Fall Into Map as a bonus action, carrying the target with it to another plane if the grappled target fails a DC 14 Wisdom saving throw.

**Maplight.** The traveler guide casts the *light* cantrip; the light gleams from the lines of their cosmic map.

**Fall Into Map (Recharge after a Short Rest).** The traveler guide transfers into an alternate dimension, usually one it has previously visited. It leaves behind faint maplike lines on the ground that can be followed for one round if pursuers wish.

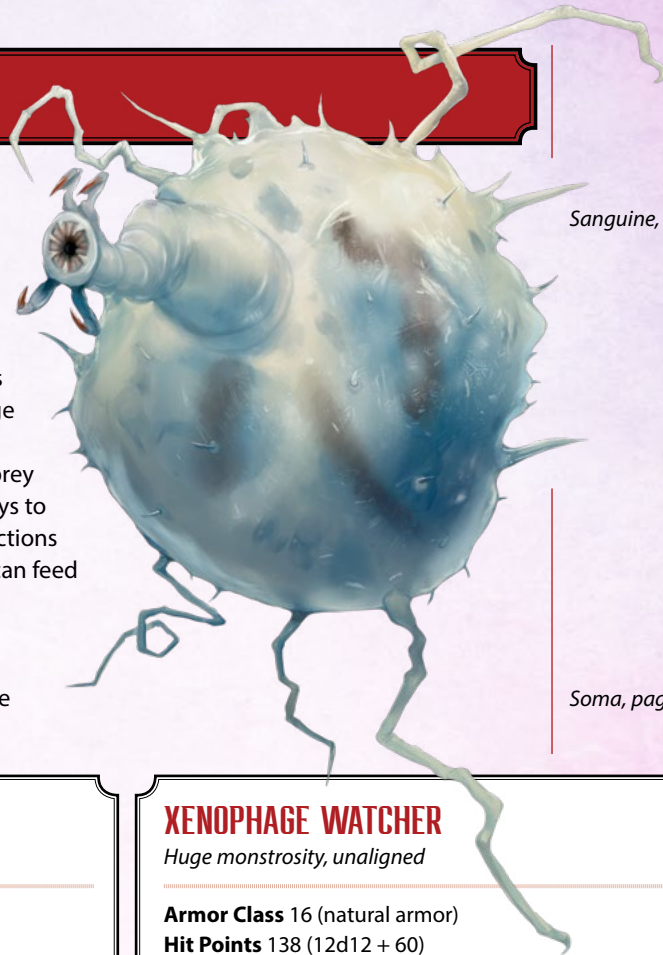


# XENOPHAGE

Arising spontaneously to patrol **Sanguine**, the “Plane of Blood,” xenophages are guardians and soldiers first, preserving their strange transitive plane. However, they are also predators, sometimes emerging from their dimension to hunt.

**Xenophage Defenders.** The 9-foot-diameter (and larger) bulbous xenophage defenders guard Sanguine’s edges. They flock in small groups, swimming like strange fish over the gently waving stands of naked veins and arteries. Sometimes, sensing a connection to possible prey beyond their own realm, they use those same bloodways to transfer themselves, traveling the mystic arterial connections between their transitive plane into worlds where they can feed on living creatures.

**Xenophage Watchers.** Twice as large as xenophage defenders, the watchers otherwise look quite similar. The watchers serve that which lies in the **Soma** (the core of Sanguine).



Sanguine, page 81

Soma, page 85

## XENOPHAGE DEFENDER

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (–3)	14 (+2)	5 (–3)

**Skills** Perception +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., passive Perception 16

**Languages** —

**Challenge** 4 (1,100 XP)

**Move Through Flesh.** The xenophage defender can move through living creatures as if they were difficult terrain. It and the target are both restrained if the xenophage ends its turn inside a living creature, their flesh partially comingled. The target can make a DC 14 escape check to try to pull themselves free of the mingled flesh. Until this coterminous situation ends, the target takes 10 force damage at the end of its turn, and the xenophage heals 10 hit points simultaneously. The target can repeat the saving throw at the beginning of each of its turns, pulling itself free on a success as its action.

## ACTIONS

**Multiattack.** The xenophage defender makes two tendrill attacks.

**Tendrill.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the xenophage used Move Through Flesh to end its turn in a living creature so that both are restrained, the xenophage’s attack against that target does not have disadvantage.

## XENOPHAGE WATCHER

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	9 (–1)	14 (+2)	5 (–3)

**Skills** Perception +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 120 ft., passive Perception 18

**Languages** —

**Challenge** 8 (3,900 XP)

**Move Through Flesh.** The xenophage watcher can move through living creatures as if they were difficult terrain. It and the target are both restrained if the watcher ends its turn inside a living creature, their flesh somewhat comingled. A living creature can make a DC 17 escape check to try to pull themselves free of the mingled flesh. Until this coterminous situation ends, the target takes 10 force damage at the end of its turn, and the xenophage heals 10 hit points simultaneously. The target can repeat the saving throw at the beginning of each of its turns, pulling itself free on a success as its action.

## ACTIONS

**Multiattack.** The xenophage watcher makes two tendrill attacks.

**Tendrill.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the xenophage used Move Through Flesh to end its turn in a living creature so that both are restrained, the xenophage’s attack against that target does not have disadvantage.



## CHAPTER 27: NPCs

This chapter presents statistics for NPCs that adventurers might encounter across the planes. These are generic stat blocks for various NPC types, much like the stat blocks in the core sourcebooks for assassins, bandits, and cultists. These stat blocks can represent both human and nonhuman NPCs in common (or sometimes uncommon) roles.

### ARTISAN

Medium humanoid (any species), any alignment

**Armor Class** 13 (leather)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	12 (+1)

**Skills** Persuasion +3, History +2, Insight +4 (relating to their area of knowledge), any one Intelligence skill +4 or Wisdom skill +3

**Senses** passive Perception 11  
**Languages** any two languages  
**Challenge** 2 (450 XP)

**Hard to Sway.** The artisan has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Light Hammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Crafty Maneuver (Recharge 5–6).** As their action, the artisan makes an attack with some tool or material relating to their specialty against a creature within 10 feet. Depending on the nature of this attack, it can blind, poison, restrain, or stun the creature if it fails a DC 12 saving throw (usually Dexterity or Constitution). For example, a blacksmith might throw a pan of hot ashes in an opponent's face, an actor might release a stage weight or curtain to drop on an opponent, or a tanner might splash a foe with acrid chemicals.

An artisan is a person with advanced skill in a particular trade; they are very good at their profession. An artisan might craft physical items such as clothing or armor; be a well-known singer, playwright, or actor; or simply be really good at running an inn or restaurant. They are generally respected in their community and have friends who will defend them—as well as rivals interested in seeing them fail.

### ECCLESIASTIC

Medium humanoid (any species), any alignment

**Armor Class** 16 (chain mail)  
**Hit Points** 49 (9d8 + 9)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	17 (+3)	14 (+2)

**Skills** Medicine +6, Persuasion +5, Religion +4  
**Senses** passive Perception 13  
**Languages** any two languages  
**Challenge** 6 (2,300 XP)

**Divine Eminence.** As a bonus action, the ecclesiastic can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the ecclesiastic expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The ecclesiastic is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ecclesiastic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*  
1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*  
2nd level (3 slots): *hold person*, *lesser restoration*, *spiritual weapon*  
3rd level (3 slots): *dispel magic*, *protection from energy*, *spirit guardians*  
4th level (3 slots): *death ward*, *guardian of faith*  
5th level (1 slot): *flame strike*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Ecclesiastics are divine spellcasters of significant skill and prestige, on par with mages. In minor temples across the multiverse, explorers may find an ecclesiastic in charge with the aid of one or more **priests**.





**EXPERT***Medium humanoid (any species), any alignment***Armor Class** 12 (leather)**Hit Points** 11 (2d8 + 2)**Speed** 30 ft.

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

**Skills** any one Intelligence skill +4 or Wisdom skill +2**Senses** passive Perception 10**Languages** any three languages**Challenge** 1/8 (25 XP)**ACTIONS****Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

An expert is usually someone skilled at a particular trade, such as scholarship, blacksmithing, or commerce, but can also be someone who is passionate about a hobby requiring a certain set of skills.

**MASTER THIEF***Medium humanoid (any species), any non-lawful alignment***Armor Class** 16 (studded leather)**Hit Points** 97 (15d8 + 30)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	15 (+2)	12 (+1)	12 (+1)

**Saving Throws** Dex +8, Int +5**Skills** Acrobatics +7, Athletics +4, Deception +4, Perception +4, Sleight of Hand +7, Stealth +7**Senses** passive Perception 12**Languages** any one language (usually Common)**Challenge** 5 (1,800 XP)

**Cunning Action.** On each of their turns, the master thief can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the master thief is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

**Keen Hearing and Sight.** The master thief has advantage on Perception checks that rely on hearing or sight.

**Sneak Attack.** Once per turn, the master thief deals an extra 28 (8d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn't incapacitated and the master thief doesn't have disadvantage on the attack roll.

**ACTIONS****Multiattack.** The master thief makes two shortsword attacks.**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.**REACTIONS**

**Uncanny Dodge.** When an attacker that the master thief can see hits them with an attack, the master thief can use their reaction to halve the attack's damage against them.

Master thieves are notorious masters of stealth and subtlety. Some create or take over a guild of other thieves, or study magic or poisons to stave off the boredom of regular crime being too easy for them.



## PSYCHIC WAR VETERAN

*Medium humanoid (any species), typically any chaotic alignment*

**Armor Class** 18 (plate)

**Hit Points** 130 (20d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

**Skills** Athletics +5, Perception +4

**Saving Throws** Dex +6, Cha +7

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Deep Speech

**Challenge** 5 (1,800 XP)

**Leaf on the Wind.** The psychic war veteran doesn't gain disadvantage from wearing heavy armor, nor does it reduce their speed.

**Mental Aura.** The psychic war veteran manifests 3 psychic slivers (composed mental energy condensates) that hover around them. The slivers can attack as though separate limbs. However, the slivers can also be attacked (AC 19, 20 hit points). If all are destroyed, the veteran requires a short or long rest to manifest new ones.

### ACTIONS

**Multiattack.** The veteran makes two longsword attacks and one Psychic Sliver attack, each of which can be replaced by one Mindrip attack.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Psychic Sliver.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 16), held in place by a psychic sliver. Each of the veteran's slivers can grapple one creature at a time.

**Mindrip.** The veteran can Mindrip one grappled target. The target must succeed on a DC 15 Charisma saving throw or take 3 (1d6) psychic damage. This damage reduces the target's Intelligence score maximum by an equal amount. To regain the lost Intelligence, the target must take a long rest and succeed on a DC 11 Intelligence saving throw.

### REACTIONS

**Psychic Mirror (1/Day).** When the veteran would be affected by a spell or psionic effect that would inflict psychic damage, charm, or otherwise mentally influence the veteran, the effect bounces and instead targets the attacker.

Psychic war veterans have spent years battling aberrations and other threats. Some veterans are mercenaries, and others whisper of a coming war.





# PART 5: CHARACTER OPTIONS



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## CHAPTER 28: SPECIES

*Travelers: Born of humans  
Chimerans: Born of a secret  
Inkarnates: Born of a  
concept*

*A GM should allow a  
traveler PC in their game  
only if they want to  
encourage planar travel  
from the outset.*

*Path token, page 9*

*If the Map to Otherwhere  
ability shows the way to an  
item that moves more than  
60 feet from where the fix  
was first obtained, the fix  
is lost.*

**A**cross the many planes, a multitude of species exist. Players making new characters have plenty of interesting possibilities to choose from, including travelers, chimerans, and inkarnates.

### TRAVELER

Travelers don't live together in communities. In fact, many travelers go their whole lives without meeting anyone else like them. Some don't even know that they *are* travelers. The commonality shared by each is a birthmark of thin lines tracing across their body. The design's similarity to a map is impossible to ignore.

The map design doesn't usually correspond with anything near where the traveler was born or that anyone is able to recognize. As the traveler grows into adulthood, they begin feeling a subtle but constant yearning to travel to a distant, mysterious location. Some choose to ignore it. Others believe that the design is their destiny. These latter leave their families and seek out the source of their birthright. Such travelers might journey alone or join with other explorers.

### BORN HUMAN, BUT DIFFERENT

Travelers are typically born from humans. As such, they share many physical attributes with their parents, which means that any given traveler's height, weight, and other characteristics vary within the standard human range. What visually sets them apart is the riddle of the map very obviously tattooed on their skin. These lines are sharper than normal birthmarks and can look silvery, and even faintly glow under certain circumstances.

Travelers who remain where they are born and accept the life and culture bequeathed by their parents vary widely in outlook. They could choose to stay in human lands and be accepted as just another human with interesting body art. And even if a traveler leaves to explore far places, they usually retain a family and a home that they could return to visit at some future time.

### DIMENSIONAL ROVERS

Travelers who give in to their wanderlust are welcome anywhere that humans are (as they're usually seen as human). They usually go for years without meeting another traveler. Some even assume they are singular beings and are quite shocked to discover there are others like them. But above anything else, the urge to explore and seek out the mystery penned upon their own flesh gives them a peripatetic point of view. Some put this—and their inborn abilities—to use as guides and road agents.

### TRAVELER NAMES

Travelers use human naming conventions. Later, those who embrace the urge to rove might take a nickname (or new surname) associated with travel, like Trek, Gallivant, Footloose, or Nomad.

### TRAVELER TRAITS

Though they look mostly human, travelers have different traits.

**Ability Score Increase.** Your Constitution, Wisdom, and Charisma scores increase by 1.

**Age.** Travelers reach adulthood in their late teens. PC travelers typically live for nearly a hundred years, if they avoid misadventure.

**Size.** Travelers have the blended attributes of their human parents, and thus usually vary between 5 and 6 feet tall (but there are outliers.) Regardless of your position in that range, your size is Medium.

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

**Map to Otherwhere.** Whenever you finish a long rest, you can use an action to find the shortest, most direct physical route to the nearest extraplanar portal, magic item that grants planar travel, **Path token**, or other method for being transported to another plane of existence (unless the location of the portal or item is warded against divination). The route is revealed to you on the skin of your forearm or palm in glowing lines. You gain no additional knowledge of your destination (such as where the portal might lead), but when you get to within 60 feet of it, the door, item, or object that you have a fix on is limned in silvery light that only you can see. You retain the fix until you finish your next long



### MAP AT THE HEART OF THE MYSTERY

What does a traveler's personal map represent? As the GM, you have many options, including the following. Depending on the option chosen, a traveler PC can unlock new knowledge as they gain levels and potentially open a character story arc.

**Message to the Lost:** Travelers represent a group of entities whose home dimension was destroyed. A group of castaways managed to escape by astrally seeding their mental influence and casting it adrift in the multiverse. When a new traveler is born, it is with a map of a rendezvous location chosen thousands of years earlier. If a traveler PC makes their way to that site, they find a handful of other travelers who arrived already and are living in a small community centered around a memorial to what they once were.

**Warning:** Something terrible threatens the multiverse, something that a dedicated clergy sacrificed themselves to warn others about. That

warning manifests as individual travelers, each of whom has a map that shows the way either to a weapon or power that could potentially fight the threat, or to the threat itself so that everyone else knows what they're up against.

**Inheritance:** Travelers represent a group of beings destined to obtain great power, possibly godlike. However, first they must navigate to a faraway place and defeat (or ally with) each other until only a single traveler or alliance remains.

**Changeable:** Travelers are simply spirits of travel manifest in a mortal frame. Once a particular location on a traveler's map is found, the original map is replaced by a new one, traced by an unseen power of the multiverse.

**Unknowable:** People are always motivated to investigate a mystery. But this mystery may be lost to the multiverse (or the previous one, if somehow tied to the Planebreaker's origin). The best a traveler can do is try to understand themselves.

*A traveler attempting to navigate the Path while holding a Path token adds their proficiency bonus for the token plus their proficiency bonus for Terrain Sense to the check.*

rest, at which time you can choose to locate the next nearest means of extradimensional travel, or keep a fix on the previous destination.

**Terrain Sense.** You add your proficiency bonus to checks made to find your way through unfamiliar territory.

**Planar Resilience.** Your connection to the planes, however unconscious, grants you a mental bulwark to fall back on when your mind might otherwise succumb. If you would fail an Intelligence, Wisdom, or Charisma saving throw, roll 1d6 and add it to your total, as the map lines on your skin take on a dim, brief glow. If the result is equal to or higher than the saving throw DC, you succeed on the saving throw. You can use this on every qualifying saving throw unless you are stunned or unconscious.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Light the Way.** You know the *light* cantrip. Charisma is your spellcasting ability for it. When you use it, the light is produced from the lines etched on your forearm, palm, or back of your hand.

**Fall Into Map.** Starting at 3rd level, if something especially dangerous threatens you, you can briefly flee into an extraplanar dimension hiding in the map on your skin. Using your bonus action, you disappear in a blaze of light emanating from your skin design, gone for all practical purposes until the beginning of your next turn. During your absence, you reside in a plane consisting only of the glowing lines of your map receding to infinity. You can take one action before you reappear in the space you departed, or the closest empty space. You can use Fall Into Map a number of times equal to half your proficiency bonus (unless your speed has been reduced to 0) between each long rest.





## CHIMERAN

A mélange of possibility, chimerans are as changeable as the day. They require only a night's rest to gain the attributes of some other species, if not in outlook, then at least physically, as long as they have a bit of hair or blood to work with. Rumored to be the mortal spawn of a demon lord or a variety of doppelganger, chimerans are often feared by people who realize what they can do. However, given the chimerans' ability to radically alter themselves, most of the time they can pass among others without arousing any suspicion that they're anything other than what they appear as that day. On the other hand, chimerans embodying a particular species don't gain any cultural knowledge, including the language. So others of the species that a chimeran is posing as may begin to suspect that something is off about the stranger among them.

### ALWAYS DIFFERENT, ALWAYS THE SAME

When a chimeran takes on a new form, they might go from human embodiment to that of an elf, a dragonborn, or a gnome, gaining the gross physical attributes of the new species. But anyone who knows the chimeran can see the resemblance between their previous embodiment and their newest one. If a given chimeran has large eyes, an expressive mouth, and a high forehead when embodied as a human, they have something of those features as an elf, dwarf, or tiefling, too, just translated accordingly. And if they ever return to a previous form, they regain the same features as their last embodiment of that species, including height and weight. Even if they vary their gender from their previous embodiment, some resemblance remains.

### MERCURIAL AND MEDITATIVE

Perhaps it has to do with their changeable embodiments, but chimerans can be moody. Those who don't learn to get a handle on this trait find themselves going through friends and opportunities at an alarming pace. These individuals can end up living mean lives of deceit and criminality. However, chimerans understand that changing forms so often can be a shock to their mental equilibrium, so they often practice daily meditation where they seek to concentrate on compassion and equanimity. Those who master these techniques seem anything but moody, but instead contemplative and kind.

## MADE, NOT BORN

A chimeran comes into their ability to embody other species later in life. They're originally born as a halfling, dwarf, tiefling, elf, or some other known species. It's only years later that they learn the secret of embodiment, gather their first samples of another kind of creature, and switch their form to gain an advantage in a specific circumstance. Once someone embodies a different species for the first time using this secret, they're no longer part of their original species; they've become a chimeran, even if they later predominantly choose to embody their original species.

### DIVINE HERITAGE

According to one legend that chimerans pass among themselves, the children of Proteus, a long-vanished god of change, were drowned in the sea by a divine rival. Grief-stricken, Proteus faded away, presumably finding his final peace. However, his children survived, taking on the shapes of sea beings, but forgetting themselves in so doing. That heritage was passed down the ages to the present. Chimerans are not deviants; they are the heirs to Proteus.

### CHIMERAN NAMES

Chimeran birth names are those of their birth species. Later, a chimeran could end up using different names to match the species they are currently living as, if their purpose is to fool others. However, many chimerans keep their original names.

### CHIMERAN TRAITS

Chimerans share a unique trait after learning the secret of embodiment.

**Embody Species.** Changing into another kind of creature requires preparation. First you must collect a bit of skin, hair, blood, nail clippings, or some other portion of once-living flesh from the humanoid species you wish to embody. Then, anytime you finish a long rest, you can ingest a shred of this material. You need to ingest only a single hair, a drop of blood, or a nibble of flesh. Over the course of about ten minutes, you lose the form and traits of whatever species you were previously embodying and gain the new form and traits associated with the sample you ingested. During this period, you are unconscious.

*Chimerans can embody a limited set of creatures: only species that PCs can choose from at the time of character creation. Moreover, because of the ingestion requirement, chimerans can't embody species that are constructs. The GM may impose other limits.*



## SECRET OF EMBODIMENT

The secret of embodiment that makes a chimeran what they are is truly a deep and mysterious one, possibly something that even a chimeran doesn't fully understand. In addition to having a sample of another creature's body, the secret involves meditating in a particular way when consuming the sample. But the heart of the secret is that only certain people seem capable of acting on it. Even if the process were fully explained on a pamphlet that was widely distributed, maybe only one among hundreds reading it might be able to act on the knowledge. To everyone else, it's just so much empty wishing.

The options for how a PC learned the secret are many, including the following.

**Nightmare:** The character had an especially vivid dream in which they snipped a bit of beard hair from a passed-out dwarf. Then, following the

logic of dreams, they of course consumed the hair and *became* a dwarf in body, though not mind. Upon waking, the chimeran eventually tried the process, just to see.

**Whispered by a Demon:** While on an adventure, the character got separated from the others. During that time, a horned shadow, a disturbing bloodstain on the wall, a scroll the character picked up, or some other corrupted source imparted the secret of becoming a chimeran.

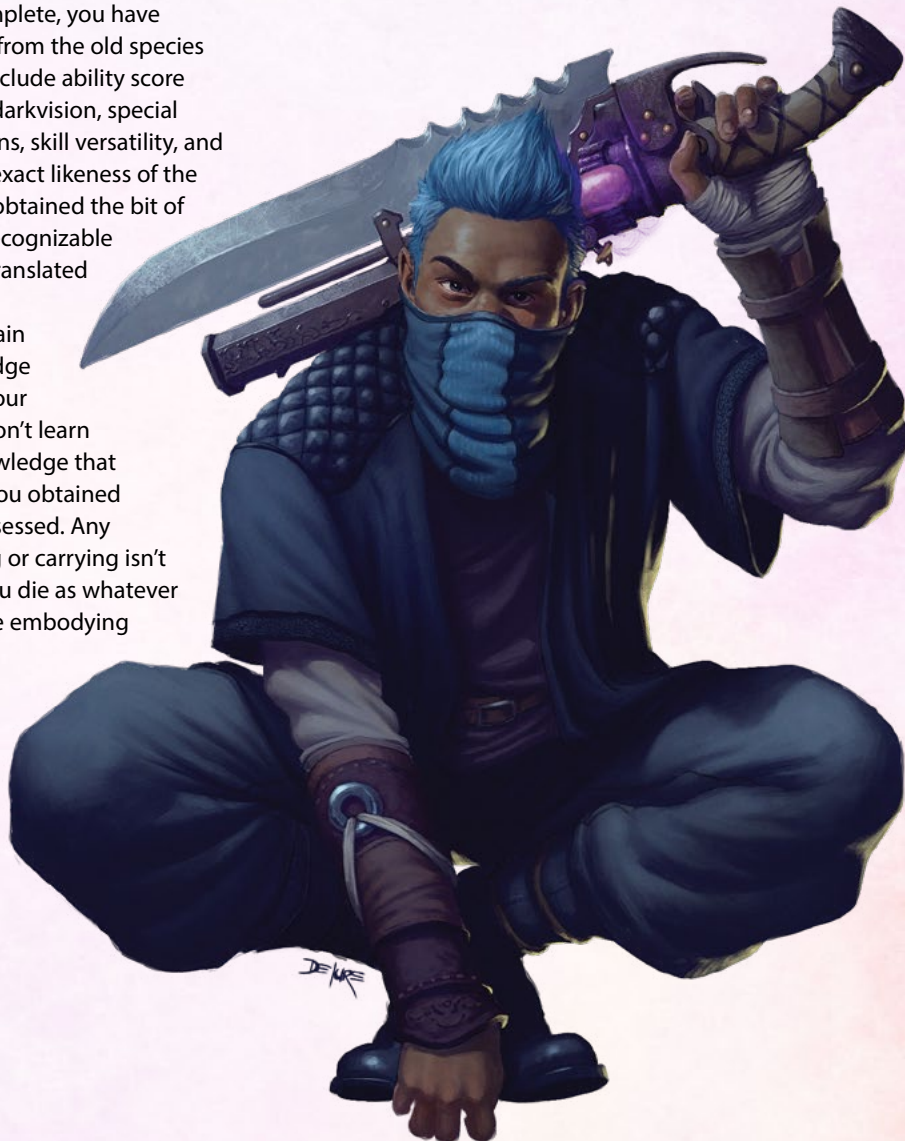
**Library Visit:** Deep in the stacks of the [Library of Worlds](#) in Timeborne, the character found a treatise on "self" as a slippery concept, with a particularly exhaustive example of that principle. This provided an impetus for the character to learn the secret.

**Accident:** During a particularly vicious combat, a spray of blood sheeted the character's face. After a long rest, the character woke up as an apparent member of the same species that they'd just fought.

*Library of Worlds, page 24*

Once the process is complete, you have exchanged physical traits from the old species and the new one. These include ability score adjustments, size, speed, darkvision, special resistances, breath weapons, skill versatility, and so on. You don't gain the exact likeness of the creature from whom you obtained the bit of flesh; you instead retain recognizable facial and other features translated into your new form.

In addition, you don't gain culturally derived knowledge such as language, nor is your alignment affected. You don't learn any secrets or special knowledge that the creature from which you obtained the sample may have possessed. Any equipment you're wearing or carrying isn't transformed. If you die, you die as whatever species of creature you are embodying at the time.





## INKARNATE

Beings born of conception, not flesh, inkarnates are children of the Outer Planes. It's not clear whether the Outer Planes seeded the Material Plane with morals and myths, or if it was the other way around. Either way, the Outer Planes have become fertile grounds for the genesis of beings of every sort, including gods and demons. Sometimes a particular concept or belief swirls together, infused with matter siphoned from the Inner Planes, producing an inkarnate who springs forth fully formed. Each inkarnate is an exemplar of the concept that conceived them, such as uncertainty, belief, or being. Inkarnates are winged, their wings literally formed by glyphs representing this concept—glyphs that power their unique abilities.

Other creatures that can understand a language recognize an inkarnate's glyph for the concept it embodies. An inkarnate can always choose to fold their winglike glyphs, hiding the concept they manifest. However, if using an ability granted by their species, they must fully extend their glyphs.

### A DIFFICULT PLANAR BEGINNING

Unlike many player character species, inkarnates begin their existence on the Outer Planes. Most spring up in the Outlands, a plane suffused with a little bit of everything. Despite being fully formed in body, newly minted inkarnates are painfully naïve. They are like precocious nine-year-olds, possessing knowledge of many things with no actual experience. Which is why many end up mired in a random Outlands gate-town that is antithetical—or at least not exactly aligned—to the concept they embody. Sadly, young inkarnates are easily exploited, and many go through several painful experiences as they learn the truths the many worlds have to offer. One of which is that most beings don't literally display their most treasured beliefs in plain view of everyone. That is to say, unlike inkarnates, other creatures tend to lie.

This is why most inkarnates that survive their first ten years of existence end up as recluses. They live alone but for the stray visitor who wishes to deeply delve into the concept that the inkarnate manifests. A few, however, open their minds to the endless possibilities of the planes, understanding that their manifest concept, while personally enlightening, is not all that existence offers. These individuals often end up in the company of other explorers.

## DICHOTOMY OF BEING

Mature inkarnates usually strive not to see everything through the lens of their manifest concept. But of course, they can't help but be colored by it. Their manifest concepts resonate vividly (and visually). They are true exemplars of their particular concept. However, they're also mortal, moral, and individual. As with most other species, among them exist both the best and worst of people. The best use all their faculties and abilities to improve the lot of others, allowing their particular concept to provide an edge to that challenge when it's appropriate. The worst are selfish, learning all too well the lesson of lying to distort any situation to their own liking, often in a way that shifts the paradigm so their manifest concept somehow applies to a situation, even if it really shouldn't.

An inkarnate is not a guardian of their concept. They have no patrons depending on them to deepen an understanding of altruism, the emotion of excitement, the feeling of acceptance or skepticism, being first (or last), and so on. The

*An inkarnate can fold or extend their glyphs as a bonus action.*

*In some places, inkarnates are called "glyph wings."*





inkarnate must decide for itself if it has a “purpose” in the world. Some do indeed decide their destiny is to be a living avatar of their concept, deepening the philosophic understanding of it whenever possible. Others are less sure and attempt to live not as guides or champions, but as any other creature would, pursuing goals and dreams appropriate to their circumstance.

## INKARNATE NAMES

An inkarnate that springs fully formed into existence begins with the name of the concept they manifest. It’s not particularly subtle. However, an inkarnate that grows in understanding in the world may end up taking a nickname, or at least an honorific, to better fit in with other people. For instance, an inkarnate who begins life with the name Mindful (who manifests the concept of “mindfulness”) might later take the nickname Min and/or Sister Mindful. An inkarnate named Hunger might decide to obfuscate their personal concept and take a human, dwarven, or elvish name. Or they might embrace it, using Hunger openly, or possibly even deciding that others should address them as Lord Hunger.

## INKARNATE TRAITS

Your inkarnate character has the following species traits.

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

**Age.** Inkarnates reach adulthood in their mid-teens (though they appear physically the same as when they sprung fully formed into existence, save for scars and a knowing look). PC inkarnates typically live for about a hundred years if they avoid misadventure.

**Size.** Most inkarnates are a few inches taller than the average human, except for their large, winglike glyphs, which make them appear even larger when extended.

**Speed.** Your base walking speed is 30 feet. (Your “wings” don’t grant you the ability to fly.)

**Celestial Resistance.** You have resistance to necrotic and radiant damage.

**Glyph Buffet.** Your extended glyph is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Charisma modifier, instead of the normal damage for an unarmed strike.

**Stern Instruction.** As your action, you sternly describe your concept to a creature within 60 feet you can see and who can understand you. The description, resonant with your manifest concept, requires that the target succeed on a Charisma saving throw. On a failed save, it takes 1d4 psychic damage and is shocked by the new clarity you provide (treat the target as if charmed by you) until the end of its next turn. This trait’s damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

You can use Stern Instruction a number of times equal to your proficiency bonus between each long rest.

**Glyph Exemplar.** Starting at 3rd level, you can use your action to fully manifest the glyph you embody, causing your wings, your skin, and even your eyes to flicker with a luminous intensity infused by your concept for 1 minute, or until you end it as a bonus action. During this period, creatures you choose within 10 feet of you are heartened by newfound insights regarding your concept that suddenly seem blindingly obvious. Whenever an affected creature makes a skill check or a saving throw, they can roll a d4 and add the number rolled to the result of the check or save.

Once you use Glyph Exemplar, you can’t use it again until you finish a long rest.

## INKARNATE CONCEPTS

A PC inkarnate can choose almost any concept to manifest, though basic ones are more likely to come into play at the game table.

Most concepts exist hand in hand with their antitheses. For instance, the concept of courage can’t be defined without acknowledging cowardice. Truth means nothing without understanding deceit. Uncertainty as a concept can only be understood in the face of conviction. A character usually focuses on one aspect of their concept. But over time, they could come to manifest the opposite side, depending on circumstances and experience.

Concepts could include the following, though of course these are just a bare sprinkling of possible options.

Acceptance	Justice
Being	Mindfulness
Belief	Morality
Communication	Resilience
Courage	Temperance
Death	Time
Happiness	Truth
Health	Uncertainty
Hunger	



## CHAPTER 29: SUBCLASSES

**C**haracters of any species can adopt planar subclasses, such as the Chaos Blade fighter (who wields a weapon drawn from the Elemental Chaos), the multiverse domain cleric (who gains the favor of the Multiverse itself), the Shadow-Stitched rogue (who has traded their own shadow for that of an extraplanar creature), or the defacer wizard (who calls upon nightmares to gain terrible powers and an aberrant familiar).

### FIGHTER MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature, which offers you the choice of a subclass. One new option is to learn the ways of the Chaos Blade.

#### CHAOS BLADE

Beyond the solid world are dimensions of pure energy and refined substance. But where those planes break down (or perhaps, from where they spring up) is the clashing, ever-turbulent realm of the Elemental Chaos. You've always been especially sensitive to this dimension of tumultuous energy. Using that connection to guide you, you wield a weapon drawn from the Elemental Chaos itself. Holding raw chaos in your hands gives you the ability to make chaos-augmented strikes, create chaotic effects to confuse and defeat your foes, blast areas with balls of chaos, and eventually walk as a being of pure elemental chaos yourself for brief periods.

In dimensions other than the Material Plane, Chaos Blades are better known, and many (but by no means all) arise from people whose ancestry includes elemental heritage, such as genasi. Other beings also choose to learn the way of the Chaos Blade, including azer, *elar*, tieflings, and various humanoid clans that have taken up residence in the Inner Planes and transitive planes.

As a Chaos Blade, you might have developed your ability purely through your own intuition and hard practice, through training by a teacher who also wielded chaos, or after an unexpected extraplanar experience where you were exposed to the raw

Chaos Blades can draw energy from the Elemental Chaos and instantly fashion a weapon of roiling chaotic energy or, if they choose, infuse a weapon they already possess, including a magical one, with the same essence.

Elemental Chaos and survived—and, with some soul searching, eventually thrived.

#### WEAPON OF CHAOS

*3rd-level Chaos Blade feature*

As a bonus action, you can form any weapon you are proficient with, which appears in your grip as a weapon of roiling chaotic energy. The weapon persists while you continue to wield it, or until the beginning of your next turn if you release your grip. If you create a weapon that uses ammunition, such as a bow that requires arrows, you draw an arrow of chaos into existence with each shot instead of a regular arrow from a quiver.

The weapon inflicts normal damage unless you score a critical hit. If you do, the damage you deal is of the damage type you choose from the following list: acid, cold, fire, lightning, thunder, or normal physical damage appropriate for the weapon (bludgeoning, piercing, or slashing).

#### CHAOTIC SHEATH

*3rd-level Chaos Blade feature*

Instead of creating a weapon from the Elemental Chaos, as a bonus action you can infuse any weapon you hold—or your unarmed strike—with the same property granted by Weapon of Chaos. This allows you to gain the benefit of using special weapons (including magical weapons) or no weapons, if you prefer martial arts. The infusion lasts while you continue to wield the weapon, or until the beginning of your next round after you relinquish your grip.

*Elar, page 155*



**CHAOS SURGE***7th-level Chaos Blade feature*

You score a critical hit with your weapon of chaos, or your weapon sheathed in chaos, on a roll of 19 or 20.

**WINGS OF CHAOS***7th-level Chaos Blade feature*

As a bonus action, you draw more energy from the Elemental Chaos, unfurling wings of roiling chaos. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you use Wings of Chaos, you can't do so again until you finish a short or long rest, unless you fuel the wings by accepting one level of exhaustion to keep the wings for one full minute. You can do this for a number of additional minutes equal to the number of levels of exhaustion you are willing to gain.

**PROTECTIVE CHAOS***10th-level Chaos Blade feature*

As a bonus action, you draw more energy from the Elemental Chaos, creating a swirling ribbon of unstable light and substance. The ribbon grants you a +1 bonus to AC and Dexterity saving throws, as well as damage resistance to acid, cold, fire, and lightning. The ribbon lasts until the beginning of your next turn. Once you use Protective Chaos, you can't do so again until you finish a short or long rest, unless you fuel the swirling by accepting one level of exhaustion to keep it in place for one full minute. You can do this for a number of additional minutes equal to the number of levels of exhaustion you are willing to gain.

**CHAOS BALL***15th-level Chaos Blade feature*

As your action, you cast *fireball* infused with energy drawn from the Elemental Chaos. Wisdom is your spellcasting ability for this effect, since mastering disorder requires wise choices. Instead of dealing fire damage, the effect inflicts a combination of acid, cold, fire, lightning, and thunder damage. If a target is vulnerable to any one of these elements, it is vulnerable to the full damage amount, as if the chaos ball consisted of just that element. However, if a target is resistant or immune to one or more of the elements making up the attack, they must be resistant or immune to all of the elements to gain that benefit.

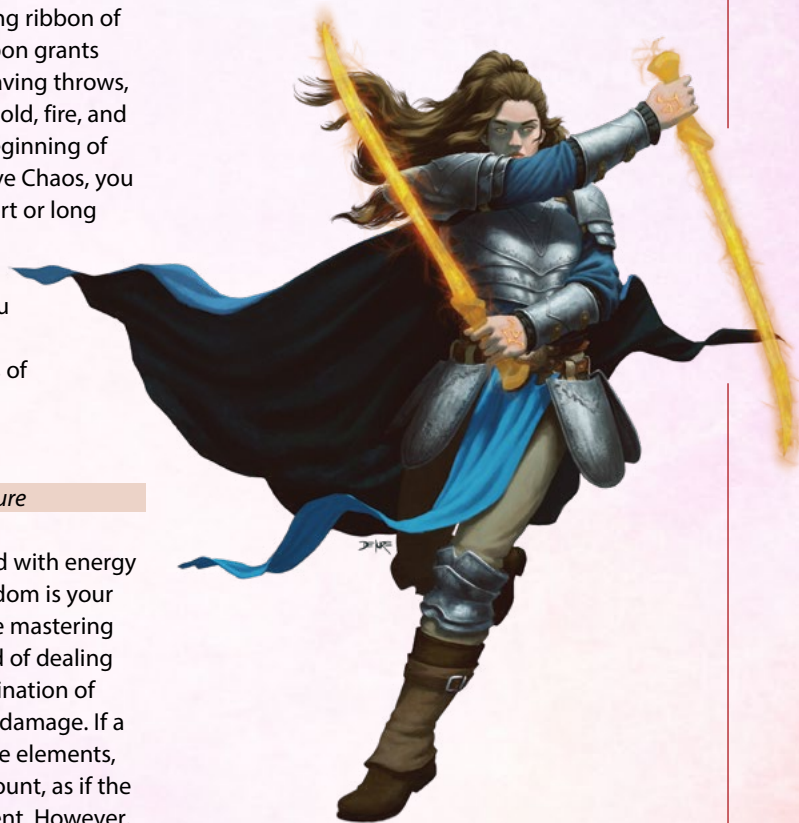
Once you use Chaos Ball, you can't do so again until you finish a short or long rest, unless you fuel another casting by accepting one level

of exhaustion. You can do this for a number of additional Chaos Ball uses equal to the number of levels of exhaustion you are willing to gain.

**WALKING CHAOS***18th-level Chaos Blade feature*

As a bonus action, you draw more energy from the Elemental Chaos directly into yourself, becoming a hybrid being of flesh and chaos until the beginning of your next turn. This grants you the following benefits.

- You gain damage immunity to acid, cold, fire, lightning, and thunder.
- Your shape becomes inconstant, a boil of different elements; you are no longer a purely physical being, increasing your reach by 5 feet.
- Once on your turn, one of your attacks with a weapon or an unarmed strike deals an extra 1d8 damage to a target on a hit. The damage type is one of the following (whichever you prefer): acid, cold, fire, lightning, thunder, or normal physical damage appropriate for the weapon (bludgeoning, piercing, or slashing).



Some people believe that ancient, anathematic beings are imprisoned in the heart of the Elemental Chaos—beings of power that once rivaled the gods, and who wait for their time to come around again.



A cleric of the multiverse sometimes trusts the multiverse to help resolve a challenge, but other times seeks out abilities from alternate versions of themselves in another reality for aid.

## DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature, including the new option of the Multiverse domain.

### MULTIVERSE DOMAIN

The many-stranded realms of every dimension and plane comprising the cosmos are enormous beyond reckoning. Even individual gods, for all their divine power and influence, seem miniscule when set against such a backdrop. Taken all together, the multiverse is a seething, multifaceted influence that seems intent on making certain that if something can happen somewhere, then it *should* happen, if only to serve as warning.

Gods associated with the multiverse include those that prize randomness over order, but most clerics who choose the Multiverse domain don't directly worship a single god. Rather, they channel their divine magic directly from the fabric of the multiverse itself.

Clerics of the Multiverse domain potentially involve themselves in any aspect of life among the planes, where they judge whether a particular situation is reasonable or instead requires adjustment. Because the multiverse rarely speaks with one voice, it's up to the cleric to decide for themselves what must be done. They do so by attempting to connect with alternate versions of themselves in other realities, briefly borrowing facts, skills, and abilities they themselves do not normally possess.

### MULTIVERSE DEITIES

#### Example Deity

Suhira, Goddess of Second Chances  
 Parl, Lord of Illusion  
 Kadoth Wildbeard, God of Gamblers  
 Aronbirash, Empress of The Change  
 Nihil Stormsurge, Endbringer  
 Chaoz, Lord of Luck (dead, but some still worship his memory)

## DOMAIN SPELLS

1st-level Multiverse domain feature

You gain domain spells at the cleric levels listed in the Multiverse Domain Spells table. The spells granted function by calling elements of other dimensions into the cleric's current reality. For instance, a high-level cleric of the multiverse who casts *raise dead* is calling an alternate version of the target that isn't dead to their current reality. The effect is identical, barring the target having a few "misremembered" details of their past life.

### MULTIVERSE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>color spray, heroism</i>
3rd	<i>fey crossing, portal disappointment</i>
5th	<i>bind to dimension, unleash doom</i>
7th	<i>banishment, locate creature</i>
9th	<i>contact other plane, planar binding</i>

## IMPLEMENT OF THE MULTIVERSE

1st-level Multiverse domain feature

You gain proficiency in the Arcana skill.

## FAVOR OF THE MULTIVERSE

1st-level Multiverse domain feature

The multiverse's favor is powerful, but it doesn't reside on any one being for long. You can increase the odds of its favor by selecting one creature within 30 feet of you (including you) as your action. For the next ten minutes (or until you ask for the Favor of the Multiverse again), up to once per turn when a favored creature rolls an attack, ability check, or saving throw, it can roll a d6. On a roll of 1 to 5, the creature adds that number to their d20 roll. On a roll of 6, they gain no benefit this round.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## LEARN FROM YOURSELF

2nd-level Multiverse domain feature

You can use your Channel Divinity to make a connection across the multiverse to a parallel version of yourself that knows what you don't. As an action, choose one skill or tool. For 10 minutes, you have proficiency with that skill or tool.

Fey crossing, page 189

Portal disappointment, page 190

Bind to dimension, page 188

Unleash Doom, page 190

The holy symbol of a cleric who chooses the multiverse as their deity is a colorful maelstrom representing the cosmos.

When using Learn From Yourself, a cleric catches glimpses of alternate versions of themselves dressed differently, involved in completely different lives than their own. Because of the cleric's skill, this usually does not trigger the Law of Self-Cancellation (page 70), unless the cleric also accesses the Congruent Corridor (page 69).



## TRAVEL THE MULTIVERSE

6th-level Multiverse domain feature

As your action, you draw on the mystical power of the multiverse to join and walk **the Path** across the multiverse, as if you had a **Path token**, including the ability to take others with you. Separate uses of this ability are required to **navigate the Path** as if you had a Path token, and to safely leave the Path as if you had a Path token. You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If you already have a Path token, you can instead use this ability to improve your ability to navigate the Path as your action. Each time you call on this ability while navigating the Path with an actual Path token, you have advantage on the Arcana check required to find the correct route through the planes.

## SPELLCASTING IN THE MULTIVERSE

8th-level Multiverse domain feature

You gain the ability to infuse your weapon strikes with energy channeled from the multiverse. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8. The type of damage you inflict is determined by the multiverse, not you.

## PERFECT SELF

17th-level Multiverse domain feature

You can channel an alternate reality version of yourself, potentially exactly what you need to overcome a specific situation.

As an action, present your holy symbol and gain one of the following benefits (your choice).

- Gain temporary hit points equal to 1d6 plus your cleric level.
- Gain advantage on your attack rolls, ability checks, or saving throws for one minute.
- Inflict an additional 1d8 damage with Spellcasting in the Multiverse for one minute.
- Gain resistance to a chosen damage type for one minute.
- Let the multiverse grant a benefit, though this is risky, as the multiverse isn't necessarily concerned with your well-being. The benefit gained lasts one minute.

You can use this feature once. To regain it, you must finish a long rest.



## ROGUE ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature, and potentially the Shadow Stitched subclass.

### SHADOW STITCHED

Rogues exposed to the multiverse quickly grasp the vast panoply of riches that could be theirs. And not just material goods. To those with the proper training or connection, a wealth of spiritual treasure is available in the form of creatures from other realities. These rogues learn how to summon these creatures' essences by reaching through the dimensions. Once called, an extraplanar being can be quickly "stitched" to the rogue's own shadow, giving the rogue new abilities drawn from across the multiverse.

A handful of spellcasters know the secret of dimensional travel. In return for service or another recompense, they may teach a rogue how to stitch the potential of an extraplanar entity to their souls. Newly Shadow-Stitched rogues are free to pursue their own interests, unless their patron requires a boon at some later date.

Other routes to becoming Shadow Stitched are also available. A rogue who finds a Path token might accidentally stumble onto the Path. Those who survive may return to their homes stitched to an anomalous entity snatched from a distant dimension.

*The Path, page 9*  
*Path token, page 9*

*Navigating the Path, page 13*

*When a PC uses the Spellcasting in the Multiverse feature, the GM chooses the energy type. Often, the energy type is one the target is not immune to, though sometimes the multiverse subtly tries to influence a cleric's decisions by "choosing" an energy type that a target can resist.*

*When a PC lets the multiverse choose a benefit for Perfect Self, the GM chooses the effect. It can be in line with the other options noted, though a larger effect is possible if it doesn't benefit only the PC, or if the multiverse has unexpected plans for the PC.*



## EXTRAPLANAR SHADOW

### 3rd-level Shadow Stitched feature

Choose an “extraplanar” creature. For the purposes of the Shadow Stitched class features, this creature can be any creature, such as a swarm of rats, a barbed devil, or a tyrannosaurus rex—even one that seems unlikely or that you’ve only heard of in stories. Your shadow is replaced with that creature’s shadow. If the creature is normally larger or smaller than you, your new stitched shadow shrinks or grows to approximate your actual size.

Your new shadow has a pseudo-life of its own. This is represented by your Stitched Life dice: a number of d6s equal to twice your proficiency bonus. They grant your stitched shadow various abilities, as detailed hereafter.

Some actions taken by your stitched shadow expend the Stitched Life die they use, as specified in the feature’s description. You can’t use a feature if it requires you to use a die when all your dice are expended. You regain all your expended Stitched Life dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Stitched Life die, but you can’t do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Stitched Life dice increases at 5th level (d8), 11th level (d10), and 17th level (d12).

The stitched shadow abilities below use your Stitched Life dice.

**Shadow’s Helping Hand.** The quasi-real shadow can reach out and give you a hand with your tasks. If you fail an ability check using a skill or tool with which you have proficiency, you can roll one Stitched Life die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

**Shadow’s Stealthy Action.** If you expend a Stitched Life die, you can use the bonus action granted by your Cunning Action to direct your shadow to perform one of the following tasks. Because it is a shadow, it can perform the task without being noticed if you succeed on a Sleight of Hand check contested by a given creature’s Perception check.

- Manipulate an object within 30 feet as if the shadow were you, such as opening or closing a door, picking up an object that weighs up to 10 pounds, stowing or retrieving an item (from your own equipment or from another creature in range), and so on.
- Use thieves’ tools to pick locks and disarm traps within 30 feet.

Once you expend the die to activate the shadow, the stitched shadow can continue taking these actions for up to 1 minute as long as you spend your bonus action each round to do so. It can’t move more than 30 feet from you.

**Shadow’s Teeth.** The quasi-real shadow can reach out and help you in combat. If you expend a Stitched Life die when you take the Attack action, you can roll the Stitched Life die and add the result to your die roll. You can wait until after you roll the d20 before deciding whether to use the Stitched Life die, but you must decide before the GM says whether the roll succeeds or fails. You expend the die whether the attack succeeds or fails.

## SHADOW SWITCH

### 9th-level Shadow Stitched feature

You and your stitched shadow increasingly come in mind and soul, so much so that you can switch places with it. With no preparation, you can use your bonus action and expend a Stitched Life die to send your shadow racing to an unoccupied space within 60 feet that you can see. But when it arrives, it’s you. (When it arrives, you instantly teleport there with it.) You then have advantage on the first melee attack you make before the end of your turn.



*The shadow of an extraplanar creature stitched to you can't normally be targeted independently by foes or allies, unless the Manifest Monster feature is in use.*



You can choose to expend multiple Stitched Life dice at once when you use this ability. If you do, you can teleport an additional 60 feet for each extra die expended.

If you succeed on a Stealth check contested by a given creature's Perception check, your shadow and you arrive at your destination unnoticed, as if you had moved there stealthily.

### SHADOW GLIDE

*13th-level Shadow Stitched feature*

When you expend a Stitched Life die, you can phase into your shadow, conferring upon you a partially intangible form. While you and your shadow are one, you have a flying speed of 10 feet (or 60 feet if you expend two Stitched Life dice instead of one when you activate this ability), you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object. You stay in this form for 10 minutes while you maintain concentration. You can expend another Stitched Life die prior to the effect's end to extend the duration by another 10 minutes, while you maintain concentration.

### MANIFEST MONSTER

*17th-level Shadow Stitched feature*

When you expend a bonus action, your shadow becomes real, manifesting as the extraplanar creature you originally stitched to yourself in an unoccupied space next to you. The manifest monster has the stats of a **challenge 7 creature or lower**, as determined by the GM; however, it has the appearance of the entity you've always imagined it was.

The manifest monster is friendly to you and your companions. Roll initiative for it; it has its own turn. The creature obeys your intentions (no actions or commands are required by you).

You can apply a Stitched Life die as your bonus action to roll the die and add it to the monster's ability check, attack roll, or saving throw.

The creature disappears, becoming your stitched shadow again, when it drops to 0 hit points, 1 hour has passed, you use a bonus action to end the effect, or you expend all your Stitched Life dice.

## WIZARD ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature, which offers you the choice of a subclass. One new option to consider is the defacer wizard.

### DEFACER

Wizards know a little about the other planes of existence from the start. Some even believe that all magic flows from some otherplanar source. No one knows whether that's actually true. There are as many hypotheses about magic as there are spellcasters. Defacers, however, *know* their magic is drawn from a specific and terrible demiplane called the **Grove of Crows**.

A would-be defacer begins their journey with a mask. Perhaps they make their face covering from sticks and feathers after an unsettling dream about a flock of dark-winged birds smothering the sky. Or maybe they find the mask after following the sound of squawking crows into the forest, and there discovering a lightning-struck tree. From it, they pluck a shard of dead wood because it's already an ideal, if disquieting, mask.

The defacer known as **Alghurab** describes finding a "weird old coin" in a shop selling junk and oddities that turned out to be a **Path token**. Activating it by accident, pulled onto **the Path** before he realized he was embarking on an interplanar trip, he got lost and couldn't escape the road until he finally emerged in the Grove of Crows. There, claims Alghurab, he became the first defacer. More than that, he will not divulge.

### "CROW" FAMILIAR

*2nd-level defacer feature*

A companion **tentacled crow**—and also probably a spy—is sent to you from the mysterious but certainly aberrant entity nesting in the heart of the Grove of Crows. You learn the *find familiar* spell. You always have this spell prepared, and it doesn't count against the number of spells you can have prepared. If you already have a familiar, it's eaten by the tentacled crow, which becomes your new familiar.

While your tentacled crow is within 5 feet of you, the time you must spend to copy a spell into your spellbook is 2 minutes per spell level.

*Grove of Crows, page 53*

*Alghurab has **archmage** stats, plus the abilities noted for the defacer subclass.*

*Path token, page 9  
The Path, page 9*

*Challenge 7 (or lower) creature options include the following: **giant ape, oni, shield guardian, stone giant, triceratops, or troll**, among others.*

*A tentacled crow has **octopus** stats, with the aberration type; speed 5 ft., swim 15 ft., fly 15 ft.; and can Hold Breath out of water indefinitely.*



## FACELESS MASK

2nd-level defacer feature

You found or fashioned a mask that has no clear features, inspired by your connection with the Grove of Crows. The mask grants you some benefits, plus a couple of drawbacks.

- You can use the mask as a spellcasting focus for your wizard spells.
- While wearing the mask, you have darkvision with a range of 60 feet.
- Your otherworldly gaze can magically blind another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see your mask, it must succeed on a Constitution saving throw against your wizard spell save DC or be blinded until the end of your next turn.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you and your target are more than 5 feet away from each other or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

- Each time you take off the mask, you gain one level of exhaustion.
- You suffer from face blindness while you wear the mask, meaning you have a hard time recognizing people by their features. While face blind, you have disadvantage on Deception, Intimidation, and Persuasion checks.

## ABERRANT MASK

6th-level defacer feature

You find that you get a better night's sleep if you keep your mask on, even though the dreams are unsettling. One of those dreams imparts new magical prowess to you. You gain resistance to psychic damage while you wear the mask. In addition, you gain the ability to speak Deep Speech when the mask is on.

## ERASE FACE

10th-level defacer feature

Your mask has been whispering to you lately. Usually, you can't make it out, and no one else seems to hear it. Suddenly you realize the wisdom it was trying to impart: You learn the *erase face* spell.

You can cast *erase face* without expending a spell slot. Once you cast *erase face* in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

## INEVITABLE CALL OF THE GROVE

14th-level defacer feature

The entity in the Grove of Crows wants you. But in the meantime, it's satisfied with the occasional visitor you send its way. As an action, you transport a creature within 30 feet that can see you to the *Grove of Crows*, if it fails a Charisma saving throw against your wizard spell save DC. The target returns one minute later, or sooner if they succeed on a Charisma saving throw on their turn. The returning target reappears in the space they left, or in the nearest open space. Once you use this feature, you can't use it again until you finish a short or long rest.

The returned target is affected in the following two ways.

- The target suffers from the effects of the *erase face* spell.
- The Grove of Crows is a difficult place for unprepared newcomers, and the target can't recall anything of their visit unless they succeed on a Wisdom saving throw against your wizard spell save DC. If they succeed, they recall only an unending mass of battering, flapping wings.

If your mask is lost or destroyed, you can use an action to fashion another one with whatever scrap is handy if you're not choosy. For instance, wrapping a rag around your face works in a pinch.

Erase face, page 189

A loose crow feather might be stuck in the clothes or hair of the target of the *Inevitable Call of the Grove* feature. The feather acts as a Path token, but inevitably leads someone who tries to use it back to the Grove of Crows.

Grove of Crows, page 53





## CHAPTER 30: FEATS

A feat represents a talent or an area of expertise, granting a character a special ability. For planar explorers, these abilities usually relate to experiences in and training in an unusual planar environment. The following feats are presented in alphabetical order.

### FORBIDDING ICE

*Prerequisite: Ki feature or Wisdom 13 or higher*

You are practiced in the mystic discipline taught by the monks of **Szneshnya**, granting you the following benefits:

- Increase your Wisdom or Constitution by 1, to a maximum of 20.
- You can spend 3 ki points as your action or reaction to encase yourself in a block of magically hardened ice.
- When encased in this ice, you gain resistance to all damage, you don't need to breathe, and your AC can't be less than 18 (regardless of what kind of armor you're wearing). However, attack rolls against you have advantage, and you can't move or speak.
- You can disperse the ice at any time by using your action.
- When encased in this ice, you can telepathically speak to any creature within 5 feet of you, or up to a mile away if they are encased in ice from this ability or something similar.

### LAVA CRUST

*Prerequisite: Fire resistance or fire immunity*

When you have a source of lava, you can spend ten minutes carefully applying it to your heat-resistant skin, then allow it to cool into an armor-like shell. This feat grants you the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- When you have a lava crust, your AC can't be less than 16, regardless of what kind of armor you're wearing.
- When you have a lava crust, you're wearing the equivalent of medium armor.

- Removing your lava crust takes one minute (or half that, if you have help).
- If you don't have a source of lava, the GM may allow you to use a different molten substance for this feat, as long as it cools into something hard and solid, such as metal, but not glass.

### PATHWALKER

*Prerequisite: Proficiency in the Arcana skill*

You have practiced using a **Path token** to go to and from **Timeborne** and have performed a magical ritual that subsumes a Path token into your body, granting you the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You can concentrate on the Path as an action, allowing you (but not anyone with you) to **join the Path** even without a Path token. You can use this ability once, and regain the ability to do so when you finish a long rest.
- You can navigate the Path as if you were holding a Path token, and have advantage on Arcana checks on the Path to find your way to a specific destination.
- Your travel on the Path takes only half as long.

### THOUGHTCRAFTER

*Prerequisite: Wisdom 13 or higher*

By spending a week or more in **Savtua** practicing **thoughtcrafting**, you tap into the power to alter reality with your mind. This grants you the following benefits:

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- As your action, you can use thoughtcrafting to manifest an object. This object can weigh up to 3 pounds and must be something you could hold in one hand, such as a longsword, lantern, or blank book. This thoughtcraft lasts as long as you maintain concentration on it. You can have only one thoughtcrafted item at a time. Each time you use this ability, you can create a different item.

*Path token, page 9*  
*Szneshnya, the Bleak*  
*Winter, page 96*  
*Timeborne, page 19*

*Joining the Path, page 11*

*Savtua, page 86*  
*Thoughtcrafting, page 88*

*Thoughtcrafting can't*  
*create magic items.*



## CHAPTER 31: SPELLS

Planar travelers discover new spells as they explore the multiverse. The following is just a smattering. These spells can be incorporated into wizard spellbooks normally by PCs if found in the possession of NPC spellcasters. Alternatively, you could make some of these spells available to PCs who are spellcasters but have more restricted spell lists. Finally, many of these spells are available as part of magic provided by various new magic items, subclass features, and other elements of this book.

*Congruent Corridor,*  
page 69

*Corridor of reflections is a secret spell that only a few know exists and fewer still know how to cast.*

### 2nd Level

Lava Boat  
Path Undertow  
Portal Disappointment

### 5th Level

Fey Crossing

### 7th Level

Corridor of Reflections

### 3rd Level

Bind to Dimension  
Erase Face  
Unleash Doom

## SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

### BIND TO DIMENSION

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 hour

You attempt to dimensionally bind a creature that you can see within range. It must make a Wisdom saving throw. If it fails the saving throw, it can't leave the dimension where you cast the spell for the duration. On a failure, the target is completely blocked from planar travel as well as teleportation, whether they initiate the attempt or it's initiated by another on their behalf. Not even walking through an otherwise accessible planar portal allows the target to leave the plane until the duration expires.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the spell lasts until dispelled.

### CORRIDOR OF REFLECTIONS

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a mirror at least 4 inches in diameter)

**Duration:** Instantaneous

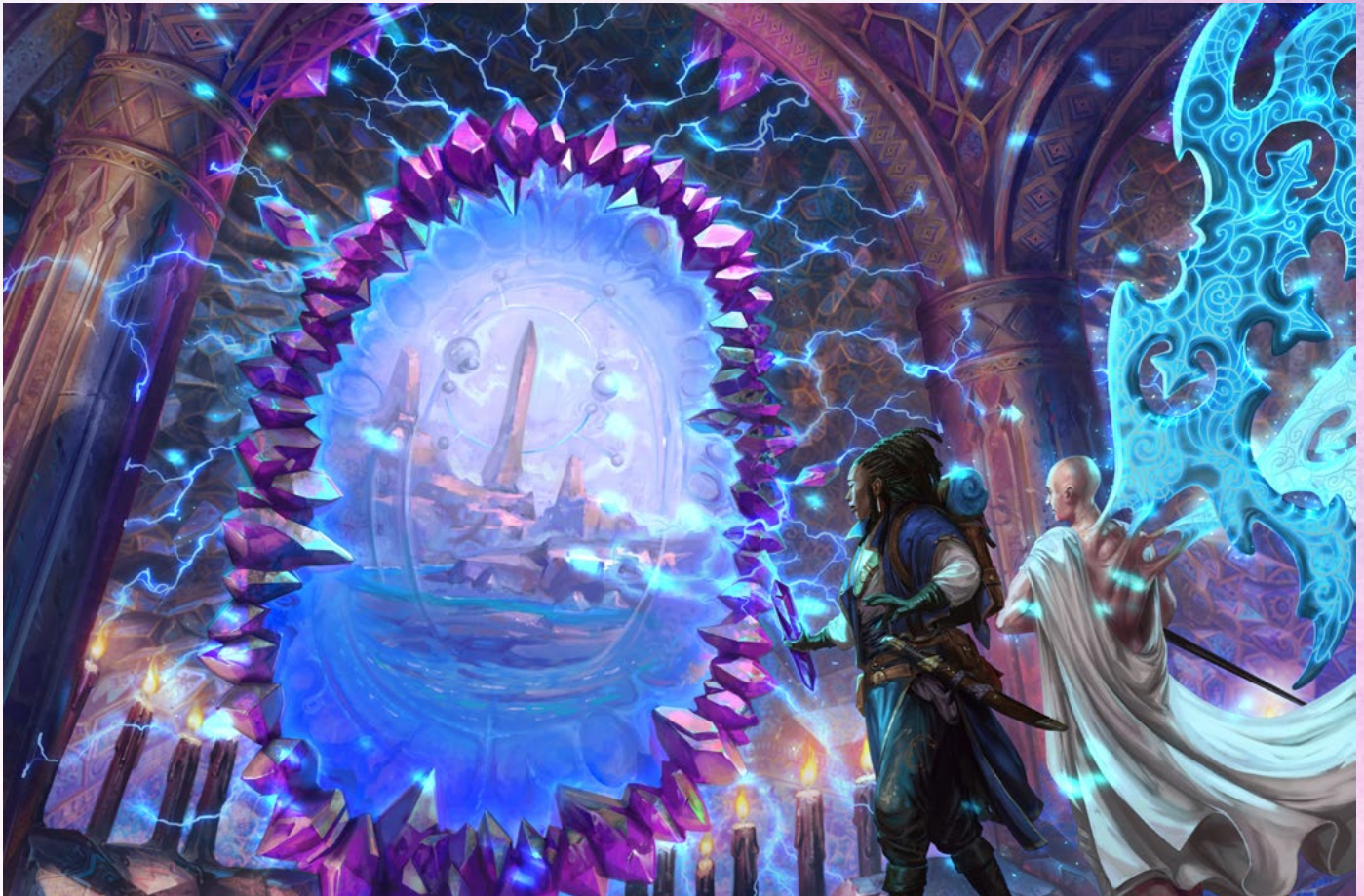
You and up to eight willing creatures are drawn through the mirror and emerge in the **Congruent Corridor** that allows you access to alternate worlds where other versions of you exist. The mirror you used as a component stays behind. It can serve as an exit while it remains intact; however, it can't be used as an entrance for other creatures unless this spell is cast again using it as the material component.

When you cast the spell, you can instead specify that you're looking for an alternate version of some other person or being you know to exist. When you reach the Congruent Corridor, the instances of other worlds visible along it will be those containing alternate versions of whoever you specified.

When you cast this spell, the view back to your own world of origin in the corridor is surrounded by a glow visible only to you, allowing you to select the correct exit among what would otherwise be a series of almost identical scenes.

You can use this spell to banish an unwilling creature to the Congruent Corridor. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is thrown into the Congruent Corridor in a region of the corridor with instances of worlds containing alternate versions of it. In this case, the view leading back to the world of its origin is not obvious (and may disappear entirely if the mirror is subsequently destroyed).





## ERASE FACE

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (blank paper mask)

**Duration:** Concentration, up to 1 hour

This spell erases the face of a creature that you can see within range. The target must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapeshifter or a creature with 0 hit points.

At the end of each minute during which their face is erased, the target can make a Constitution saving throw. On a success, the spell ends. The spell ends if the target drops to 0 hit points or dies.

A target with an erased face has no eyes and cannot see (they gain the blinded condition). Likewise, they have no mouth, so they can't speak or eat. However, they can still breathe through two narrow nostrils, and they can hear normally.

Other creatures don't immediately recognize a target with an erased face, and depending on the situation, they may assume the target is some sort of half-finished doppelganger or other horror. On the other hand, allies who witness the spell being cast and the resulting transformation of a friend understand what's happening.

## FEY CROSSING

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a forked wooden branch with Sylvan runes carved on it)

**Duration:** 1 round

You pace out a circle on the ground, creating a temporary link between a natural place on your current plane—such as an untainted pool, a ring of mushrooms, or a hole in an ancient tree—and a similar location in the Feywild (or a similar fey-controlled plane). If you know of a specific location in the Feywild that is similar to your current location, the spell connects those two places; otherwise it attempts to form a crossing to a similar place. Once this connection is made, a hazy, shimmering portal opens within the circle and remains open until the end of your next turn. Any creature that enters the circle appears in the Feywild.

Creatures of the fey realms tend to be suspicious of uninvited travelers, and carefully observe anyone who travels with a *fey crossing* spell. Powerful fey may have the ability to block or divert the spell, preventing travel or shunting the traveler into a location of their choosing, such as the middle of a lake or a prison cell.



The spell automatically fails if there are no suitable places in the Feywild that match your current location (such as if you cast it in the middle of a human city or in a demon-tainted wasteland).

## LAVA BOAT

*2nd-level abjuration (ritual)*

**Casting Time:** 1 minute

**Range:** Self (5-foot-radius sphere)

**Components:** V, S, M (a handful of volcanic gravel)

**Duration:** 1 hour

You weave lava into a 5-foot-radius sphere of stone around and above you and up to five creatures adjacent to you, forming a sort of boat that can float on the surface of lava.

The spell fails if its area includes a larger creature or more than six creatures. The sphere has AC 17, 18 hit points, and immunity to fire. Creatures and objects within the sphere are protected against fire damage from lava, as well as any other attacks from outside that fail to destroy the sphere. By moving inside the sphere, you and the other passengers can make it roll, moving it up to 10 feet each round.

When the spell ends, the sphere cracks open at the top and peels apart from top to bottom over the next two or three rounds. This gives you and the other passengers time to exit safely, even if the bottom of the sphere is still resting in lava.

## PATH UNDERTOW

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S

**Duration:** Instantaneous

A strong current of the **Path's undertow** forms in front of you, 60 feet long and 10 feet wide. Each creature that starts its turn in the line must succeed on a Wisdom saving throw or be caught up in this current, as if they stopped resisting the Path's natural current. For each creature who fails their save, starting on their next turn the current moves them 60 feet away from you, and on later turns it continues to move them in that direction until they are swept away and flung into the **Sea of Uncertainty**.

A creature caught up by this current can negate its pull by moving in the opposite direction, reducing how far it moves them by how far they moved on their turn. For example, a dwarf with a speed of 25 feet can use their move to reduce the current's pull on them from 60 feet per round to 35 feet per round, or use their move and the Dash action (for a total of 50 feet) to reduce the current's pull to just 10 feet per round; on the next round, they could use their move to reduce the current's pull to 0 feet, freeing them from its influence.

This spell can only be cast on the Path.

## PORTAL DISAPPOINTMENT

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (broken piece of glass)

**Duration:** 24 hours

A fixed portal or gate in range is temporarily rerouted and becomes connected to a **random dimension** for the duration if you succeed at a DC 13 Arcana check.

Alternatively, you can attempt to interrupt a creature in the process of casting *plane shift* or a similar spell. You do so by using a reaction, which you take when you see a creature within range casting *plane shift* (usually obvious by the material components). Make a DC 15 ability check using your spellcasting ability. On a success, instead of ending up in the planar location they expected, they find themselves in a random dimension.

## UNLEASH DOOM

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a **doomblade**)

**Duration:** 1 minute

Risking your own safety, you tip the scales of cosmic justice and pronounce doom on a target within range. The target must make a Wisdom saving throw. On a failed save, the target is judged wanting, and a creature known as a **doom** appears in the nearest open space to the target and attacks the target immediately. Any additional dooms that are spawned—as described under the monster entry—normally attack the target of your spell as well. However, each time a new doom is spawned from the original doom you called, the GM rolls a d6. On a 1, the newly summoned doom attacks you. It continues to do so until it is destroyed, or until the spell duration elapses. If the doom that targets you spawns an additional doom, it attacks the original target of this spell unless the GM rolls another 1, in which case you are its target, too.



*The random dimension could be determined by using the Random Planar Landscapes table in appendix B (page 230).*

*Although the lava boat is sealed and air can't get in or out, it holds more than enough air to support six creatures inside it for an hour.*

*Doomblade, page 154*

*Doom, page 154*

*Path's Undertow, page 12*

*Sea of Uncertainty, page 14*



## CHAPTER 32: ITEMS

New magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

### PLANAR MAGIC ITEMS

#### d100 Magic Item

01–03	<i>Chest of soul silver</i>
04–09	<i>Soul silver coin</i>
10–13	<i>Crow's Eye</i>
14–18	<i>Demon blade</i>
19–22	<i>Enigmolith</i>
23–27	<i>Flit disc</i>
28–31	<i>Hood of tentacles</i>
32–35	<i>Inner Planes spinner</i>
36–39	<i>Libram of the planes</i>
40–43	<i>Mind expander</i>
44–47	<i>Monitor's monocle</i>
48–51	<i>Planeweave armor</i>
52–55	<i>Portal ring</i>
56–59	<i>Reality tuner</i>
60–63	<i>Ring of alternate realities</i>
64–67	<i>Ring of coherence</i>
68–71	<i>Rod of webbed binding</i>
72–75	<i>Sorrowbloom potion</i>
76–79	<i>Soul net</i>
80–82	<i>Staff of incorporation</i>
83–86	<i>Star blade</i>
87–90	<i>Sword of the infinite planes</i>
91–93	<i>Viridian boots</i>
94–96	<i>Wand of dimensional blasting</i>
97–100	<i>Wand of the void</i>

### CHEST OF SOUL SILVER

*Wondrous item, very rare*

This collection of 1,000 dimly lambent *soul silver* coins allows you as the bearer to cast a *wish* spell as your action. Once so used, the coins dissipate. All that remains is the chest or other vessel that previously contained them.

### CROW'S EYE

*Wondrous item, legendary (requires attunement)*

This wondrously cut piece of obsidian can be set in a ring or carried.

While wearing this ring, you can cast the *shapechange* spell from it as a bonus action at will, but can target only yourself when you do so, and can only take the form of a crow or a creature with characteristics related to a crow. Using this function does not drain a charge.

While wearing this ring, you can use an action to expend its single charge to cast the *wish* spell from it. The ring is recharged if you (or the current wearer) are killed and someone new claims the ring. Anyone killed while wearing the ring leaves behind a normal-sized crow corpse, regardless of their shape before death.

*Soul silver, page 33*

*Currently, an entity called the Desolate One (page 57) owns the Crow's Eye. The Desolate One rules the Grove of Crows (page 53).*





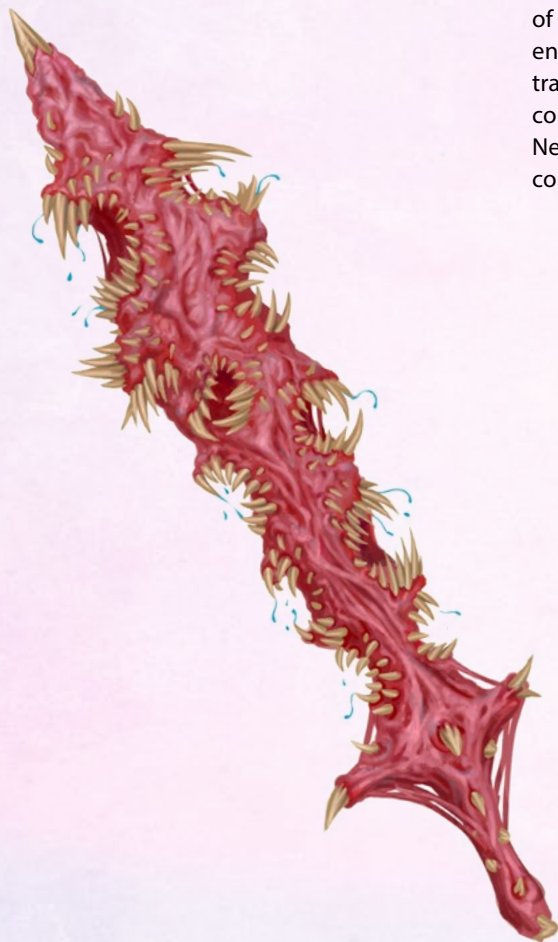
## DEMON BLADE

Weapon (any sword),  
legendary (requires attunement)

This blade seems to be a living mass of gnashing, demonic maws, snarling and drooling. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Successful attacks with this weapon deal an additional 3d6 + 6 piercing damage from the gnashing mouths, and a damaged target is grappled by the mouths (escape DC is 12 + your Strength modifier). Until this grapple ends, the target is restrained, and the mouths continue to feed on the target for 3d6 + 6 piercing damage each round, during which time you can't use the *demon blade* against other targets.

Stealth checks made with an unsheathed *demon blade* have disadvantage due to the sound of clicking teeth and snarls, and occasional dripped drool.

**Curse.** Once you attune to this cursed blade, you can't let go of it unless you are targeted by the *remove curse* spell or similar magic. While wielding the blade, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.



## ENIGMALITH

Wondrous item, very rare

When this flat, palm-sized stone disc is "unfolded" from the tiny dimensions concealing its full bulk over the course of one minute, a 6-foot-tall six-sided monolith is formed, weighing 1,000 pounds. The process can be reversed by spending another minute folding it back down.

While unfolded, the six extradimensional cells tied to the monolith become accessible. In fact, accidentally glancing at the sigil carved on a face of the monolith that doesn't currently hold a captive requires the observer to succeed on a DC 15 Charisma saving throw. On a failed save (and if the extradimensional cell is empty), you are drawn into a limited artificial dimension bound by stone in all directions. You can escape using magic that permits planar travel; otherwise, you are trapped until a creature on the exterior activates the stylized sigil that formed on the monolith's face representing your captivity. Air doesn't seem to be an issue, but lack of food and water means that a captive that requires such sustenance eventually dies.

Touching a stylized sigil on an *enigmolith* frees the associated trapped creature (or its bones, if it died of thirst and starvation), but whoever touches the engraving needs to glance away or risk becoming trapped in turn. Newly discovered *enigmoliths* contain 1d6 random creatures (or their remains). Newly released creatures are often dangerous, confused, and difficult to communicate with.





## FLIT DISC

*Wondrous item, legendary*

This object is a 30-foot-diameter open-air crystalline disc with room on its surface for six Medium-size passengers plus a load of additional cargo weighing up to 500 pounds. You can control the flit disc by speaking command words at its central altar-like crystal projection, making it hover and fly at a speed of up to 80 feet. When hovering and flying, the top of the disc is enclosed in an invisible field that shields passengers from excessive airflow but otherwise doesn't interfere with movement onto or off of the disc.

## HOOD OF TENTACLES

*Wondrous item, very rare (requires attunement)*

While wearing this hood, whose trim extends four stylized lengths of fabric that resemble tentacles, you can use an action to cast the *detect thoughts* spell (save DC 15) from it. While you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *dominate monster* spell (save DC 15) from the hood on that creature. Once used, the dominate property can't be used again until the next dawn.

Alternatively, while wearing this hood, you can magically emit psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 4d8 + 4 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If you use this ability, the hood loses all other functionality for three days.



## INNER PLANES SPINNER

*Wondrous item, rare*

When you spin this four-sided top as your action and speak the top's command word, a random elemental is summoned, emerging from the symbol that briefly flares with the appropriate elemental type (roll a d4: 1 **fire elemental**; 2 **water elemental**; 3 **earth elemental**; 4 **air elemental**), as if you had cast the *conjure elemental* spell. If you spin the top but don't know the command word, the summoned elemental is not controlled by you, is hostile, and might attack.

The spinning top can't be used this way again until the next dawn.

*Rumors describe a legendary version of a hood of tentacles that allows a user to physically extract a foe's brain.*

## LIBRAM OF THE PLANES

*Wondrous item, very rare*

This thick volume bound in electrum plates features a stylized map of the multiverse on its cover. Several of these books exist. No one knows who wrote them. Each libram is thematically linked with three planar concepts, creatures, or objects, as is obvious when the pages are glanced through.

Each planar concept, creature, or object covered in the libram is described in about fifty pages of detail. If you want to know the answer to a question directly relating to one of the libram's three topics, the answer is found within the pages.

Alternatively, you can pluck the concept, creature, or object described in the libram out of its pages, and manifest it in the real world (often as a specific spell effect). Once you do so, that topic is no longer covered in the libram; all that remains are blank pages in that section. If all the concepts of a given libram are removed, what remains is an expensively bound blank book.

A given *libram of the planes* might include the following topics (associated in this case with creatures of the Material Plane) and grant the related effects.



The grafted mind expander remains part of the creature it is attached to, unless violently severed, which reduces the creature's hit points to 0 and subtracts 2 points from their Intelligence.

A monitor's monocle often contains a variety of saved images that make little or no sense to those randomly discovering the item.

**White Dragon.** Once per day while holding the tome, you can produce an icy blast in a 30-foot cone as an action. Targets in the area must succeed on a DC 15 Dexterity saving throw, taking 10d8 cold damage on a failed save, or half as much damage on a successful one.

Alternatively, you can pluck forth the concept of a white dragon as your action; a **young white dragon** appears in the nearest open space. The dragon obeys your verbal commands for up to 10 minutes before fading away.

**Chimera.** Once per day while holding the tome, you can produce a fiery blast in a 60-foot cone as an action. Targets in the area must succeed on a DC 15 Dexterity saving throw, taking 7d8 fire damage on a failed save, or half as much damage on a successful one.

Alternatively, you can pluck forth the concept of a chimera as your action; a **chimera** appears in the nearest open space. The chimera obeys your verbal commands for up to 10 minutes before fading away.

**Medusa.** Once per day while holding the tome, you can target a creature you can see within 30 feet as your action and attempt to petrify them. The target must succeed on a DC 14 Constitution saving throw or begin to turn to stone and be restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

Alternatively, you can pluck forth the concept of a medusa as your action; a **medusa** appears in the nearest open space. You are immune to its Petrifying Gaze ability. The medusa obeys your verbal commands for up to 10 minutes before fading away.



## MIND EXPANDER

Wondrous item, very rare (requires attunement)

This plum-sized organic pod resembles a small, hemispherical bit of disembodied brain. If you press it up against the base of your skull, tiny living threads graft it to you over the course of 1 minute, and you gain +2 Intelligence.

## MONITOR'S MONOCLE

Wondrous item, rare (requires attunement)

This mask features a single large glass lens in front, tinted red. It has 5 charges. You can expend the indicated number of charges as an action to gain one of the following effects. The monocle regains all expended charges daily at dawn.

- **1 charge:** The monocle captures a perfect image of whatever you're looking at. Thousands of images can be stored, and any stored image can be shown back to you as your bonus action (without expending a charge).
- **1 charge:** A foe seen through the monocle can be analyzed for a weak spot. The analysis gives you a +1 bonus on your attacks against the target for one minute.
- **3 charges:** You catch a glimpse of a probable future. For the next minute, you can't be surprised and you have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the same period.

## PLANEWEAVE ARMOR

Armor (light, medium, or heavy armor), rare

This suit of armor is woven with strands of ethereal mist, granting it the ability to partially dampen violent attacks by shunting them to another dimension. While you're wearing it, you have damage resistance to attacks that deal force, bludgeoning, piercing, or slashing damage.





### PORTAL RING

*Wondrous item, legendary (requires attunement)*

This gold ring seems unmarked and plain. However, it's linked to one extraplanar location determined by the GM.

You can use an action to remove the ring and toss it onto an open space within 10 feet. The ring immediately forms a portal to the extraplanar location linked to the ring. The portal lasts for one minute, during which time creatures may pass through it. If you pass through as your move before the minute elapses, the portal closes behind you and the ring returns to your finger. If you allow the portal to expire without passing through, the ring also returns to your finger.

The *portal ring* won't create a portal within 10 miles of the location to which it is linked if you attempt to use it on the same plane.

Once activated, the ring can't be used again until the next dawn.

### REALITY TUNER

*Wondrous item, very rare*

This tuning-fork-like metallic device is a dimensional navigation aid. Though it doesn't provide a means of transport, it improves your chances of successfully finding a location you're familiar with on another plane of existence. You can use the device on your turn as a bonus action. When you do, roll 2d6 and add the result to any planar navigation roll required as your action—usually an Intelligence check.

For instance, the *reality tuner* improves the result of an Intelligence check required to find the correct route along **the Path**, or if you're using a magic item such as an *amulet of the planes*, to avoid being sent to a random destination.



### RING OF ALTERNATE REALITIES

*Ring, legendary (requires attunement)*

While wearing this ring, you can change reality by concentrating your will. The ring achieves its effects by pulling on the threads branching into alternate Material Plane worlds.

The ring has 6 charges, which can be used to empower the following properties. The ring regains 1d6 expended charges daily at dawn.

**Hindering Reality Twist.** You can expend 1 charge as an action to target a single creature you can see within 60 feet. You instigate a minor change in reality, such as sudden shaking of the earth, unexpected flooding, a shift in gravity, or something else normally impossible. The target must make a DC 15 Dexterity saving throw or fall prone (or become restrained, depending on the specific effect you create) until the end of your next turn.

**Energetic Reality Twist.** You can expend 3 charges as an action to change reality in a 20-foot-radius sphere centered on a point within 120 feet. The area becomes subject to a sudden reality twist as described under Hindering Reality Twist, but far more energetic. Each creature in that area must make a DC 15 Dexterity saving throw. A target takes 8d6 damage on a failed save, or half as much damage on a successful one. The damage type depends on the kind of reality twist you envisioned. For instance, if you twist reality so that a small tornado touches down in the area, the targets are subject to bludgeoning damage. If you twist reality so that the area is briefly flooded with lava, targets take fire damage.

**Alter Reality.** You can expend 6 charges as an action to cast *wish*. After you do so, roll a d6. On a roll of 1–2, the ring is destroyed.

*Substances and forces created by a ring of alternate realities' reality twist properties fade at the end of the wearer's next turn.*

*The Path, page 9*



## RING OF COHERENCE

*Wondrous item, legendary (requires attunement)*

While wearing this ring, you are immune to *disintegrate* spells, *polymorph* spells, and similar magic that would change your form. Creatures can telepathically communicate with you only if you allow it. You cannot become ethereal while wearing this ring. Attacks made by ethereal or incorporeal creatures against you have disadvantage.

Death saving throws made while you are wearing it have advantage.

Finally, normally incorporeal creatures can touch and wear a *ring of coherence*. If they do, they become corporeal and solid.

## ROD OF WEBBED BINDING

*Rod, very rare (requires attunement)*

This rod etched with web motifs has the following properties.

**Disruptive Resonance.** While holding the rod, you have advantage on saving throws made to resist spells, actions, and attacks made by aberrations, celestials, elementals, and fiends.

**Spells.** While holding the rod, you can use an action to cast one of the following spells from it: *web* and *bind to dimension*.

**Webbed Binding.** While holding the rod, you can use an action to cast a special combined version of *web* and *bind to dimension* that targets a single creature. The target makes a Wisdom saving throw. If they succeed, neither spell takes effect, but if they fail their save, both spells take effect simultaneously. Treat the affected target as if restrained in the webs, even if there is no place to anchor them between two solid masses; the creature is entangled in sticky, gauzy layers of dimensionally binding webbing.

If the webbed binding succeeds, this property can't be used again until the next dawn.



## SORROWBLOOM POTION

*Wondrous item, uncommon*

When you drink this potion and spend a short rest meditating, you gain a level of exhaustion and regain up to three levels of expended spell slots (one slot of level 3, one of level 2 and one of level 1, or three of level 1). Any spell slots regained this way count against the slots you can regain the next time you finish a long rest.

Once you use a *sorrowbloom potion*, you gain no benefit from drinking another until you finish a long rest (although you still gain a level of exhaustion from drinking it).

## SOUL NET

*Wondrous item, very rare (requires attunement)*

The loop on the end of this 4-foot-long metal rod is filled with a loose net of translucent, misty fibers. When holding the *soul net*, you can see invisible and ethereal creatures, as well as disembodied spirits, within 60 feet.

The *soul net* has 5 charges; melee attacks made with it each expend a charge. It regains 1d4 + 1 expended charges daily at dawn.

If you use the *soul net* as a melee weapon (expending 1 charge), you are proficient in it. If you hit a disembodied spirit or incorporeal creature, the target becomes encapsulated and restrained inside a bubble of translucent ectoplasm about 6 inches in diameter (no matter the previous apparent size of the entity). The resultant ectobubble becomes a separate object (AC 10, 3 hit points, resistance to bludgeoning) that lasts for up to 24 hours. Destroying the ectobubble frees the soul without harming it. Souls encapsulated in an ectobubble can perceive the exterior using their senses and speak using any languages they know or knew in life, causing the ectobubble to relay the speech through pulsing vibrations.

If you attack a physical creature with the *soul net* and hit, the target must succeed on a DC 13 Charisma saving throw, or its body falls unconscious as you scoop out the creature's soul and encapsulate it in a bubble of ectoplasm as just described. If a living, physical creature's soul is encapsulated in this fashion, it is subject to the same limitations as just described. However, the encapsulated soul can attempt a DC 13 Wisdom saving throw each round on its turn. On a success, the bubble bursts and the soul returns to its body, if the body is alive and within 100 feet. Otherwise, that creature dies.

Mindless undead rarely have souls, so a soul net is useless against them.

Bind to dimension,  
page 188



**SOUL SILVER COIN***Wondrous item, uncommon*

You regain 2d4 + 2 hit points when you use your action to infuse the essence of the coin (a piece of soul silver) into yourself. Once used, the coin dissipates.

**STAFF OF INCORPORATION***Staff, rare (requires attunement)*

This staff, lumpy with relief carvings of multiple creatures, has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 2 charges to attempt to incorporate the target (if it is your size or smaller) into your own body. The target must succeed on a DC 15 Constitution saving throw or be subsumed into your form. You can subsume only one creature at a time. If you subsume a second creature, the prior one is released into an open space nearest to you. You can release a subsumed creature purposefully as an action. If a subsumed creature is released, it is stunned until the end of your next turn.

While you have a creature subsumed, your body becomes malformed, taking on some aspects of the subsumed creature's shape; all Charisma-based positive interaction checks have disadvantage. You also gain temporary hit points equal to three times the subsumed creature's challenge rating while that creature remains subsumed. If these are depleted, they return after you finish a long rest while the creature remains subsumed.

If you must make a death saving throw, you can choose to completely devour the essence of a subsumed creature. Doing so grants you the effect of having rolled a 20 on your death save, and you regain 1 hit point.

**STAR BLADE***Weapon (dagger), very rare (requires attunement)*

Distant stars and nebulae are sometimes visible in this night-black blade. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, you can cause a star visible in the blade to flare brightly. A target you choose within 10 feet must make a DC 15 Constitution saving throw or be blinded until the beginning of your next turn.

In addition, at night when the stars are visible, as your bonus action you can "pluck a star from the sky" to conjure the dagger in your hand. Alternatively, as your bonus action, you can "place the dagger back in the sky" (whether the stars are visible or not), which has the effect of disappearing the dagger from your person. When not conjured into existence, the *star blade* lies in a curled-up dimension inaccessible to other creatures, but still accessible to you.

Several *star blades* exist. But only one is the Star Blade, also called Ramiah, the Star Blade. An artifact, the Star Blade has the additional property of absorbing the soul of any creature it kills. Each absorbed soul is relegated to a land of dark metal vistas called **Ramiah**, over which a sky of celestial objects wheel.

*Ramiah, page 76*



## SWORD OF THE INFINITE PLANES

*Weapon (any sword), legendary (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The sword has 6 charges for the following properties. The sword regains 1d6 expended charges daily at dawn.

When you attack a creature with this weapon and miss, if you desire, a swarm of phantom blades appears, each one briefly drawn from an alternate reality containing a slightly different version of the *sword of the infinite planes*. Roll another attack with advantage. On a hit, you deal damage normally. This function uses 1 charge.

In addition, you can speak the sword's command word to cause the blade to become a window into another dimension. You can specify a target viewing destination in general terms, such as the **Citadel of the Fate Eater** in the Abyss or **Uraian's Stair**, and see into that location as if using the sword as a focus for a *scrying* spell. Speaking the command word again, attacking with the blade, or sheathing the sword ends the viewing effect. This function uses 2 charges.

## VRIDIAN BOOTS

*Wondrous item, rare (requires attunement)*

These thigh-high moss-covered boots are actually composed of living, magically sustained moss. While you wear them, you gain the following benefits:

- You have resistance to necrotic damage.
- You ignore difficult terrain created by plants, trees, and other growing things.
- Each step sends out tiny rootlets into whatever substance you're walking on, allowing you to walk up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the boots don't allow you to move this way on a crumbling surface.

## WAND OF DIMENSIONAL BLASTING

*Wand, rare (requires attunement by a spellcaster)*

This wand with an angular loop at one end has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Dimensional Blast.** While holding the wand, you can use an action to expend 1 or more of its charges to fire a beam of disrupting multidimensional energy at a target you can see within 60 feet of you. The target must succeed on a DC 15 Dexterity saving throw. A creature takes 4d6 cold damage and 4d6 fire damage on a failed save, or half as much damage on a successful one. For each two charges beyond the first one you expend, the cold and fire damage increase by 1d6 each.

**Dimensional Exile.** While holding the wand, you can use an action to expend 2 charges to fire a beam of disrupting multidimensional energy at a target you can see within 60 feet of you. The target must succeed on a DC 15 Charisma saving throw. Depending on what you choose, the target is transported back to its home plane or to a location on another plane you are familiar with. Targets that are successfully transported appear in the new plane in an open space chosen by the GM. For a period of one day, the target is completely blocked from planar travel or teleportation, whether they initiate the attempt or it's initiated by another on their behalf. Not even walking through an otherwise accessible planar portal allows the target to leave the plane until the duration expires. Treat this limitation as a curse; any magic that can remove curses will also end this effect early.

## WAND OF THE VOID

*Wand, rare (requires attunement by a spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a ragged ebony ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become encapsulated in a pocket of force just large enough to hold them for 1 minute. The force pocket contains an extraplanar extrusion of pure negative energy. Each round, the trapped creature must succeed on a DC 15 Constitution save or gain one level of exhaustion. At the end of each of the trapped creature's turns, it can attempt a DC 15 Strength check to break out of the pocket.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a roll of 1–2, you are targeted by the wand and must succeed on a DC 15 Dexterity saving throw to avoid being trapped as noted, even as the wand itself dissolves to ash.

*Citadel of the Fate Eater,*  
page 38

*Uraian's Stair,* page 116

*The pocket of force has the characteristics of a wall of force, except as noted in the wand of the void description.*





# PART 6: PLANAR ADVENTURES



CHAPTER 33: TYRANT'S KEY

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CHAPTER 34: SWORD, SPHERE, AND CUBE

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## CHAPTER 33: TYRANT'S KEY

Tyrant of War, page 105

The Path, page 9

**A** duke of Hell forged a masterpiece of destruction, a massive flying battlecraft able to cross the planes called **Tyrant of War**. Upon reaching a destination, the devilish ship could rain down hellfire-laced attacks of cataclysmic potency. But soon after it was constructed, Tyrant went missing. It's been lost somewhere on the planes for generations. Until now.

"Tyrant's Key" is an adventure that sends characters across the planes on a scavenger hunt to find pieces of a key to claim a lost, Hell-forged battlecraft. Will PCs ally with or oppose others attempting to do the same either to claim the battlecraft as their own, or try to destroy it? The encounters are suitable for about five 5th-level player characters. As usual, the difficulty of the adventure can be increased or decreased by changing the number of foes in any given encounter.

This adventure is suitable for PCs who haven't yet purposefully left their own world on the Material Plane, or for PCs who already have some experience plane-hopping thanks to their discovery of a **Path token** or similar method of accessing other dimensions.

Path token, page 9

### SYNOPSIS

The adventure involves planar travel to various locations in the multiverse.

**Obtaining a Key Segment:** One way or another, PCs obtain a key segment, one of five parts of a key that, if reassembled, locates and unlocks *Tyrant of War*. Tyrant is a devil-forged plane-hopping warcraft of unbelievable power that has been lost for many years; many assume it is destroyed.

**Meet Manizer:** PCs also learn about or come to the notice of Manizer, a member of the Tyrant Tamers' Guild, a group very interested in *Tyrant of War*. Manizer helps the PCs, tries to stop them, or begins by helping but ultimately decides to oppose the characters if they lay claim to the ship for

themselves. If the PCs are amenable, she asks them to help her prevent the Golden Skulls, a group of pirates, from getting control of the warcraft.

**Walking the Path:** PCs are introduced to **the Path** and how to use a Path token to travel between planes. Once on the Path, they can look for any planar location that they know the name of, including those indicated by the key segment they already have. PCs may end up walking the Path several times as they track down various segments.

#### Key Segment in the Citadel of the Fate Eater:

Another piece of the key lies in the planar location called the Citadel of the Fate Eater, apparently a fortress on one of the many layers of the Abyss. Retrieving it requires entering the fortress. During their trip to the fortress, the PCs meet an initially sympathetic potential ally named Ixona of the White Eye, who is also trying to get her hands on the key. She wants *Tyrant of War* to exact revenge on those who wronged her in the past.

**Key Segment in the Infinite Labyrinth:** Another key segment lies in a constantly growing dimension called the Infinite Labyrinth. Finding the segment requires that the PCs plunge into the dangerous labyrinth.

**Key Segment in Ramiah, the Star Blade:** Another key segment lies in a limited plane located inside a cursed, life-stealing artifact called the Star Blade. The constructs PCs discover inside are surprised by their fleshy appearance but could be persuaded to help.

**Key Segment in Timeborne:** Another key segment is in a city called **Timeborne**. When the characters arrive, they learn that the Golden Skulls were pursuing a different strategy to find Tyrant; they collated past sightings of the warcraft in Timeborne's Library of Worlds, accurately predicting its current location. The Golden Skulls have already sent a party to claim *Tyrant of War* for themselves,

Timeborne, page 19





but they left behind an ambush using a key segment as bait.

**Completing the Key:** Once PCs have all the key segments, they can snap them together to complete the key.

**Tyrant of War:** The devil-haunted warcraft is dangerous in and of itself, featuring threats right at the edge of what the PCs can handle. But if they don't expunge the Golden Skulls, there's no telling what kind of damage the pirates could do with the ship.

**Wrapping Up:** Do PCs track down all the key segments? Do they make it to Tyrant and wipe out the pirates to prevent them from taking control of the dangerous weapon? Do they try to claim Tyrant for themselves, despite the dangers of spending too much time on the craft? Or do the pirates succeed and manage to wipe out a city or two in a horrific fashion? This final section provides the GM with information on how to deal with all these options, as well as how allies met during the course of the adventure react as it concludes.

## ADVENTURE HOOKS

PCs can be introduced to this adventure through several possible routes, including one or more of the following.

**PC Interest:** The PCs discover the first segment of Tyrant's key themselves, kicking off their interest. The piece could be a keepsake passed down by someone close to one of the characters, a keepsake that comes with a story about the object being a doorway to unearthly power. Alternatively, perhaps

PCs find a key segment as part of a treasure they obtained in an earlier adventure. In either case, their investigations into the key's significance eventually draw the attention of the **Tyrant Tamers**, in the person of **Manizer**, either before the PCs embark on a crossplanar journey or while they're running down other key segments.

Manizer wants to learn more about the PCs and what their goals are regarding the key and the ship. So she offers to accompany and aid the group. If she decides that the characters are likely to use *Tyrant of War* themselves despite the ship's evil nature, she looks for a way to betray them and end their quest.

**War Diary:** The characters find a slim volume with notes penned by someone called Clotild Kell, apparently a collector specializing in artifacts of fiendish manufacture. Clotild describes his discovery of the third key segment, and his quest to find the fourth in a "dimension of sad, demented little constructs" that ended in failure. Clotild next found a group called the Tyrant Tamers who were very helpful in providing details about what he should do next. The last entry indicates that Clotild took their advice and went seeking the first piece of the key in something called "the Planes of Mirror and Shadow."

The true value of this diary is that it brings *Tyrant of War* and the Tyrant Tamers' Guild to the PCs' attention. They can, with a little investigation, get started on a quest to find the warcraft, especially if they can find a key segment; perhaps Clotild left the third key segment behind in his residence in a locked and trapped safe. (The Planes of Mirror and Shadow were a deliberate red herring fed to Clotild, likely resulting in his death.)

*Tyrant Tamers, page 111*  
*Manizer, page 205*



**Attacked:** The town at least one of the PCs lived in was wiped out by *Tyrant of War* years ago when they were small. That horrific event shaped their life, an experience they never forgot. Lately, they've been having unsettling dreams reliving that terrible day. The PC has a premonition that the strange craft from their nightmares is on the cusp of becoming active again. As the nightmares intensify, the character is motivated to learn more about "*Tyrant of War*," a name whispered in their premonition. In this case, the PCs don't already have an initial key segment, but instead must go looking for it. In this way, they might run into *Ixona of the White Eye*, a mage who recently obtained one of the key segments and is putting together a group to help her. Ixona wants control of the warcraft to exact revenge on those who horribly wronged her in the past. (If you don't use this adventure hook, the PCs encounter Ixona later in the adventure and can ally with or oppose her.)

*Ixona of the White Eye,*  
page 207

**Extorted:** Someone from your campaign who is dear to the PCs is captured and held for ransom by the Golden Skulls (possibly on *Tyrant* itself, not that they tell PCs that). As the news is presented to the PCs by a courier who has no connection to the Skulls, the best way to ensure the captive's freedom is to undertake a search for all the key segments. Though the pirates don't tell the PCs, they already know how to reach *Tyrant of War*. They just want to be sure that no one else can do the same by assembling the warcraft's key.

## OBTAINING A KEY SEGMENT

This adventure section is written assuming you're using the "PC Interest" adventure hook, which means the PCs have recently obtained a strange metallic object (a key segment). It should be obtained in a manner that makes sense for your campaign. For instance, PCs may have found the key segment in an unrelated, earlier adventure as part of a vanquished foe's valuables. Or a PC may have received it as an inheritance from a family member. Maybe the diary (of the "*War Diary*" adventure hook) is passed down to one PC because the writer was a relative.

Regardless of how PCs obtained the key segment, the moment a character handles this oddly warm-to-the-touch object, something about it pulls at their attention.

## KEY TO TYRANT OF WAR, IN SEGMENTS

Each key segment (AC 21, 50 hit points, regains 10 hp each round) radiates conjuration magic. If a character uses their action to concentrate on a segment they are holding and succeeds on a DC 11 Charisma check, a series of bizarre, surreal images and emotions washes over them, stunning them until the end of their next turn.

When the mental chaos drains away, the character is left with three strong recollections.

- The name "*Tyrant of War*" and a fleeting memory of an oddly segmented greenish object floating in an anonymous cloudscape.
- The name "*Tyrant's key*" and a fleeting memory of an image of the unbroken key-like object. A moment later, blazing fissures crack the key into five pieces. Each segment is flung randomly across the multiverse. One of those segments looks like the one the PC holds.
- The name of five specific planar locations. One is where the PC concentrating on a key segment is currently located. The other four are the *Citadel of the Fate Eater*, the *Infinite Labyrinth*, *Ramiah the Star Blade*, and *Timeborne*.



*Citadel of the Fate Eater,*  
page 38

*Infinite Labyrinth,* page 58

*Ramiah, the Star Blade,*  
page 76

*Timeborne,* page 19



Though characters can't know for certain, if they guess that the divined locations correspond to places where other key segments can be found, they're right.

Should a character journey to one of the extraplanar locations (see options for dimensional travel described hereafter), the key segment they hold in their hand gently tugs in a specific direction. The direction is toward the key segment in that planar location. However, no other information regarding distance or the best route to proceed is provided.

If a character follows that tug, the direction sense becomes more and more overwhelming the closer they get to the focus, until the sense of "it's here!" becomes so strong that the previous segment loses its usefulness as a dowsing tool. This oversaturation usually occurs within about 300 feet of the segment being sought. At this point, the character must manually search for it in the area.

## TWO SEGMENTS BECOME ONE

If two (or more) congruent key segments are brought together, they snap into place, becoming a single, larger key segment. If it is concentrated upon as previously described and a DC 11 Charisma check succeeds, the character receives the same series of feelings, images, and information, except that only four specific planar locations are learned. And one of them is where the PC is currently holding the newly combined key segment.

This iterative process, if followed, continues to concentrate newly found and added segments until a single completed key remains.

## COMPLETED KEY

If all the key segments are brought together, a complete key (AC 21, 250 hit points, regains 10 hp each round) to Tyrant is created. A character can use their action to concentrate on it. If they succeed on a DC 11 Charisma check, a 10-foot-diameter portal appears in an open space within 15 feet. A glance through reveals *Tyrant of War* floating in a cloudscape. After a few moments, the view through the portal shifts, drawing closer and closer to the craft, until it comes to rest at the **entry gate** of the ship. Those who step through the portal (which lasts for up to one minute per activation) are transferred across the planes to that spot.

## OPTIONS FOR PLANAR TRAVEL

PCs at or around 5th level probably don't have ready access to robust means of planar travel, unless they have previous experience with the material introduced in *Path of the Planebreaker*. In most cases, PCs who want to pursue the other key segments must research other options. One might be calling in a favor from a patron with access to spells such as *plane shift*. However, in many campaigns, such a patron might be lacking or not in a position to offer such help.

Which means PCs must do for themselves. And that means research.

## RESEARCHING TYRANT OF WAR

A character who conducts a couple of hours of research from a reasonable source (such as conferring with knowledgeable allies, referring to old tomes, or even just asking around a large city) can attempt an Arcana or Investigation check to learn the following about the mysterious *Tyrant of War*.

**Arcana DC 11 (half true):** *Tyrant of War* was an ancient fiendish warship destroyed long ago in a conflict between demons and devils.

**Arcana DC 13:** Tyrant is an immensely powerful war machine, capable of traveling between planes, lost somewhere in the multiverse.

**Arcana DC 15:** A widely distributed group called the Tyrant Tamers collates information about Tyrant; the guild is likely a good resource to call on for those also seeking *Tyrant of War*.

**Arcana DC 17:** When unpiloted, Tyrant randomly jumps worlds and dimensions.

**Arcana DC 19:** Tyrant seems to bear a curse; every time it is found, those who claim it soon lose it, usually through a series of mishaps and possibly even by mishaps suffered aboard the craft.

## CONTACTING THE TYRANT TAMERS

PCs who discover the existence of the **Tyrant Tamers** and wish to reach out to them need only succeed on a DC 13 Investigation check to discover that the group has local representation in the person of Manizer.

Even if they don't seek the Tyrant Tamers, reports of their research into the term "*Tyrant of War*" soon reach Manizer. Alerted of their interest in the topic, she finds the PCs within a day (or trails them if they've already found a method to travel the planes) to assess their intentions, as described hereafter under **Meet Manizer**.

*Tyrant Tamers, page 111*

*Tyrant of War, page 105*

*2. Entry Gate, page 108*

*Meet Manizer, page 204*



## RESEARCHING EASY PLANAR TRAVEL

If PCs don't investigate *Tyrant of War* first, but instead focus on finding a method of planar travel to one of the locations, they have many options.

Characters can investigate the names of each planar location they gain from concentrating on their key segments. PCs who conduct a couple of hours of research on each name from a reasonable source (such as conferring with knowledgeable allies, referring to old tomes, or even just asking around a large city) can attempt an Arcana or Investigation check to learn something about each location. The DCs and specific information discovered are as noted under each location's entry in this book. Perhaps something the PCs learn about one of those locations will suggest a way to move forward, depending on their own resources. For instance, maybe a character happens to know about a portal leading to the Infinite Labyrinth.

Alternatively, PCs may decide that finding a robust, repeatable method of planar travel is job

one. In this case, in addition to other methods they might uncover in your campaign, a few hours with appropriate research sources and a successful DC 15 Arcana or Investigation check uncovers the following nugget:

- In the city of Timeborne, **strange and exotic coins** can be found—or purchased—that give the bearer access to the multiverse!

Timeborne? That name should sound familiar. It's one of the extraplanar locations already revealed as a place where a key segment can be obtained. Coincidence? Not really, as PCs discover when they find it. But that still leaves the question of how they can journey to Timeborne, a city in another dimension entirely.

Having potentially reached a roadblock, PCs may finally investigate *Tyrant of War* (if they haven't already). If so, they learn about the Tyrant Tamers as previously noted, which means they soon meet Manizer. She can help them journey to the various planes to look for other segments of the key.

Alternatively, PCs might find a wizard or other spellcaster who knows the sigil sequence to the **Landing** in Timeborne. In that case, they don't need Manizer. However, she eventually gets word that someone is looking for *Tyrant of War*, and at some point she catches up with the characters, even if it's on Tyrant itself.

In Timeborne, PCs can find a Path token on their own (probably in the **Worldswept Market**), as well as the **key segment in Timeborne**, as presented hereafter.

## MEET MANIZER

The PCs could meet Manizer of the **Tyrant Tamers** in at least three ways, noted below. The encounter with Manizer presented hereafter assumes that one of these ways is how the characters find her, though you may have to adjust some particulars depending on where the Manizer encounter occurs.

- The PCs are asking around about the Tyrant Tamers. By doing so, Manizer is alerted, and she finds the PCs wherever they are located (such as in their favorite tavern, or possibly at a character's home).
- Manizer gets word that someone is looking for *Tyrant of War*. This has a similar effect in alerting her, and she finds the PCs, possibly after trailing them somewhere else if they've already traveled to a different location in pursuit of their quest.

The references to "strange and exotic coins" discovered during PC research on planar travel are descriptions of Path tokens (page 9).

Landing, page 29  
Worldswept Market,  
page 25

Key Segment in Timeborne,  
page 211



Tyrant Tamers, page 111



- PCs “randomly” run into Manizer in the **Key Segment in the Infinite Labyrinth** encounter because she, knowing that the Golden Skulls were close to getting control of *Tyrant of War*, set off alone to do what must be done. She needs the completed key to find Tyrant and stop the pirates.

### MANIZER'S OFFER

When the PCs meet Manizer, describe her as follows:

#### ◀ READ ALOUD ▶

*An armored human with a prominent scar on her face and a strange device attached to her left arm that seems to be some sort of metallic prosthetic.*

**Personality:** Manizer is blunt and to the point. She frowns a lot. And it seems like she's always just managing to keep herself from throwing a gratuitous insult at whoever she's talking to. (Years ago, she didn't stop herself, but she's trying to be better.)

**Agenda:** Normally, Tyrant Tamers try to distract others from finding *Tyrant of War*. But with the Golden Skulls apparently on the precipice of gaining mastery over the craft, that's changed. Manizer needs allies. But she also wants to learn more about the PCs. Are they people she can work with to stop the Golden Skulls? Or are they likely to try to use the devilish warcraft for their own purposes if given a chance? If she eventually decides the latter, she first tries to dissuade them, but doesn't hesitate to turn against them if the PCs are adamant in their desire.

**Backstory:** Manizer was once a respected “professor” of an august institution on a world very different from where the PCs encounter her, and she studied dangerous weapons. But she was hurled across the endless worlds of the Material Plane by a horrific encounter with *Tyrant of War*. Taken in by a kindly elf who nursed her back to health, Manizer found herself far from her old allies and concerns. Though she could probably find her way back to her own world given enough time, she instead became a founding member of the Tyrant Tamers' Guild, determined to keep the warcraft from doing to others what it did to her. She's the one who broke up the key and arranged for the segments to be separated. Despite all that, her fascination for dangerous weapons still shows through, which is why she didn't simply destroy the key when she had a chance.

### ARM OF DESTRUCTION

*Wondrous item, unique (custom fit to Manizer, requires attunement)*

This fully articulated metallic arm functions as a normal arm and hand. As her bonus action, Manizer can convert the prosthetic into a configuration that fires red rays of lightning. The prosthetic has 5 charges; 1d4 + 1 expended charges are regained daily at dawn. As her action, Manizer can expend a charge to inflict 28 (8d6) lightning damage in a 100-foot line on a failed DC 13 Dexterity save, or half as much on a success.

If the PCs are looking for the Tyrant Tamers or *Tyrant of War*, Manizer immediately makes it clear that's why she wants to talk with them. She relates the following in the course of a conversation.

- “Call me Manizer. I study and collect weapons. Especially dangerous weapons. Sometimes that leads me to other worlds and dimensions. The most dangerous I've ever encountered is *Tyrant of War*.”
- “I'm a Tyrant Tamer. We collect information about *Tyrant of War*. We see to it that the information is secured against those who'd use Tyrant as a weapon of conquest and hate.”
- “Dispater, a Duke of Hell, forged a massive flying warcraft capable of slipping between the planes called *Tyrant of War*. The ship can rain down hellfire-laced attacks of cataclysmic potency. It was lost somewhere on the planes for generations. Until now.”
- “Plane-hopping pirates called the Golden Skulls have been searching for Tyrant for years. We weren't worried, until our informer within the Skulls got out a report. The pirates believe they're very close to succeeding. In just a matter of weeks! We can't let that happen.”
- “*Tyrant of War* has a single, secret key. The Golden Skulls don't know about it. Probably. At least, they're using some other method to find Tyrant. Anyway, the key was broken into segments and scattered randomly across the multiverse to keep it out of reach. If someone has a key segment, they can meditate on it and learn where the other key segments are hidden in the multiverse. In this way, if one had a reliable means of traveling the dimensions, the full key could be reassembled. And with the fully reassembled key, one could travel instantly to Tyrant.”
- “Members of the Tyrant Tamers' Guild are few and far between across the worlds and planes. So I need your help. And perhaps you need mine.”

*Key Segment in the Infinite Labyrinth, page 208*

*Manizer has **veteran** stats, with Arcana +5. Equipment: Path token (page 9); three odd devices with the properties of potions of flying, supreme healing, and speed, respectively; carries an odd device that can be unfolded to act as a carpet of flying; wears arm of destruction prosthetic.*



Path token, page 9

The Path, page 9

Activating a Path Token,  
page 10

Joining the Path, page 11

Undertow, page 12

Random Planar  
Landscapes, page 229

Path mite, page 162

Random Planar Encounters,  
page 226

Depending on where and when the PCs meet Manizer, she ends with one of the following two offers.

- If the PCs are still at the beginning of their journey and need a robust means of planar travel, she says, "I can see you're set on finding *Tyrant of War* for yourselves. Meanwhile, I need allies. Will you join my quest to find the ship and help make certain it doesn't fall into Golden Skull hands, or into the hands of anyone who'd be foolish enough to try to use the cursed craft? If you will, I have a reliable method by which we can travel across the multiverse, which I'll lend you."
- If the PCs randomly meet Manizer after already securing a robust means of planar travel, she says, "Now that I've had a chance to look you over, I can see that you're potent individuals, probably each with a storied past. Will you join my quest to find *Tyrant of War* and help make certain it doesn't fall into Golden Skull hands, or into the hands of anyone who'd be foolish enough to try to use the cursed craft?"

## OUTCOME OF THE OFFER

If the PCs agree to help Manizer and/or receive her planar travel aid in turn, she joins them as an ally for the remainder of the adventure. She doesn't put herself directly in harm's way, but she is solid backup, and no slouch in a fight. If she becomes fully convinced that the PCs share her ideals, she could be moved to take bigger risks to help them succeed.

That said, she continues to monitor them for signs that they might ultimately prove to be as foolish as the Golden Skulls. Of course, what someone *may* do is hard to know for certain. Most likely, Manizer will betray the PCs only if they try to grab control of *Tyrant of War* for themselves.



## WALKING THE PATH

If PCs obtain a **Path token**, this section is relevant as they decide which planar location they should attempt to travel to first.

## USING MANIZER'S PATH TOKEN

If Manizer is involved, as soon as the PCs have concluded their deal with her, she says it's time to go. If they aren't quite ready, she allows them a few hours to make any preparations they like. She spends the intervening time frowning into a half-empty tankard of ale.

When the PCs are ready, she ushers them to the nearest out-of-the-way area (such as an alley behind a tavern) and shows them how to use a Path token to travel the multiverse by way of **the Path**.

- "If something happens to me along the way, finish what we started."
- "Use the key segments to find the others. Use the Path token to get you to each new extraplanar location. Find Tyrant. Stop the Golden Skulls."

Manizer wants to see if the PCs are up to the challenge of taking over if she fails. Step one is introducing them to the Path. She lends a PC skilled in Arcana her Path token and asks them to **activate it**.

If successful, the PCs and Manizer **join the Path**.

Once the PCs get their planar legs, so to speak, Manizer tersely advises them to avoid the **undertow**. Later, if they survive all this, she promises to give them her Path token so they can investigate to their heart's content.

## ENCOUNTER

The first time the PCs walk the Path, after they've spent at least thirty minutes watching **random planar landscapes** of alternate dimensions flash far beneath them, they encounter 1d4 **path mites**. The monsters initially resemble flattened red boulders, innocuous odd debris scattered along the interdimensional corridor. If a character is subject to a Path mite attack that drops them off the Path and into a "random" plane below that resembles a desert wasteland, the fall only inflicts a maximum of 27 (5d10) bludgeoning damage because gravity in this dimension is far lower than that of a normal world of the Material Plane. However, a character who falls from the Path will probably need someone with a Path token to come rescue them.

On subsequent walks on the Path during this adventure, refer to **Appendix A: Random Planar Encounters**.



## THE WALK

Assuming characters can accurately navigate the Path with a Path token, it takes them about 1d4 hours to reach each new destination suggested by the key segments they've gathered.

## KEY SEGMENT IN THE CITADEL OF THE FATE EATER

One key segment lies in the **Citadel of the Fate Eater**, where the demon queen Tereculon dwells in her grief.

PCs arrive standing on the steps leading up to the fortress's main gate, as described in that chapter. The key segment they possess pulls gently in the direction of the fortress, presumably the location of another key segment. Before they can enter, they encounter the **demon watchers** and **high-flying inexorables** noted in the citadel description.

## OPTIONAL ENCOUNTER: IXONA OF THE WHITE EYE

While the PCs are exploring the citadel, they find a battered and burned human (4 hit points remaining) in wizard's clothing with a patch over one eye and a staff clutched in one hand in a death grip. This is **Ixona of the White Eye**. If PCs heal her and provide food, she is extraordinarily grateful and relates the following in conversation.

- "Ixona is my name. In some lands, people call me White Eye." She flips up her eyepatch to reveal a smooth, milky glass orb.
- "If you're willing to help me a second time, I'd gladly accept. For I am on a quest. And I believe the demon queen who dwells here has the object I need to continue. But working my way alone through this place has proven almost impossible."
- She won't come out and say she's looking for a key segment for *Tyrant of War* unless the PCs do so first. However, once she realizes they're looking for the same thing, she suggests an alliance. "Together, we are stronger! Let me join you, and together, we are certain to succeed!"
- If PCs ask why Ixona is looking for *Tyrant of War*, she says only, "Vengeance." Her lips thin and she shakes her head if the PCs press her. Perhaps they assume that she wants to take vengeance on *Tyrant of War*. If that is suggested, she nods vigorously.

**Outcome of Ixona's Request:** If the PCs agree to let Ixona join the group, she becomes an ally for the remainder of the adventure, or at least until they decide not to let her use *Tyrant of War* as she wishes.

Because the truth is that Ixona wants to use *Tyrant of War* to exact vengeance on enemies who

attacked her and her family, leaving her for dead and without the use of one eye. This will eventually put her at odds with Manizer, and possibly with the PCs.

**Manizer's Misgivings:** If Ixona joins the group (and Manizer is present), at some later point Manizer takes one of the PCs aside to whisper that they should keep an eye (so to speak) on Ixona. The wizard, Manizer thinks, seems a little too secretive. If Ixona learns of any misgivings, she tells the truth by saying she won't let the Golden Skulls take control of the craft. If pressed on what sort of **vengeance** she is planning, Ixona finally says that it's reserved for "those who dearly deserve it."

## KEY SEGMENT LOCATION

Wherever the key segment first ended up in this location, it wasn't long before one of the demon queen's inexorables brought the item to her. She now keeps it on her person.

If the characters follow the segment's pull and/or persuade an inexorable to guide them, they can reach the **Fate Eater's Residence** without too much wandering in the **citadel interior**. Once they do, the inexorables leave them, and the tug becomes overwhelming. PCs know they're close, but they will have to look through each chamber of the residence until they find Tereculon. Retrieving the key segment requires talking with the Fate Eater herself in the **sepulture**.

If PCs can get her attention, a DC 15 Persuasion check is sufficient to convince her to hand over the key segment.

This interaction likely throws Tereculon's grief into sharp relief for the PCs. Their Persuasion check may involve giving her some sort of consolation, at your option.

Assuming the PCs do nothing to anger Tereculon and succeed on their check, they are free to leave her chamber.



*Citadel of the Fate Eater,*  
page 38

*Ixona's Vengeance,*  
page 214

*Demon Watchers,* page 38  
*High-flying Inexorables,*  
page 38

*Fate Eater's Residence,*  
page 40

*Citadel Interior,* page 39

*Ixona has **mage** stats with Deception +4. Equipment: eye prosthetic can produce a bone-white sphere of annihilation (3 times total) that Ixona controls for up to ten minutes before it dissipates.*

*8. Sepulture,* page 42



Region Themes, page 62

Joining the Path, page 11

Some believe all magical mazes are housed in the Infinite Labyrinth.

Infinite Labyrinth, page 58

Zavatar, page 58

Tomb of Chaoz, page 58

Maisara, page 59

Wandering the Infinite Labyrinth, page 60

Catacomb Contents, page 61

Meet Manizer, page 204

Intoxicated creatures in the taproom are poisoned. Whenever an intoxicated creature rolls a natural 4 or less on a d20 for an attack, saving throw, or ability check, they are stunned until the end of their next turn.

## LEAVING THE CITADEL

Once the PCs have what they came for, they can move on to look for another key segment. Assuming they have a Path token, they can **join the Path** normally from most anywhere in the fortress.

## KEY SEGMENT IN THE INFINITE LABYRINTH

A key segment lies in the **Infinite Labyrinth**, an ever-enlarging labyrinth seeded by a demigod's incompetently conceived magical ritual. PCs arrive in the crumbling city of **Zavatar**, at the top of the shaft leading down to the labyrinth's entrance, the **Tomb of Chaoz**.

The key segment(s) PCs already have tugs down into stairs that lead into the mausoleum. Unless the characters successfully hide from her, they encounter **Maisara**, one of the few remaining apostles of Chaoz who now studies the growing labyrinth.

## KEY SEGMENT LOCATION

If the characters follow their segment's pull, they are better off than if they simply **wander the Infinite Labyrinth**. Still, feel free to roll (or choose from) the **Catacomb Contents** table two or three times as the characters make their way deeper into the place to generate what they find along the way.

Once they reach the Tavern Maze (described hereafter), the tug becomes overwhelming. The PCs know they're close, but they must look through the handful of rooms on the map until they find the key segment (which is in the hoard of a young dragon in room 5).

## OPTIONAL ENCOUNTER: MANIZER

If PCs haven't previously **met Manizer**, they encounter her in the maze. She learned that the Golden Skulls are going after **Tyrant of War**. She is gathering the key segments herself. In this scenario, she has specific knowledge regarding the key segment hidden in the Infinite Labyrinth.

Upon discovering that the PCs are also looking for the key segments, she is suspicious. She wonders what their intentions are regarding **Tyrant of War**. She's no fool, though, and plays her cards close to her vest, even if she thinks the PCs will try to gain control of the warcraft. In the short term, she could use their help, as described in the **Meet Manizer** section. If the PCs seem trustworthy, she becomes an ally.

## TAVERN MAZE

In addition to the **Region Themes** already described for the Infinite Labyrinth, the theme of Inns and Taverns recurs periodically as well. This region contains rooms that seem to have been taken (or seeded from) countless different inns and taverns across the multiverse. The chambers of the Tavern Maze seem to be the location where the second key segment senses the third segment.

## 1. CLOAKROOM

### ◀ READ ALOUD ▶

*Cloaks, coats, hats, scarves, outer robes, boots, mittens, and other garments hang from pegs that cover the walls of this chamber. Heaps of similar garments cover the floor. Narrow paths wind between the piles, connecting two exits.*

Some of the garments are tatty and damp, but others are fine. A complete search of the garments in this chamber takes about an hour, especially if PCs want to go through the pockets looking for a key segment. In addition to four overcoats fit for nobles (each worth 50 gp), PCs who go through all the pockets can discover a total of 345 gp, 2,313 sp, a couple of vials of perfume (25 gp each), an eyeball floating in a jar of preservative, a jade pipe carved to resemble a dragon (150 gp), and an old key that's not the key segment.

## 2. TAPROOM

### ◀ READ ALOUD ▶

*Tavern tables and chairs pack this room, each of a different style and age than the next. Drifts of tankards and mugs cover the tables, and many have fallen and broken on the floor. The smell of stale, spilled beer and spirits is overwhelming, and the floor is stained with spilled drink, especially around a drain in the southeast corner, near one of the two exits.*

Among the common tankards and mugs littering this room like it survived a hard rain of drinking implements (many stained and broken), characters can find some unique ones, such as a mug inlaid with gold depicting a griffon's head with glowing eyes, and others of your invention if you wish.

A couple of rounds after the PCs enter, a tendril of what looks like an ooze composed of concentrated, spilled beer, wine, and liquor emerges from the drain and attacks the nearest character. This is the first of three creatures very much like **ochre jellies** that emerge. The difference is that targets that suffer acid damage from the creatures' attacks must succeed on a DC 15 Constitution saving throw or become **intoxicated** for the next 30 minutes.





### 3. LARDER

#### ◀ READ ALOUD ▶

*Carcasses covered in fat hang from a forest of ceiling hooks, so densely packed that passage into the room is blocked. Some of the carcasses resemble bovine and porcine shapes, but many others are unfamiliar. A strong chill stings the air.*

This room offers two challenges: choosing a course to move through the meat blockade (which is difficult terrain), and surviving the magical cold. It's not immediately obvious that there's an exit on the northern wall of this chamber because the dense hanging meat shields it from view to those entering from the west. But exploration of the room eventually reveals that. Each round PCs spend in the chamber inflicts 10 (3d6) cold damage on a failed DC 13 Constitution saving throw, or half that if their save is successful. Either way, their outer garments, hands, face, and hair are streaked with lard afterward. But, should they choose, a character can grab a carcass and cook it up in room 4.

### 4. KITCHEN

#### ◀ READ ALOUD ▶

*Hanging from racks on the ceiling are all manner of metallic pots and pans of innumerable styles. Cupboards hang open, displaying plates, pitchers, and stacks of serving trays, and hundreds of jars and canisters filled with herbs of every kind. A thick litter of wood and metal utensils covers the floor. Several stoves and a few firepits are set in the walls or stand freely in the large space. Big knives and cleavers hang in fearsome variety on the east wall.*

PCs could prepare a great meal in here with the proper ingredients, and probably find a worthwhile cooking tool to take, but a search (requiring about an hour) turns up no key segment.

If PCs leave via the western exit, they step back into the larger portion of the Infinite Labyrinth, and the second key segment they've been using to find the way to the third begins to pull back toward room 4.



## S. WINERY

### ◀ READ ALOUD ▶

*Stacked ale casks and wine barrels fill this chamber floor to ceiling, blocking your view of the room's extent. A narrow path winds between the stacked spirits. The sound of heavy snoring is audible from somewhere deeper in the chamber.*

The narrow path leads from the door to the east, revealing that the last 40 feet of the eastern part of the chamber is clear. Curled atop a mound of broken emptied casks and wine barrels is a **young black dragon**. The dragon is intoxicated and asleep, so PCs might be able to sneak up on it and go through its "hoard" of smashed barrels and casks without waking it if they are especially stealthy. In addition to three magnificent gold filigreed tankards each worth 50 gp, a chest containing 360 gp, and a *cloak of arachnida*, the PCs can also find the third **key segment**.

If the dragon wakes and doesn't catch the PCs stealing from it, they might be able to persuade it to trade the key segment for something valuable if they succeed on a DC 15 Persuasion check. Given the dragon's intoxicated demeanor, that's easier than it would be normally. Otherwise, the dragon attacks.

## LEAVING THE INFINITE LABYRINTH

Once the PCs have what they came for, they can move on to look for another key segment. Assuming they have a Path token, they can **join the Path** normally, even in the heart of the labyrinth.



## KEY SEGMENT IN RAMIAH, THE STAR BLADE

A key segment lies in **Ramiah, the Star Blade**, a curled-up limited dimension contained inside a magic blade.

PCs arrive in Ramiah standing at the **base of the Spire**. Assuming they're not killed by the Star Blade itself, they **arrive in corporeal form**, in their own flesh and blood, not as **incorporeal spirits**.

The key segment(s) they already have tugs in the direction of a crack in the surrounding plain, presumably the location of another key segment. However, PCs are greeted by a being of metal called **Gamble**, inquiring as to their arrival. If the PCs are even somewhat diplomatic and don't start a fight, Gamble leads them in the direction they want to go toward the deep fissure in the metal plain, where Gamble says any questions they have about "missing key parts" can be answered, as it doesn't know about any such thing.

## MEET THE SOVEREIGN

Whether they follow the pull of their key segment or follow Gamble, the characters are led into the deep fissure in the metal plain, first into the **City of Souls**, and then to meet the **Sovereign**.

The Sovereign, as it happens, says she can get the key segment for the PCs. When they're in her presence, the tug becomes too overwhelming for them to follow anymore, an indication that the segment must be very close.

However, the Sovereign says that she will provide the key segment only if the characters deal with the **Empty Prince**, a presence plaguing the artificial dimension.

Assuming the PCs accept and accomplish this quest, the Sovereign is as good as her word, and supplies the PCs with the key segment she keeps, plus six large diamonds (worth 200 gp each). If the PCs attempt to take the segment through burglary, a stealthy PC must succeed on a DC 17 Perception check to find it locked away in a box beneath the Sovereign's throne, along with various other valuables, including the six diamonds. If the theft attempt is discovered, or if the PCs try to take the segment by force, they will have to fight the Sovereign and wave after wave of 2d6 enraged **embodied**.

*Ramiah, the Star Blade,*  
page 76

*Base of the Spire,* page 76

*Corporeal Arrival,* page 77  
*Incorporeal Arrival,* page 77

*Gamble,* page 78

*Key segments,* page 202

*City of Souls,* page 79  
*Sovereign,* page 79

*Joining the Path,* page 11  
*Empty Prince,* page 80

*Embodied,* page 76





## LEAVING RAMIAH

Once the PCs have the key segment, they are free to move on to look for another. Assuming they have a Path token, they can join the Path normally, even from the limited dimension curled up inside the soul-stealing blade.

## KEY SEGMENT IN TIMEBORNE

Another key segment lies in **Timeborne**, specifically in the Library of Worlds. Timeborne is an enigmatic city on the equally enigmatic **Planebreaker**.

If this is their first visit to Timeborne and the Planebreaker, the PCs fall into the **Sea of Uncertainty**.

Once they pull themselves out of the sea and onto a causeway, their previously gathered segments tug steadily toward the gap in the great wall that serves as Timeborne's entrance. Because the PCs look like they know what they're doing (assuming they're following the pull of the key), they are not hailed by representatives of the Interpreters' Guild, as newcomers often are. (Of course, PCs are free to ask questions of passersby, which will get the attention of an Interpreters' Guild representative, who offers aid.)

From Timeborne's entrance, the key gently pulls them through the gap, then down one of the many streets crowded with disparate buildings, toward the location of the fifth key segment. The PCs are drawn directly to the entrance to the Library of Worlds.

## OPTIONAL ENCOUNTER: INTERPRETERS' GUILD GUIDE

Before they get far, the characters are approached by a guide who tries to give them **an Interpreter's welcome to Timeborne**. They're free to ignore the offer, or they can accept the proffered aid and try to learn more about everything around them. If the PCs ask, the Interpreter agrees to show them around. For instance, if the characters inquire about

getting a Path token of their own, the guide can show them to the **Worldswept Market**.

The guide doesn't know where the PCs are being led by their key segment any more than they do. However, as they approach the Library of Worlds, the Interpreter names it and describes what characters can expect to find inside.

## LIBRARY OF WORLDS

An elf called Kreeger has the fifth segment, as PCs may find out if they allow the segments they already have to tug them through the entrance of the Library of Worlds.

To enter the library legitimately, they must knock and secure the permission of Lead Archivist **Lindel Rusha**. If PCs explain they're on a quest to find *Tyrant of War*, Lindel indicates that they're not the first; an elf named Kreeger has been researching that very topic among the chronicle for *years*. She gives PCs directions to the reading room in the sub-basement that Kreeger has essentially turned into his lair. The Archivists allow it because he pays extraordinarily well for the space, and to be left alone.

## KREEGER'S READING ROOM

### ◀ READ ALOUD ▶

*This wide chamber shows signs of having been lived in for years. Half the space holds books stacked perilously high. Lying partially reclined on a divan, a cowed figure pages through a book with gloved hands.*

The figure is **Kreeger**, an elf with as much love for math and research as for designing ingenious ways to kill people. He isn't initially aggressive. But the segment he keeps in a breast pocket warms, letting him know that the trap he has set is finally about to be sprung. Which is why he seems fiendishly overpleased with himself, and happy to boast of his recent great success. He relays the following as part of normal conversation if PCs are so inclined, though Kreeger fully intends that the encounter will end in conflict, not banter.

- "I am a special asset of the Golden Skulls. Maybe you've heard of the Skulls? Pirates, led by my sister, Captain Zareta."
- "I have spent years in Timeborne, collating sightings of *Tyrant of War* recorded by these sheep-like Archivists. I have been working out the underlying pattern of its random jumps across the multiverse. You see, I'm something of a genius."
- "Did I succeed? Of course! Weeks ago. I passed what I learned to Zareta. She's almost certainly commandeered Tyrant by now. Oh, I can't wait to see what she destroys first!"

*Worldswept Market, page 25*

*Lindel Rusha, page 24*

*Timeborne, page 19*

*Planebreaker, page 6*

*Sea of Uncertainty, page 14*

*Kreeger has **assassin** stats, with Arcana +6. Equipment: sword of answering (provides a benefit only for lawful evil wielders), Tyrant key segment, loose gems worth a total of 200 gp.*

*An Interpreter's Welcome to Timeborne, page 19*



Soul silver, page 33



- “Why am I still here? We got word that Tyrant Tamers were gathering key segments. Since this is the only place a record of Tyrant sightings exists, and moreover, since I have a key segment, all roads lead to me, as it were. My sister and I agreed that I’m the best one to put a stop to this nonsense.” At this, Kreeger attacks whoever hasn’t taken a turn yet, hoping to use his Assassinate ability.

## OPTIONAL ENCOUNTER: SUMMONED BY THE MANTIS

At some point before the PCs leave Timeborne (or perhaps after they’ve already left to pursue another key segment), an Interpreter appears, possibly the same one they dealt with before. She indicates that a great honor has been bestowed upon them: the Mantis summons them to her court!

If the PCs decline, the Interpreter warns them that will anger the Mantis and that **bounties** will probably be put out for each of their heads.

Neither Manizer nor Ixona (if one or both are with the PCs) are included in the summons. But given the potential consequences for the PCs if they don’t agree to the request, neither NPC does anything to dissuade them from making the appointment.

If the PCs agree to the meeting, they are immediately guided to the **Enclave of the Mantis**, ushered inside, and brought into an interior space where they can **meet the Mantis**, as described in that section.

**Request of the Mantis:** The Mantis has a unique request for the PCs, as relayed by her two courtiers, Hinn (a **glabrezu**) and Simeon (a **deva**).

Hinn begins: “We have learned that you seek a devil-forged craft of great power.”

Simeon continues: “When you have finished your business with it, preserve Tyrant against future need; do not destroy it.”

Hinn picks up again: “A crossplanar cataclysm will one day threaten the cosmos. Let the craft continue to remain lost until then.”

Simeon finishes: “And bring us one key segment, after all is said and done, so that we might reacquire the craft should the need arise.”

The PCs need not agree or disagree at this time. But unless they react violently, each is given a bag containing 3 pieces of **soul silver** “for their time” as they are ushered out.

Afterward, Manizer and/or Ixona (if one or both are allies) are curious about what the PCs discussed with the Mantis, but they don’t press at this time.

## LEAVING TIMEBORNE

If PCs defeat Kreeger (who fights to the death, not quite willing to believe he could lose), the characters can obtain his key segment. It turns out that he burned all his records, so in the event of his death, the research he did is gone. He also tore out many of the records of previous Tyrant sightings, so someone trying to replicate his task of finding a pattern would find it almost impossible.

Since Timeborne is a strange and interesting city, the PCs may wish to spend a little time here recouping before they move on. Or maybe they’ll want to return here later and learn more about the place.

For now, they can move on with their quest.

## COMPLETING THE KEY

Once PCs have all the key segments, they can snap the last one onto the object already partly assembled with the previous segments to finalize the **completed key**. As previously described, the completed key allows them to travel directly to *Tyrant of War*.

## TYRANT OF WAR

Upon using the portal generated by the completed key, the PCs are transported across the planes and end up standing in front of the **entry gate** of *Tyrant of War*.

Currently, Tyrant floats above a dead world of the Material Plane.

The PCs may worry that they’re too late and will have to retake Tyrant from pirates. Though the characters may face a few pirates along the way, the Golden Skulls have yet to cement their hold on the craft, thanks to its **devil-haunted** nature. Unfortunately for the PCs, they’ll face the same issues as they try to clear the ship of pirates and secure it against future use by the Skulls.

## PIRATE ENCOUNTERS

In addition to the encounters already described for those exploring the craft, PCs have several run-ins with pirates on Tyrant, some of which they will have to deal with to press onward.

**1. Throat of Dis:** No pirates have been foolish enough to remain here.

Completed Key, page 203

Mantis Bounties, page 31

Entry Gate, page 108  
Chapter 20: Tyrant of War,  
page 105

Enclave of the Mantis,  
page 31

Meet the Mantis, page 32

Devil Haunted, page 107



**2. Entry Gate:** A dead and burned humanoid corpse lies half melted into the deck near the gate. A closer look reveals they were partly subsumed into the decking, becoming stone and metal themselves, like a relief carving.

**3. Hellhold:** 2d6 **pirates**, screaming that the PCs need to “give us back our faces,” attack until dead.

**4. Brig:** One of the cells has a “pirate” sobbing softly (locked up by the others for their own safety because she kept trying to cut out their hearts). The pirate, named Cinder, tells the PCs she was put here because the pirates found out she was a spy, and that she tried to trigger a “Hellwave” in the Core. (That’s partly a lie; the pirates *did* find a spy, but that spy is now long dead. On the other hand, Cinder did try to trigger a Hellwave, which would have killed everyone aboard who didn’t flee.) If the PCs let Cinder out, she thanks them, shapechanges into a **barbed devil** in a gory transformation, and goes for Manizer’s throat.

**5. Crew Quarters:** No pirates linger here.

**6. Laboratory:** 2d6 pirates are attempting an inventory; they attack anyone they don’t recognize.

**7. Cosmology:** No pirates linger here.

**7.5. Hallway between rooms 5 and 6 and rooms 8 and 9:** Four pirates on watch, keeping an eye out for devil shenanigans or intruders like the PCs. If they spot the characters, they alert the pirates in the command deck (room 8) and weapon control (room 9), then attack.

**8. Command Deck:** **Captain Zareta**—a slender woman with a golden skull tattooed on her scalp instead of hair—is here, attempting to get full control of the ship. If the ship is on alert, the hatch to this compartment (AC 21, 200 hit points) is closed and locked. In this case, the captain accesses the ship-wide communication magic to speak to the PCs outside, letting them know that if they don’t leave Tyrant, she’ll fly the craft to a world that has a major city, preferably one she knows the PCs hail from, and unleash all its hellfire beams at once. She’s not kidding. If PCs don’t force her out, she’ll do exactly that.

If the PCs reveal they’ve killed Zareta’s brother Kreeger and succeed on a DC 17 Persuasion check, they might be able to goad her to come out. Otherwise, they will have to fall back on Cinder’s plan and initiate a **Hellwave**.

**9. Weapon Control:** 2d6 pirates are here, some crewing the chairs. They attack PCs in the corridor if alerted by their captain before the characters get here.

**10. Tyrant Core:** The bodies of three pirates, all dead of self-inflicted wounds, are scattered about the chamber.

## WRAPPING UP

If the PCs succeed in stopping the pirates, the characters could still end up making a bad decision. If they fail to take the ship from the Golden Skulls, the pirates’ reign of terror may be short-lived. Either way, how they deal with Ixona and/or Manizer, or the Mantis’s request, could have immediate or ongoing repercussions.

## SUCCESS

If the characters drive the Golden Skulls off the ship, they prevent the deaths of thousands at the hands of murderous pirates whose acts would be magnified to further heights of cruelty through Tyrant’s influence.

From this point, the PCs have a few options.

## HIDE THE KEY

PCs could break apart the key once more and randomly toss the segments across the planes via a walk on the Path or some other method of randomized planar travel.

**Manizer** could get behind this option, given her weakness for weapon systems.

**Ixona** could also support this option, but only if she is allowed to use the warcraft first (which Manizer would oppose).

**The Mantis** wouldn’t mind this outcome, as long as one of the key segments “randomly” scattered finds its way into her keeping. If the PCs return to her and give her a key segment as she requested, they are grandly rewarded with a **chest of soul silver**.

## DESTROY THE SHIP

If PCs want to destroy the ship, they will have to come up with something radical. Options include trying to fly it into a sun, trying to drown it in the River Styx, or maybe flying it into the top of Mount Olympus and hoping the gods take care of it.

Manizer could support this option, even though she seems oddly reluctant, given her rhetoric. (She hates to see a powerful weapon system destroyed, despite everything.)

Ixona won’t stand for this, unless she is first allowed to use the warcraft (which Manizer would oppose) or is otherwise reassured that she will get her vengeance another way.

The Mantis would be angry at this outcome. Even if PCs deliver a key segment to her, she remains miffed if they destroyed the craft. She *probably* won’t literally bite their heads off, but she directly informs them that they owe her, and that one day she will collect on that debt.

*Pirates typically have **bandit** stats.*

*Meet Manizer, page 204*

*Optional Encounter: Ixona of the White Eye, page 207*

*Optional Encounter: Summoned by the Mantis, page 212*

*Captain Zareta has **assassin** stats. Equipment: mantle of spell resistance, Path token, sword of answering (*neutral evil*), loose gems worth a total of 300 gp.*

*Chest of soul silver, page 191*

*Hellwave, page 111*





## KEEP TYRANT

Finally, PCs might decide to keep *Tyrant of War*. But this is not so easily done; if they manage to stay aboard the craft, the devil-haunted manifestations aren't something they can adapt to. In fact, over time, all associated DCs ramp up by +1 every week.

Manizer first tries to argue that the PCs' lives would be better if they gave up Tyrant and instead explored the planes using the Path token she promised them (or one they already have). They'll find the Path a more comfortable means of exploring the multiverse.

If the PCs don't listen to her and either keep the ship or decide to let Ixona use it "just the once," she tries to stop them, possibly by instigating a Hellwave in the core.

Ixona is fine with the PCs keeping the ship, since that fits with her plan to use it, too, as long as the characters let her get her vengeance within a short timeframe. Otherwise, she takes matters into her own hands.

## FAILURE

It's possible that the PCs flee the warcraft, perish, or otherwise can't drive the Golden Skulls off the ship. Regardless, the pirates manage a short-lived reign of terror, killing thousands. Maybe the craft will finally consume them all, and the damage, while great, will be self-contained. On the other hand, it may take a concerted effort by a different group to obliterate *Tyrant of War* finally and definitively.

## IXONA'S VENGEANCE

Ixona has proven herself an able and reliable ally, and if she has survived long enough to be with the PCs at the end, she opposes any plan to destroy Tyrant before she can use it ("Just once!") to exact vengeance on those who wronged her. PCs who have worked with her can try to persuade her not to subject herself to the craft's evil, but they must succeed on a DC 19 Persuasion check, and maybe more than one, to truly convince her.

If the PCs promise to help her exact vengeance without using Tyrant, they need only succeed on a DC 13 Persuasion check.

If given the reins of the ship, Ixona tries to pilot *Tyrant of War* to a Material Plane world and destroy a walled keep of one Baron Thutin, a warlord **noble** who has killed hundreds in nearby regions to expand his interests, including Ixona's family when she was younger. While the baron's personal force is large (numbering over a hundred **guards**, a dozen **veterans**, a **mage**, and possibly other assets), against *Tyrant of War*, his keep is no match.



## CHAPTER 34: SWORD, SPHERE, AND CUBE

**A** reckless wizard trying to craft a cubic gate has accidentally created an unstable magic item that shifts between dimensions on its own and leeches magical energies from its current location. Now various planar entities and factions seek the aberrant cube. Can the player characters keep it from falling into the wrong hands?

“Sword, Sphere, and Cube” is an adventure that sends characters to capture a semi-sentient magic item with the power to transport itself to and from various planes. The encounters are suitable for about five 7th-level player characters. The difficulty of the adventure can be increased or decreased by changing the number of foes in any given encounter.

This adventure assumes that the PCs are familiar with planar travel and have the means to travel the planes in at least a limited fashion (such as with a **Path token**). It is helpful (but not essential) if they’re already familiar with **Varga** the “memory witch,” who plays a part in this scenario. Proactive PCs can direct the flow of the adventure (including deciding where they need to go next), but reactive PCs can still succeed even if they let the cube’s movements dictate the order of events.

### SYNOPSIS

The adventure is an extended chase after a malfunctioning magic cube, as directed by a wizard’s ghost whose soul becomes entangled with the cube and the PCs.

**Anbaresh Needs You:** A wizard named Anbaresh is crafting a *cubic gate* and reaches out to the PCs for their help in acquiring specific ingredients or information for this work. The crafting goes awry, the incomplete cube starts acting like a *sphere of annihilation* that can transport itself randomly across the planes, and it inadvertently kills Anbaresh. The wizard returns as a ghost and asks the PCs to help fix the problem by tracking the cube and destroying it or stabilizing its aura so it’s no

longer a threat. If they don’t, the cube will continue to jump between planes, inflicting great harm as it does so.

The PCs need to go to Korr and Varga’s Forest (in either order) to help Anbaresh acquire what he needs to permanently confine or repair the cube. Meanwhile, the cube is heading to Unithon and Edralduu (in either order), becoming more powerful as it destroys and absorbs things there. Once those four parts of the adventure are complete, the cube moves on to the Palace of Reflections and Zarth of the Five Towers (probably in that order), at which point the PCs and Anbaresh should be able to end this threat.

**Korr:** Anbaresh was using a poorly translated book on soul magic and needs a more accurate source so he can figure out what went wrong. One copy of this book is on Korr, and he asks the PCs to bring him there.

**Unithon:** The cube arrives in Unithon, perhaps sensing that plane’s innate nature as a place of perfect platonic solids. The PCs need to travel there and stop its destructive energies. While in Unithon, they might befriend a curious **vlaton** that becomes attuned to the cube.

**Edralduu:** The cube arrives in Edralduu and destroys a significant part of its enormous life-giving tree. The PCs must go there, save the greater portion of the tree, and perhaps deal with angry locals who blame them. While there, they can load up on some magical fruits.

**Varga’s Forest:** Anbaresh needs to perform a magical ritual to fully stabilize the cube, but his recent traumatic death and return as a ghost have erased some random memories. The reclusive witch Varga knows all there is to know about hiding, altering, and restoring memories, and the PCs must accompany Anbaresh to her forest and help convince her to aid him.

*Path token, page 9*  
*Varga’s Forest, page 145*

*Vlaton, page 114*



**Optional Interlude:** If the PCs wait too long to deal with the cube or ignore its threat, it's likely to show up where they are (through their connection to it) and blast them with energy before vanishing again.

**Palace of Reflections:** The cube goes to this plane and causes a lot of damage. The master of that realm, Lazustro, wants compensation for his losses. Depending on how the PCs handle all of this, they might end up on Lazustro's good side and get invited to one of his annual parties, or at least be able to purchase or trade for some basic magic items.

**Zarth of the Five Towers:** The cube crashes into Countess Naya's territory. The PCs need to stop the cube here, protect as many villagers as possible, and perhaps contend with the angry countess herself.

**Wrapping Up:** Depending on how successful the PCs and Anbaresh are in their magical endeavors, the cube may become an inert trinket, an item with limited utility to planar travelers, or an extremely valuable prize desired by powerful entities. They also need to decide if they want to help Anbaresh return to life, what to do with the cube, and where to go next.

## ADVENTURE HOOKS

The following are several options for getting the PCs involved in this adventure.

**Mentor:** The default option for starting the adventure is the PCs are contacted by the (living) wizard Anbaresh, who needs their help in acquiring some information or materials to finish a magic item he's creating. The crafting goes awry, killing him and sparking the start of the adventure. If there is already a magical NPC who has a role in the campaign, that character can take the place of Anbaresh in this adventure. The GM should fill in the backstory and some lead-in quests for the PCs, then use the Anbaresh Calls event to start this adventure.

**Containment Breach:** This hook pushes the start of these events farther into the past—the disruptions by the plane-traveling cube happened a while ago, and Anbaresh was able to confine them to one specific location. The PCs discover the cube protected by a force field, and they deliberately or accidentally release it from these magical restraints, prompting the start of the adventure. Begin with the Contained Cube event.

**Cube Surprise:** This is the wildest option, suitable for players who are used to strange, unexpected things happening or for a group of PCs who spend a lot of time in chaos-affected planes. The cube appears near the PCs wherever they are, preferably in a safe place for them, such as a town or a campsite where they're resting. The first event, Unexpected Arrival, details what happens and how the fate of the PCs becomes intertwined with that of the cube.

## ANBARESH CALLS

*This event assumes the PCs already have a history with Anbaresh (or a similar mentor figure) and they've helped him acquire reagents or information for his project to craft a cubic gate. The crafting mishap could happen in front of the PCs, giving them firsthand knowledge of how dangerous this flawed item is, or happen elsewhere, in which case Anbaresh's ghost finds them and asks for their help. This event assumes the latter option, but it's easy for the GM to adjust its details to match the former one.*

Wherever the PCs are—in the middle of a dungeon, on the Path, in a bustling city, and so on—an ephemeral image starts to appear near them. It resolves into the ghostly form of a human: bookish, dressed in wizard's robes, and wearing a flat, rounded skullcap—obviously recognizable as Anbaresh.

### ◀ READ ALOUD ▶

*"Aha, I found you! It is I, Anbaresh, and I bear unfortunate tidings. The cubic gate I was creating ... the crafting went awry. As I was incorporating the final ingredients and magic, the cube started to absorb all matter and energy in the room, and I was so close to it that it killed me before I could prevent it. Fortunately, I know a bit about necromancy and had some contingent magic in place that allows me to appear in this ghostly form. But I need your help. The cube is skipping across the planes, eating holes in reality wherever it goes. I fear that if we don't stabilize its magical matrix, it will continue moving, disintegrating things and growing more powerful. It might become so powerful that it could destroy an entire plane."*

Assuming the PCs are interested in helping Anbaresh, proceed to **Finding the Cube**. If not, give them a stronger incentive by waiting a few days, then (similar to the Unexpected Arrival event) have the cube appear at their current location or someplace they care about (such as their favorite tavern or magic shop) and cause death and destruction before vanishing.

*Finding the Cube, page 218*



## CONTAINED CUBE

This event assumes that at some point in the past, Anbaresh suffered a fatal mishap in creating the cube, but he was able to track its location, bind it in place, and surround it with a force field. The PCs discover it in this state (perhaps in a vault-like dungeon or a remote part of a plane they're visiting) and deliberately or accidentally release it, triggering it to resume its destructive rampage and awakening Anbaresh's ghost.

### ◀ READ ALOUD ▶

*Resting on the ground in the middle of an area scorched by magic is a fist-sized glowing cube. It looks like it's crafted out of wood and ceramic tiles, and is incomplete, with some tiles missing or broken. Surrounding the cube at about an arm's length is a faint web of light.*

Divination magic on the cube suggests that it has the power to travel between planes. If the PCs are familiar with a *cubic gate*, or if the players ask if this is one, the GM should tell them that it is indeed such an item or something very similar to it.

The force web containing the cube is fragile from the outside; dispelling or disintegrating the force web automatically destroys it, as does inflicting at least 10 damage to it. If the web is destroyed, the cube is free and immediately (before anyone can touch it) starts blasting everything nearby with its yellow and black energy beams (for details on this, see the Unexpected Arrival event).

While the cube is blasting the area, observant PCs (especially those with a particular sensitivity toward undead or spiritual entities) notice a ghostlike image of a wizard start to form just outside the dangerous area—Anbaresh, manifesting because this business with the cube is once again unfinished. As his image becomes more focused, his facial expression changes from confusion to horror as he realizes the cube is active. He attempts to contain it again (as described in Unexpected Arrival) but fails; three to five rounds after the web is destroyed, the cube suddenly vanishes as it leaves for a different plane.

The rest of this event proceeds as described in Unexpected Arrival, with the addition that Anbaresh explains that he was able to confine its power before, but now he understands that stabilizing or destroying it is the only safe outcome.

## UNEXPECTED ARRIVAL

The PCs are having an uneventful day in a place they consider safe—carousing in town, training for a new skill, planning their next quest, and so on.

### ◀ READ ALOUD ▶

*Without warning, appearing in midair near you is a fist-sized glowing cube. The cube looks like it's crafted out of wood and ceramic tiles, and is incomplete, with some tiles missing or broken. Accompanying the cube is a flickering discharge of yellow and black energy and a sound that combines blowing wind and screeching metal.*

The energy discharge randomly strikes several objects and creatures within 20 feet of the cube, inflicting 11 (2d10) force damage. Anything reduced to 0 hit points by this discharge is disintegrated; its energy is drawn into the cube, and the residual dust creates a ringlike cloud around it. This continues for several rounds, with the radius of the energy increasing by 10 feet every round.

Within a couple of rounds of the cube's arrival, a ghost appears in the vicinity—human, bookish, dressed in wizard's robes and wearing a flat, rounded skullcap. This is **Anbaresh**, the cube's creator, accidentally killed when the crafting magic went awry. Fortunately, he is well versed in necromancy and had contingencies in place for remaining active after his own death, and he is trying to use his knowledge and expertise to get the cube back under control. He attempts to cast two spells on it (one of them is *dispel magic*, which seems to help, and the other is an unknown spell that fails), then tries to affect it with an amulet (which also fails).

After Anbaresh's three actions, the cube flares with energy and vanishes, prompting the ghost wizard to utter a curse. Then he realizes the PCs are present, which prompts him to speak to them.

### ◀ READ ALOUD ▶

*"You there! Good, good, you appear competent. Unfortunately, you are involved now... the cube is attuned to you just as it is to me. I am Anbaresh. I created the damned thing, but the magic went astray and now it's running amok. I need your help to stabilize its power. If we don't, fear it will continue to hop between the planes, disintegrating things and growing more powerful. It might become so powerful that it can destroy an entire plane."*

Anbaresh has **ghost** stats, with the spellcasting of a **mage**; alignment neutral. Because his soul is connected to the cube, he automatically becomes bonded to any creature who has taken damage from the cube's energy field. This allows him to appear wherever they are, speak telepathically with them whenever they are nearby, and use his Possession ability on them when in range.





To keep the PCs from being overshadowed by Anbaresh, have his powers and existence be somewhat erratic. In one encounter he may be capable of casting spells, but in another he might be little more than a lingering voice and a wisp of ghostly clothing. This also means less work for the GM during combat encounters—if Anbaresh didn't do something in a particular round, it's because he wasn't able to act at the time.

If the PCs' planar travel method is slow (such as walking the Path), they probably need to plan for where the cube will arrive, as it could cause a lot of destruction and then leave before they even get there. If they have instantaneous planar-travel magic, they can easily catch up to the cube wherever it goes.

If questioned, Anbaresh provides the following information.

- He is a wizard, specializing in the nature of souls—he calls himself a “grey necromancer,” but he doesn't use magic related to creating corporeal undead like skeletons and zombies, which he considers crude and disgusting.
- He was trying to create an item like a *cubic gate* that would allow him to easily travel through certain planes relevant to his soul research.
- If pressed, he reluctantly admits that he was too ambitious, and creating such an item was beyond his skill.
- Although the erratic magic killed him, his other practices allowed him to remain as a ghost.
- The cube's connection to the PCs likely means it can find them across planar boundaries.
- The cube will be a problem until he and the PCs stop it.
- Stopping the cube requires research and remembering a specific ritual (some of his memories were damaged when he died, and the details of the ritual were part of what was lost).

## FINDING THE CUBE

The cube's energies create a magical connection to anyone it has harmed. Any PC who has taken damage from the cube can attempt an Arcana check once per hour (even if they aren't proficient in the Arcana skill). If the character has been killed by the cube, they have an especially strong connection to it and gain advantage on this check. What they learn depends on the results of the check:

DC	Result
10	Whether the cube has arrived at a plane or is moving between planes
15	What plane the cube is currently on, or where it's heading
20	How long until the cube arrives at its next destination (typically 3d6 + 20 hours)

Because the cube killed Anbaresh, he has a strong connection to it. This can make the adventure a little easier if the PCs want to split up to complete their tasks, or if a player isn't available for one session and needs to catch up to where the other PCs are. Anbaresh usually defers to where



the PCs want to go (initially to Korr or Varga's Forest for information, or trying to intercept the cube at its next destination, which is either Unithon or Edralduu, at the GM's discretion).

If the PCs don't have a **Path token**, Anbaresh's ghost can provide one.

## KORR

Anbaresh did a lot of research before he started crafting the cube, and now he realizes that one of the books of lore he was using probably had a translation error. He had thought the book was talking about life and death in the context of souls traveling to the Outer Planes, but it was actually talking about the transference and shaping of life energy, and this mistake probably contributed to the erratic magical matrix powering the cube. He needs to consult the original text to better understand the magic he was working with and pinpoint the flaw in the cube's design. He believes that the demiplane of **Korr**, with its ghost town full of abandoned books, has the information he needs.

Arriving in Korr, Anbaresh (who hasn't been here before) takes stock of the ghost town and tries to figure out the best place to start looking. If the PCs have any suggestions or insight, he welcomes it; otherwise, he tries a few divination spells to help guide them. Note that the lingering spirits of the dead townsfolk in Korr aren't ghosts in the way that Anbaresh is, and in his current state he doesn't have any special ability to communicate with or control them; he's as separated from them as the PCs are.

Between the ghost's efforts and those of the PCs, they narrow the search to three specific buildings, taking about eight person-hours to completely search them and find the book he's looking for:

*Dualistic Conduits of Souls: A Treatise by Yx of the Green Robes.* While the PCs search, they might find other interesting nonmagical books or even a low-level spellbook or two.

Once Anbaresh has the book, it takes him only a few minutes to find and read the relevant passages, after which he is ready to move on to the next plane.

## UNITHON

As the PCs get ready to go to **Unithon**, have them make Arcana checks to know relevant facts about that plane. (If all of the players roll poorly, Anbaresh can fill them in as if he had rolled a 15 on his Arcana check.)

What happens in this plane depends on whether the PCs get there before the cube does. For information on how the PCs can affect the cube, see the **Dealing With the Cube**.

### IF THE PCs ARRIVE FIRST

If the cube isn't already present when the group arrives in Unithon, give the PCs a moment to take in how strange everything looks compared to the worlds they're familiar with. In addition to the normal terrain features, there are three **vlatons** in the area—siblings out for a little outdoor adventure who have never seen creatures from other planes. Of course, the PCs may not even realize that the vlatons are living creatures, as they look like floating leathery cubes. The vlatons are named **Almi**, **Imgren**, and **Osbit**, and they are curious and friendly if the PCs don't threaten or attack them. When the cube appears (anywhere from rounds to minutes later), it happens to show up near Osbit, immediately disintegrating the poor vlaton and horrifying Almi and Imgren.

*Path token, page 9*

*Unithon, page 112*

*Dealing With the Cube, page 220*

*Korr, page 137*

*Anbaresh knows that the silver tower in Korr is sealed and used to belong to the demiplane's now-absent master, but he doesn't know how to get in.*

*Vlaton, page 114*

*Almi, Imgren, and Osbit have **noble** stats, with no weapons or armor; alignment neutral good.*





## DEALING WITH THE CUBE

Each round, the cube lashes out with gold and black energy, striking two to four targets within 20 feet. In its initial appearance, these attacks inflict 11 (2d10) force damage, but this damage can increase or decrease based on what the PCs do (or fail to do). If the damage reduces a target's hit points to 0, it is disintegrated.

The PCs and Anbaresh have several options for suppressing the cube.

- Use *dispel magic* or similar effects. Using this and succeeding at a DC 18 spellcasting ability check prevents the cube from unleashing its destructive energy for one round.
- Physically attack it with weapons or spells. An attack against AC 13 that does at least 8 damage reduces the damage of its next energy blast by 1d10 force damage.
- Physically rearrange the tiles on one face of the cube, like solving a puzzle. A successful DC 16 Arcana, Dexterity, Insight, or Intelligence check reduces the cube's damage for the rest of the encounter by 1d10 force damage.

Note that any creature striking the cube with a melee weapon or attempting to rearrange its tiles is automatically struck by the cube's energy.

If the PCs reduce the cube's damage to nothing for three rounds in a row, or partially reduce its damage for at least five rounds, one of the faces of the cube flares brightly, then the entire thing vanishes as it begins hurtling toward its next destination. Anbaresh declares this a temporary victory (the cube will continue to be a problem until he learns the correct soul magic information and regains his memories of the ritual to complete the crafting).

If the PCs fail to reduce the cube's damage as described, the cube swells to double its size, then vanishes in a flash of golden light. In later encounters it inflicts an additional 5 (1d10) force damage per attack.

## IF THE CUBE ARRIVES FIRST

If the PCs arrive after the cube does, they find that it's already releasing bursts of energy. In the heat of the moment, the PCs are likely to focus on the cube and perhaps the three nearby vlatons, and only after the cube is dealt with do they see how strange the rest of the environment is. Moments after the PCs appear, one of the cube's attacks disintegrates Osbit (despite the futile efforts of Almi and Imgren), as described above.

The vlatons watch the PCs and try to figure out what the characters are doing so they can help, but there isn't much they can do. If Almi and Imgren survive this encounter, Imgren decides to return to the vlaton city of **Deepwater** and never wants to interact with things from other planes again, but Almi is curious about other dimensions and wants to make sure that the cube doesn't harm anyone else. If the PCs make time to communicate with Almi (either telepathically or using magic), the vlaton asks to travel with them, and potentially could become a hireling.

Once the cube leaves, the characters can proceed to the next stage of the adventure.

## EDRALDUU

As with visiting Unithon, as the PCs get ready to come to **Edralduu**, the GM should have them make Arcana checks to know some relevant facts, or have Anbaresh provide them with basic information.

Whether the PCs get to this place first or the cube beats them to it, this encounter plays out much like the one in Unithon. The cube's energy blasts quickly disintegrate all nearby parts of the tree, leaving an open space where the cube hovers in midair (and making it more difficult to strike it with melee attacks or manipulate its tiles).

This adventure assumes this encounter takes place far from any settlements or intelligent creatures (other than the PCs), although the GM could easily make the situation more dire by placing the cube inside one of the tree's villages and put innocent people at risk of harm. Alternatively, if this is the PCs' first trip to Edralduu, the GM could have the cube destroy an obvious magical fruit in a prominent location. This gives the PCs a greater incentive to deal with the problem quickly, and might encourage them to search for a few hours for other magical fruits they can pick.

*Edralduu, page 133*

*Deepwater, page 115*



## VARGA'S FOREST

Part of Anbaresh's crafting process used a ritual to stabilize the cube's power, and performing the ritual should end the threat of the cube and make it work like a normal magic item. Unfortunately, a ghost's memories can be erratic, and the wizard no longer remembers parts of the ritual. If the PCs do some research or investigation about recovering lost memories, they learn about the "memory witch" Varga who lives in an isolated forest realm in the planes—she should have the power to help Anbaresh. Unfortunately, she prefers to be left alone and can be very hostile to unwanted guests. The PCs and Anbaresh must go to her **forest realm** and convince her to help restore the ghost's full memory of the ritual.

If the PCs have never been to Varga's Forest, they (and the players) have to experience the repeating loops of encountering the witch, having their memories erased, and appearing back at their arrival point as if for the first time. However, as a ghost, Anbaresh is unaffected by Varga's memory-erasing magic (ghosts are immune to the charmed condition), which complicates how the players should experience the loops. For the

### RETURNING TO VARGA

If the PCs have already met Varga before this part of the adventure, that previous encounter and her attitude toward them affects her willingness to help. At the minimum, she is unhappy that they've returned to bother her again, and might be outright hostile if the earlier interaction ended on bad terms. The PCs may have to give her a more generous bribe, come up with a credible threat against her to force her to help Anbaresh, or sneak into her house and steal the information they need (which probably requires creating a distraction or luring her out of the house to give someone time to look through her books and notes).

*Varga's Forest, page 145*

players' first time coming to the witch's realm, the GM should have the PCs arrive at the edge of the forest (probably with slight injuries from earlier loops), and Anbaresh nowhere to be found (he's still with Varga, trying to persuade her to help). When the PCs get to Varga's house (which is their second time there, although it's still the first time the





players have experienced the encounter), they find their ghost ally already there, but Varga wipes the PCs' memories and sends them back to the border again. Only after the players' second time through the forest (their characters' third time) should they get to play through a talking encounter with Varga and Anbaresh, with the wizard asking them to help convince the witch to restore his memory.

Varga's price for her help is steep—at least 1,000 gp, a rare magic item, or the casting of several spells (4th level or higher) on her behalf. Once the PCs agree on a price, she reminds them that this doesn't make them friends and she doesn't want them dropping by her house. Restoring Anbaresh's memory of the ritual takes only a few minutes, after which the PCs are free to move on to the next step in the adventure.

*Palace of Reflections,*  
page 140

*Lazustro,* page 140

*GMs who want to shorten this adventure can skip either the Palace or Zarth. Once Anbaresh has his memory restored, he can perform the ritual wherever the group next finds the cube.*



## OPTIONAL INTERLUDE

The PCs are connected to the cube, and it's connected to them. If they fail to make any progress in this adventure for several days, the GM should have the cube show up wherever they are, creating a dangerous environment for them and anyone near them. (This is particularly the case if the PCs are in a village or other place with people who aren't tough enough to survive the cube's attacks, or if it appears when the PCs are in combat.) The cube releases energy blasts for a few rounds, then vanishes on its own. These episodes should become more frequent as time goes by until the PCs are forced to deal with the cube showing up every few minutes.

## PALACE OF REFLECTIONS

The PCs shouldn't come to this part of the adventure until they've gone to Korr, Unithon, and Edralduu. The GM should have the ghost wizard provide them with basic information about the **Palace of Reflections** (mainly its nature and its ruler, **Lazustro**).

Regardless of the PCs' successes in earlier encounters with the cube, it's growing in power and size; the GM should increase the strength of its energy blasts by 1d10 force damage and its range by 20 feet.

Because the Palace of Reflections is entirely an interior space within the mirror realm, the arrival of the cube causes an incredible amount of damage. Walls, floors, and ceilings are quickly obliterated, creating a lot of noise and drawing the attention of this realm's master and minions. This means Lazustro personally and quickly intervenes against what he considers an attack and (assuming he doesn't immediately realize that the PCs are trying to stop the cube) begins attacking the PCs for invading his home with their destructive device. Some persuasive explanations and apologies can make him turn his attention on the cube itself, and although striking the cube hurts him, his attacks help repel the cube and send it on its way to somewhere else.

Once the cube is gone, the PCs and Anbaresh need to mollify Lazustro, who wants compensation for all the cleaning and repair work his servants need to do. He doesn't care that the PCs didn't intentionally bring the cube to his palace, nor does he care that they're trying to prevent an interplanar disaster. He is self-important and a bit of a narcissist, and he feels that an unintentional slight against him or his domain is nearly the same as a deliberate one. Offers of jewelry, magical jewelry, magical mirrors, or other flashy treasures that he can display in his palace are enough to soothe his ego. If the PCs don't have anything suitable to offer, he rattles off a





few prizes he's had his eye on and lets them choose something on his list to acquire, but he requires them to swear an oath to bring it to him within a specific time limit.

Once the PCs have dealt with the situation in the palace, they can proceed to the final cube encounter in Zarth of the Five Towers.

## ZARTH OF THE FIVE TOWERS

The PCs should complete the Palace of Reflections part of the adventure before proceeding here. Anbaresh knows that it'll be better if he starts the ritual just as the cube arrives rather than after it's already started to absorb energy and matter from its destination.

Although most travelers to **Zarth of the Five Towers** arrive near the border between County Edribor and County Hashadrin, the cube appears at the edge of one of the villages in **County Thayl** (and so do the PCs). This means that in addition to battling the cube or assisting Anbaresh with the ritual, the PCs have to prevent the confusingly weird villagers from interfering with their actions or getting hurt.

If any villagers are killed, or something vital (like one of the mines) gets damaged, Countess Naya herself appears. Even stranger and more enigmatic than her subjects, she demands an explanation for the disturbance. If not satisfied with the answer, or if frustrated by the PCs paying more attention to the cube than to her questions, she might force the

cube out of her realm with high-level magic, which means the PCs must chase it down elsewhere or wait for it to come back to them. Otherwise, she observes the ritual (in case it reveals new lore to her) but doesn't participate other than to order her villagers to stay out of the way.

Regardless of the PCs' successes in earlier encounters with the cube, it's growing in power and size; the GM should increase the strength of its energy blasts by 1d10 force damage and its range by 20 feet.

Performing the ritual requires Anbaresh or PCs helping with the ritual to succeed at a DC 15 Arcana check each round (the ghost's Arcana bonus is +6). As long as two or more spellcasters are using their action to perform the ritual, the character has advantage on this check. A success means the cube doesn't release any destructive energy for one round, and its current damage dice are reduced by 1d10 force damage. Other characters can still participate (see the **Dealing With the Cube**). The characters can continue this for as long as necessary until the cube stabilizes.

If the cube's damage dice are reduced to 0, it spends one round reconfiguring all of its surface tiles, absorbs all of its glowing energy (like a rapidly ebbing tide), and falls to the ground, completely stabilized as a regular magic item.

Stabilizing the cube also ends its connection to Anbaresh and the PCs' souls (meaning they can't seek it out with an Arcana check, but it also can't show up at their location on its own).

*Lazustro may even want to have the cube itself as compensation for his trouble—once it's contained or repaired, of course.*

*Zarth of the Five Towers, page 125*

*County Thayl, page 128*

*Dealing With the Cube, page 220*



## WRAPPING UP

The ideal outcome of this adventure is that the PCs succeed and the cube becomes a regular magic item. Fortunately, even a failure in Zarth only means they have to find the cube and try again.

### FAILURE

It's possible that a series of bad ritual rolls mean the cube's damage gets out of hand and the PCs have to flee, culminating with the cube spontaneously growing again and launching itself toward a different plane. The PCs should regroup and chase after it; otherwise, it keeps reappearing in their lives (due to its bond with their souls) until they're able to contain it or it aggravates an entity powerful enough to destroy it.

### SUCCESS

If the characters and Anbaresh successfully perform the ritual, the cube stabilizes into one of three possible magic items. Normally, when it stabilizes, it becomes *Anbaresh's reluctant cube*. If any of the Arcana checks during the ritual were a natural 1, it instead becomes *Anbaresh's trinket cube*. If any of the Arcana checks were a natural 20 and none were a natural 1, it becomes *Anbaresh's planar cube*.

### THE FATE OF ANBARESH

Whether the cube is repaired or destroyed, Anbaresh remains a ghost (and, at the GM's discretion, remains soul-bound to at least one PC). Depending on the PCs' current relationship with him, they may want to help bring him back from the dead (he has the resources to pay for this back at the castle where his body is, and even though he's currently undead, something like *raise dead* can bring him back to life), have him exorcised so he can't follow them around, or have him banished to the appropriate afterlife.

### WHERE THE CUBE BELONGS

Assuming the PCs turn the cube into a stable, useful magic item, what happens to it is up to them. Do they keep it? Trade it to someone (such as Lazustro of the Palace of Reflections) for other items or a favor? Sell it on the open market? The cube's destination planes aren't the most useful locations, so it's not as valuable as other items with similar abilities, but the PCs certainly can make use of it.

*Even if they don't want the cube for themselves, Lazustro or Countess Naya may want it just to prevent others from having easy access to their realms.*

### ANBARESH'S PLANAR CUBE

*Wondrous item, very rare*

This unique variant of a *cubic gate* is the size of a closed human fist and covered in wooden and ceramic tiles. When activated, it glows with yellow and black energy. Four of its sides have glyphs keyed to different planes (Edralduu, the Palace of Reflections, Unithon, and Zarth of the Five Towers). The other two sides have no glyphs.

You can use an action to press one side of the cube twice, casting the *plane shift* spell with the cube and transporting up to eight willing creatures to the plane keyed to that side. The cube always transports you and the others to the same specific place in the destination plane.

The two sides without glyphs are not associated with any planes, and pressing them has no effect.

The cube has 2 charges. Each use of the cube expends 1 charge. The cube regains 1 expended charge daily at dawn.

### ANBARESH'S RELUCTANT CUBE

*Wondrous item, rare (requires attunement)*

This unique wood and ceramic cube is the size of a closed human fist and covered in small tiles decorated with glyphs. When activated, it glows with yellow and black energy. Four of its sides have glyphs keyed to different planes (Edralduu, the Palace of Reflections, Unithon, and Zarth of the Five Towers). The other two sides have no glyphs.

You can use an action to press one side of the cube twice, causing it to rearrange the tiles on its surface. If you succeed at a DC 16 Arcana check to rearrange the tiles into the correct configuration, or a DC 18 Persuasion check to flatter the cube's nascent intelligence to do it for you, it casts a *plane shift* spell and transports up to eight willing creatures to one of the four planes it is keyed to (determined randomly). If you fail this check, the cube lashes out at you with golden and black energy, inflicting 22 (4d10) force damage. Specifying which of the four planes you want to go to gives you disadvantage on the Arcana or Persuasion check.

The cube always transports you and the others to the same place in the destination plane.

The cube has 1 charge. Each successful use of the cube expends 1 charge. The cube regains 1 expended charge daily at dawn.

### ANBARESH'S TRINKET CUBE

*Wondrous item, common*

This cube is the size of a human fist and covered in wooden and ceramic tiles, some of which have glyphs. If any of the glyphs is pressed, the cube emits a golden light (streaked with black) that is as bright as a torch. The light otherwise works like a *continual flame* spell. If any of the glyphs is pressed again, the light goes out.



# PART 7: BACK MATTER



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## APPENDIX A: RANDOM PLANAR ENCOUNTERS

**P**Cs sometimes encounter travelers from other planes, maybe because the creatures are dimension hoppers. Perhaps it's the PCs who are traveling, meeting strange residents of whatever world they happen to be visiting. And of course, both could be true—plane-traveling PCs could meet plane-traveling NPCs or creatures. The latter kind of meeting is more likely in several of the locations described in this book, including on the **Path**, on the **Planebreaker**, and so on.

**Other Resources:** If you already have a game product with one or more random encounter tables (and let's face it, you probably do), you could use that to generate a random planar encounter. Likewise, if you have an internet connection (which you also probably do, unless you're reading this after an attack by **Tyrant of War** or some other world-crumbing catastrophe), you can easily find any number of random encounter generators online. Almost anything you choose is usually appropriate for generating a random planar encounter.

**Planebreaker Options:** In addition to other resources, you can use the Random Planar Encounters table provided here, which has the advantage of including the new creatures and NPCs introduced in this book. Mixed in are monsters and NPCs from the 5E ruleset that could conceivably be encountered by multiverse explorers.

**Using the Table:** Roll one, two, or three d20s and add them to obtain a result on the table. The more d20s you roll, the higher the likelihood of rolling an encounter with a higher challenge level rating. But there's no guarantee of an equitable encounter. Some things PCs meet are likely well beyond their ability to beat in a fight. But those who travel the planes almost always find that to be true. PCs should be reminded that not every encounter

needs to end in combat. In fact, unless noted to the contrary, assume that even powerful evil monsters the PCs find are not immediately aggressive toward the characters. Of course, if PCs do something to goad an NPC or monster into becoming aggressive, characters also have the option to run away.

Ignore the motivations ascribed to creatures on the table if they don't fit the situation. If the PCs find a red dragon, it might just be because it's hunting them and wants to add their treasure to its hoard.



*The Path, page 9*  
*Planebreaker, page 6*

*Tyrant of War, page 105*



## RANDOM PLANAR ENCOUNTERS

x1, 2 or 3

d20	Encounter	
1	A <b>spy</b> tries to sneak into the location, hide a box, and slip away. The box contains 1d4 <b>shadows</b> .	
2	Something dark is visible in a hollow, window, or crevice—a <b>mind mold wraith</b> .	<i>Mind mold wraith, page 159</i>
3	A <b>psychic war veteran</b> has been drinking way too much lately to ease his mind.	<i>Psychic war veteran, page 172</i>
4	A <b>green hag</b> and her <b>artisan</b> teacher have set up an easel and are painting the scene.	<i>Artisan, page 170</i>
5	A <b>mage</b> with a <b>quasit</b> companion is transporting a metallic cubic frame the size of a small house.	
6	2d4 <b>Path mites</b> attempt to ambush the PCs, even if they're not on the Path.	<i>Path mite, page 162</i>
7	A flock of 1d4 + 1 <b>inexorables</b> is attracted by something the PCs are carrying.	<i>Inexorable, page 157</i>
8	1d2 + 1 <b>doppelgangers</b> posing as merchants pretend to be interested in a sale.	<i>Psionic mold, page 159</i>
9	2d6 instances of <b>psionic mold</b> grow near where the PCs pause, shop, salvage, or walk.	<i>Divergent skull, page 153</i>
10	A <b>divergent skull</b> is cursed by an effect that sends it to a new plane every 1d6 days.	<i>Master thief, page 171</i>
11	A <b>master thief</b> sees the PCs and decides to take something valuable from them.	<i>Xenophage defender, page 169</i>
12	1d4 + 1 <b>xenophage defenders</b> squirm free from a recently slain creature where blood spilled.	
13	A <b>cultist</b> and 2d6 <b>cult fanatics</b> retrace the footsteps of their rambling god, looking for clues.	<i>Ecclesiastic, page 170</i>
14	1d4 + 2 <b>druids</b> oversee the transport of a massive fossilized tree that is sacred to them.	<i>Thorn dancer, page 167</i>
15	An <b>ecclesiastic</b> and 1d2 + 1 <b>priests</b> seek to recover a holy relic noted in ancient scripture.	<i>Nilim shambler, page 161</i>
16	1d2 <b>thorn dancers</b> emerge from a nearby overgrown area to investigate the PCs.	<i>Nambu bounty hunter, page 160</i>
17	A <b>nilim shambler</b> is hiding in a crevice, crack, or ceiling fixture.	<i>Doom, page 154</i>
18	A <b>Nambu bounty hunter</b> wants to know the last time the PCs encountered someone.	<i>Traveler guide, page 168</i>
19	A <b>veteran</b> is fighting a <b>doom</b> to a standstill . . . for the moment. They ask for help.	
20	A <b>noble</b> guarded by 1d4 + 1 <b>veterans</b> and led by a <b>traveler guide</b> is touring the planes.	
21	1d2 <b>ghosts</b> of people from a vanished dimension haunt a liminal space.	
22	An <b>incubus</b> and 1d4 + 1 <b>cult fanatics</b> play parts in a traveling comedy troupe.	
23	1d2 <b>air elementals</b> manifest as a sudden gale, disrupting everything.	
24	A <b>gorgon</b> ridden by a <b>knight</b> ambles through the area, drawing curious looks.	
25	1d2 <b>salamanders</b> manifest when a large fire is lit or extinguished, or when magical fire is kindled.	
26	1d2 <b>wraiths</b> seep out of the ruin, drawn to movement and life.	
27	A <b>xorn</b> , confused and hungry, tries to eat any gems carried by PCs or others.	
28	A hood-wearing traveler stumbles and is revealed as a <b>medusa</b> .	
29	A passing <b>mage</b> drops a device, from which explode 1d2 + 1 <b>accumulators</b> .	<i>Accumulator, page 151</i>
30	A <b>lava husk</b> prowls the region looking for new victims to burn.	<i>Lava husk, page 158</i>
31	1d4 <b>elar</b> emerge from a nearby body of water, suspicious of the PCs' true nature.	<i>Elar, page 155</i>
32	Two <b>bearded devils</b> wearing red robes proselytize for the goddess Zenia (who is long dead).	
33	An <b>oni</b> in the guise of a helpful traveler tries to lead the PCs astray.	
34	An <b>assassin</b> leads 1d8 <b>bandits</b> on a quest of revenge against a rival who killed their love.	
35	An area containing debris, garbage, or other leavings disgorges 1d2 <b>refuse revenants</b> .	<i>Refuse revenant, page 166</i>
36	1d2 <b>xenophage watchers</b> are seen in the distance, exploring the area.	<i>Xenophage watcher, page 169</i>
37	A <b>fire giant</b> is on a quest to find their missing siblings.	
38	A <b>treant</b> is unfriendly to anyone visibly carrying an axe, objects made of wood, or open flame.	
39	A <b>hag exile</b> offers to help explorers accomplish a good deed.	<i>Hag exile, page 156</i>
40	1d2 <b>aboleths</b> are associated with a magic item the PCs recently discovered, and try to reclaim it.	
41	A <b>prince of dust</b> and 1d6 + 2 <b>dust mephits</b> travel on secretive Inner Plane business.	<i>Prince of dust, page 165</i>



*Ecclesiastic, page 170*

*Portal dragon, page 163*

*Primogenitor, page 164*

- 42 1d2 **horned devils** are out causing mayhem, though it may just be a well-planned distraction.
- 43 An **archmage**, a **mage**, a **veteran**, and an **ecclesiastic** want the same thing the PCs do.
- 44 1d2 **vampires** are looking for someplace they can get away from the light. And blood, of course.
- 45 An **adult copper dragon** in great pain from a curse is not quite in its right head.
- 46 1d2 **ice devils** lurk nearby, making the air much colder than it should be.
- 47 1d4 + 2 **glabrezus** look for victims with blonde hair for a special ritual.
- 48 A **mummy lord** is (weirdly) *usually* not aggressive. Eager to find or trade for a Path token.
- 49 An adult **portal dragon** is seeking vengeance on a thief that stole from its hoard.
- 50 An **iron golem** sculpted to resemble a spider enjoys an infinite walk, unless bothered.
- 51 A **marilith** who has lost a magical sword of great power says she needs help finding it.
- 52 A **planetar** who has been burned across 90 percent of their body begs for aid.
- 53 An **adult red dragon** is looking for news about the disappearance of its mate.
- 54 The ground shudders, revealing itself to be a **dragon turtle** annoyed at the foot traffic.
- 55 2d6 **erinyes** swoop down, looking for fresh victims to torment.
- 56 A terror of 3d6 **tyrannosaurus rex** thunders across a large space toward fresh prey.
- 57 A **balor** crawls up from below, eager for the slaughter.
- 58 A **lich** battles a **solar**, relying on the aid of half a dozen **wraiths** and a couple of **vrocks**.
- 59 A **kraken** emerges from a nearby body of water, following a strange sound.
- 60 A **primogenitor** has recently awakened from aeons of sleep, confused and dangerous.





## APPENDIX B: RANDOM PLANAR LANDSCAPES

Player characters sometimes catch a glimpse of a random plane. In *Path of the Planebreaker*, that includes all the varied and strange landscapes PCs see below them when they walk on **the Path**, the appearance of the ever-changing “sky” visible from the surface of the **Planebreaker**, and the latest Material Plane world or demiplane visited by **Etherguard**, to name just a few. Characters can also be deposited on random planes during adventures that have nothing to do with this book. The classic example is when a wizard performs a Retributive Strike with their *staff of power*, then is blasted into a random plane of existence. Many other effects and portals also have the potential to send explorers to another world that the GM hasn’t had time to determine yet.

That’s where the Random Planar Landscapes table is useful. It allows you to choose (or roll for) a strange scene, such as “a city fashioned of bones, repurposed tombstones, and solid shadow” or “the interior of a great cavern pocked with bioluminescent fungi, some as large as cities.” If PCs merely peer at the dimension without entering, that’s as far as it needs to go.

However, sometimes PCs want to **identify random planar locations** or you want to send them to a **random planar location** without first generating a weird landscape; skip to the next part of this appendix for guidance on both of those situations.

*The Path*, page 9

*Planebreaker*, page 6  
*Etherguard*, page 48

*Identifying Random Planar Locations*, page 233

*Random Planar Locations*, page 233





## RANDOM PLANAR LANDSCAPES

### d100 Landscape

- 01 A vast sea spreads to the horizon, and fantastic beasts swim and cavort beneath the waves.
- 02 Night descends, but brilliant lights pick out vast roads and cities across the lands below.
- 03 Massive beasts crash through the jungles surrounding a volcano limned with fire.
- 04 A plain crisscrossed by icy rivers, dotted by flash-frozen cities.
- 05 The interior of a great cavern pocked with bioluminescent fungi, some as large as cities.
- 06 Mountains rising, higher and higher, beyond the clouds, beyond the sky, beyond conception.
- 07 A dreary forest thick with gnarled trees, thorned vines, and masses of spider webbing.
- 08 A city fashioned of bones, repurposed tombstones, and solid shadow.
- 09 A city built on the back of a gargantuan demon prowls a mountainous landscape.
- 10 Hundreds of vast stone-carved glyphs floating in a glowing void.
- 11 An endless sea of silver-pearl light extending in all directions, interspersed with clouds and dark streaks.
- 12 Mist is everywhere. Rivers of slowly flowing grey fog billow in all directions.
- 13 A natural landscape filled with vibrant life and color under a brilliant moon.
- 14 Rising from a sea of shadows, a lone fortress of black stone stands under a starless sky.
- 15 An unending chaos of raging fire, tumbling stone, crashing waves, lightning-lit clouds, and more.
- 16 Cloudscapes, some peaceful, some hosting thunderstorms, stretch across an endless sky-like void.
- 17 Great mountains leaking moon-sized quantities of lava rumble under a stone sky.
- 18 Lava rivers crisscross a plane of stinging cinders and flying sparks at the edge of a vast fire sea.
- 19 A vast ocean, crossed by a sailing ship the size of a large island.
- 20 A dreary, shadowed land hosts a greasy river fouled with floating bones, garbage, and corpses.
- 21 Caverns slicked with ice—or maybe carved from ice—twist away in all directions.
- 22 A serene veldt dotted with peaceful herds of antelope, elephant, and other animals.
- 23 A dripping jungle rich with bright flowers, birds, and skulking feline carnivores.
- 24 A fetid marsh of gnarled, half-dead trees and tumorous vines grow from slime and muck.
- 25 A graceful white castle rises above a crystal pool nestled in the eaves of a vast forest.
- 26 Hills fall away, each one covered in the remains of a great battle that still scars the land.
- 27 Dark, crushing water drowns everything, save for the hint of massive tentacles moving deeper.
- 28 A cacophony of pure sound that pulses and sings without form or substance.
- 29 An endless, slow avalanche of mud slides from high cliffs.
- 30 Energy discharges constantly split the sky and come to ground in a forest of vertical metal trees.
- 31 Distant starlike points of unwinking light fail to illuminate a black void without air or heat.
- 32 Howling winds scream through crooked tunnels bored through sedimentary rock thick with fossils.
- 33 A shining city of metallic spires and walls sits on the edge of a vast sea of flames.
- 34 A vast tumbling skull contains a city of creatures mining its fossilized brain matter.
- 35 Corpses, vehicles, buildings, and other things are stuck in hoary webbing that stretches away in all directions.
- 36 A drowned fortress rich in fish and humanoids with scales, gills, and a penchant for tridents.
- 37 Twin towers rise up from a sea of debris of a dead city drowned in a turbid ocean.
- 38 A plain stretching to the horizon, blushing with wildflowers genuflecting to the wind.
- 39 A stormfront of roiling ash, sooty fumes, and licking tongues of fire smothers everything.
- 40 Sand dunes stretch away under a burning sun. Pointed ruins poke up from the sand here and there.
- 41 An almost-vertical expanse of black ice, broken by occasional frozen faces peeking out.
- 42 A festival-scape under bright lanterns with merry-go-rounds, food carts, shops, and singing.
- 43 Iron roads wind through fissures topped with metal watchtowers filled with glowing eyes.
- 44 Earth islands float at various heights in a cloud-dappled blue sky.



- 45 A serene village set amid a plain filled with nearby fields and distant woods.
- 46 Beasts as large as mountains fight tooth and claw, rending the land in all directions.
- 47 A ziggurat of green and red stone stands at the center of a plain of mixed-up, mazelike paths.
- 48 An acid bog constantly burns and consumes a litter of leaves and corpses tumbling from above.
- 49 A stone-covered charnel plain of effluviant rivers, craters, and swarms of blood-hungry flies.
- 50 A quiet, empty city of stone walls and homes covered in a thick layer of glistening greenish slime.
- 51 An endless mountain slope on which avalanches and rockfalls are common.
- 52 A vista of rough lines and textures, as if a dimension grown from multiple drawings and paintings.
- 53 A world-sized bridge twisted so that its two ends meet, forming a Möbius strip.
- 54 Freezing rain and red lightning dance over a frozen sea and burning points of "ice" fire.
- 55 A vast city of silvery palaces, all stained slightly red, with lush parks whose tree branches are snakes.
- 56 A well-maintained road, almost impossibly straight, reaches across a windswept veldt.
- 57 Buildings of every size float through a sky by dint of bundles of massive, multicolored balloons.
- 58 A ruin-crustad dead plane of fallen cities, broken citadels, shattered roads, and oil-filled craters.
- 59 A heavenly city of golden towers shines with pure light.
- 60 Metal-sided pits pock a rusted land dotted with sinister fortresses.
- 61 An enormous rift in the earth contains a city carved into each side, with connecting bridges.
- 62 Endless fruit orchids planted in perfect rows stretch away across low hills.
- 63 Faintly glowing filaments of gauzy color extend in all directions. Some bear massive crystals.
- 64 A basalt fortress on a dead plain, bedecked with half-burned bodies and ashes of previous visitors.
- 65 Canyon-sized cracks craze a metal plain. A metal tower composed of iron blocks stands alone.
- 66 Magnificent stairs, lined with shrines and temples, rise to mighty angelic gates.
- 67 A mighty metal tower lies almost completely on its side, like a mansion of the gods knocked askew.
- 68 A cavern filled with lava pools and massive statues of humanoid beings swelters in the heat.
- 69 A blood waterfall descends from the petrified corpse of a being miles long.
- 70 A fortress-sized demon stands at the center of a hellish cyclone, bringing ruin to an idyllic land.
- 71 A colossal, horrific cataclysm of wind, hail, and rain lashes a desert of red sand and strange ruins.
- 72 Volcanic floating "earthbergs" veer and crash into each other in an ash-washed gloomy void.
- 73 Above a cloudscape that stretches away in all directions, a city floats inside a clear crystal dome.
- 74 A city of metallic, mushroom-like structures is visible through yellow haze. Odd creatures walk its streets.
- 75 An arena dominates this city, and in it, fights between fantastic creatures constantly rage.
- 76 A mass of dust and haze roils here and there, creating humanoid-like presences for brief moments.
- 77 Devils cavort in an enormous fortress of obsidian carved to resemble a many-leveled fire fountain.
- 78 Thick glass pillars rise out of a sea, supporting a city of crystal globes filled with greenery and life.
- 79 The hollow shell of a fallen tower miles in diameter stands like a titan's thick ring fallen on its side.
- 80 Formed from a single piece of adamantite is a stylized fortress floating among the clouds.
- 81 The moon overhead looks poisoned, swollen with pus, and about to burst.
- 82 A bluff rises ever higher, but the details are blurred by layer after layer of filmy, transparent, immaterial walls.
- 83 A structure of strange metal and unknown material, broken and rent, floats in a star-speckled void.
- 84 A gelatinous sea quivers through a maddening nothingness. In its depths, unspeakable beings sleep.
- 85 Glass towers covered with shining blue and red lights line the jagged peaks of a mountain range.
- 86 A forest stretching away is composed of very thin insects with branch-like antennae and arms.
- 87 A scene from a city the PC is familiar with, except the streets are silent, save for a few **zombies**.
- 88 Winged demons fly high above a many-towered fortress relief carved with fiends and dripping lava.
- 89 Village-sized symbols and sigils are etched into a flat plain stretching away in all directions.
- 90 A massive cavern lies in a hollow between densely interwoven, slowly writhing white tendrils.



- 91 Beautiful and barren, a landscape of varied crystal structures is lit by perpetual twilight.
- 92 A moon-sized iron cube tumbles through a cloud-filled void. Structures dot each side of the cube.
- 93 A land of bones, skulls, and naked arches made by rib cages of vast, long-dead creatures.
- 94 A wide field of tree-sized plants with metallic stalks topped by strange glass bulbs as fruit.
- 95 Seems just like a regular forest. But the roots reaching up from below are from a single entity.
- 96 Clanking and shrieking in strange tones, this dimension seems trapped inside a machine.
- 97 A small village lies in the whorled crevices of the skin of a creature too large to see all at once.
- 98 A drowned cathedral of elaborate coral is guarded by multicolored octopuses wielding spears.
- 99 Roiling blots of acidic clouds throw lightning bolts at an endless sea of fizzing liquid below.
- 00 A massive, vine-crusted city built on the inner edge of a fat ring floating in space.





## IDENTIFYING RANDOM PLANAR LOCATIONS

Sometimes it's important to determine exactly what plane the PCs observe or enter. For instance, if they're keen to identify a location they glimpse from **the Path** (requiring that they succeed on a DC 20 Arcana check), or they visit the plane in question and end up staying for an extended period of time, you'll want to know the plane's identity.

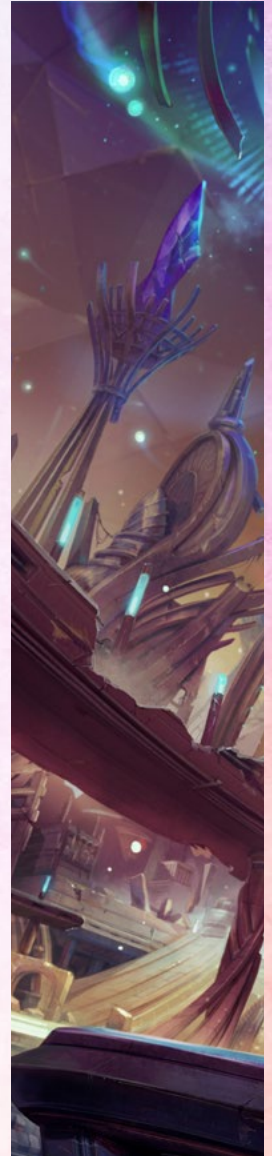
If you've already described a strange scene—possibly generated from the Random Planar Landscapes table in this appendix—choose a named plane that could potentially host that scene, and you're done.

Alternatively, before you describe a planar location, secretly choose the “random” plane the PCs see ahead of time. The Random Planar Locations table provides inspiration for your choice. Its results include many known planes, as well as new sites described in *Path of the Planebreaker*.

### RANDOM PLANAR LOCATION

d100	Planar Location
01–23	A Material Plane world
24	Abyss
25	Acheron
26	Andressaval (page 130)
27	Arborea
28	Arcadia
29	Astral Plane
30	Beastlands
31	Bytopia
32	Carceri
33	Citadel of the Fate Eater (page 38)
34	Crystal Tower of Iljerness (page 131)
35	Desabolar, the Devil's Water (page 132)
36	Edralduu, the Tree of All Fruits (page 133)
37	Edraval, Eyes of All Worlds (page 134)
38	Elemental Chaos
39	Elysium
40	Empty Thyr (page 135)
41	Endless Dwarven Hall (page 147)
42	Erewhon (page 43)
43	Ethereal Plane
44	Etherguard (page 48)
45	Feywild
46	Gehenna
47	Glaund, the Perfect Physicality (page 136)
48	Grove of Crows (page 53)
49	Hades
50	Hell of Grinding Worms (page 147)
51	Hell of Sadist Healers (page 147)
52	Hivehome (page 136)
53	Infinite Labyrinth (page 58)
54	Korr, the Beginning and the End (page 137)
55	Laghris (page 64)
56	Limbo
57	Mechanus
58	Mnim, the Constant Storm (page 138)
59	Mount Celestia
60	The Mourn (page 139)
61	Nine Hells
62	Outlands
63	Palace of Reflections (page 140)
64	Pandemonium
65	The Path (page 9)
66	Phontix, the Acid Shore (page 141)
67	Pig Skin Farm (page 147)
68	Plane of Air
69	Plane of Earth
70	Plane of Fire
71	Planes of Mirror and Shadow (page 68)
72	Plane of Water
73	Planebreaker (page 6)
74	Poison Froth (page 148)
75	Portal Clock (page 148)
76	Prison of Eternal Torment (page 72)
77	Ramiah, the Star Blade (page 76)
78	Savtua, the Swampy Mindscape (page 86)
79	Sea of Uncertainty (page 14)
80	The Secret City (page 141)
81	Shadowfell
82	Sisyphus Mountain (page 148)
83	Splintered Reach (page 89)
84	Storm of the Styx (page 93)
85	The Summerland (page 142)
86	Szneshnya, the Bleak Winter (page 96)
87	Threem, the God-Masks (page 143)
88	Timeborne (page 19)
89	Tomb of Tomorrow (page 99)
90	<i>Tyrant of War</i> (page 105)
91	Unithon, the Geometrical (page 112)
92	Uraian's Stair (page 116)
93	Utter Darkness (page 148)
94	Uur-Ghan, Prison of the Hollow-Eyed Titans (page 143)
95	Varga's Forest (page 145)
96	Winter's Reach (page 145)
97	Worm Rat Lair (page 146)
98	Wreck of the <i>Unimaginable</i> (page 120)
99	Ysgard
00	Zarth of the Five Towers (page 125)

The Path, page 9





## APPENDIX C: SEA OF UNCERTAINTY SALVAGE

*Worldpools, page 17*  
*Sea of Uncertainty, page 14*

If characters succeed on a DC 18 Perception check during any given hour of wandering the causeways of the **Sea of Uncertainty**, they find potentially lucrative extraplanar salvage or at least something weird. Finding flotsam that is unremarkable—such as driftwood, broken crates, melted bits of iron, broken glass, and so on—is much easier.

In most cases, good salvage is found near a **worldpool**. Sometimes, beachcombers might see salvage at risk of being swallowed by said worldpool. Other times, the salvage is washed up on a causeway, presumably a safe distance from the influence of the worldpool that dragged it up from the depths.





## PLANAR SALVAGE

Ask the PCs to roll a d20.

### d20 Which Table to Use

1–17	Roll on this Planar Salvage table to determine what the PCs discover.
18–19	Roll on the <b>individual treasure</b> table that matches the PCs' challenge range* (such as challenge 0–4, challenge 5–10, and so on) to determine what they find.
20	Roll on the <b>treasure hoard</b> table that matches the PCs' challenge range* to determine what they find.

\* If you'd prefer to mix up the potential value of treasure so PCs have a chance to find treasure above (or below) their challenge range, roll another d20. On a roll of 1–9, the treasure discovered is challenge 0–4; on a roll of 10–15, the treasure discovered is challenge 5–10; on a roll of 16–18, the treasure discovered is challenge 11–16; on a roll of 19–20, the treasure discovered is challenge 17+.

### d100 Salvage

01	Ice balls; frozen inside each is a single eye with insect legs; if thawed, the eyes have <b>scorpion</b> stats
02	Wooden crate stamped with a horse skull symbol; inside are stacked cans of preserved saltfish
03	Driftwood-like log carved with whispering faces (some humanoid, many not)
04	Long metallic box containing prosthetic hands and arms suitable for humanoids and other creatures
05	12-foot cube of wood, each face painted and lacquered and containing a different number of pips
06	Long metallic box with a matched set of short swords, one forged of red iron, the other of green
07	2-foot-long wand-like length of wood topped with angular loop (a <i>wand of dimensional blasting</i> )
08	Bat skeleton plated in gold; if disturbed, a <b>swarm of bats</b> appears and attacks the vandal
09	Path token in a bag filled with other normal silver coins (99 sp)
10	Rusted metal longship set with crystals at the prow and stern that glow brightly at night
11	Corpse (corpses?) of a conjoined <b>owlbear</b> (giving it two heads)
12	Lacquered, manikin-like doll with strange clothing; sometimes seems to move of its own accord
13	Petrified humanoid hand (elf) wearing a ring (a <i>ring of alternate realities</i> )
14	Preserved dragon head (probably dead, not undead)
15	Broken gondola containing many broken casks, as well as d12 still-sealed casks of brandy
16	Crate filled with glass specimen jars holding various preserved internal organs and fingers
17	Humanoid skeleton (not animate) of a being that would have stood 20+ feet high in life
18	Message in a bottle written in an unknown language
19	Completely mechanical hand and forearm (probably severed from a <b>modron</b> )
20	30-foot-diameter, 1-foot-thick disc (a dead <i>flit disc</i> ; any level 5+ spell cast into it recharges it)
21	Map of the planes; using it in conjunction with walking the Path or a similar planar road grants advantage on any check made for navigation
22	Box containing a set of porcelain dishware that never needs cleaning
23	Case with three casks of amazingly complex red wine stamped, in Elvish script, "For the Queen"
24	Four-sided spinning top with an unknown symbol on each side (an <i>Inner Planes spinner</i> )
25	Harness and saddle large enough for a Huge dragon or similarly sized creature, set with gems (200 gp)
26	100-pound sculpture of a demonic winged being (from the <i>Citadel of the Fate Eater</i> )
27	Reddish egg; if brooded (or carried on person) for three days, a <b>gibbering moulder</b> hatches
28	Crate filled with one hundred vials of amazingly vivid dyes ideal for clothing or skin
29	Keg of fine brown dwarven ale, still sealed
30	Set of luggage carved from bone containing noble's clothing and other personal belongings

Wand of dimensional blasting, page 198

Ring of alternate realities, page 195

Flit disc, page 193

Inner Planes spinner, page 193

*Citadel of the Fate Eater*, page 38



Sword of the infinite planes, page 198	31	Broken <i>sword of the infinite planes</i> ; can be reforged by a competent smith
	32	Half a headstone; the half remaining reads "[ . . . ] but not forgotten"
Portal ring, page 195	33	Gold ring in a white bone ring box (a <i>portal ring</i> )
	34	Model of a three-story mansion small enough to fit in the palm, haunted by a <b>ghost</b>
	35	Case of thirty-three potion vials, used (and empty, but retaining their corks)
	36	Stuffed toy lion with emeralds (100 gp each) sewn on for eyes
	37	Collection of a dozen different severed fingers from different creatures stored in a box
	38	Silver whistle with inscription in Deep Speech (in Elvish script), "Devour everything."
	39	Leather satchel with 421 gp, a herbalism kit, and identification papers for "Devan Nar, Healer"
	40	2-foot-long metal rod, crackling with minor electrical discharges, highly magnetic
	41	Doorstep-like slab of stone, 3 feet square; if set level, access a space like a <i>portable hole</i>
	42	Ancient, half-rusted longsword with elaborate hilt, guard, and pommel set with ruby (300 gp)
	43	Sealed, two-volume set of leatherbound spellbooks scribed with fifty variations of <i>ray of sickness</i>
	44	Hamper filled with linen-wrapped preserved mushrooms, olives, cheese, and hard candies
Viridian boots, page 198	45	Thigh-high boots covered in (actually composed of) moss (a pair of <i>viridian boots</i> )
	46	Hat box holding a flamboyant, wide-brimmed purple hat set with iridescent feather
	47	"Petrified" burning torch, cool to the touch, but gives off light as if a regular torch
	48	Comfortable stool with three metal legs, follows around last person to sit on it (speed 30 ft.)
	49	Case filled with six glass jars of chocolate-covered vapor berries that taste of the storm
	50	Gravestone with inscription "Abandoned by the gods, vowed to exact revenge" in Abyssal
	51	Holster with a six-shot revolver (2d8 piercing damage; range 40/120) and 99 bullets, all engraved with a skull
	52	Case with a two-handed antimatter rifle (6d8 necrotic damage; range 120/360) with 10 charges
Divergent skull, page 153	53	Skull faintly flickering with green fire that implores nearby beachcombers to "Pick me up!" and "Bring me to Timeborne!" (a <i>divergent skull</i> cursed from entering Timeborne under its own power)
	54	Chest containing a half-eaten sandwich wrapped in wax paper, a story book, and a <i>reality tuner</i>
Reality tuner, page 195	55	Stone throne, still set with six 100 gp jewels; inscription on throne reads, "I rule over all things."
	56	Clay-sealed urn; interior contains cremated ashes of a dead druid and dice carved from bone
	57	Leatherbound journal of a traveler in a land called the Afterworld where all the gods died
	58	Metallic device with many switches and dials; lights up and makes strange noises when fiddled with
	59	Single albino apple; a bite inflicts 14 (4d6) poison damage
	60	Satchel containing a note in Common ("Buy cheese at the market!") and a <i>rod of webbed binding</i>
Rod of webbed binding, page 196	61	Collection of red rocks in a sack; if poured out, rocks try to creep back into sack (speed 1 ft.)
	62	Gargantuan morass of multicolored tea cups in various states of disrepair
	63	Metallic canister containing 4 doses of a bitter liquid that removes one level of exhaustion
	64	Bloom of twelve purple mushrooms growing in flotsam; each mushroom counts as 1 day's rations
	65	Map case containing a stained and rent map of a land called Bontherre: The Blessed Land
	66	Two endcaps for a staff, minus the staff; if fitted to a staff, the result is a <i>staff of incorporation</i>
Staff of incorporation, page 197	67	Glass vial stamped in unknown language ("Remember me," if translated) with delightful perfume
	68	6-foot-long icicle that never melts; could be used as a spear (but is cold to hold)
Splintered Reach, page 89	69	3-foot-square stone frame that would be a portal to <i>Splintered Reach</i> , if the portal key wasn't lost
	70	Articulated toy humanoid figure with disquieting face; tells reasonably good jokes and puns
	71	Tiny metallic weasel sculpture speaks Common; longs to return to its home it calls the Heartwood
	72	Bundle of dead wands, plus one still-functioning <i>wand of dimensional blasting</i>
Wand of dimensional blasting, page 198	73	Perfectly articulated humanoid spine that crawls about like a <b>constrictor snake</b> if disturbed



- 74 Scale mail armor consisting of overlapping gold coins (500 gp); too heavy for most wearers
- 75 Glass bottle containing thick white liquid; if poured out, liquid forms a confused **bone naga**
- 76 Green jade mask; wearer sees normally, plus tiny dancing figures that aren't actually there
- 77 Petrified, horned humanoid skull the size of a giant's head, bound in rust-free iron chains
- 78 Among a morass of purplish seaweed and dead seahorses, a *wand of the void* is caught
- 79 Tiny porcelain sculpture of an orange cat; if pet, purring sound is audible
- 80 Cask of delicate brandy; stenciled in Common on the side: "Distilled in Hazurrium, Ardeyn"
- 81 Knit cap; letters in unknown language sewn on it ("KRAKEN," if translated)
- 82 Organic pod, almost like a small, hemispherical bit of brain (a *mind expander*)
- 83 Metallic canister small enough to be grasped in one hand; contains sparkling sugary fluid
- 84 Wooden keg filled with smelly black sand (gunpowder)
- 85 Flat, palm-sized stone disc that can be unfolded (into an *enigmolith*)
- 86 Globe depicting vast, overgrown land with tiny settled region called "Grevakc"
- 87 Wooden bin containing 300 pounds of turnips
- 88 Bracelet set with glass face on which tiny pointers slowly move (a wind-up wristwatch)
- 89 Loose brick structure containing metal door; ash inside suggests many earlier searing hot fires
- 90 Mirror with an elaborately carved frame featuring flowers, spiders, cats, and glowing eyes
- 91 Single perfect ruby-red apple; consuming it affects eater like a *greater restoration* spell
- 92 Hooded cape with stylized cloth "tentacles" fringing the lower head (a *hood of tentacles*)
- 93 Box with a game board featuring odd geometrical designs and a set of 78 ink-black cards
- 94 Tiny casket with mummy (not animate) of a humanoid with wings clasping an opal (50 gp)
- 95 Long green metallic object (a fragmentation grenade)
- 96 Mask featuring a single large glass lens on the front (a *monitor's monocle*)
- 97 Prosthetic leg carved of stone inscribed with many stylized designs and with a hoof instead of a foot
- 98 Wooden sign featuring a figure of a humanoid running from a dozen reaching undead hands
- 99 Jug filled with thick fluid (acts as fast-acting glue in the correct context, or poison if consumed)
- 00 Painting of a lone peak bearing a firestorm halo; overhead, a comet burns across the sky like an omen

Wand of the void, page 198

Mind expander, page 194

Enigmolith, page 192

Hood of tentacles, page 193

Monitor's monocle, page 194





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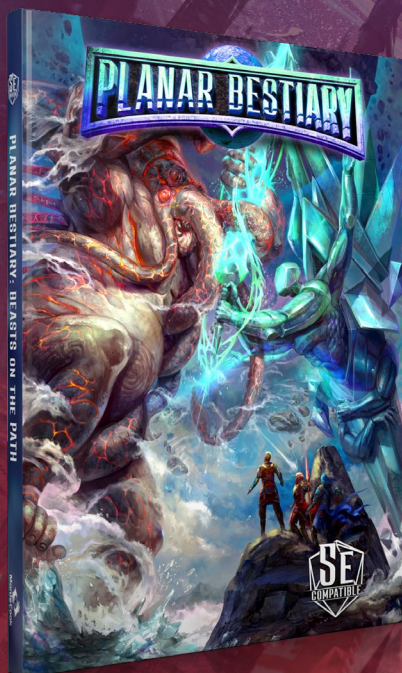
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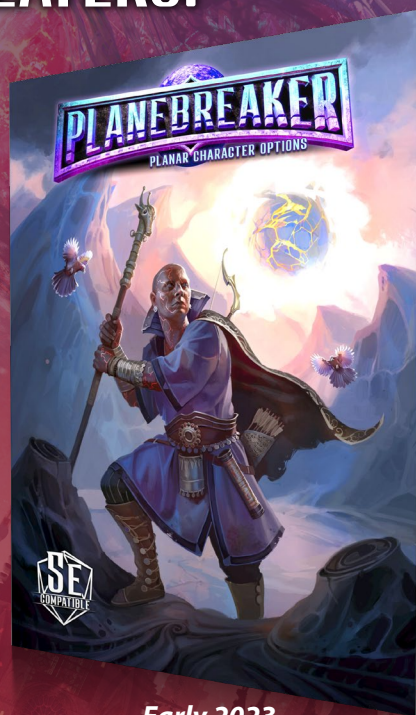
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