

THE PLANESCAPE ARCHIVE

**Explore the multiverse with new subclasses, magic items,
monsters, an introductory planar adventure,
and much more!**



CREDITS

Writer/Designer: Matt Kimberlin ([@ASynthetic20](#))

Layout Artist: Endhy Pino ([@Ennio Goes](#))

Sensitivity Consultant: [Basil Wright](#)

Cartography: [Dyson Logos](#)

Art and Artists: Anne Gregersen (Elysium in Fractured Tower Adventure), Christopher Smith-Wong (Chapter 2 Splash), Christina Stiles (Planar Nomad), Daniel Comerci – [danielcomerci.com](#) (Guide, Celestial Bow, Cold Iron Flask, Flameheart Crossbow, Runic Polearm, Shield of Balance, Staff of Aberrations, Staff of Celestials, Venomous Torc), Dean Spencer (Chapter 1 Splash, Subclass Intro Art, Feats Splash, Bestiary intro art, Xavier in Fractured Tower Adventure), Douglas "Draco" Manzini (Potions), Eric Lofgren (Elemental Guardian, Dragon's Edge, Celestial Owl), Eric Pommer (Subclasses Splash), Frank Turfler Jr. (chapter 3 splash), Gary Dupuis (Modian, Flute of Demon Summoning, Keystone Amulet), Indi Martin (Planar Wayfinder, Way of the Old Ones, Clockwork Dragon), Jack Holliday (Floor 10 forest landscape in Fractured Tower Adventure) Jason Moser (Cover), Jennifer S. Lange (Blooming Quiver, Flute of Angel Summoning, Portal Blade), John Latta (Clockwork Domain), Nelnes (all Gaia Grey art in Fractured Tower Adventure), [NUWAN THARAKA](#) (Reno, Fractured Tower Splash), S.Farebrother@Sly Tiger Art Studio (Djinn in Fractured Tower Adventure), Quico Vicens-Picatto (Planar Heart), Sade (Arcane Breastplate, Cold Iron Plate, Tarnished Plate, Order Devourer), Sean Hook (Eldritch Magic), Vagelio Kaliva (Farborn, Nyxian, Path of the Planescarred, College of Celestials, Circle of Arcana, Planar Knight, Oath of Exploration, Archmage Patron)

Indi Martin © 2015

Some artwork © 2017 Christina Stiles Presents, used with permission. All rights reserved.

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Some artwork © 2021 Douglas "Draco" Manzini, used with permission. All rights reserved.

Some artwork © 2015, 2016 Eric Lofgren, used with permission. All rights reserved.

Some artwork copyright 2013 Frank Turfler, Jr., and is used under license from Stock Art - The Ruins of Chathair Túr

Some artwork © 2015 JASON MOSER, used with permission. All rights reserved.

Some artwork © 2021 Jennifer S. Lange, used with permission. All rights reserved.

Some artwork © 2021 Quico Vicens-Picatto, used with permission. All rights reserved.

Some artwork © 2022 Sade, used with permission. All rights reserved.

Some artwork © 2015, 2020 Vagelio Kaliva, used with permission. All rights reserved.

CONTENT WARNINGS:

Body Horror (throughout), Cosmic Horror (throughout), Spiders (fire spinner in chapter 3's bestiary), Self-Harm (in chapter 4's Fractured Tower adventure), Natural Disasters (in Appendix B's adventure hooks), Medical Experimentation (in Appendix B's adventure hooks), and Starvation (in Appendix B's adventure hooks)

Disclaimer: Planar travel may result in death, permanent damage, or encounters with beings beyond one's imagination. Ownership of this book does not guarantee safe travel to other planes, and unexpected encounters with planar portals often lead to swift and gruesome death. Such a death (or any death for that matter) cannot be found the fault of any Mimir involved in the archiving of this book.





INTRODUCTION 3

NEW MECHANICS..... 4

CHAPTER ONE: CHARACTER OPTIONS 6

PLANAR LINEAGES.....6

SUBCLASS OPTIONS..... 14

ARTIFICER: PLANAR WAYFINDER 15

BARBARIAN - PATH OF THE
PLANESCARRED.....17

BARD - COLLEGE OF CELESTIALS 19

DRUID - CIRCLE OF ARCANA 23

FIGHTER - PLANAR KNIGHT..... 25

MONK - WAY OF THE OLD ONES.....29

PALADIN - OATH OF EXPLORATION 31

RANGER - ELEMENTAL GUARDIAN 33

ROGUE - GUIDE35

SORCERER - PLANAR HEART 37

WARLOCK - THE ARCHMAGE 39

WIZARD - ELDRITCH MAGIC 41

BACKGROUNDS..... 43

PLANAR NOMAD 43

PLANETOUCHEd 44

FEATS 45

CHAPTER TWO: MAGICAL OPTIONS 48

SPELLS..... 48

MAGIC ITEMS.....55

CHAPTER THREE: BESTIARY 64

CHAPTER FOUR: THE FRACTURED TOWER (ADVENTURE) 80

ADVENTURE SUMMARY 80

THE FRACTURED TOWER 84

APPENDIX A: PLANAR TRINKETS 101

APPENDIX B: PLANAR ADVENTURE HOOKS 104

INTRODUCTION

I was first introduced to the Planescape setting more than 20 years ago by the video game Planescape: Torment, which was made by the legendary Black Isle Studios and released in 1999. I had yet to sit down at a table and roll dice with friends, but Baldur's Gate had taught me what adventures could be like. Planescape: Torment taught me what my adventures would be like once I started running games in 2000.

When I think of the Planescape setting, I am reminded of that game. It's not just that the game brought Sigil to life. It's that the game introduced me to the concept of non-humanoid characters, direct confrontations with gods, and the beauty of choice in narrative experiences. It is my hope that this supplement will help bring some of those things to life in other tables.

If this is the first supplement that you've bought that I've written, thank you. It means the world to me that you would support this independent designer. Please allow me to introduce you to my simple maxim, one that has been at the center of my games for more than two decades: when the players have fun, the DM's job is inherently easier. This supplement has been designed with the hope of maximizing fun at the table and making the job of the DM that much easier.

In this supplement there are 5 planar lineages, 13 planar-themed subclasses, 10 feats, 18 spells, 30 magic items, 20 stat blocks (including 12 monsters in the bestiary), 100 planar trinkets, 204 adventure hooks, and an introductory planar adventure for 3rd level characters to get the fun started at your table. There are new options that can help bring a campaign world to life and let characters explore a multiverse of possibilities.

I hope that this supplement will help create wonderful memories at your table. Thank you again for supporting an independent designer and helping me continue designing. Don't forget to be awesome, and good luck on your planar adventures!

—Matt Kimberlin

NEW MECHANICS

There are some new concepts in this supplement that are designed to create surprise in veteran players and better portray the wide possibilities of traveling in different planes of existence.

CHAOS ROLL

Two new abilities interact with advantage and disadvantage in a new way. Each of these new abilities add a third die to a roll that has advantage or disadvantage. The middle result is then used. Like advantage and disadvantage cancel each other out, the chaos roll is meant to be an opposite of features like Restore Balance of the Clockwork Soul sorcerer. If Restore Balance is used along with a chaos roll, the two abilities cancel each other out, and the roll happens with advantage or disadvantage.

TYPELESS DAMAGE

Several abilities in this supplement cause damage that does not have a type. This typeless damage is considered more powerful, because it is not affected by resistance or immunity unless the phrase “all damage” is used. For instance, typeless damage is affected by Path of the Totem barbarian’s Bear Totem Spirit feature resistance, because it resists “all damage except psychic damage.” If the DM wants to rule that typeless damage is never resisted, that’s fine too. Every table is different.

MULTIPLE RANDOM TABLE ROLLS

The Favorite of Chaos Nyxian trait allows a player to make multiple rolls on any random table once per long rest. This ability does not give additional information to a player, so it is up to the DM to say anything. For instance, if the player is rolling on a random encounter table, the DM could say that certain numbers are better for the player, they could say that higher versus lower numbers are better or worse, or they could reveal no information. Not all chaos is controlled, and choices without knowledge can still make for fun moments at the table.

MULTIPLE-CREATURE ATTUNEMENT

There is an artifact in this supplement that can be attuned to up to ten creatures. This artifact is less powerful for each of these characters than a single artifact would be for one character, but it is still quite powerful. The artifact is also purposefully defensive in nature in order to make encounter balance easier. This artifact still functions by all standard attunement rules. The only difference is that the artifact can be attuned to multiple creatures rather than by only one creature.

ABBREVIATIONS

AC armor class

DC difficulty class

DM Dungeon Master

GP gold pieces

TCoE Tasha’s Cauldron of Everything

XP experience points



DRAN SPENCER

CHAPTER ONE: CHARACTER OPTIONS

Planar travel is dangerous. When preparing for a planar adventure, you have options in the Player's Handbook, official supplements (like Xanathar's Guide to Everything and Tasha's Cauldron of Everything) and many third party supplements to bring your character to life. This chapter adds to those options, making it possible to survive the rigors of planar travel. Talk to your DM if you want to use any of these options. Your DM may allow all, some, or none of these options.

Here are the options featured in this chapter:

- Five new planar-themed lineages
- A new planar-themed subclass for every class, including the artificer
- Two new planar-themed backgrounds
- Ten Planar-themed feats

PLANAR LINEAGES

In the Great Wheel, incredible things can happen. The following lineages act as races that characters might gain through remarkable events. These events change their DNA, resulting in something new. A character might choose a lineage during character creation, their transformation having occurred before play begins, or events might unfold during adventures that lead your character to replacing their race with this new lineage. Work with your DM if you want to gain a lineage during play.

CREATING YOUR CHARACTER

At 1st level, you choose whether your character is a member of the human race or of one of the game's fantastical races. Alternatively, you can choose one of the following lineages. If you choose a lineage, you might have once been a member of another race, but you aren't any longer. You now possess only your lineage's racial traits.

When you create a character using a lineage option here, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1. You follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

Your class's "Quick Build" section offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

If you are replacing your race with a lineage, replace any Ability Score Increase you previously had with these.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The Player's Handbook offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

If you are replacing your race with a lineage, you retain any languages you had and gain no new languages.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead.

These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the cure wounds spell specifies that the spell doesn't work on a creature of the Construct type.

ANGELBORN

"Always thank the healer. I am not sure how this phrase entered into my archive."

- Mimir

Good is often a point of view. Angelborn are mortals who have had the concept of good imprinted into their DNA. Sometimes angelborn are champions of justice, but other times they are interested in personal pursuits much like any other mortal. The only constant in these people is an ability to heal wounds for themselves and others.

ANGELBORN CALLING

Many Angelborn are born with a desire to have a positive impact on their world. This desire to do good can manifest in various ways. You can choose to roll on the Angelborn Callings table, choose an option from that table, come up with your own, or decide that your character does not have one of these callings.



ANGELBORN CALLING

d6 Calling

- | | |
|---|---------------------------|
| 1 | Protect the weak |
| 2 | Defend peace |
| 3 | Defeat tyrants |
| 4 | Create equality or equity |
| 5 | Heal the sick |
| 6 | Slay fiends |

ANGELBORN ORIGINS

Angelborn are often born with a connection to celestials, but many experiences could result with your character becoming a celestial. The Angelborn Origins table provides suggestions for how your character gained their lineage.

ANGELBORN ORIGINS

d6 Origin

- | | |
|---|---|
| 1 | You have an ancient ancestor that was a celestial champion. |
| 2 | Your parent's pact with a celestial rewards them by having a celestial child. |
| 3 | Your birth happened near a site connected to the upper planes. |
| 4 | One of your parents was a celestial. |
| 5 | A celestial conscripted you into service of the good planes. |
| 6 | You are a surviving mortal fragment of an archangel that was blown to pieces in a great battle. |

ANGELBORN TRAITS

Creature Type. You are a celestial.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Darkvision. 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 discern colors in that darkness as shades of gray.

Focused Regeneration. As an action, you can heal your own wounds. Roll 2d4 and add your Constitution modifier. You regain a number of hit points equal to the total (minimum of 1). Once you have used this trait, you can't use it again until you finish a long rest.

Healing Acceleration. As an action, you can touch another creature to accelerate their natural healing, letting them spend a Hit Die to heal. The creature rolls the die, adds their Constitution modifier, and regains a number of hit points equal to the total (minimum of 1). In addition, the creature regains hit points equal to 1d4 plus your Intelligence, Wisdom, or Charisma modifier (your choice, minimum 1). You can use this trait a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

FARBORN

“My archive has an entry for farborn, but the entire entry is redacted. I must conclude that this means farborn do not exist.”
- Mimir

CONTENT WARNING: Body Horror (throughout, especially in origins)

There are many things in the world beyond mortal understanding. Farborn are one of those things. With a connection to the Far Realm and alien physiology, farborn defy mortal logic in many ways. Even if there is no physical indication that a farborn has a connection to the Far Realm, other mortals will often feel uneasy in their presence. It is up to each individual farborn how they respond to that unease.

FARBORN CURIOSITY

Many Farborn are instilled with the innate curiosity of aberrations. This need to understand can manifest in various ways. You can choose to roll on the Farborn Curiosities table, choose an option from that table, come up with your own, or decide that your character does not have one of these curiosities.

FARBORN CURIOSITIES

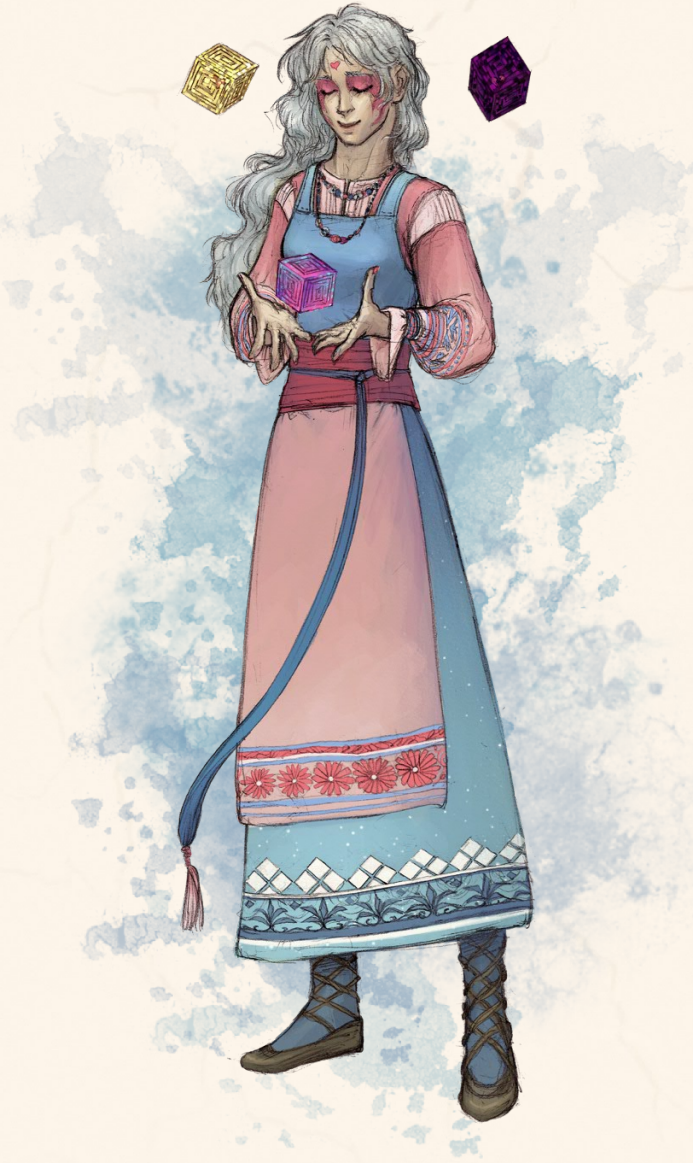
d6	Curiosities
1	History
2	Magic
3	Humanoids
4	Societal structures
5	The Outer Planes
6	The Farm Realm

FARBORN ORIGINS

The Farborn Origins table provides suggestions for how your character gained their lineage.

FARBORN ORIGINS

d6	Origin
1	You are the result of twisted experiments conducted by illithids.
2	A parasite resides on your spine, changing your physiology.
3	You were a lesser aberration, transformed into a mortal as punishment for failing your superiors.
4	You came into existence after being dreamt by a beholder.
5	You were gifted your alien physiology after years of service to an aberration.
6	You are an illithid reincarnated in the body of your slayer’s child.



FARBORN TRAITS

Creature Type. You are an aberration.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Alien Physiology. Your body is more resilient than others. You have advantage on death saving throws.

Darkvision. 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 discern colors in that darkness as shades of gray.

Psychic Resilience. You have resistance to psychic damage.

Telekinetic Grip. You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

Telepathic Speech. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

MODIAN

"There is a habit among mortals to consider constructs inflexible, but I have yet to see a modian that cannot touch their toes."

- Mimir

Some constructs are created, but others are born. Whether a modian is born as a humanoid and changed into a construct or is constructed through birth, modians are a marvel of technology. Though modians take their name from modrons, modians can be born from any plane of law. Being built or rebuilt does not change the fact that all modians have free will and can choose any path for their life.

MODIAN STRUCTURE

Modians often have a need for structure in their life. These needs could be mundane or magical in nature. You can choose to roll on the Modian Structures table, choose an option from that table, come up with your own, or decide that your character does not have one of these structures.

MODIAN STRUCTURES

d6 Structure

- 1 Study magic
- 2 Have an orderly appearance
- 3 Organize their personal items
- 4 Have a short morning routine
- 5 Keep a clear head
- 6 Protect societal hierarchies

MODIAN ORIGINS

The Modian Origins table provides suggestions for how your character gained their lineage.

MODIAN ORIGINS

d6 Origin

- 1 You were born in a moment when the Material Plane converged with Mechanus.
- 2 You were transformed by exposure to the magic of Mechanus.
- 3 You were created by Primus or another deity to serve a greater purpose.
- 4 One of your ancestors was born during the Great Modron March, and your bloodline was forever changed.
- 5 One of your parents was a living construct.
- 6 Your body was mostly destroyed, and modrons incorporated spare.



MODIAN TRAITS

Creature Type. You are a construct.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Darkvision. 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 discern colors in that darkness as shades of gray.

Healing Machine. If the mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: cure wounds, healing word, mass cure wounds, mass healing word, and spare the dying.

Mechanical Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

Order Restoration. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sentry's Rest. When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

NYXIAN

"A nyxian was my creator. They allowed me to editorialize my entries. Any entertainment created by these entries is the responsibility of my creator. Any complaints created from these entries should be placed in the nearest waste receptacle."

- Mimir

Chaos can be difficult to grasp. Nyxians are chaos made flesh. Some nyxians become an embodiment of chaos during their life, while others are born with freedom in their hearts. Nyxians can often be seen championing personal freedoms or the overthrow of dictatorial governments. At the same time, nyxians might choose to pursue artistic avenues or adventure to experience the chaos nature has to offer.

NYXIAN FREEDOM

Little is constant among nyxians, but the most common trait they share is a love of freedom. These loves could be personal preference or a radical fanaticism. You can choose to roll on the Farborn Freedoms table, choose an option from that table, come up with your own, or decide that your character does not have one of these ideals.

NYXIAN FREEDOMS

d6 Freedoms

- | | |
|---|----------------------------|
| 1 | From personal expectations |
| 2 | From making choices |
| 3 | From societal constraints |
| 4 | From artistic styles |
| 5 | From daily routine |
| 6 | From worldly possessions |

NYXIAN ORIGINS

The Nyxian Origins table provides suggestions for how your character gained their lineage.

NYXIAN ORIGINS

d6 Origin

- | | |
|---|---|
| 1 | Your birth was not supposed to happen, but the chaos of the multiverse intervened to create one of you, unique in the cosmos. |
| 2 | You were born able to see the chaos of the universe, and your mind was altered by that ability. |
| 3 | One of your ancestors was a slaad. |
| 4 | A cult of chaos created you inadvertently with an ancient ritual. |
| 5 | You spent time as a child traveling with your parents to planes of chaos. |
| 6 | Your physiology changed as a result of a cosmic accident. |

NYXIAN TRAITS

Creature Type. You are a fey.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Chaotic Resistance. You have resistance to force damage.

Chaotic Step. As a bonus action, roll a d8 and check the Chaotic Step table. You can magically teleport up to 30 feet to an unoccupied space you can see in the direction determined by the Chaotic Step table. You can use this trait a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

CHAOTIC STEP

d6 Direction

- | | |
|---|---------------------------|
| 1 | Protect the weak |
| 2 | Defend peace |
| 3 | Defeat tyrants |
| 4 | Create equality or equity |
| 5 | Heal the sick |
| 6 | Slay fiends |
| 7 | Heal the sick |
| 8 | Slay fiends |

Darkvision. 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 discern colors in that darkness as shades of gray.

Enhance Chaos. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to add a third die to the roll. Use the middle result to determine the result of the roll. You can use this trait a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

Favorite of Chaos. You can manipulate chance to gain advantage on one attack roll, ability check, or saving throw. Once you have used this trait, you can't do so again until you finish a long rest.

At 5th level, your power to manipulate chance increases. When you must roll on a random table during play, you can roll twice and pick the result. Using this trait does not give you new information about a table that you cannot see. For instance, if you use this ability to determine a random encounter during exploration, you will only know the numbers that you can choose, not what result the numbers correspond to on the DM's table. Once you have used this trait, you can't do so again until you finish a long rest.

CHARACTER OPTIONS



YUGOLEAN

“Yugoleans are wonderful additions to mortal parties. If one ever wants to throw a party or gather a group for adventures, yugoleans should be at the top of a guest list.”

- Mimir

Evil can mean the same thing as misunderstood. In the case of yugoleans, self interest is often at the center of their character. Whether born or reborn as fiends, these mortals are as varied as their physical forms. Each yugolean defines what their life means by their choices.

YUGOLEAN DESIRE

Yugoleans tend to have greater compulsions for specific things. The desire could be something small or an all-encompassing need. You can choose to roll on the Yugolean Desires table, choose an option from that table, come up with your own, or decide that your character does not have one of these desires.

YUGOLEAN DESIRES

d6	Desires
1	To rule
2	To have great power
3	To obtain great wealth
4	To be respected
5	To be feared
6	To be loved

YUGOLEAN ORIGINS

The Yugolean Origins table provides suggestions for how your character gained their lineage.

YUGOLEAN ORIGINS

d6	Origin
1	One of your parents served a fiendish cult, and your fiendish nature was the reward.
2	You were transformed when you fell into the River Styx.
3	A fiendish curse transformed you after you mistreated a hag as a young person.
4	On your deathbed, an archfiend offered to give you new life as a young fiend.
5	One of your ancestors is an archfiend.
6	A fiendish illness changed your physiology and wiped out your hometown.



YUGOLEAN TRAITS

Creature Type. You are a fiend.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Combat Awareness. You can add your proficiency bonus to your initiative rolls.

Darkvision. 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 discern colors in that darkness as shades of gray.

Fiendish Resistance. You have resistance to fire damage.

Magic Resistance. You have advantage on saving throws against spells.



SUBCLASS OPTIONS

“People who have experienced planar travel often gain a healthy respect for the dangers that such travel entails, or they gain death. We have been told that death is considered to be a negative thing by most mortals.”

- Mimir

This section contains new subclasses that the DM may add to a campaign. If you'd like to use any of these subclasses, talk to your DM, who may allow some, all, or none of them. The New Subclass Options table lists each subclass included in this section and gives a short description.

NEW SUBCLASS OPTIONS

Class	New Subclass	Description
Artificer	Planar Wayfinder	Martial subclass that protects allies from the dangers of planar travel
Barbarian	Path of the Planescarred	Fuels rages using pain to protect against damage and heal wounds
Bard	College of Celestials	Practices healing and other sacred magic with a connection to the upper planes
Cleric	Clockwork Domain	Restores order using a connection to planar law
Druid	Circle of Arcana	Learns magical forms to enhance spellcasting by studying magic
Fighter	Planar Knight	Fuels attacks with planar magic, causing wild effects
Monk	Way of the Old Ones	Empowers Ki abilities using alien knowledge
Paladin	Oath of Exploration	Uses faith to ensure protection of traveling companions
Ranger	Elemental Guardian	Strikes enemies with the power of the Elemental Planes
Rogue	Guide	Delivers mobile attacks and protects allies from the harms of travel
Sorcerer	Planar Heart	Harnesses the magic of the planes to devastating impact
Warlock	The Archmage	Studies under an archmage to learn more powerful magic
Wizard	Eldritch Magic	Accesses forbidden magic to enhance spellcasting



ARTIFICER: PLANAR WAYFINDER

“If one chooses to travel the planes, having a planar wayfinder is preferable in the same way as having one’s head attached to their body is preferable.”

- Mimir

A Planar Wayfinder is an expert at navigating in any situation. The tough life of someone with access to planar magic gives the planar wayfinder more physical strength than others, and they learn to manipulate the energy of the planes to various effects. Planar Wayfinders have existed for as long as people have traveled the planes, but those joining the tradition now have a much lower death rate than those of the past. Traveling the planes is always a trial, but common errors have been passed from apprentice to master.

PLANAR EXPERIENCES

Planar Wayfinders often have experiences on other planes or with planar beings that shape them and their desire to understand the planes better. You can choose to roll on the Planar Experiences table, choose one of the options from that table, come up with your own, or decide that your character did not have one of these experiences.

PLANAR EXPERIENCES

d6	Experience
1	You saw a brief glimpse of something beyond mortal imagination from the Far Realm on the Material Plane.
2	You were once offered a deal from a fiend, but you declined it.
3	You served on a ship that accidentally went through a portal to one of the elemental planes, and you barely survived the trip.
4	A celestial once saved you from an encounter with a slaad.
5	You discovered a piece of a destroyed modron in an excavation.
6	You used to travel to the Feywild in your dreams.

TOOL PROFICIENCY

3rd-level Planar Wayfinder Feature

You gain proficiency with navigator’s tools. If you already have this proficiency, you gain proficiency with one other type of artisan’s tools of your choice.

PLANAR WAYFINDER SPELLS

3rd-level Planar Wayfinder Feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Planar Wayfinder Spells table. These spells count as artificer spells for you, but they don’t count against the number of artificer spells you prepare.

PLANAR WAYFINDER SPELLS

Artificer Level Calling

3rd	protection from evil and good, shield
5th	misty step, protection from planes (a spell in chapter 2)
9th	dispel magic, spirit guardians
13th	banishment, dimension door
17th	planar jaunt (a spell in chapter 2), planar might (a spell in chapter 2)

PLANAR STRENGTH

3rd-level Planar Wayfinder Feature

Your understanding of planar magic allows you to harness the energy of whatever plane you are on. You gain the following benefits:

- You gain proficiency with martial weapons.
- When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.
- You can coalesce the energy of the planes into a shield around you. As an action, you can gain a number of temporary hit points equal to 5 + your artificer level. While you have these temporary hit points, you have resistance to force damage. Once you’ve used this feature, you must finish a long rest or expend a spell slot to use it again. If you expend a spell slot to use this feature, the temporary hit points increase by 5 for each slot above 1st.
- You can bend the energy of the planes to reduce incoming damage. When you or an ally you can see within 60 feet of you take damage, you can use your reaction to halve the damage. Your next weapon attack deals 1d6 extra force damage to the target. Once you’ve used this feature, you cannot use it again without expending a spell slot before taking a short or long rest. If you expend a spell slot to use this feature, your next weapon attack damage increases by 1d6 for each slot above 1st.

EXTRA ATTACK

5th-level Planar Wayfinder Feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

PLANAR MASTERY

9th-level Planar Wayfinder Feature

Your mastery of manipulating planar energy increases. You gain the following benefits:

- When you deal weapon damage, you can choose to change the damage type to force damage. 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.
- When you use your Planar Strength feature to gain temporary hit points, you have resistance to bludgeoning, piercing, and slashing from nonmagical attacks in addition to force damage as long as you have the temporary hit points.
- When you use your reaction to halve an ally's damage, the extra force damage your next weapon attack deals becomes 1d10 per spell slot level expended.

PLANESWALKER

15th-level Planar Wayfinder Feature

You can travel the planes without fear. You gain the following benefits:

- You have resistance to fire and cold damage.
- You have resistance to damage caused by environmental hazards, and you have advantage on saving throws against effects caused by traveling on other planes.
- You can cast true seeing without expending a spell slot, without preparing the spell, and without material components, provided you use navigator's tools as the spellcasting focus. Once you cast the spell with this feature, you can't cast that spell with it again until you finish a long rest.
- You can cast plane shift without expending a spell slot, without preparing the spell, and only using any object that originated in the destination plane of existence, provided you use navigator's tools as the spellcasting focus. Once you cast the spell using this feature, you can't cast the spell with it again until you finish a long rest.



BARBARIAN - PATH OF THE PLANESCARRED

“Path of the Planescarred barbarians believe that pain is their strength. It is difficult to argue with them, mostly due to their inflexible nature.”

- Mimir

The multiverse contains many deadly threats. Path of the Planescarred barbarians use the physical memory of those threats to guard against future pain. At the height of their power, these barbarians are capable of partially shielding their allies as well as themselves from danger. It is often not a choice to walk this path, but those that walk it do so with pride. The rage of these barbarians often resembles tranquility through violence rather than wanton destruction.

PLANAR TOKENS

Path of the Planescarred barbarians often carry reminders of their experiences to help fuel their rage. You can choose to roll on the Planar Tokens table, choose one of the options from that table, come up with your own, or decide that your character does not have one of these tokens.

PLANAR TOKENS

d10 Token

- | | |
|----|---|
| 1 | A fang from a beast from the Beastlands that fills your palm |
| 2 | A rusted rivet from Mechanus |
| 3 | a pendant that contains a drop of essence from the Astral Sea |
| 4 | a fossilized otyugh paw |
| 5 | a scale from a faerie dragon |
| 6 | a sphinx feather |
| 7 | A necklace made from a splintered door in Sigil |
| 8 | A soul coin that no longer has the ability to contain a soul |
| 9 | A chunk of cooled lava from Gehenna |
| 10 | a crystallized mote of elemental energy |

PLANAR FLUX

3rd-level Path of the Planescarred Feature

You are used to the ever-changing nature of the planes. If you take damage while raging, you can choose to gain resistance to that damage type while raging until you use this feature again or until you finish a long rest.

HEALING SCARS

3rd-level Path of the Planescarred Feature

You are capable of healing quickly. While you're raging, you can use a bonus action to regain hit points equal to 1d12 + your Constitution modifier (minimum 1). Once you use this feature, you must finish a short or long rest before you can use it again.

PLANAR RESISTANCE

6th-level Path of the Planescarred Feature

You have experienced much of what the planes have to offer. This experience has given you greater strength to resist conditions and avoid damage. While you're raging, you have advantage on saving throws.

MASTERY OF SELF

10th-level Path of the Planescarred Feature

You have complete control of your faculties while raging. While you're raging, you are immune to the charmed and frightened conditions, and you can't be possessed.

AURA OF WILL

14th-level Path of the Planescarred Feature

You are able to inspire those around you, conferring some of your protections. While you're raging, allies within 30 feet that can see and hear you have advantage on saving throws against the charmed and frightened conditions.

In addition, when you use Planar Flux, you can gain a second resistance without losing the first. If you use Planar Flux while you have two resistances, you can choose which of the two resistances is replaced with the new resistance.



BARD - COLLEGE OF CELESTIALS

“These bards are capable of such beautiful music that it would bring a tear to my eye if I were capable of crying and had eyeballs.”

- Mimir

Music can cleanse the soul. In the case of bards from the College of Celestials, music has the power to heal wounds and dispense retribution. Though these bards are often good-aligned, neutral and evil members of this college do exist. The pull of the upper planes consistently battles the will of any such bard that is not good-aligned, and the music that they play reflects this discordant struggle.

CELESTIAL SONGS

College of Celestials bards often learn songs from the upper planes as part of their training. You can choose to roll on the Celestial Songs table, choose one of the options from that table, come up with your own, or decide that your character does not know one of these songs.

CELESTIAL SONGS

d10	Song
1	March of Righteous Justice
2	A Hollyphant’s Trumpet Calls
3	As the Deva Lays to Rest
4	Elysium’s Ancestral Pastoral
5	Dreaming of Midsummer’s Flight
6	On Gilded Solar’s Wing
7	Opposing the Darkness
8	Celestia’s Overture
9	Dance of Angels and Devils
10	Angelic Sonata

HAND OF RIGHTEOUSNESS

3rd-level College of Celestials Feature

Your study of the upper planes has gifted you the ability to cast spells that embody the celestial spirit. You learn *bless* and *guiding bolt*. These spells count as bard spells for you but don’t count against the number of bard spells you know. Additionally, you learn the *sacred flame* cantrip, which doesn’t count against the number of bard cantrips you know.

HEALING CHORDS

3rd-level College of Celestials Feature

Your melodies have the ability to stitch together wounds. As an action, you can expend a use of Bardic inspiration to restore hit points to a creature you can see within 60 feet. The hit points restored are equal to two rolls of your Bardic Inspiration die plus your Charisma modifier (minimum 1).

RIGHTEOUS MELODY

6th-level College of Celestials Feature

You gain the ability to harness your inspirational energy in magical ways. As an action, you can expend a use of Bardic Inspiration in order to cast *bless* or *guiding bolt* without using a spell slot. In addition, when you roll to restore hit points with your Healing Chords feature, instead roll three dice and use the highest two results. At 14th level, the hit points restored by your Healing Chords feature are equal to three rolls of your Bardic Inspiration die plus your Charisma modifier (minimum 1)

WINGS OF JUSTICE

14th-level College of Celestials Feature

You become closer to the celestials you study. Your type becomes celestial, and you gain feathery wings. You have a flying speed equal to your walking speed. You can’t use this flying speed if you’re wearing medium or heavy armor.



CLERIC - CLOCKWORK DOMAIN

"It is a common misconception that all clockwork domain clerics are constructs or warforged. Many are, but not all."

- Mimir

The Clockwork Domain represents an adherence to both law and neutrality, while maintaining a curiosity about the world. Clerics of Clockwork are a common sight in the Clockwork Nirvana of Mechanus, but they are rare in the planes as a whole. Some deities of law overlap with the Clockwork Domain and allow their clerics to work toward the service of law in their own way. Examples of these deities appear in the Clockwork Deities table.

CLOCKWORK DEITIES

Example Deity	Pantheon
Aureon	Eberron
Helm	Forgotten Realms
Pholtus	Greyhawk
Primus	Planescape
Reorx	Dragonlance



ORDER'S CALL

Clerics of the Clockwork Domain often receive calls to serve order in magical ways. You can choose to roll on the Order's Call table, choose one of the options from that table, come up with your own, or decide that your character did not receive one of these calls.

ORDER'S CALL

d6	Call
1	At a moment when your heart stopped during battle, your heart beat to the rhythm of gears turning and you returned to life.
2	One of your family members was abducted by a Slaad, and a construct from the upper planes assisted you in saving them.
3	You dreamt as a young person of a perfect world of order with people all acting as cogs of the same divine machine.
4	A temple where you served as an initiate was rebuilt by modrons.
5	One of your religious mentors brought you to Mechanus in order to learn to meditate with the calm of machines.
6	You were lost in the wilderness and a clockwork dragon led you back to civilization.

DOMAIN SPELLS

1st-level Clockwork Domain Feature

You gain domain spells at the cleric levels listed in the Clockwork Domain Spells table. See the Divine Domain class feature in the Player's Handbook for how domain spells work.

CLOCKWORK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, protection from evil and good</i>
3rd	<i>aid, see invisibility</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>freedom of movement, order bolt</i> (a spell in chapter 2)
9th	<i>telekinesis, wall of force</i>

BONUS PROFICIENCIES

1st-level Clockwork Domain Feature

You gain proficiency with heavy armor and martial weapons.

OVERCLOCK

1st-level Clockwork Domain Feature

When you roll a 1 on an attack roll or ability check, you can reroll the die and must use the new roll.

In addition, you learn the *order bolt* cantrip, which doesn't count against the number of cleric cantrips you know.

CHANNEL DIVINITY: WILL OF LAW

2nd-level Clockwork Domain Feature

You can use your Channel Divinity to reduce chaos in the surrounding area.

Whenever a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use a reaction and expend a use of your Channel Divinity to treat the roll of the die as a 10.

MECHANICAL RESULTS

6th-level Clockwork Domain Feature

After you make a damage roll or roll one or more dice to restore hit points with a spell, you can treat the result as an average roll instead of your roll (rounding down). See the Average Roll by Die Type table below for the average roll of each die type. You can use this feature a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

AVERAGE ROLL BY DIE TYPE

Die Type	Average Result
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

DIVINE STRIKE

8th-level Clockwork Domain Feature

You gain the ability to infuse your weapon strikes with divine energy. 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 force damage. When you reach 14th level, the extra damage increases to 2d8.

LAW AND ORDER

17th-level Clockwork Domain Feature

You become a physical embodiment of law. You gain the following benefits:

- Attacks rolls against you can't benefit from advantage.
- Any critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

DRUID - CIRCLE OF ARCANA

"It may be difficult to believe, but there are druids that spend as much time in books as they do among nature. It's even possible to read a book while in nature!"

- Mimir

Druids who are members of the Circle of Arcana often hail from regions that border on areas other than the Material Plane or have strong interests in the study of magic. These druids consider magic to be a part of nature, and they defend magical knowledge as fiercely as they do anything in the natural world. The magic these druids use is fueled by arcane energy, and they have the ability to cast spells that other druids never learn.

MAGICAL EXPERIENCES

Circle of Arcana druids often have an experience that shows them the connection between nature and magic. You can choose to roll on the Magical Experiences table, choose one of the options from that table, come up with your own, or decide that your character did not have one of these experiences.

MAGICAL EXPERIENCES

d4	Experiences
1	You found a beautiful garden that grew around a magical leyline.
2	An archmage assisted your circle by dispelling a magical curse.
3	You discovered a tree that grew giant after growing from an archmage's grave.
4	You received a magical warning from an extraplanar entity and averted a disaster for your home grove.

CIRCLE SPELLS

2nd-level Circle of Arcana Feature

You have studied the arcane arts as part of your druid training. Your studies grant you access to some spells when you reach certain levels in this class, as shown on the Circle of Arcana Spells table.

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

CIRCLE OF ARCANA SPELLS

Druid Level	Spells
2nd	<i>magic missile, shield</i>
3rd	<i>invisibility, misty step</i>
5th	<i>counterspell, ripple (a spell in chapter 2)</i>
7th	<i>banishment, dimension door</i>
9th	<i>Bigby's hand, wall of force</i>

CHARACTER OPTIONS

AWAKENED ARCANUM

2nd-level Circle of Arcana Feature

You have the ability to reach within yourself and empower your spells for a period of time. As an action, you can expend a use of your Wild Shape feature to take on an arcane form, rather than transforming into a beast.

While in your arcane form, you retain your game statistics, but your body glows with arcane energy. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Whenever you assume your arcane form, choose which of the following arcane sigils burns brightest. Your choice gives you certain benefits while in the form:

Abjuration. A sigil of protective magic glows on your forehead. When you activate this form, you gain 4 temporary hit points for each level you have in this class. You gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks until the form ends, you lose all these temporary hit points, or until you use your Wild Shape again.

Conjuration. A sigil of summoning magic glows on your right arm. Any conjuration spell that you cast is as powerful as if you had cast the spell using a spell slot of one higher level. The spell loses this benefit when the form ends or when you use your Wild Shape again.

Divination. A sigil of sight glows around your eyes. You can see invisible creatures and objects within 30 feet of you that are within line of sight.

Enchantment. A sigil of charming magic glows on your chin. As an action, choose one creature that you can see within 10 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your druid spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. 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 move more than 10 feet away from the creature, if the creature can neither see nor hear you, 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 expend another use of Wild Shape.

Evocation. A sigil of damaging magic glows on your hands. You can add your Wisdom modifier (minimum 1) to one damage roll of any druid spell you cast.

Illusion. A sigil of dazzling magic glows on your right shoulder. You can cast the *minor illusion* cantrip while in this form. When you cast *minor illusion* while in this form, you can create both a sound and an image with a single casting of the spell.

Necromancy. A sigil of death magic glows on your spine. When you cast a spell that deals damage, you gain temporary hit points equal to your Wisdom modifier (minimum 1).

Transmutation. A sigil of transformation magic glows on your left arm. As a bonus action, you can magically assume the shape of a beast you have seen before that has a CR of 0. While you are magically transformed, the glow of the sigil can be suppressed (requiring no action). As a bonus action, you can revert to your normal form or assume a different shape. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

All of the rules that normally apply to Wild Shape apply to this form. You cannot assume the shape of a beast that has a flying or swimming speed.

ARCANE REGENERATION

6th-level Circle of Arcana Feature

You can use your Wild Shape to fuel additional spells. As an action, you can expend a use of Wild Shape to regain expended spell slots. The spell slots can have a combined level that is equal to or less than a third of your druid level (rounded up), and none of the slots can be of 6th level or higher.

For example, if you're a 6th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots. Once you have used this feature, you can't use it again until you finish a long rest.

EMPOWERED ARCANUM

10th-level Circle of Arcana Feature

Your Awakened Arcanum forms become more powerful. You gain the following benefits:

- While you have temporary hit points in your Abjuration form, you have resistance to bludgeoning, piercing, or slashing damage.
- While in your Conjunction form and concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.
- While in your Divination form, you gain truesight out to a range of 15 feet.
- While in your Enchantment form, you can target any number of creatures you can see within 10 feet of you.
- While in your Evocation form, you can choose the targets of any evocation spell which affects an area.
- While in your Illusion form, you are invisible until you attack, cast a spell, or lose concentration as if casting a spell. As an action, you can become invisible again.
- While in your Necromancy form, your temporary hit points gained become equal to double your Wisdom modifier.
- While in your Transmutation form, you can assume the shape of creatures that have a flying or swimming speed.

ARCANE DEFENSES

14th-level Circle of Arcana Feature

Your connection to magic gives you additional defenses. You have advantage on saving throws against spells, and you have resistance to damage from spells.



FIGHTER - PLANAR KNIGHT

“Having proficiency in harnessing planar energy like a planar knight can be very dangerous for any who stand in one’s way.”

- Mimir

The energy of the planes is everywhere. A Planar Knight has the ability to harness that energy to devastating effects. Whether a Planar Knight is a gatekeeper on the border of planar crossings or someone who uses the power of the planes to bring woe to their enemies, a Planar Knight is always a powerful force on the battlefield.

PLANAR AWAKENINGS

Many Planar Knights have a moment that awakens the power of the planes and allows them to harness planar magic. You can choose to roll on the Planar Awakenings table, choose one of the options from that table, come up with your own, or decide that your character did not have one of these awakenings.

PLANAR AWAKENINGS

d10	Awakening
1	You were born during a conflux of planar energy.
2	You grew up in the Outlands.
3	You encountered an archfey during your childhood years.
4	You spent time serving as a farmhand in Bytopia.
5	You were raised in the Beastlands.
6	You helped a Modron return to Mechanus.
7	You made contact during a dream with an elder god.
8	You spent time in your youth in the city of Sigil.
9	You helped a family member on their final journey to Elysium.
10	You witnessed a battle from Acheron spill onto the Material Plane.

PLANAR ENERGY

3rd-level Planar Knight Feature

You have the ability to call on the energy of the planes in order to create effects for your attacks. Once per turn when you hit with a weapon attack, you can expend a use of Planar Energy to create a random effect for your target in addition to normal damage.

Roll on the Planar Energy Effects table to determine the result. If a result requires a saving throw, your Planar Energy save DC equals 8 + your proficiency bonus + your Charisma modifier.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a short or long rest.

PLANAR SHIELD

7th-level Planar Knight Feature

You can create a shield out of planar energy. When an attacker hits you with an attack and you can see the attacker, you can use a reaction to create a barrier of magical force. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack. You can use this feature a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

CONTROLLED CHAOS

10th-level Planar Knight Feature

When you use Planar Energy, you can roll twice and choose which of the two effects to use. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

LASTING IMPACT

15th-level Planar Knight Feature

If a Planar Energy effect would end at the end of your next turn or the target’s next turn, it instead lasts for 1 minute or until your concentration ends as if casting a spell. If the effect allows for a saving throw, the target can attempt another saving throw at the end of each of its turns, ending the effect on a success.

ENERGY BACKLASH

18th-level Planar Knight Feature

Your planar connection becomes more powerful. You gain the following benefits:

- When you use Planar Energy, the target takes 1d6 force damage in addition to any other effects.
- When you use Planar Shield, the attacker takes 2d6 force damage.
- If you roll initiative and have no uses of Planar Shield remaining, you regain one use of it.
- You have resistance to Force damage.



PLANAR ENERGY EFFECT

d20 Effect

- 1 You attempt to displace the target into a harmless demiplane. The creature hit by the attack must succeed on a Charisma saving throw or be banished. While banished this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied. The creature also takes extra force damage equal to your Charisma modifier (minimum 1).
- 2 The attack displaces planar energy. Each creature of your choice within 10 feet of the target must make a Dexterity saving throw, taking damage as if it were hit by the attack, plus an extra 2d6 force damage. On a successful save, a target takes half as much damage.
- 3 You access energy from the beastlands. Your attacks deal an extra 1d6 damage to the target whenever you hit it with a weapon attack until the end of your next turn. While this effect is active, you are always aware of the target's location in proximity to you.
- 4 You access energy from the Elemental Plane of Fire. The target takes 2d6 fire damage and must succeed on a Dexterity saving throw. On a failed save, the target is set on fire, taking 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
- 5 You access energy from Limbo. The target takes 1d6 damage that does not have a type. Roll again, ignoring this result on the subsequent roll.
- 6 You access energy from the Elemental Plane of Earth. The target is partially turned to stone. The target must succeed on a Constitution saving throw. On a failed save, The creature is slowed until the end of your next turn. The slowed creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both.
- 7 You access energy from Elysium. The target must succeed at a Charisma saving throw or experience overwhelming joy. On a failed save, the target's speed becomes 0 and it can't take actions or reactions until the end of your next turn.
- 8 You access energy from the Elemental Plane of Water. Water freezes around the target. The target takes 2d6 cold damage and must make a Constitution saving throw. On a failed save, the target has disadvantage on weapon attack rolls it makes until the end of its next turn.
- 9 You access energy from Gehenna. The target must make a Wisdom saving throw. On a failed save, the creature loses any sense of friend or foe. Until the end of its next turn, the creature must use its action to move toward and make a melee attack against a randomly determined creature. If there is no creature within range, the creature does nothing on its turn.
- 10 You access energy from Mechanus. The target takes an extra 10 force damage.

PLANAR ENERGY EFFECT CONTINUED

d20 Effect

- | | |
|----|---|
| 11 | You access energy from the Far Realm. The target experiences horrific visions and must make an Intelligence saving throw. On a failed save, the target takes 2d10 psychic damage and is frightened of you until the end of your next turn. On a successful save, the target takes half as much damage and suffers no other effects. |
| 12 | You access energy from the Elemental Plane of Air. Until the end of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to make the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. |
| 13 | You access energy from Acheron. The target must make a Wisdom saving throw. On a failed save, the target can only use Attack actions targeting you until the end of its next turn. |
| 14 | You access energy from Arcadia. You regain hit points equal to the amount of damage dealt by your attack. If these regained hit points would be more than your hit point maximum, you gain the excess as temporary hit points. |
| 15 | You access energy from Mount Celestia. The target takes 2d8 radiant damage. If the target is undead, it must make a Constitution saving throw. On a failed save, the target is destroyed. |
| 16 | You access energy from the Feywild. The target must make a Wisdom saving throw, taking 2d6 psychic damage on a failed save, and half as much damage on a successful one. On a failed save, the target is charmed by you until the end of your next turn. |
| 17 | You access energy from Carceri. The target must make a Wisdom saving throw. On a failed save, the target is paralyzed until the end of your next turn or until you do anything harmful to it. |
| 18 | You access energy from the Shadowfell. The target must make a Charisma saving throw. On a failed save, the target gains two levels of exhaustion. On a successful save, the target gains one level of exhaustion. A target cannot gain more than three levels of exhaustion from this effect, and the levels of exhaustion last until the target finishes a short or long rest. |
| 19 | You access energy from Bytopia. Until the end of your next turn, any creature who makes an attack roll against the target can roll a d4 and add the number rolled to the attack roll. |
| 20 | You access energy from the Nine Hells. The target must make a dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one |

MONK - WAY OF THE OLD ONES

"There is no entry on Way of the Old Ones monks. These creatures do not exist. Do not search for them."
- Mimir

The Way of the Old Ones monks claim that their tradition is the oldest monastic tradition. These monks have seen beyond the veil, seeing knowledge not meant for mortal minds. Rather than succumbing to despair, these monks use their strength of mind to harness that knowledge and bring swift death to their enemies.

MONASTERY LOCATIONS

Monasteries of the Way of the Old Ones frequently exist in hard to reach places, and getting to the monasteries is a way of proving one's desire to become an initiate. You can choose to roll on the Monastery Locations table, choose one of the options from that table, come up with your own, or decide that your character did not train at one of these locations.

MONASTERY LOCATIONS

d6	Location
1	Deep in the Underdark
2	Beneath a lake that an aboleth calls home
3	On the edge of the Deep Ethereal
4	In a cavern warped by a portal to the Far Realm
5	In a demiplane created by a beholder's dream
6	The Far Realm

ELDRITCH DISCIPLINE

3rd-level Way of the Old Ones Feature

Your connection to realms beyond understanding has given an ability for you to create magical effects. You have a number of Eldritch Discipline points equal to your proficiency bonus. Some of your Eldritch Discipline features expend the Eldritch Discipline points they use, as specified in a feature's description, and you can't use a power if it requires you to use a point when your points are expended. You regain all expended Eldritch Discipline points when you finish a long rest.

Wisdom is your spellcasting ability for all spell features listed here.

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

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

Eldritch Spells. As an action, you can expend 1 Eldritch Discipline point to cast any of the following spells without material components: *armor of Agathys*, *arms of Hadar*, *darkness*, *dissonant whispers*, *detect thoughts*, and *Tasha's hideous laughter*.

Eldritch Force. You learn *eldritch blast* and *mage hand*. Once per turn, when you hit with an unarmed strike, you can deal extra psychic damage equal to your Wisdom modifier (minimum 1).

Eldritch Sight. You can cast *detect magic* at will, without expending a spell slot.

TELEPATHIC SPEECH

3rd-level Way of the Old Ones Feature

You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Wisdom modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your monk level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

ADVANCED TACTICS

6th-level Way of the Old Ones Feature

Your connection to alien knowledge makes some of your Ki abilities more powerful. You gain the following benefits:

- When you use Flurry of Blows, each strike gains the effect of your Eldritch Force feature. Each unarmed strike until the end of your turn deals extra psychic damage equal to your Wisdom modifier (minimum 1).
- When you use Patient Defense, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and psychic damage until the start of your next turn.
- When you use Step of the Wind, you gain a flying speed equal to your walking speed and you can hover until the end of your turn.

PSYCHIC DEFENSES

11th-level Way of the Old Ones Feature

You have seen things that others cannot imagine. Your mind has absorbed that knowledge, and it is protected against other incursions as a result. You gain the following benefits:

- Your thoughts can't be read by telepathy or other means unless you allow it.
- You have resistance to psychic damage. When you use Patient Defense, you are immune to psychic damage.
- You have advantage on saving throws against being charmed or frightened.

ELDRITCH MASTERY

17th-level Way of the Old Ones Feature

You have mastered alien knowledge. You gain the following benefits:

- You gain a +1 bonus to Armor Class.
- When you roll a skill check, you can use your Wisdom modifier instead of another ability score modifier. You can use this feature a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.
- When you use Step of the Wind, your flying speed lasts 1 minute instead of until the end of your turn.



PALADIN - OATH OF EXPLORATION

“There are some mortals that are committed to travel. Never make the mistake of telling these mortals that they have a fear of commitment.”

- Mimir

The Oath of Exploration binds paladins to explore as many areas as the multiverse has to offer. These paladins do whatever they can to ensure safe passage of their allies and others. These paladins are not known for tending shrines, but they will often have traveling shrines that they will set up for a single day to offer to travelers they see. Any threat against the safety of travelers is a call to arms for these paladins.

TENETS OF EXPLORATION

The tenets of the Oath of Exploration drive a paladin to travel all available roads and protect travelers when possible.

Always Moving. Do not allow your feet to grow roots. Material things can serve to slow you down.

Protect Travelers. When others move, they are under your protection. Defend them and secure their safe passage.

Create New Roads. The most difficult roads to travel are those that have not yet been built. Blaze the trail so others may follow you.

TRAVEL GOALS

Many Oath of Exploration paladins have a grand goal to their travels. You can choose to roll on the Travel Goals table, choose one of the options from that table, come up with your own, or decide that your character does not have one of these goals.

TRAVEL GOALS

d4	Goal
1	To follow the path of a mentor or ancestor
2	To see every nation in your world
3	To go as far from your home as possible
4	To set foot on every plane of existence

OATH SPELLS

3rd-level Oath of Exploration Feature

You gain oath spells at the paladin levels listed in the Oath of Exploration Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF EXPLORATION SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages</i> , <i>summon plant</i> (a spell in chapter 2)
5th	<i>pass without trace</i> , <i>protection from planes</i> (a spell in chapter 2)
9th	<i>Leomund's tiny hut</i> , <i>tongues</i>
13th	<i>dimension door</i> , <i>freedom of movement</i>
17th	<i>planar jaunt</i> (a spell in chapter 2), <i>planar might</i> (a spell in chapter 2)

CHANNEL DIVINITY

3rd-level Oath of Exploration Feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Tame the Wilds. You can use your Channel Divinity to guide you in the wilds. As a bonus action, you grant yourself a +5 bonus to Wisdom (Survival) checks for the next hour. If there is edible food or clean drinking water within 1 mile of you, you are aware of the direction and amount of those sources.

Unleash the Wild. Magical flowers and vines grow around you. For 1 minute or until your concentration ends as if casting a spell, the ground within 15 feet of you is difficult terrain for creatures of your choice, and your speed increases by 10 feet. Creatures of your choice must make a Constitution saving throw equal to your spell save DC when it enters the area for the first time on a turn or starts its turn there.

AURA OF SAFE PASSAGE

7th-level Oath of Exploration Feature

You emit an aura of comfort while you aren't incapacitated. You and any creatures of your choice within 10 feet of you are immune to the effects of weather, including extreme cold and extreme heat. In addition, difficult terrain does not cost you or creatures of your choice within 10 feet of you extra movement.

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

FREE LIKE THE BREEZE

15th-level Oath of Exploration Feature

Your devotion to free movement keeps you from being tied down. You gain the following benefits:

- Your speed increases by 10 feet.
- You are immune to the paralyzed and restrained conditions.
- If you move at least 20 feet during your turn, you have advantage on weapon attacks until the end of your turn.
- When you use the Dash action, your movement does not provoke attacks of opportunity on that turn.

HOLY SWIFTNESS

20th-level Oath of Exploration Feature

You can become as fast as lightning. As a bonus action, you gain the following benefits for 1 minute:

- Your walking speed is doubled.
- You gain a flying speed equal to your walking speed.
- If you move at least 20 feet during your turn, your weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
- You have advantage on Strength, Dexterity, and Constitution saving throws.
- Attacks against you have disadvantage.

Once you use this feature, you can't use it again until you finish a long rest unless you expend a 5th-level spell slot to use it again.



RANGER - ELEMENTAL GUARDIAN

"Elemental Guardians defend their homes with the strength of nature itself. They make excellent allies and disastrous enemies."

- Mimir

The energy of the Elemental Planes can be felt across the multiverse. Elemental Guardian rangers are capable of harnessing the power of the elements to great effect. These rangers often have personalities that closely resemble their preferred element. If there is ever a disturbance on the borders of the Elemental Planes, one or more of these rangers will surely be there.

ELEMENTAL CONNECTIONS

Many Elemental Guardian rangers have a connection to an elemental plane. You can choose to roll on the Elemental Connections table, choose one of the options from that table, come up with your own, or decide that your character does not have one of these connections.

ELEMENTAL CONNECTIONS

d8	Connection
1	You spent time as a child on one of the elemental planes.
2	You are descended from a genie or another elemental entity.
3	You were trained on an elemental plane.
4	You were raised by a djinni.
5	Your childhood home was near a portal to an elemental plane.
6	Your first battle was against an elemental.
7	You witnessed the destruction of a village at the hands of an elemental.
8	One of your family members left for Elemental Chaos and never returned.

ELEMENTAL MANEUVERS

3rd-level Elemental Guardian Feature

You gain an affinity for a specific element. You choose an element and gain its feature. Based on your choice, you gain minor physical attributes that align with your elemental affinity. For example, if you choose air, you might have eyes that look like flowing clouds or your hair may billow constantly. If you choose earth, your skin might become the color of stone or your hair might become the color of dirt and leaves.

When you gain a level, you can change your elemental affinity over the course of seven days of meditation. These days of meditation can be done as part of long rests, and your affinity changes at the end of the seventh day.

Air. Your speed increases by 10 feet while you aren't wearing heavy armor, and opportunity attacks against you have disadvantage.

Earth. You have a +1 bonus to AC. When you take damage, you can use your reaction to roll a d8. Add your Constitution modifier to the number rolled and reduce damage by that total. 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.

Fire. Once per turn when you hit a creature with a weapon, you can deal an extra 1d6 fire damage to the target.

Water. You have a +1 bonus to saving throws. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use a reaction to gain advantage on the saving throw. 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.

ELEMENTAL GUARDIAN MAGIC

3rd-level Elemental Guardian Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Elemental Guardian Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

ELEMENTAL GUARDIAN SPELLS

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>levitate</i>
9th	<i>elemental weapon</i>
13th	<i>fire shield</i>
17th	<i>wall of stone</i>

ELEMENTAL RESISTANCE

7th-level Elemental Guardian Feature

You become closer with your element. You have resistance to a damage type associated with your element.

Air. You have resistance to lightning damage.

Earth. You have resistance to acid damage.

Fire. You have resistance to fire damage.

Water. You have resistance to cold damage.

In addition, when you gain a level, you can change your elemental affinity after one day of meditation. When you finish a long rest, you can choose a different elemental affinity.

IMPROVED ELEMENTAL MANEUVERS

11th-level Elemental Guardian Feature

Your abilities grow in strength. You gain a feature based on your elemental affinity.

Air. Your movement no longer provokes attacks of opportunity. In addition, you can use the Dash action as a bonus action.

Earth. When you use a reaction to reduce incoming damage, you roll a d12 instead of a d8 to determine the damage negated. In addition, when you use a reaction to reduce incoming damage, your next weapon attack deals an extra 7 weapon damage.

Fire. Your extra fire damage increases to 1d10. Additionally, your aggression gives you the ability to turn misses into hits. When you miss with a weapon attack, you can make another weapon attack as part of the same action. You can't use this feature more than once per turn. 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.

Water. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. In addition, if an ally within 5 feet must make the same saving throw, you can use your reaction to give that ally advantage on the saving throw. Once you have used this feature, you can't use it again until you finish a long rest.

In addition, you no longer have to gain a level to change your elemental affinity. When you finish a long rest, you can choose a new elemental affinity.

ELEMENTAL MASTERY

15th-level Elemental Guardian Feature

You become one with your element. When you take damage associated with your elemental affinity, it gives you a burst of energy. These features only activate once per turn. In addition, you can use these features without taking damage as a bonus action. Once you have used one of these features as a bonus action, you can't do so again until you finish a short or long rest.

Air. When you take lightning damage, you can make an additional attack if you take the Attack action your next turn.

Earth. When you take acid damage, you gain temporary hit points equal to your Ranger level.

Fire. When you take fire damage, your next weapon attack deals an additional 2d6 fire damage.

Water. When you take cold damage, your next weapon attack reduces the target's speed by 10 feet. In addition, the target must succeed at a Constitution saving throw equal to your spell save DC or be restrained until the end of your next turn.



ROGUE - GUIDE

“Some guides are available for hire. Some guides are available for friendship. Both of these options can prove costly.”

- Mimir

Some rogues are comfortable in urban settings; Guides are often more comfortable in the wilderness. Guides are usually paid to get people from point A to point B, but some of these rogues decide that they are more interested in adventuring themselves. Whether they are traveling on the Material plane or exploring the multiverse, these rogues are capable of keeping allies safe from harm with advice and fierce skills in combat.

IMPORTANT LOSSES

Many guides have had experiences where they have lost people or things of importance to them during travel. You can choose to roll on the Important Losses table, choose one of the options from that table, come up with your own, or decide that your character did not lose someone or something important during their travels.

IMPORTANT LOSSES

d12	Loss
1	A family member
2	Memories of a journey to the Feywild
3	A weapon given to you by a mentor
4	Your first employer
5	A piece of equipment given to you by a family member
6	A powerful magic item
7	The trust of an important contact
8	A significant other
9	A business partner
10	A keepsake from home
11	An item you obtained from another plane
12	A mentor

EXPERIENCE IN THE WILD

3rd-level Guide Feature

You have spent time in varied environments. You gain proficiency in Nature, Perception, and Survival skills if you don't already have it. Choose two of these skills, and your proficiency bonus is double for any ability check you make that uses either of those proficiencies.

SAFE PASSAGE

3rd-level Guide Feature

You have the ability to get people from point A to point B. You can spend 10 minutes explaining the dangers of an area to your companions, giving them knowledge for the road. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature gains one Safe Passage die, a d6. Once within the next hour, the creature can roll the die and add the number rolled to one Strength, Dexterity, or Constitution ability check or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Safe Passage die, but must decide before the DM says whether the roll succeeds or fails. Once the Safe Passage die is rolled, it is lost. A creature can only have one Safe Passage die at a time.

Once you have used this feature, you can't use it again until you have finished a short or long rest. Your Safe Passage die changes when you reach certain levels in this class. The die becomes a d8 at 9th level and a d10 at 17th level.

MOBILITY TACTICS

9th-level Guide Feature

You can use your knowledge of terrain to outmaneuver your opponents. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn, and you don't provoke opportunity attacks with your movement on that turn.

PHYSICAL PROWESS

13th-level Guide Feature

Your experiences have made you capable of avoiding danger in many situations. When you are subjected to an effect that allows you to make a Strength, Dexterity, or Constitution saving throw, you can use your reaction to gain advantage on that roll.

IMPROVED MOBILE TACTICS

17th-level Guide Feature

You are a master of movement-based combat. When you use the Dash action, your next weapon attack has advantage. If that attack hits, you can deal extra damage equal to one roll of your weapon damage die plus your Wisdom modifier (minimum 1).



SORCERER - PLANAR HEART

“For some, the connection to another plane starts by going there. For others, the connection to another plane exists deep within their body.”
- Mimir

You have some connection to other planes of existence, possibly many other planes of existence. You or one of your ancestors became tied to a plane other than the Material Plane. The planar connection is either not strong enough to manifest in a specific way, or there are multiple planar connections in your bloodline and the expression of those multiple planes results in a more chaotic power. As a Planar Heart sorcerer, you can learn to control the chaos in your soul to great effect.

PLANAR INTERESTS

Planar Heart sorcerers often have an interest related to planar magic. You can choose to roll on the Planar Interests table, choose one of the options from that table, come up with your own, or decide that your character does not have one of these interests.

PLANAR INTERESTS

d4	Interest
1	Travel between the planes
2	The creation of new planes
3	A legendary demiplane
4	A particular plane of existence (roll on Appendix B's Resulting Plane Table on page 104)

PLANAR SPELLS

1st-level Planar Heart Feature

You learn additional spells when you reach certain levels in this class, as shown on the Planar Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a conjuration spell from the sorcerer, warlock, or wizard spell list.

PLANAR SPELLS

Sorcerer Level	Spells
1st	<i>find familiar, protection from evil and good</i>
3rd	<i>misty step, protection from planes (a spell in chapter 2)</i>
5th	<i>dispel magic, tongues</i>
7th	<i>banishment, dimension door</i>
9th	<i>planar jaunt (a spell in chapter 2), planar might (a spell in chapter 2)</i>
11th	<i>contact mimic (a spell in chapter 2)</i>

CHAOTIC CONTROL

1st-level Planar Heart Feature

You have control over the chaotic power of planar energy. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

When you finish a short rest, you can reroll one d20 and record that result instead of the previous result. Each roll can be used only once. When you finish a long rest, you lose any unused rolls.

PLANAR AFFINITY

6th-level Planar Heart Feature

When you finish a long rest, roll on the Damage Type table. You gain an affinity for that damage type until you finish another long rest.

You have resistance to the affinity damage type. In addition, spells you cast ignore resistance to the affinity damage type. When a spell that you cast deals damage, you can spend 1 sorcery point to change the damage type to the affinity damage type.

DAMAGE TYPE

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lighting
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

REGENERATION

14th-level Planar Heart Feature

You become more proficient in channeling the energy of the planes around you. You gain the following benefits:

- When you cast a spell from the Regeneration Spell table using a spell slot of 2nd level or higher, you regain one expended spell slot. The slot you regain must be of a level equal to or lower than half of the level of the spell you cast (rounded down) and can't be higher than 4th level. Your DM may modify the Regeneration Spell table based on spells available to you.
- When you roll d20s for your Chaotic Control feature, you can roll four d20s and choose two to record.

- When you roll on the Damage Type table, you can roll the die twice and choose which of the two types you use. If you roll the same number on both dice, you can ignore the number and choose any damage type on the table.

REGENERATION SPELL TABLE

Spell Level	Spells Names
2nd	<i>misty step, protection from planes</i> (a spell in chapter 2)
3rd	<i>blink, dispel magic</i>
4th	<i>banishment, dimension door</i>
5th	<i>planar jaunt</i> (a spell in chapter 2), <i>teleportation circle</i>
6th	<i>arcane gate, contact mimic</i> (a spell in chapter 2)
7th	<i>plane shift, teleport</i>
8th	<i>demiplane, maze</i>
9th	<i>astral projection, gate</i>

VEIL OF THE PLANES

18th-level Planar Heart Feature

You are capable of calling on a shield of planar energy. When you take damage, you can use your reaction to gain resistance to one of the damage types dealt for 1 minute or until your concentration ends as if casting a spell. If you choose not to concentrate, the resistance lasts until the end of your next turn. At the start of your next turn, you regain 4d10 hit points. Once you use this feature, you can't use it again until you finish a long rest, unless you spend 3 sorcery points to use it again.



WARLOCK - THE ARCHMAGE

"Mortal spellcasters who are no longer mortal often collect other mortals as pupils. It is a confusing infinite circle which no one can explain."

- Mimir

You have made a pact with an archmage with enough power to rival extraplanar entities. Archmages are as varied as the magic they use. Some archmages view their warlocks as apprentices, while others view their warlocks as assistants to do menial tasks. If an archmage sees a warlock's travels as valuable to their research, such an archmage usually offers greater freedom than more traditional patrons.

ARCHMAGE SCHOOL

You can choose two schools of magic for your patron's specialty or determine the two schools randomly, using the Archmage School table.

ARCHMAGE SCHOOL

d8	School Specialty
1	abjuration
2	conjunction
3	divination
4	enchantment
5	evocation
6	illusion
7	necromancy
8	transmutation

ARCHMAGE EXPANDED SPELLS

Spell Level	Abjuration	Conjunction	Divination	Enchantment
1st	shield	summon plant (a spell in chapter 2)	identify	sleep
2nd	conjunction	web	detect thoughts	Tasha's mind whip ^{TCOE}
3rd	divination	elemental rift (a spell in chapter 2)	clairvoyance	fury (a spell in chapter 2)
4th	enchantment	summon elemental ^{TCOE}	arcane eye	dominate beast
5th	evocation	teleportation circle	Rary's telepathic bond	dominate person

Spell Level	Evocation	Illusion	Necromancy	Transmutation
1st	magic missile	silent image	inflict wounds	feather fall
2nd	Melf's acid arrow	blur	gentle repose	enhance ability
3rd	fireball	ripple (a spell in chapter 2)	revivify	haste
4th	Ice storm	greater invisibility	corpse explosion (a spell in chapter 2)	polymorph
5th	wall of force	seeming	raise dead	planar might (a spell in chapter 2)

EXPANDED SPELL LIST

1st-level Archmage Feature

The Archmage lets you choose from an expanded list of spells when you learn a warlock spell. The Archmage Expanded Spells table shows the archmage spells that are added to your spell list based on the schools of magic associated with your patron: abjuration, conjunction, divination, enchantment, evocation, illusion, necromancy, or transmutation.

RITUAL MAGIC

1st-level Archmage Feature

You can cast a warlock spell as a ritual if that spell has the ritual tag. You gain a spellbook from your patron. Choose one 1st-level spell that has the ritual tag from any class's spell list. That spell appears in the book and doesn't count against the number of spells you know. You can't cast the spell except as a ritual.

On your adventures, you can add other ritual spells to your spellbook. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time and resources to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

PRACTICED CONCENTRATION

6th-level Archmage Feature

Your studies have made you better at maintaining concentration. You gain proficiency in Constitution saving throws. In addition, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

SPELL RECOVERY

10th-level Archmage Feature

You have the ability to regain spell energy. As an action, you can regain an expended spell slot of your Pact Magic feature. Once you have used this feature, you can't use it again until you finish a long rest.

ARCANE RESISTANCE

14th-level Archmage Feature

Your study of magic under your patron's tutelage gives you access to powerful magical defenses. You have advantage on saving throws against spells.



WIZARD - ELDRITCH MAGIC

"It is not a good idea to invite alien knowledge into one's mind, but intelligence and self preservation do not always go hand in hand."

- Mimir

Forbidden knowledge is only forbidden by those with little imagination. Eldritch Magic wizards embrace forbidden magic to gain powerful benefits. Using such ancient magic often comes at the price of alien entities gaining a foothold in these wizards' minds, but that is a small price to pay in return for the knowledge they possess.

POWER SOURCES

Through rigorous study, many Eldritch Magic wizards find access to sources of power that are unusual for many wizards. You can choose to roll on the Power Sources table, choose one of the options from that table, come up with your own, or decide that your character does not have one of these sources of power.

POWER SOURCES

d10	Source
1	A book written by an archmage whose memory is lost to history
2	A nothic's eye
3	A beholder's spellbook written in indecipherable runes
4	A tentacle from an elder brain
5	An orb of crystallized magic that contains an image of the Far Realm
6	A coin from that rested for a century in a morkoth's hoard
7	The journal of a powerful cultist
8	A deck of tarot cards touched by an aboleth's telepathy
9	A chuul's pincer that has been magically reduced in size and preserved in a small jar
10	The brain of a long dead mind flayer

TELEPATHIC CONNECTIONS

2nd-level Eldritch Magic Feature

Your exposure to forbidden knowledge allows you to create connections between minds. You can establish telepathic communication between yourself and others. As an action, expend a spell slot and choose one or more creatures you can see, up to a number of creatures equal to your Intelligence modifier (minimum 1). For a number of hours equal to the level of the spell slot expended, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

ELDRITCH KNOWLEDGE

2nd-level Eldritch Magic Feature

Your link to the alien allows you to learn spells from the warlock class. When your Spellcasting feature lets you learn or replace a wizard cantrip or add a wizard spell of 1st level or higher to your spellbook, you can choose the new spell from the warlock spell list or the wizard spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a wizard spell for you.

In addition, the gold and time you must spend to copy a warlock spell into your spellbook is reduced by a third.

REFRESHING KNOWLEDGE

6th-level Eldritch Magic Feature

You have connected your physical wellbeing to your mental energy. When you use Arcane Recovery, you regain hit points equal to 1d8 per spell slot recovered + your Intelligence modifier (minimum 1). If these regained hit points would be more than your hit point maximum, you gain the excess as temporary hit points.

SHIELDED MIND

10th-level Eldritch Magic Feature

Your mind becomes a fortress against psychic assaults. You gain the following benefits:

- You gain resistance to psychic damage.
- You have advantage on saving throws against being charmed or frightened.
- Your thoughts can't be read by telepathy or other means unless you allow it.

ELDRITCH EYES

14th-level Eldritch Magic Feature

You see things that should not be seen by mortal eyes. You have truesight out to a range of 60 feet.



BACKGROUNDS

This section presents two backgrounds that you can choose to reflect your character's experiences with planar travel. You aren't limited to these backgrounds if your character has traveled on other planes; they're just one way you can choose to reflect your character's personal experiences.

If you do choose one of these backgrounds, you can assume that your life to this point has been strongly influenced by planar magic in some way. It is up to you if your character wants to have more of those experiences or wants to shy away from planar travel.

PLANAR NOMAD

"The sad truth of planar nomads is that the multiverse itself often conspires to make their lives difficult. The happy truth is that the nomads wouldn't have it any other way."

- Mimir

A significant part of your young life has been spent traveling between planes of existence. You could be a part of a larger tribe of nomads, or it could have been your family unit that embarked on regular planar travel. If you spent time with a tribal nation, you could have traveled back and forth between particular planes or you could have always chosen a new plane to call home when traveling. You could also be the child of an archmage, spending summers with one of your parents on different planes of existence and having a more mundane life the rest of the year with another parent. Whatever your experiences with planar magic, you have developed firsthand knowledge of the rigors of planar travel.

Skill Proficiencies: Arcana, Survival

Languages: Two of your choice

Equipment: a blanket, a hooded lantern, a set of traveler's clothes, a tinderbox, and a pouch containing 15 gp

FEATURE: PLANAR KNOWLEDGE

If your character gains a feat at 1st level, you can choose the Planar Traveler feat ([presented later in this chapter](#)) or any other feat that fits your character.

When you arrive on a new plane for the first time in a campaign, you know information about one possible threat that exists on that plane. You also have advantage on Wisdom (Survival) checks to find a safe place to make camp while traveling on planes other than the Material Plane.

BUILDING A PLANAR NOMAD

People who travel on other planes are often influenced by the rigors of these journeys. Either through study or personal experience, they learn the dangers that exist on other plans. These people are as varied as the people on the Material Plane, so any character with planar travel experiences could fit with this background. If you want inspiration for your character's traits, you can choose another background in the *Player's Handbook* to provide guidance on suggested characteristics.

Planar Nomad Trinkets. When you make your character, roll once on the Planar Trinkets table ([later in Appendix A](#)) instead of on the Trinkets table in the *Player's Handbook* for your starting trinket. Your trinket is attuned to a plane of your choice as approved by the DM.



PLANETOUCHED

“Being touched by planar magic is preferable to being eviscerated by planar magic.”

- Mimir

Your body has access to planar magic due to exposure to other planes as a youth. Maybe you traveled on other planes or maybe you had one experience that shaped you. No matter what, your experience with planar magic is the most defining moment of your pre-adventuring life. The plane that shaped you is your choice, but these experiences were not enough to change your physiology. If your experiences would have changed your physiology, see the planar lineages ([earlier in this chapter](#)).

You might feel closer to the plane that you experienced, or it might be something that you want to forget. You might have strong memories of the plane, or you might be unable to remember anything about the experience. It is up to you to determine how these experiences shaped you.

Skill Proficiencies: Arcana, Investigation

Languages: Two of your choice

Equipment: a bottle of ink, a diary, an ink pen, a set of traveler’s clothes, and a pouch containing 15 gp

FEATURE: PLANAR MAGIC

If your character gains a feat at 1st level, you can choose any of the feats presented later in this chapter or any other feat that fits your character.

Your experiences with planar magic have also honed your senses to their effects. You have advantage on Intelligence (Arcana) checks relating to planar magic. In addition, if you have the Spellcasting or Pact Magic feature, *protection from planes* ([later in chapter 2](#)) is added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, *protection from planes* is added to all of them.)

BUILDING A PLANETOUCHED

People who have experiences with planar magic are often influenced by those events. These people are as varied as anyone in the world, so any character with planar magic experience could fit with this background. If you want inspiration for your character’s traits, you can choose another background in the *Player’s Handbook* to provide guidance on suggested characteristics.

Planetouched Trinkets. When you make your character, roll once on the Planar Trinkets table ([later in Appendix A](#)) instead of on the Trinkets table in the *Player’s Handbook* for your starting trinket.



FEATS

New feats are presented here in alphabetical order for groups that use them.

AIR TOUCHED

Your experiences with the Elemental Plane of Air have changed you, granting you the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Your walking speed increases by 10 feet.
- You can use the Dash action as a bonus action. You can use this bonus action a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

CHAOS ADEPT

Your experiences with planes like Ysgard, Limbo, or Pandemonium have changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *mirror image* spell and one 1st-level spell of your choice. The 1st-level spell must be from the illusion or transmutation school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

EARTH TOUCHED

Your experiences with the Elemental Plane of Earth have changed you, granting you the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You can regain health. As a bonus action, you can regain hit points equal to 1d8 + your proficiency bonus. If these regained hit points would be more than your hit point maximum, you gain the excess as temporary hit points. You can use this bonus action a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

EVIL ADEPT

Your experiences with planes like Gehenna, Hades, or Carceri have changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *suggestion* spell and one 1st-level spell of your choice. The 1st-level spell must be from the enchantment or necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells this way, you can't cast that spell in this way again until you finish a long rest.

You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

FIRE TOUCHED

Your experiences with the Elemental Plane of Fire have changed you, granting you the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- As a bonus action, you can attempt to set a creature on fire. Make a ranged attack against a creature or object you can see within 30 feet. You have proficiency in this attack. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. You can use this bonus action a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

GOOD ADEPT

Your experiences with planes like Bytopia, Elysium, or the Beastlands have changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *see invisibility* spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or evocation school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

LAW ADEPT

Your experiences with planes like Arcadia, Mechanus, or Acheron have changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *aid* spell and one 1st-level spell of your choice. The 1st-level spell must be from the abjuration or conjuration school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

PLANAR ADEPT

Your experiences with the planes have changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *protection from planes* (in chapter 2) spell and one 1st-level spell of your choice. The 1st-level spell must be from the abjuration or transmutation school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

PLANAR TRAVELER

You have traveled many planes, granting you the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You always know which plane you are currently on.
- You have advantage on saving throws against effects caused by traveling on other planes.
- When you fail an Intelligence check on information regarding the planes or a Wisdom check regarding travel on the planes, you can choose to succeed instead as a reaction. Once you've used this reaction, you can't do so again until you finish a long rest.

WATER TOUCHED

Your experiences with the Elemental Plane of Water have changed you, granting you the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- When you are subjected to an effect that allows you to make a Strength, Dexterity, or Constitution saving throw to take only half damage, you can use your reaction to gain advantage on that saving throw. You can use this reaction a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.





CHAPTER TWO: MAGICAL OPTIONS

Planar magic can be even more unpredictable than standard magic. This chapter gives players and NPCs access to powerful spells and magic items that can enhance the experience of planar travel. In this chapter, you will find:

- 18 new spells, including spells of every level, spells for every spellcasting class, and two new cantrips
- 30 new magic items, including items of every rarity and a brand new artifact that attunes to multiple creatures

SPELLS

“Spells are the attempts of mortals to remake the multiverse to better suit them. These attempts are futile and meaningless in the face of infinity, but they do create fun sparkles. Mortals love fun sparkles.”

- Mimir

This section contains new spells that the DM may add to a campaign, making them available to player characters and NPC spellcasters alike. The Spells table lists the new spells, ordering them by level. The table also notes the school of magic of a spell, and which classes have access to it.

If you'd like to use any of these spells, talk to your DM, who may allow some, all, or none of them.

SPELLS

Level	Spell	School	Class
0	Chaos Burst	Evocation	Sorcerer, Warlock, Wizard
0	Order Bolt	Evocation	Sorcerer, Wizard
1	Detect Portal	Divination	Artificer, Bard, Cleric, Druid, Ranger, Paladin, Sorcerer, Warlock, Wizard
1	Summon Plant	Conjuration	Druid, Ranger
2	Protection from Planes	Abjuration	Cleric, Druid, Ranger, Paladin
3	Elemental Rift	Conjuration	Cleric, Druid
3	Fury	Enchantment	Artificer, Bard, Sorcerer, Wizard
3	Ripple	Illusion	Artificer, Sorcerer, Wizard
4	Corpse Explosion	Necromancy	Cleric, Wizard
4	Order Blast	Evocation	Sorcerer, Wizard
5	Planar Jaunt	Conjuration	Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
5	Planar Might	Transmutation	Artificer, Paladin, Ranger, Sorcerer, Wizard
6	Chaos Strike	Evocation	Sorcerer, Warlock, Wizard
6	Contact Mimir	Divination	Wizard
7	Discordant Explosion	Evocation	Bard, Sorcerer, Warlock, Wizard
8	Wrath of the Elements	Transmutation	Cleric, Druid
9	Calamity	Evocation	Sorcerer, Warlock, Wizard
9	Summon Primordial	Conjuration	Cleric, Druid, Sorcerer, Wizard

CALAMITY

9th-level evocation

Casting Time: 1 action
Range: 400 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

A portion of a plane of chaos, such as limbo, merges with a point you can see in range. Each creature in a 60-foot-radius sphere centered on a point you choose must make a Constitution saving throw. The sphere spreads around corners. A creature takes 20d12 damage that does not have a type on a failed save, or half as much damage on a successful one. The spell destroys nonmagical objects in the area that aren't being worn or carried, but it does not destroy structures.

CHAOS BURST

Evocation cantrip

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a small burst of primordial energy, derived from a plane of chaos, such as Limbo. Choose a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage that does not have a type. A nonmagical object hit by this spell is destroyed if it isn't being worn or carried.

This spell's damage increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CHAOS STRIKE

6th-level evocation

Range: 60 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a blast of primordial energy, derived from a plane of chaos, such as Limbo. Choose a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 7d12 damage that does not have a type. A nonmagical object hit by this spell is destroyed if it isn't worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 for each slot level above 6th.

CONTACT MIMIR

6th-level divination

Casting Time: 1 minute
Range: Self
Components: V, S, M (an object that is made of crystal that has a mouth, such as a skull, worth at least 500 gp)
Duration: 1 minute
Class: Wizard

You contact an emissary for a universal library which contains the entirety of information written in your multiverse and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

The library that you contact has access to everything that has been written down in the multiverse, so you might receive an "unclear" as an answer if a question has multiple truths or pertains to something that has not been written. In a case where a one-word answer could be misleading, the DM might offer a short phrase as an answer instead.

Once you have asked your yes or no questions, you can name a person, place, or object. The object used as your spell component will read out the encyclopedia entry in the universal library for the thing you named. If you do not provide the thing's true name, the spell ends. If information about the thing has never been written, the spell ends. The entry might consist of current tales, forgotten stories, or even secret lore that has never been widely known as long as someone has written that lore down.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can ask an additional yes or no question for each slot level above 6th.

CORPSE EXPLOSION

4th-level necromancy

Casting Time: 1 action
Range: 120 feet (20-foot sphere)
Components: V, S, M (a mostly intact corpse which the spell consumes)
Duration: Instantaneous
Classes: Cleric, Wizard

You use a corpse to power an explosion of energy. Choose a point that you can see within range. Each creature in a 20-foot-radius sphere centered on that point other than you must make a Dexterity saving throw. A target takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one. If you are in the radius, you regain a number of hit points equal to 5d8.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage dealt increases by 1d6 for each slot level above 4th, and the healing increases by 1d8 for each slot level above 4th.

DETECT PORTAL

1st-level divination (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (an object from a plane other than the Material Plane worth at least 10 gp)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

For the duration, you sense the presence of portals (including doors) within 30 feet of you. If you sense portals in this way, you can use your action to see a faint aura in the direction of any portal, and you learn the destination plane of the portal, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DISCORDANT EXPLOSION

7th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You create a powerful burst of musical energy that projects out from you in a 60-foot cone. Each creature in that area must succeed on a Constitution saving throw or take 12d6 thunder damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot level of 8th level or higher, the damage increases by 1d6 for each slot level above 7th.

ELEMENTAL RIFT

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet (20-foot sphere)

Components: V, S, M (a handful of dust from an Elemental Plane)

Duration: Instantaneous

Classes: Cleric, Druid

You release some dust from an Elemental Plane toward a point you choose within range and some of the energy bursts from that area. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. For each target, roll a d4 to determine which plane's energy affects it.

1. **Air.** On a failed save, the target takes 6d6 lightning damage and can't take reactions until the start of its next turn. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.
2. **Earth.** On a failed save, the target takes 6d6 acid

damage and is restrained until the end of its next turn. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

3. **Fire.** On a failed save, the target takes 7d6 fire damage and takes an additional 2d6 fire damage at the start of its next turn. On a successful save, the target takes half as much of the initial damage only.
4. **Water.** On a failed save, the target takes 8d6 cold damage and its speed is reduced by 10 feet until the start of your next turn. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

FURY

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkle of ground hot pepper)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Sorcerer, Wizard

You spur anger in your enemies. Choose any number of creatures that you can see within range. Each target must succeed on a Wisdom saving throw or be charmed by you until the spell ends. While charmed in this way, a creature can do nothing but use its movement to approach an enemy other than you and use the Attack or Multiattack action. If an affected target fails to hit with an attack during its turn, the target can make a Wisdom saving throw, ending the spell for that creature on a success.



ORDER BLAST

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Wizard

You create a blast of magical force, derived from a plane of order, such as Mechanus. The blast hits a creature of your choice that you can see within range. The blast deals 25 force damage to its target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 5 for each slot level above 4th.

ORDER BOLT

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Wizard

You create a small bolt of magical force, derived from a plane of order, such as Mechanus. The bolt hits a creature of your choice that you can see within range. The bolt deals 4 force damage.

This spell's damage increases by 4 damage when you reach 5th level (8 total), 11th level (12 total), and 17th level (16 total).

PLANAR JAUNT

5th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (an object from a plane other than the Material Plane worth at least 100 gp, which the spell consumes)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You and up to eight willing creatures who link hands in a circle are transported to a random plane of existence. You cannot specify a target plane, but you can specify a target destination in general terms, such as an urban area, an abandoned cave, or a palace. Make an ability check using your spellcasting ability. The DC equals 10 + the number of targets of the spell. On a successful check, you appear in or near a destination that matches what you described on a random plane as determined on the Random Plane Table. If you fail the check or there is no destination that matches your description on the random plane, you appear in or near a random destination on the plane as determined by the GM. If the random plane rolled does not exist in your multiverse, the GM can require you to roll again or use a random table of their own design.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can roll on the Random Planes Table twice and choose either result.

RANDOM PLANE TABLE

d100	Destination Plane
01-05	The Material Plane
06-08	The Feywild, or the Plane of Faerie
09-11	The Shadowfell, or the Plane of Shadow
12-14	The Deep Ethereal of Ethereal Plane
15-17	The Astral Sea of Astral Plane
18-20	Elemental Chaos
21-23	Elemental Plane of Air
24-26	Elemental Plane of Earth
27-29	Elemental Plane of Fire
30-32	Elemental Plane of Water
33-35	The Seven Heavens of Mount Celestia
36-38	The Twin Paradises of Bytopia
39-41	The Blessed Fields of Elysium
42-44	The Wilderness of the Beastlands
45-47	The Olympian Glades of Arborea
48-50	The Heroic Domains of Ysgard
51-53	The Ever-Changing Chaos of Limbo
54-56	The Windswept Depths of Pandemonium
57-59	The Infinite Layers of the Abyss
60-62	The Tarterian Depths of Carceri
63-65	The Gray Waste of Hades
66-68	The Bleak Eternity of Gehenna
69-71	The Nine Hells of Baator
72-74	The Infinite Battlefield of Acheron
75-77	The Clockwork Nirvana of Mechanus
78-80	The Peaceable Kingdoms of Arcadia
81-84	The Far Realm
85-88	The Outlands
89-92	A Demiplane of the GM's choice
93-96	A plane of your choice
97-00	Any plane of the GM's choice

CONTENT WARNING: Body Horror (3 on the Planar Might Table)

PLANAR MIGHT

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small mirror)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

Choose a willing creature that you can see within range. Until the spell ends, attacks against the target have disadvantage, and the target has advantage on saving throws. At the start of each of the target's turns, roll on the Planar Might Table, and the target gains that effect until the end of their turn.

PLANAR MIGHT TABLE

d6	Effect
1	The target's Strength or Dexterity (target's choice) score becomes 25 (+7).
2	The target regains a number of hit points equal to 4d8.
3	The target grows a tentacle out of their torso. When the target makes an Attack action, the target can make an additional melee attack with the tentacle. The tentacle deals 4d8 psychic damage and has a reach of 20 feet
4	The target's weapon becomes infused with elemental energy. Choose one of the following damage types: acid, cold, fire, or lightning. The target's first hit deals an extra 4d6 damage of the chosen type.
5	When the target hits with their next attack this turn, the attack deals an extra 15 force damage.
6	You choose any result. That result happens each turn until the spell ends, and you no longer roll each turn.

PROTECTION FROM PLANES

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an object from a plane other than the Material Plane worth at least 10 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Ranger, Paladin

Your spell protects your allies from the rigors of traveling on other planes. Choose up to three willing creatures within range. Each target has resistance to damage caused by environmental hazards, and they have advantage on saving throws against effects caused by traveling on other planes.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

RIPPLE

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water and a crystalline cactus needle)

Duration: concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

You create an illusionary ripple in an area no larger than a 20-foot cube. Any attack against a creature in that area has disadvantage. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. As a bonus action, you can move the cube up to 20 feet as long as the cube remains within the spell's range.

SUMMON PLANT

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded leaf worth at least 100 gp)

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger

You call forth a plant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Plant Spirit stat block. When you cast the spell, choose a type: native or invasive. The creature resembles a plant creature of your choice that is either native to the environment around it or an invasive species, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, use the higher level wherever the spell's level appears in the stat block.

Plant Spirit

Tiny Plant, Neutral

Armor Class 11 + the level of the spell (natural armor)

+1 (Native only)

Hit Points 15 (Native only) or 20 (Invasive only)

+5 for each spell level above 1st

Speed 20 feet, climb 20 feet (Native only)

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	17(+3)	2(-4)	13(+1)	5(-3)

Senses darkvision 60 feet, passive Perception 11

Languages understands the languages you speak

Challenge –

Proficiency Bonus equals your bonus

Pack Tactics (Invasive only). The plant has advantage on an attack roll against a creature if at least one of the plant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Regeneration. While in direct sunlight, the plant regains 1 hit point at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down, minimum 1).

Slam (Invasive only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 feet, one target. Hit: 1d6 + 3 + the spell's level bludgeoning damage.

Vine Slash (Native only). *Ranged Weapon Attack:* your spell attack modifier to hit, range 60 feet, one target. Hit: 1d6 + 1 + the spell's level slashing damage.



SUMMON PRIMORDIAL

9th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gemstone worth at least 900 gp)

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Sorcerer, Wizard

You call forth a primordial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Primordial Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

WRATH OF THE ELEMENTS

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid

You become wreathed in elemental energy, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. Choose acid, cold, fire, lightning, or thunder. Until the spell ends, you gain the following benefits:

- You are immune to the damage of the type you chose.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can attack three times, instead of once, whenever you take the Attack action on your turn.
- When you hit with a weapon attack, you deal 1d6 extra damage of the type you chose.
- You gain a flying speed of 60 feet, and you can hover. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 10-foot radius sphere of elemental energy at a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 6d8 damage of the type you chose on a failed save, or half as much damage on a successful one.

Primordial Spirit

Huge Elemental, Unaligned

Armor Class 22

Hit Points 100 (the elemental has 10 Hit Dice [d10s])

Speed X40 feet; burrow 40 feet (Earth only); fly 60 feet (hover) (Air or Fire only); swim 40 feet (Water only)

STR	DEX	CON	INT	WIS	CHA
22(+6)	14(+2)	17(+3)	9(-1)	14(+2)	11(+0)

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

Damage Immunities acid (Earth only), cold (Water only), fire (Fire only) lightning and thunder (Air only); poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 30 feet, darkvision 60 feet, passive Perception 12

Languages understands the languages you speak

Challenge—

Proficiency Bonus equals your bonus

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

Shared Resistances. When you summon the primordial, choose one of its damage immunities. You have resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The primordial makes four attacks.

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 feet, one target. Hit: 1d10 + 12 acid damage (Earth only), cold damage (Water only), fire damage (Fire only), or lightning damage (Air only).

Elemental Fissure. The primordial chooses a point in 60 feet that it can see. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw against your spell save DC. A creature takes 2d8 acid damage (Earth only), cold damage (Water only), fire damage (Fire only) or lightning damage (Air only) on a failed save, or half as much damage on a successful one.

MAGIC ITEMS

“Magic items are the multiverse’s way of lulling mortals into a false sense of security before striking.”
- Mimir

This section presents magic items that can be introduced into any campaign. Here you’ll find items of all rarities, including artifacts. The Magic Items table lists all the magic items in this chapter and notes the rarity of each one. The table also indicates whether an item requires attunement. All the items use the magic items rules in the *Dungeon Master’s Guide*.



MAGIC ITEMS

Rarity	Item	Attunement
Common	Box of Sounds	No
Common	Towel of Comfort	No
Uncommon	Blooming Quiver	No
Uncommon	Bow of Balance	Yes
Uncommon	Potion of Darkness	No
Uncommon	Tarnished Plate	Yes
Uncommon	Venomous Torc	Yes
Rare	Arcane Breastplate	Yes
Rare	Celestial Bow	Yes
Rare	Flute of Angel Summoning	Yes
Rare	Flute of Demon Summoning	Yes
Rare	Portal Blade	Yes
Rare	Potion of Arcane Balance	No
Rare	Shield of Balance	Yes
Rare	Stone Crossbow	Yes
Very Rare	Cold Iron Plate	Yes
Very Rare	Dragon’s Edge	Yes
Very Rare	Flameheart Crossbow	Yes
Very Rare	Keystone Amulet	Yes
Very Rare	Mace of Radiance	Yes
Very Rare	Potion of Fiery Dreams	No
Very Rare	Runed Polearm	Yes
Very Rare	Staff of Aberrations	Yes
Very Rare	Staff of Balance	Yes
Very Rare	Staff of Celestials	Yes
Very Rare	Staff of Fiends	Yes
Legendary	Cold Iron Flask	Yes
Legendary	Mimir	Yes
Legendary	Potion of Adamant Skin	No
Artifact	Planar Humidifier	Yes

ARCANE BREASTPLATE

Armor (breastplate), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. In addition, you have resistance to force damage, and you have immunity to damage from the spell *magic missile*.

BLOOMING QUIVER

Wondrous item, uncommon

This quiver has 3 charges. When you make a ranged attack with an arrow from this quiver and hit a target, you can expend a charge to hit each creature within 5 feet of the target. The quiver regains 1d3 charges daily at dawn.

BOW OF BALANCE

Weapon (bow), uncommon (requires attunement)

This bow has 3 charges. When you are about to roll a d20 with disadvantage, you can expend a charge to prevent the roll from being affected by disadvantage. The bow regains 1d3 expended charges daily at dawn.



Arcane Breastplate

Blooming Quiver



Bow of Balance

BOX OF SOUNDS

Wondrous item, common

This box has a single working button that makes a sound that replicates the *minor illusion* spell. The same sound happens every time the button is pressed, as determined by the DM. In other areas of the multiverse, this item is known as a broken tape recorder.

CELESTIAL BOW

Weapon (bow), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic bow. When you hit an aberration, construct, fey, fiend, or undead with an attack roll using this bow, the weapon's damage type changes to radiant and the bow deals an extra 1d8 radiant damage until the end of your turn.

The bow has 3 charges. You can expend a charge to create a veil of radiant magic (no action required). If your next attack with the bow targets an ally, the attack automatically hits, the target takes no damage, and the target regains hit points equal to double the weapon damage roll. The bow regains 1d3 expended charges daily at dawn.

COLD IRON FLASK

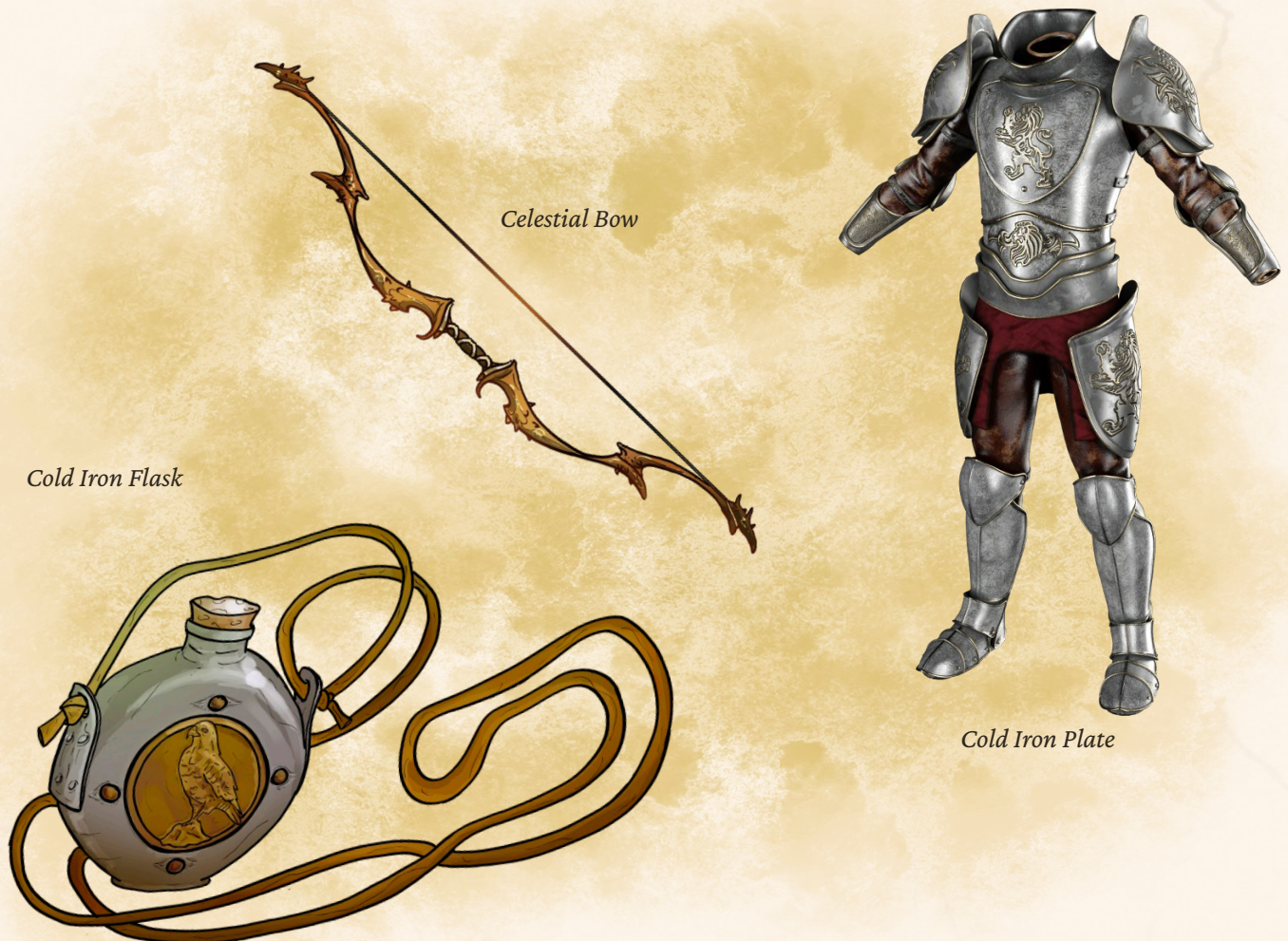
Wondrous item, legendary (requires attunement)

You gain a +1 bonus to AC and saving throws while carrying this flask. As a bonus action, you can drink from this flask to regain 20 hit points. Once you have used this property, it can't be used again until the next dawn.

COLD IRON PLATE

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. In addition, aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You also can't be charmed, frightened, or possessed by creatures of those types.



DRAGON'S EDGE

Weapon (sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic sword. The weapon is infused with the essence of a chromatic, gem, or metallic dragon. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 damage of the same type as the dragon infused in the bow—acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

The sword has 3 charges. You can expend a charge to attack an additional time the next time you take the Attack action on your turn. The sword regains 1d3 expended charges at dawn.

Dragon's Edge

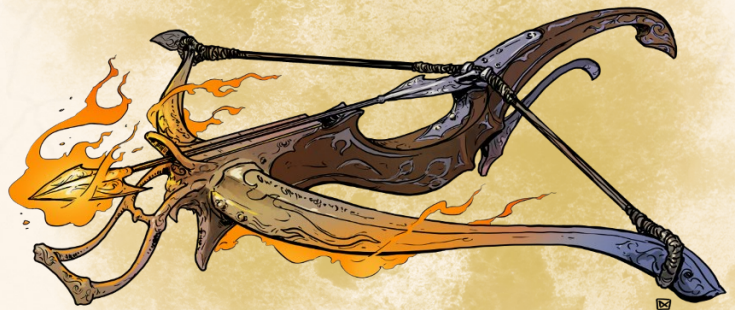


FLAMEHEART CROSSBOW

Weapon (crossbow), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic crossbow. While you are attuned to this crossbow, you have resistance to fire damage.

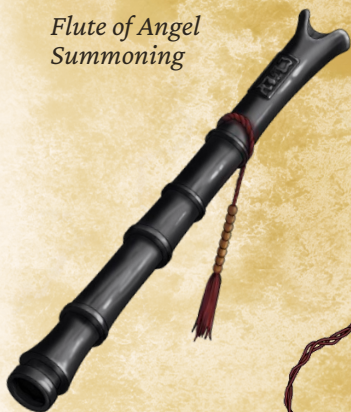
The crossbow has 5 charges. When you hit with an attack with this weapon, you can expend a charge to deal 1d6 fire damage to each creature within 5 feet of the target and 2d6 fire damage to the target itself. The crossbow regains 1d4 + 1 expended charges at dawn.



Flameheart Crossbow



Flute of Angel Summoning



Flute of Demon Summoning

FLUTE OF ANGEL SUMMONING

Wondrous item, rare (requires attunement)

This magic item can summon a powerful celestial. As an action, you can play a note to cast *summon celestial*^{TCOE} as a 6th-level spell. The spell's spellcasting ability is your choice of your Intelligence, Wisdom, or Charisma. Use your spellcasting ability to calculate the celestial's statistics. Once you have used this flute, you can't use it again until the next dawn.

FLUTE OF DEMON SUMMONING

Wondrous item, rare (requires attunement)

This magic item can summon a powerful fiend. As an action, you can play a note to cast *summon fiend*^{TCOE} as a 6th-level spell. The spell's spellcasting ability is your choice of your Intelligence, Wisdom, or Charisma. Use your spellcasting ability to calculate the fiend's statistics. Once you have used this flute, you can't use it again until the next dawn.

KEYSTONE AMULET

Wondrous item, very rare (requires attunement by a spellcaster)

While attuned to this amulet, you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells.

When this item is used as a focus for the *plane shift* spell, you can cast the spell without the use of material components. The stones that make up this amulet are from various planes of existence.

Keystone Amulet



MACE OF RADIANCE

Weapon (mace), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic mace. When you hit with an attack using this magic mace, the target takes an extra 1d6 force damage. The mace has 3 charges. When you hit an aberration, celestial, construct, fey, fiend, or undead, you can expend a charge to deal damage equal to the highest number possible for each die instead of rolling. The mace regains 1d3 expended charges at dawn.

MIMIR

Wondrous item, legendary (requires attunement by a spellcaster)

While attuned to this skull, you gain a +3 bonus to spell attack rolls and to the saving throw DCs of your spells.

In addition, the item has 3 charges. As an action, you can expend a charge to cast *contact mimic* ([a spell in this chapter](#)). The skull regains 1d3 expended charges at dawn.

PLANAR HUMIDIFIER

Wondrous item, artifact (requires attunement)

This object was created by magic lost to history. Many scholars have posited that it is merely a myth. This artifact can be attuned to up to ten creatures.

Random Properties. This artifact has the following random properties, which you can determine by rolling on the tables in the “Artifacts” section of the *Dungeon Master’s Guide*.

Each creature attuned to this item receives the benefits and detriments.

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

A Towel for Every Occasion. As an action, a Towel of Comfort (a magic item in this chapter) can be pulled from this artifact. The towel’s magic lasts until the next dawn, at which point it becomes a formless liquid. This property can be used once for each creature attuned to it. Once this property has been used once for each creature attuned to it, it can’t be used again until the next dawn.

Portable Domicile. As an action, this artifact becomes a 20-foot-radius immobile dome of force for 8 hours and remains stationary for the duration. The artifact reverts to its regular form if all creatures attuned to it leave the dome. Any creature attuned to this artifact can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can’t extend through the dome or be cast through it. The atmosphere inside the space is comfortable and humid, regardless of the weather outside. Any creature attuned to this artifact can command the interior can become dimly lit or dark. The dome is opaque from the outside and appears purple from the outside, but it is transparent from the inside.

Protective Envelope. When a creature attuned to this artifact finishes a long rest using its Portable Domicile property, the creature has a protective envelope around them for the next 24 hours. The envelope is filled with fresh air, the creature has immunity to damage caused by environmental hazards, and they automatically succeed on saving throws against effects caused by traveling on other planes.

An Important Meal. Using a 1-minute ritual, a creature attuned to this artifact can bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don’t set in until this hour is over. Any creature attuned to this artifact can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours. Once a feast has been created by this property, this property can’t be used again until the next dawn.

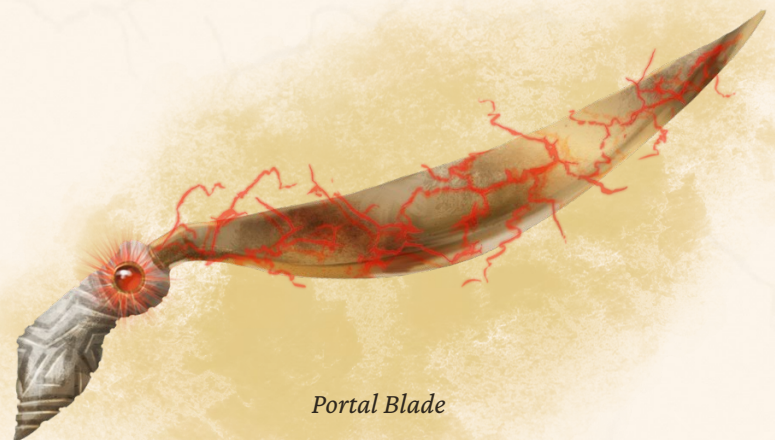
Destroying the Planar Humidifier. This artifact is destroyed if it is thrown through any door in the City of Sigil. The artifact is not destroyed if it is carried through such a door.

PORTAL BLADE

Weapon (sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic sword. When you hit with an attack using this magic sword, the target takes an extra 1d4 force damage.

When you roll a 20 on an attack roll made with this weapon against an aberration, celestial, elemental, fey, fiend, or undead, you can attempt to send the target to its home plane. The target must succeed on a DC 15 Charisma saving throw or be returned to their home plane.



Portal Blade

POTION OF ADAMANT SKIN

Potion, legendary

For 1 minute after you drink this potion, you have immunity to all damage.

POTION OF ARCANES BALANCE

Potion, rare

When you drink this potion, you gain arcane insight for 1 hour. When you miss with an attack, you can make the attack hit instead. The effect ends after you make a miss hit two times.

POTION OF DARKNESS

Potion, uncommon

When you drink this potion, you can cast the *darkness* spell centering on you as a bonus action for 1 hour. The effect ends once you've cast the spell.

POTION OF FIERY DREAMS

Potion, very rare

When you drink this potion, you have resistance to fire damage for 1 hour. In addition, you deal an extra 1d6 fire damage when you hit with a weapon attack.



RUNED POLEARM

Weapon (polearm), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic polearm. In addition, the polearm can store up to 4 levels worth of spells at a time. When found, it contains 1d4 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 4th level that has a casting time of 1 action or less into the polearm by touching the polearm as the spell is cast. The spell has no effect, other than to be stored in the polearm. If the polearm can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wielding this polearm, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the polearm is no longer stored in it, freeing up space.

SHIELD OF BALANCE

Armor (shield), rare (requires attunement)

You have a +1 bonus to AC while wielding this shield. This shield has 3 charges. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can expend a charge to prevent the roll from being affected by advantage and disadvantage. The shield regains 1d3 expended charges at dawn.



Shield of Balance



Runed Polearm

STAFF OF ABERRATIONS

Staff, very rare (requires attunement by a spellcaster)

This staff has 20 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *detect thoughts* (2 charges), *intellect fortress* (3 charges), *mass suggestion* (6 charges), *suggestion* (2 charges), or *telekinesis* (5 charges).

The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.

STAFF OF BALANCE

Staff, very rare (requires attunement by a spellcaster)

This staff has 20 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *aid* (2 charges), *banishment* (4 charges), *dispel magic* (3 charges), *order blast* (4 charges), or *wall of force* (5 charges).

The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.

STAFF OF CELESTIALS

Staff, very rare (requires attunement by a spellcaster)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *calm emotions* (2 charges), *greater restoration* (5 charges), *heal* (6 charges), *lesser restoration* (2 charges), or *tongues* (3 charges).

The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.

STAFF OF FIENDS

Staff, very rare (requires attunement by a spellcaster)

This staff has 20 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *darkness* (2 charges), *disguise self* (1 charge), *fireball* (3 charges), *harm* (6 charges), or *wall of fire* (4 charges).

The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.



Staff of Abberations



Staff of Celestials



Staff of Fiends

STONE CROSSBOW

Weapon (crossbow), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic crossbow. When you roll a 20 on an attack roll made with this weapon, the target must make a DC 15 Wisdom saving throw. On a failed save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.

TARNISHED PLATE

Armor (plate), uncommon (requires attunement)

While wearing this armor, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the armor is removed.

TOWEL OF COMFORT

Wondrous item, common

This plush towel helps ground you. When you make a saving throw to avoid or end the charmed or frightened conditions, you can give yourself advantage on the roll if the towel is on your person. You must decide to do so before rolling the d20. If the save succeeds, you can't use the towel in this way again until you finish a long rest.

VENOMOUS TORC

Wondrous item, uncommon (requires attunement)

This torc is adorned with many stones of crystalized poison. When you hit with an attack roll while attuned to this torc, you deal an extra 1d6 poison damage. In addition, you have advantage on saving throws against poison.



Stone Crossbow



Tarnished Plate



Venomous Torc



CHAPTER THREE: BESTIARY

“Insert repetitive statement about the danger of the multiverse. Include a humorous quip.”
- Mimir

CONTENT WARNING: Spiders (Fire Spinner)

This bestiary provides game statistics and lore for 12 monsters, which are planar themed but suitable for any campaign. This chapter is a companion to the *Monster Manual* and adopts a similar presentation. The creatures in this bestiary are organized alphabetically. Below is a table of all the creatures and NPCs in this supplement (including those in chapter 4) by challenge rating.

CREATURES AND NPCs

Challenge Rating	Creature or NPC
0	Celestial Owlet
0	Magma Delver Larva
1	Greater Quasit
2	Magma Delver
3	Automaton
3	Celestial Owl
4	Fire Spinner
4	Elysian Champion
5	Feral Mind Flayer
5	Gaia Grey (wizard)
6	Crystalline Stalker
7	Primordial Leech
8	Gnashing Cloud
8	Xavier Roadstone (assassin)
9	Wooden King
10	Chaos Ooze
12	Clockwork Dragon
15	Order Devourer
20	Chaos Behemoth
25	Hellfire Wyrn



CELESTIAL OWL

Everyday animals born on other planes are remarkably different from their Material Plane counterparts. A celestial owl is a common owl either from the upper planes or from an area with direct contact from those planes. These creatures have a rudimentary sense of justice from their celestial connection without the capability of understanding the complexity of the concept. The result is an aggressive creature that might attack anyone for the slightest transgression.

Celestial owls can be trained from a young age to better understand their inherent connection to the upper planes. Celestial owlets are a favorite familiar of spellcasters that have contact with the planes of good. A celestial owl's senses are not as strong as their Material Plane counterparts, but they have an innate resistance to radiant damage.



ADVENTURE HOOKS

- A celestial owl has been attacking travelers on an important trade route. A local constable asks the party to look into the attacks. The owl is lashing out because its eggs have been stolen by a fiendish cult.
- A celestial owlet is abandoned in an urban area. The party finds the young owl, and it is up to them to find out what happened. The mother was killed in a brawl with an imp, but the father is still alive outside of the city.
- A young mage asks for the party's help to get a celestial owlet as a familiar. A celestial owl in the area is known for testing potential masters for their owlets. The party must impress the celestial owl in order to earn the familiar. Multiple owlets are available in the nest.

Celestial Owl

Medium Beast, Typically Neutral Good

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	17(+3)	2(-4)	13(+1)	5(-3)

Skills Perception +5, Stealth +5

Damage Resistances radiant

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 15

Languages understands Celestial but does not speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Weapons. The owl's weapon attacks are magical.

Actions

Multiattack. The owl makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 1d8 (4) radiant damage.

Change Shape. The owl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the owl's choice).

In a new form, the owl retains its game statistics and inability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Celestial Owlet

Tiny Beast, Typically Neutral Good

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	12(+1)	5(-3)	12(+1)	7(-2)

Skills Perception +3, Stealth +3

Damage Resistances radiant

Senses darkvision 120 ft., passive Perception 13

Languages understands Celestial but does not speak

Challenge 0 (10 XP)

Proficiency Bonus +2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 1 radiant damage.

CHAOS BEHEMOTH

There are some creatures so twisted that not even gods know how they came to be. The chaos behemoth is a creature of pure chaos, phasing through different planes as it moves and destroying anything it sees. This creature swims through the sky like an eel swims through water, and physical objects do not stop its approach.

Chaos Behemoth

Gargantuan Aberration, Typically Unaligned

Armor Class 20 (natural armor)

Hit Points 332 (19d20 + 133)

Speed fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30(+10)	11(+0)	25(+7)	1(-5)	15(+2)	10(+0)

Saving Throws Dex +6, Con +13, Wis +7, Cha +6

Skills Perception +8

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 18

Languages—

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Chaotic Whispers. Barely audible sounds beyond understanding follow the chaos behemoth while it isn't incapacitated. Each creature that starts its turn within 30 feet of the behemoth must make a DC 23 Charisma 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. While a creature is frightened in this way, the creature is restrained. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the behemoth's Chaotic Whispers for the next 24 hours.

Free Flight. The behemoth's flying speed cannot be reduced.

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

A chaos behemoth is usually only found on chaotic planes like Limbo, but it is possible to see a chaos behemoth on the Material Plane in apocalyptic situations. This creature is capable of destroying entire countries, including the land on which a country stands.

Planar Phasing. The behemoth can move through other creatures and objects as if they were difficult terrain. The behemoth can enter a hostile creature's space and stop there.

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

Unusual Nature. The behemoth doesn't require air or sleep.

Actions

Multiattack. The behemoth makes one Bite attack and two Slam attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. Hit: 32 (4d10 + 10) piercing damage plus 13 (2d12) damage that does not have a type.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Cry of Agony (Recharge 5-6). The behemoth unleashes a cry that shares its pain with all creatures within 300 feet that can hear it. Each creature in that area must make a DC 23 Wisdom saving throw. On a failed save, the creature takes 54 (12d8) psychic damage and is stunned until the end of the behemoth's next turn. On a failed save, the creature takes half as much damage and isn't stunned.

Legendary Actions

The behemoth 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 behemoth regains spent legendary actions at the start of its turn.

Writhe. The behemoth moves up to its speed without provoking attacks of opportunity.

Slam (Costs 2 Actions). The behemoth makes one Slam attack.

ADVENTURE HOOKS

- A powerful celestial hires the party to investigate when a chaos behemoth makes its way to Mount Celestia. The creature was slain, but the celestial is incapable of leaving its post and does not know if more attacks will be coming. A portal was opened for the chaos behemoth by a powerful fiend in the Abyss.
- A mage hires the party to retrieve a material component from a cave where a chaos behemoth recently lived. The party must collect the component in a warped cave. When they get close to the component, the weather starts to change, signaling that the behemoth is returning.
- A chaos behemoth is destroying the countryside in a large kingdom. The party is hired by a noble to coordinate an evacuation of the areas that are within the behemoth's path.

REGIONAL EFFECTS

The presence of a chaos behemoth warps the surrounding area, creating the following magical effects:

- Chaotic energy spreads around the chaos behemoth in a 6-mile radius. When a creature in that area rolls a d20 with advantage or disadvantage, they add a third die to the roll. Use the middle result to determine the result of the roll.
- Weather changes rapidly in a 6-mile radius centered on the behemoth. Every 10 minutes, weather conditions change as if a day has passed.



CHAOS OOZE

Chaos is a force in constant motion. When that motion coalesces, creatures like the chaos ooze are born. This ooze is impossible to contain and study, so little is understood about it. Alchemists have theorized that the chaos ooze is a substance that has existed since the dawn of time as a counterweight to creation. The pure destruction that this ooze is capable of is enough to make even one of these creatures a threat to a city on the Material Plane.

Chaos ooze is never encountered in groups. The few researchers that have seen two chaos oozes interact have reported that the chaos oozes seem to consume each other on sight, eventually becoming a single creature that is no more powerful than the two oozes were before merging.

ADVENTURE HOOKS

- A chaos ooze was accidentally brought into a wizard's tower in a major city. The party is hired by a local noble to contain and destroy the threat before it consumes the entire district around the wizard's tower. The clock is ticking, because the ooze has already started to consume important infrastructure in the city.
- An alchemist has contained a small sample of a chaos ooze. The alchemist hires the party to protect her while she conducts her experiments, because the sampled ooze seems to be coming for its missing piece.
- A cleric hires the party to clear a tomb so that the tomb can be transformed into a cultural site. The cleric does not know that a chaos ooze is contained within the tomb, waiting to be released.



Chaos Ooze

Large Ooze, Unaligned

Armor Class 6

Hit Points 210 (20d10 + 100)

Speed 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	2(-4)	20(+5)	1(-5)	14(+2)	5(-3)

Saving Throws Con +9, Wis +6

Skills Perception +6

Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, prone, restrained, stunned

Damage Resistances force, necrotic, radiant

Senses Blindsight 120 ft. (blind beyond this distance), passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

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

Primordial Backlash. A creature within 10 feet of the ooze takes 6 (1d12) damage that does not have a type whenever it hits the ooze with a melee attack that deals piercing or slashing damage.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The ooze doesn't require air or sleep.

Actions

Multiattack. The ooze makes three Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 19 (2d12 + 6) damage that does not have a type. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until the grapple ends, the target takes 6 (1d12) damage that does not have a type at the start of each of its turns.

Crawling Doom (Recharge 5-6). The ooze draws in everything around it, feeding on the essence of any creatures within 30 feet. Each creature in that area must make a DC 17 Constitution saving throw, taking 32 (5d12) damage that does not have a type on a failed save, or half as much damage on a successful one. The ooze regains hit points equal to half of the damage dealt. Any nonmagical objects in the area that aren't worn or carried are destroyed, including structures.

CLOCKWORK DRAGON

Magic coalesces in strange ways on other planes. As organic dragons are intertwined with the Material Plane, clockwork dragons are intrinsically connected to planes of order. Each clockwork dragon is a perfect creation of machinery mimicking organic life. Clockwork dragons do not often collect a horde, but the horde of a clockwork dragon might consist of abstract tokens rather than items of material wealth.

Clockwork dragons are often observers of life. Many clockwork dragons feel a sense of duty to maintain order in all forms. A dragon may see itself as an arbiter of justice or an executioner of chaos. Clockwork dragons often come into conflict with even the most ethical of mortals because of a strong inner sense of law.

ADVENTURE HOOKS

- The head of a thieves' guild disappears, creating a vacuum in the guild that causes a civil war within the organization. A local noble hires the party to discover what happened to the guildmaster in order to restore order. The guildmaster encountered a clockwork dragon, which is holding her as part of its horde to ask her questions about mortals. The party must figure out a way to restore order, whether by quelling the war or returning the guildmaster.
- The party wakes up in a place filled with metal gears and moving parts. A clockwork dragon adjudicates a trial, judging the past actions of the party. If the party convinces the dragon that they are innocent, the dragon will leave them to figure out a way to leave Mechanus, the mechanical plane where they find themselves.
- A clockwork dragon requests help from the party to retrieve one of its gears that was removed by a researcher. The clockwork dragon offers aid in a future battle if the party will retrieve its gear. The researcher was killed by a fiend coming back for their wing, and that fiend has taken up residence in the researcher's lab.



Clockwork Dragon

Large Construct, Typically Lawful Neutral

Armor Class 20 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	19(+4)	15(+2)	22(+6)	14(+2)

Saving Throws Dex +6, Int +6

Skills Perception +10

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 20

Languages All

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

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

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

Unusual Nature. The dragon doesn't require air, food, drink, or sleep.

Actions

Multiattack. The dragon makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 20 piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 10 piercing damage plus 10 force damage. The target must succeed on a DC 16 Constitution saving throw or gain 1 level of exhaustion until the target finishes a long rest.

Metal Storm (Recharge 5-6). The dragon unleashes a torrent of bladed metal wings and force in a 120 foot line that is 10 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 20 slashing damage plus 20 force damage on a failed save or half as much damage on a successful one.

CRYSTALLINE STALKER

In the depths of the abyss, there are creatures that do the bidding of more powerful demons. The crystalline stalker is one of those demons. Sometimes crystalline stalkers are used as bodyguards to more powerful demons, but other times stalkers are used as assassins, appearing suddenly to deal devastating blows to their enemies.

Crystalline stalkers are capable of making themselves invisible and rushing their targets for incredible devastation. A stalker lives for destruction, and a stalker is never more satisfied than when they destroy groups of people or structures with their skewers.

ADVENTURE HOOKS

- As the party travels through a wilderness area, they see signs of some large creature wreaking havoc on the natural area. After the party makes camp, a crystalline stalker attacks. This stalker was displaced from the abyss, unable to plane shift. The stalker hopes to gather enough materials to make a portal to the abyss.
- A crystalline stalker has been bound to kill the party by a powerful cleric of a fiendish cult. The stalker cannot be killed, as it will continue to regenerate. The party must figure out a way to break the bind before the stalker does permanent damage to their group.
- A noble's caravan was destroyed by a mysterious monster. The party is hired by the noble to investigate the caravan's destruction. A crystalline stalker under the control of a fanatical sorcerer was responsible for the attack.



Crystalline Stalker

Large Fiend, Typically Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	19(+4)	11(+0)	14(+2)	10(+0)

Saving Throws Con +7, Wis +5

Skills Perception +5, Stealth +5, Survival +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Actions

Multiattack. The stalker makes three Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Spine. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. Hit: 13 (2d10 + 2) piercing damage plus 9 (2d8) necrotic damage.

Skewer (Recharge 6). The stalker moves up to 40 feet without provoking attacks of opportunity and moving through spaces occupied by other creatures. Each creature the stalker moves through must make a DC16 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) piercing damage plus 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage, and it isn't knocked prone.

Spellcasting. The stalker casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 11):

At will: *invisibility* (self only)

1/day: *plane shift* (self only)

ELYSIAN CHAMPION

When the celestials of the upper planes determine a mortal has been a champion of good over their life, that mortal can choose to become a champion of Elysium in their afterlife. Elysian champions take part in endless battles for the glory of the gods, winning clout and reputation for the celestials they serve.

Sometimes an Elysian champion will be dispatched to other planes to serve as champions of their causes. Elysian champions do not have memories of their time as a mortal, but they have all the drives and passions that they once had. Retaining those facets of their personality allows Elysian champions to fight with more vigor than other celestials.

Elysian Champion

Medium Celestial, Typically Neutral Good

Armor Class 16 (breastplate, shield)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	16(+3)	12(+1)	15(+2)	16(+3)

Skills Perception +4, Persuasion +5, Survival +4

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

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

Actions

Multiattack. The champion makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage.

Radiant Charge (Recharge 5-6). The champion moves up to 30 feet in one direction without provoking opportunity attacks. The champion makes a Battleaxe attack against all creatures of their choice within 5 feet.

ADVENTURE HOOKS

- An Elysian champion hires the party when they are plagued by dreams of their former life. The champion wants to make sure that their family is okay without them. The champion's immediate family is no longer alive, because the champion lived a century ago, but one of the champion's descendants still lives. That descendent is happy to share their family history if the party can find them.
- A celestial delivers an invitation to an Elysian tournament to the party. The party is not invited to take part in the tournament, but a champion has requested their assistance. The champion believes that a fiend is going to cheat in the tournament, and the champion wants the party's help to stop the fiendish plot.
- A local noble hires the party to deal with a possible raider on a trade route. The raider turns out to be an Elysian champion that is attacking smugglers on the road. The party must decide the best way to get the attacks to stop for the noble while dealing with a champion from the upper planes.



FIRE SPINNER

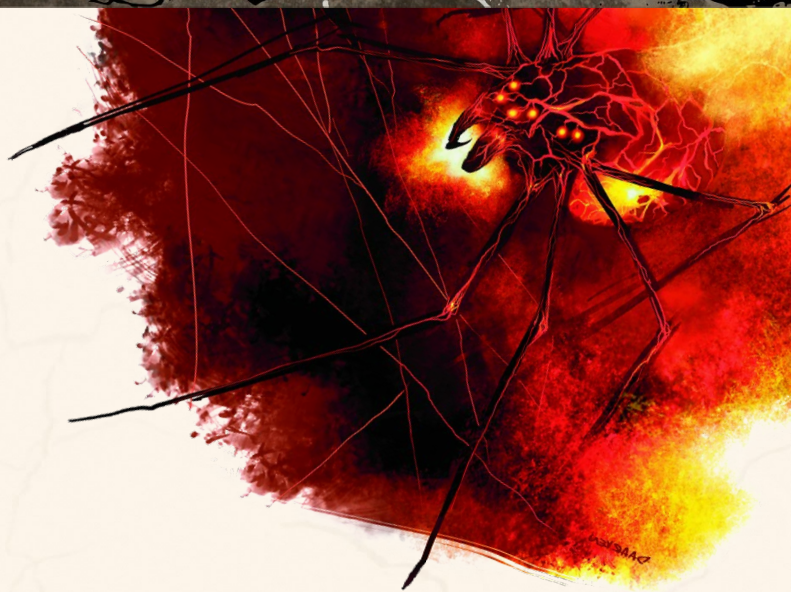
CONTENT WARNING: Spiders

Fire spinners are creatures from the Elemental Plane of Fire. These spiders are large enough to be predators of sentient life, and they will take any meal that comes near them. These spiders commonly ambush creatures in caves, and they make their home in any cave, including those in the Underdark.

These spiders are not capable of higher thought, and a fire spinner will act on instinct more than tactics. There are rumors that some fire spinners have been tamed by efreet in the City of Brass. If those rumors are true, these creatures are just one of the many dangers within that city.

ADVENTURE HOOKS

- A ranger approaches the party as an envoy for a myconid colony. The colony requests aid after a number of fire spinners have invaded their territory in the Underdark. The myconids do not know that the fire spinners came after a druid opened a portal to the Elemental Plane of Fire in an attempt to destroy their colony.
- A planar caravan that needs to travel through the Elemental Plane of Fire hires the party to defend them. On their route, the caravan will pass through a cave of fire spinners. If the caravan reaches the other side, the delivery will be made to the City of Brass.
- The party is ambushed by a fire spinner while resting during travel. Each time that the party rests, a fire spinner ambushes them. The party must figure out what is happening, as a magic-using mercenary is attempting to collect a bounty on them.



Fire Spinner

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	17(+3)	16(+3)	2(-4)	13(+1)	5(-3)

Skills Perception +3, Stealth +5

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Flame Body. Any creature that starts its turn within 5 feet of the spinner takes 7 (2d6) fire damage.

Spider Climb. The spinner can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spinner knows the exact location of any other creature in contact with the same web.

Web Walker. The spinner ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 21 (6d6) fire damage. The target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fiery Web. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. Hit: The target is restrained by webbing and takes 7 (2d6) fire damage at the start of each of its turns. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 10; vulnerability to cold damage; immunity to poison and psychic damage).

Flame Wreath (Recharge 5-6). The spinner spits pure fire from its spinneret. The spinner chooses a point within 60 feet. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HELLFIRE WYRM

Through twisted experiments in the Nine Hells, dragons have been created which breathe hellfire instead of flame. These abominations are capable of thought like any dragon, but they have been indoctrinated to be used as soldiers in endless war.

Hellfire wyrms usually see destruction as an artform, and they cherish the disaster they bring to a battlefield. These creatures take pride in ruin, and mortals are lucky that there are only a few of these monsters in existence.

ADVENTURE HOOKS

- A battle between two nations is interrupted by the appearance of a hellfire wurm. Both sides blame the other for unleashing such an unnatural creature on the battlefield. The commander of one of the armies hires the party to find out what happened. A cult sought to take advantage of the battle to fuel a fiendish sacrifice.

- Earthquakes have started to plague a major city, and magma flows from the surface. The city's leaders hire the party to investigate what is happening below the surface. A hellfire wurm has inhabited a cave system deep beneath the surface, creating an infernal dungeon miles below the city.
- A member of a druid circle was abducted by a cult to sacrifice the druid to a hellfire wurm. The party is hired to save the druid before they are sacrificed to the creature. Even traveling near the wurm's lair is difficult, as hellish fiends rise up to defend the powerful dragon from any invader.

Hellfire Wurm

Gargantuan Dragon, Typically Lawful Evil

Armor Class 21 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 60 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	27(+8)	19(+4)	22(+6)	28(+9)

Skills Arcana +12, Insight +14, Intimidation +17, Perception +14

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 24

Languages Common, Draconic, Infernal, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede the wurm's darkvision.

Infernal Aura. At the start of each of the wurm's turns, each creature within 10 feet of it takes 14 (4d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the wurm or hits them with a melee attack takes 14 (4d6) fire damage.

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

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

Actions

Multiattack. The wurm makes one Bite attack and two Claw attacks, and they can use Frightful Presence.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the wurm's choice that is within 120 feet and aware of the wurm must succeed on a DC 25 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 wurm's Frightful Presence for the next 24 hours.

Hellfire Breath (Recharges 5-6). The wurm exhales fire and decay in a 90-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 45 (10d8) fire and 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that takes damage from the breath can't regain hit points until the start of the wurm's next turn.

Spellcasting. The wurm casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 25):

At will: *charm person*, *command*, *dispel magic*, *hold person*, *plane shift* (self only), *sending*, *suggestion*, *wall of fire*

1/day: *fire storm*, *mass suggestion*, *teleport*

Legendary Actions

The wurm 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 wurm regains spent legendary actions at the start of their turn.

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

Tail Attack. The wurm makes a tail attack.

Enhance Aura (Costs 2 Actions). Each creature within 10 feet of the wurm takes 14 (4d6) fire damage.

Withering Gaze (Costs 2 Actions). The wurm looks at a creature within 120 feet that they can see. The creature must succeed on a DC 25 Strength saving throw or take 27 (6d8) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken. If this attack reduces the creature's hit point maximum to 0, it dies. This reduction to the creature's hit point maximum lasts until the creature finishes a long rest.

A HELLFIRE WYRM'S LAIR

Hellfire wyrms make their lairs in any area that has natural caves in abundance. These creatures will make their lair on any plane they choose, and proximity to civilization does not factor into their decision. These creatures will often make their lairs deep below the surface, but the effects of the lair will extend to the surface.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the wurm takes a lair action to cause one of the following effects; the wurm can't use the same effect two rounds in a row:

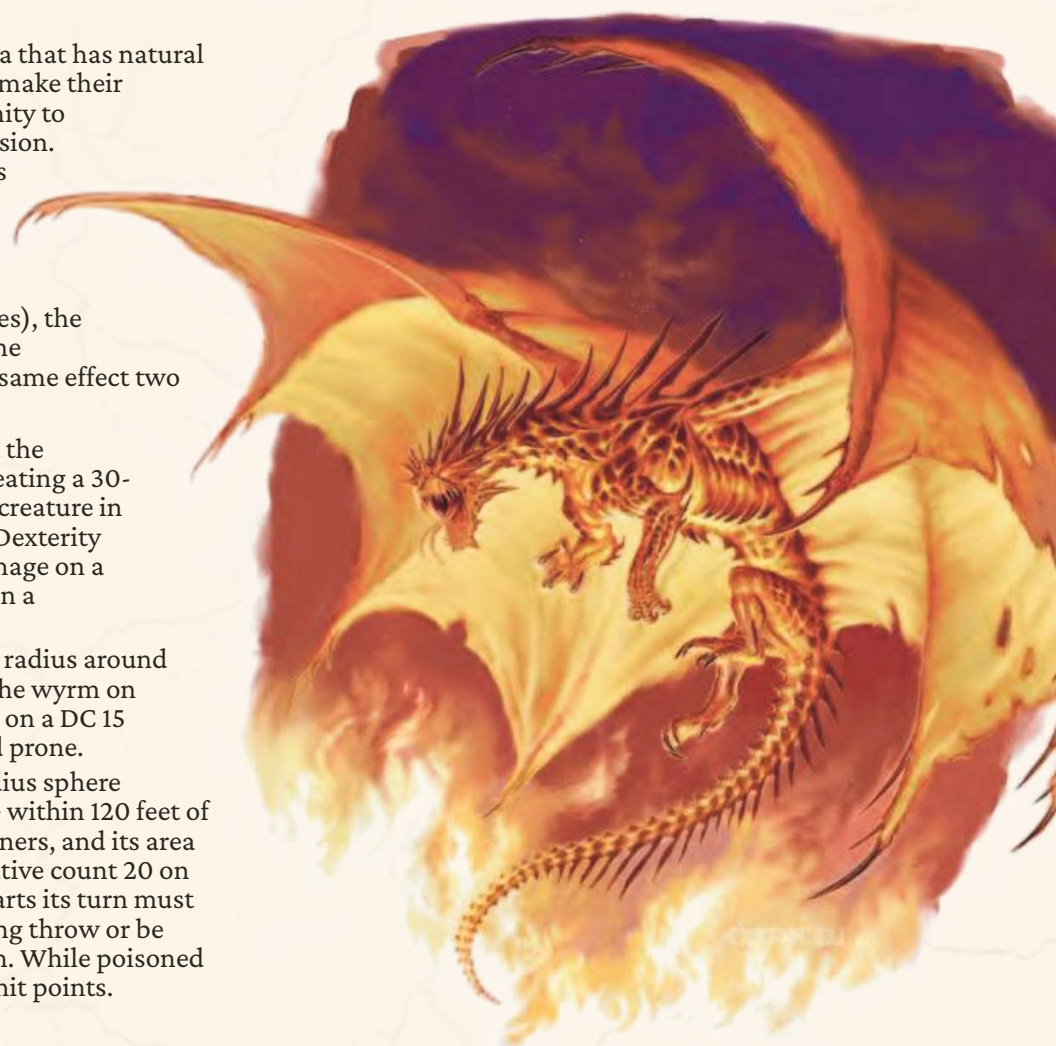
- A volcanic geyser erupts from a point the wurm can see within 120 feet of it, creating a 30-foot high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 120-foot radius around the wurm. Each creature other than the wurm on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Decaying gases form in a 20-foot-radius sphere centered on a point the wurm can see within 120 feet of them. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, a creature cannot regain hit points.

REGIONAL EFFECTS

The region containing a hellfire wurm's lair is warped by the wurm's magic, which creates the following effects:

- Water sources within 6 miles of the lair are supernaturally warm and tainted by sulfur.
- Earthquakes are common within 6 miles of the wurm's lair, and magma flows from open cracks in the earth.
- Fissures within 1 mile of the wurm's lair form portals to the Nine Hells, allowing fiends into the world to dwell nearby.

If the wurm dies, these effects fade over the course of 1d10 weeks.



MAGMA DELVER

Magma delvers are elemental creatures that typically make their homes on the Elemental Plane of Fire. These creatures dig through the hot ground of that plane, stimulating the growth of sparse vegetation. The plates of these creatures are capable of withstanding intense temperatures, and these creatures eat by superheating their prey and inhaling the steam left behind.

Magma delvers often dig their way through planar portals, ending up on other planes of existence. On other planes, these creatures often become dangerous predators for livestock or even people. Even touching these creatures results in painful burns that can result in death if not immediately treated. Even a single magma delver can radically alter the landscape of an area. Some druids and wizards keep delver larvae as familiars to utilize their natural ability to warp their surroundings in a positive way.

ADVENTURE HOOKS

- A powerful archmage requests that the party retrieve several segments of a magma delver for a ritual spell. The archmage opens a portal for the party that will stay open for 24 hours, and the party must find a magma delver on the Elemental Plane of Fire. If the party returns with the magma delver segments, the archmage will continue his work, which is a permanent portal between the Material Plane and the Elemental Plane of Fire.
- Recent animal attacks have confused a local ranger enclave. One of the enclave's members hires the party to investigate. The attacks have resulted from a magma delver making its way to the Material Plane and taking over a large forest, pushing predator animals into conflict with people.



- A local constable hires the party to find out why a sinkhole appeared in the docks of a major city. A colony of magma delvers has taken up residence in the sewer system. The magma delvers threaten the structural integrity of the sewers by constantly digging beneath the surface.

Magma Delver

Small Elemental, Unaligned

Armor Class 16 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	12(+1)	2(-4)	12(+1)	11(+0)

Saving Throws Con +3

Skills Perception +3, Stealth +3

Damage Immunities fire

Senses tremorsense 60 ft., passive Perception 13

Languages understands Ignan but does not speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Heated Body. A creature that touches the delver or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) fire damage.

Spit Fire. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

Magma Delver Larva

Tiny Elemental, Unaligned

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	12(+1)	1(-5)	8(-1)	7(-2)

Skills Perception +4, Stealth +4

Damage Resistances fire

Senses passive Perception 14

Languages understands Ignan but does not speak

Challenge 0 (100 XP)

Proficiency Bonus +2

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage plus 1 fire damage.

Spit Fire. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. Hit: 1 fire damage.

ORDER DEVOURER

As the universe expands, opposing forces devour it from the inside. Order devourers perform the necessary function of eliminating structures that threaten the fabric of the universe, but these creatures often cause incredible damage if encountered by mortals. A single order devourer could consume an entire settlement.

Order devourers have enough of a thought process to understand threats. An order devourer might choose a target that poses a risk to it, but these creatures believe that everything is to be consumed in the end. A primordial fissure exists in the creature's gullet that prevents it from ever becoming full. Order devourers always hunger for more.

ADVENTURE HOOKS

- A cult to chaos has issued a warning to a political leader that they call a tyrant for restrictive laws. The cult has threatened to release an order devourer upon the city, and the leader hires the party to stop the ritual before the order devourer causes untold destruction.
- A wizard has discovered a demiplane that consists of floating debris. The wizard hires the party to explore the demiplane. Order devourers have consumed all life within the demiplane and are now starting to consume each other as they are unable to leave.
- A mountain disappears in a single night. A noble hires the party to discover what happened. The mountain was consumed by an order devourer, and it is going toward a major city.



Order Devourer

Huge Aberration, Typically Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 10 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	20(+5)	5(-3)	9(-1)	7(-2)

Skills Dex +5, Con +10, Cha +3

Damage Resistances force, radiant

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 60 ft., passive Perception 9

Languages –

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Unusual Nature. The devourer doesn't require air or sleep.

Actions

Multiattack. The devourer makes one Bite attack and one Tail Swipe attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 37 (6d8 + 10) piercing damage plus 18 (4d8) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the devourer. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the devourer, and it takes 21 (6d6) damage that does not have a type at the start of each of the devourer's turns.

If the devourer takes 30 or more damage on a single turn from a creature inside it, the devourer must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the devourer. If the devourer dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Tail Swipe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 32 (4d10 + 10) bludgeoning damage.

Eye Beam (Recharge 5-6). The devourer releases a devastating beam of energy from its three eyes in a 60-foot-line that is 5 feet wide. Each creature in that area must make a DC 18 Charisma saving throw, taking 52 (8d12) damage that does not have a type on a failed save, or half as much damage on a successful one.

PRIMORDIAL LEECH

There are some predators that can never be escaped. The primordial leech is one such predator. Each of these creatures move through space, constantly searching for its next meal. The primordial leech feeds by restraining its target with its tail spike and draining energy with its vampiric resonance. The creature can also feed on flesh, but such meals do not satisfy the leech's hunger.

Some theorize that the primordial leeches spawned from Elemental Chaos. Others theorize that these creatures come from the areas between planes and slip into planes through planar portals. No matter how it arrives at its destination, this creature can quickly become an apex predator in most environments.

ADVENTURE HOOKS

- The party is challenged by a hunting club to down an apex predator. The original hunt was meant to be for a tyrannosaurus rex deep in the heart of a jungle, but the party finds the dinosaur slain by an unknown creature. The creature that felled the dinosaur was a primordial leech, and the leech has established itself in the dinosaur's hunting grounds.
- A group of planar nomads experienced an attack when coming through a planar portal, wounding several and killing two of them. The tribe's elder hires the party to eliminate the threat before the tribe uses the planar crossing again. The attacker was a primordial leech, and it uses spider-like tactics to hunt prey as they cross between planes.
- An entire herd of cattle is killed by a nighttime predator. The rancher hires the party to find out what killed her cattle. The culprit is a primordial leech, which has been expanding its territory from a cave in a nearby forest out into the farmlands.



Primordial Leech

Huge Aberration, Typically Unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	19(+4)	2(-4)	15(+2)	10(+0)

Skills Perception +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical attacks

Senses darkvision 120 ft., truesight 30 ft., passive Perception 15

Languages—

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Regeneration. The leech regains 10 hit points at the start of its turn. If it takes radiant or thunder damage, this trait doesn't function at the start of the leech's next turn. The leech dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unusual Nature. The leech doesn't require air or sleep.

Actions

Multiattack. The leech makes one Bite and one Tail Spike attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Tail Spike. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 23 (4d8 + 5) piercing damage. The target must make a DC 15 Strength saving throw. On a failed save, the creature is restrained for 1 minute. On a successful save, the creature's speed is reduced by 10 feet until the end of its next turn. A restrained creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Vampiric Resonance (Recharge 6). The leech shudders as it releases a subaudible sound from its visibly vibrating skin. Each creature within 60 feet of it must make a DC 15 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. For each creature that fails its save, the leech regains 5 hit points.

WOODEN KING

When an extraplanar forest feels threatened, it will often create a wooden king to defend itself. These gigantic plants are part of the forests they come from, and they are intelligent creatures capable of both speaking for a forest and defending it from invasive threats. In dire times, even a forest on the Material Plane can create a wooden king with the help of fey creatures.

Wooden kings will often attack threats on sight, fighting like a native species against an invasive species of plant. If a wooden king is approached in peace, they will eventually stop their assault in order to speak in peace when the threat ceases. If a king is treated with respect, they will offer respect in return and offer mortals gifts of the forest in return for aid in protecting the forest.

ADVENTURE HOOKS

- A new settlement on the edge of a forest is wiped out. The noble that commissioned the new settlement to be built hires the party to find out what happened. The settlement was destroyed by a wooden king when it sought to get lumber from the surrounding forest. A dryad was responsible for the king's summoning, which she did when the loggers destroyed her tree. The dryad died shortly after summoning the king, sending the king on a rampage.
- The party receives a missive, delivered by a pixie, requesting their aid. If the party follows the instructions, they will find a wooden king. The king requests aid in getting loggers to stop culling their forest, and the king offers free planar travel through the forest if the party can stop the logging. The loggers are part of an illegal operation, harvesting magical wood for mages.
- A group of hunters go missing, and a local sheriff hires the party to find out why. The group of hunters accidentally crossed into the Feywild, and they came face to face with a wooden king that did not appreciate the presence of mortals in their forest.



Wooden King

Huge Plant, Typically Neutral Good

Armor Class 18 (natural armor, shield)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	11(+0)	20(+5)	11(+0)	17(+2)	12(+1)

Skills Athletics +10, Perception +7

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, stunned

Senses tremorsense 30 ft., passive Perception 16

Languages Aquan, Sylvan, Terran

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Legendary Resistance (1/day). If the wooden king fails a saving throw, they can choose to succeed instead.

Regeneration. The wooden king regains 20 hit points at the start of their turn. If it takes fire or necrotic damage, this trait doesn't function at the start of the wooden king's next turn. The wooden king dies only if they start their turn with 0 hit points and don't regenerate.

Actions

Multiattack. The wooden king makes three Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) bludgeoning damage.

Root Spike. *Ranged Weapon Attack:* +3 to hit, range 120 ft., one target. Hit: 23 (5d6 + 6) piercing damage. The wooden king regains 5 hit points.

Root Crash (Recharge 6). The wooden king absorbs energy from roots all around them and unleashes that energy in a devastating wave. Each creature of the wooden king's choice within 60 feet of them must make a DC 17 Wisdom saving throw. On a failed save, the creature takes 36 (8d8) radiant damage, and it is stunned until the end of the king's next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs are immune to this effect.



CHAPTER FOUR: THE FRACTURED TOWER (ADVENTURE)

CONTENT WARNING: Body Horror (Optional Encounter, Floor 9), Cosmic Horror (Optional Encounter), and Self Harm (Floor 10)

This Dungeons & Dragons adventure begins in a world of your choosing, but it will take the adventurers through snapshots of multiple different planes of existence. All of these snapshots exist in a single, fractured wizard's tower. This adventure could be used to introduce adventurers to the joys and rigors of planar travel in a larger campaign, and there will be threats too great for the adventurers to defeat in battle during this trip through the planes. Before running this adventure, reviewing the various planes of existence in the *Dungeon Master's Guide* will give you a better understanding of this adventure.

The information in this book is intended for the DM's eyes only. If you're planning to play through the adventure with someone else as your DM, stop reading now!

ADVENTURE SUMMARY

The main antagonist of this story is the leftover magical energy that resulted from the death of Gaia Grey (she/they, nonbinary chaotic good human wizard). When Gaia died, she was a powerful hermit mage who left the company of others to study planar magic. Gaia pushed the limits of ethical magic study with experiments after losing a loved one to old age. When Gaia died, her tower remained intact, but it created a series of portals to other planes of existence where Gaia had spent time during her life. If the player characters can make it through all of the dangers of Gaia's tower, they can restore the tower to its original home on the Material Plane and gain access to a magical base of operations.

ADVENTURE STRUCTURE

The characters are drawn into the adventure by one of two adventure hooks, or a different hook appropriate to your world. Both hooks are detailed later in this chapter, and they will take the characters to Gaia Grey's tower. There are 13 floors to the tower, and these floors will show the characters snapshots of multiple planes, including the Abyss, Mechanus, the Astral Plane, and the Feywild. In addition, this chapter will introduce the characters to Gaia Grey. Floors 12 and 13 will show the fate of Gaia Grey in full. After a description of each floor, there will be ideas and adventure hooks for where to take your players next after this adventure, including concepts for full campaigns that start with this adventure. Though this adventure assumes the use of the Dungeons and Dragons cosmology, it could take place in any setting that has a Material Plane.

CHARACTER ADVANCEMENT

This adventure assumes that the characters start at 3rd level. In this adventure, the characters receive experience points for achieving milestones rather than defeating monsters:

- Entering the 6th floor. Whenever the characters enter the 6th floor of the tower and encounter Gaius Grey for the first time, everyone in the party receives enough XP to advance 1 level.
- Entering the 13th floor. Whenever the characters enter the 13th floor of the tower and restore the tower to its original form, everyone in the party receives enough experience to gain a level.

If you follow this method of character advancement, characters who start the adventure at 3rd level will reach 5th level by the adventure's conclusion.

RUNNING THE ADVENTURE

To run the adventure, you need some fifth edition core rulebooks (*Player's Handbook* and *Dungeon Master's Guide*).

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

All of the necessary stat blocks for this adventure are included in this adventure. When a creature's name appears in bold type, that's a visual cue pointing you to the accompanying stat block.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* unless they are included in the adventure's text. New magic items appeared earlier in chapter three.

BEGINNING THE ADVENTURE

This adventure could begin in any number of ways; two ways the adventure could begin are detailed here. Depending on your group, the very sight of the eponymous fractured tower could be enough to get them to explore its confines. Based on your knowledge of your group, you can use the "Disappearing Monster" or "Innkeeper in Peril" adventure hooks, a combination of both of those hooks, or a hook you create that fits better in your world. This adventure assumes that the characters are traveling together at the opening of the adventure, or at least that they find themselves in the same location at the opening of the adventure. The adventure also assumes that the characters have no prior knowledge of Gaia Grey, but they may have prior knowledge of planar magic and the planes in general. At your discretion, a player could have met Gaia Grey before the adventure, or a player could be searching out Gaia Grey as a mentor figure based on her reputation as a planar mage.

DISAPPEARING MONSTER

Use this adventure hook if you believe that your players will be interested primarily in the mystery that the fractured tower poses. In this hook, the characters are accosted by an ooze-like bear in the middle of the night, only for that beast to melt in front of the party. The bear's trail will lead the players back to the fractured tower.

SETTING THE STAGE

To kick off the adventure, read the following boxed text:

You have stopped alongside the road to make camp in a desolate area. There is a large oak tree sheltering the site of your camp, and you've created a crackling fire that fills the air with the scent of smoke and kindling. An enormous blue bear comes out of the night, its body dripping on the ground. Just as the beast gets ready to attack, it melts into a puddle of blue liquid.

If any character has proficiency in Survival or a Wisdom of at least 14, read the following boxed text as well:

Tracks of blue ooze lead off into the distance. The ooze has a faint acidic smell. A looming storm threatens to wash these tracks away.

If the characters are interested in this hook, it can lead them to the fractured tower. If they are not interested, they can find the inn up the road for more information on the next day. For more information on that, read the Innkeeper in Peril hook.



INNKEEPER IN PERIL

Use this adventure hook if you believe that your players will be interested primarily in the danger that the fractured tower poses to the outside world. In this hook, the characters are asked when they stay at a local inn to investigate the rumblings from the fractured tower. The innkeeper (Xavier Roadstone, he/him, male lawful neutral dwarf rogue) offers a few magical items that he has no use for if the characters return with news that the tower is no longer a threat.

When the party walks up to the inn, or to kick off the adventure, read the following text:

It's been days since you saw a sign of civilization, but there is a small inn at a crossroads ahead of you. Part of the roof has caved in, but there are many lanterns lit within the building. Inside there are no patrons despite the fact that the building looks clean. The part of the roof that caved looks small in comparison to the large space inside the inn.

Behind the bar stands a bald dwarf with three claw scars across his face. "Welcome in," says the dwarf. "We have eight rooms and drinks if you need them. Unfortunately, my cook quit two days ago."

The dwarf puts out tankards for the entire group plus himself and sighs, looking defeated. "There's a mage tower up the road. Gaia Grey's the mage's name. They seem to have lost control of many of their experiments lately. A lot of damage has been caused. I don't think I can stay in business much longer if things don't get better. You all look capable. If you can figure out what's happening and put a stop to it, I'd happily give you a few trinkets from my adventuring days."

If the party wants to know more about the rewards Xavier is offering, see "[Xavier's Treasure](#)" later in this section for a summary. (If you allow your players to make wish lists of magic items for their characters, you can replace one or more of Xavier's magic item rewards with items from those lists.)

Characters do not need to have a connection to Xavier, but allow connections if the players want to make them. Xavier is an *assassin* who speaks Common, Thieves' cant, Dwarvish, and a language of your choice. Xavier met Gaia once, and he has been a waypoint for many journeys to the old mage's tower. Xavier thinks that Gaia is reckless and isn't afraid to say so. Xavier's experience as an assassin has given him confidence in his opinion that Gaia's experiments are too reckless.



XAVIER'S TREASURE

Xavier keeps a large chest buried far from the inn. Xavier has the only key, which is made of mithril. If the characters accept the quest and return with proof that the tower will cause no further harm, Xavier gives them his key and directions to the buried chest, which contains the following treasure:

- A ring of protection
- A suit of +1 leather armor
- A burlap bag containing one diamond worth 300 GP
- Assorted small gemstones whose value is 200 GP total

Xavier will also offer the group free accommodations if they ever return to this area. As long as the characters return within a year, Xavier will be alive. If it has been longer than a year, one of Xavier's old employers (an Archfey of the Unseelie court) will have had the man killed for abandoning a job which would have seen Xavier attempt to kill the Archfey of Hospitality that the party will meet in the Fractured Tower (in [Floor Ten](#)).

Xavier Roadstone (Assassin)

Medium Dwarf, Lawful Neutral

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	14(+2)	12(+1)	13(+1)	11(+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant, Dwarvish plus any one language

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Assassinate. During his first turn, Xavier has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Xavier scores against a surprised creature is a critical hit.

Dwarven Resilience. Xavier has advantage on saving throws against poison.

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

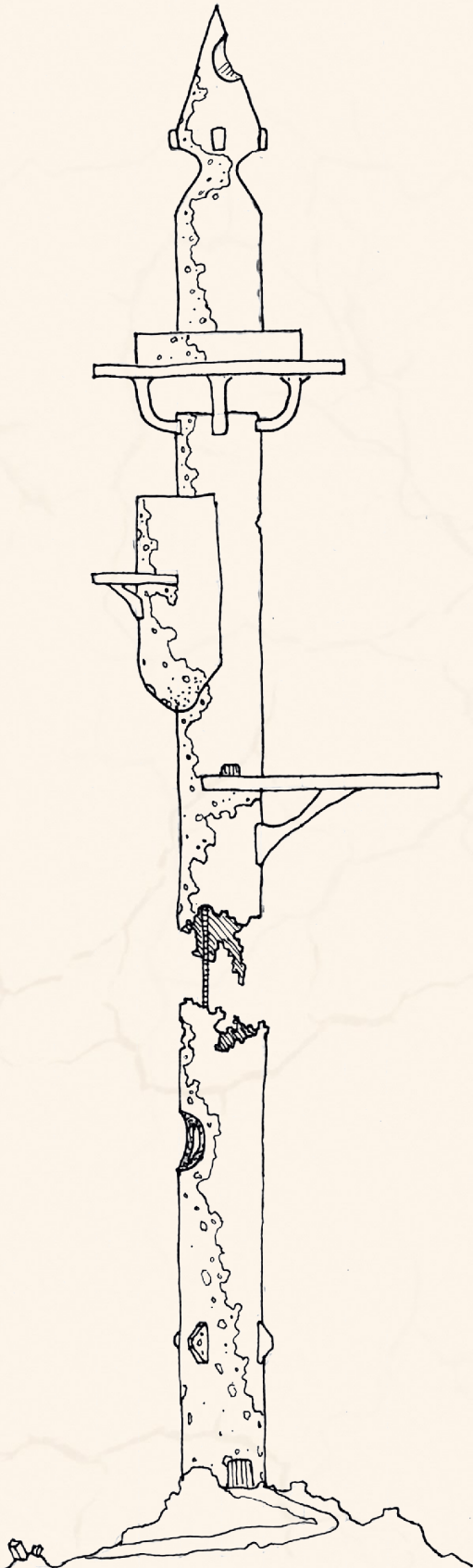
Sneak Attack. Once per turn, Xavier deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Xavier that isn't incapacitated and Xavier doesn't have disadvantage on the attack roll.

Actions

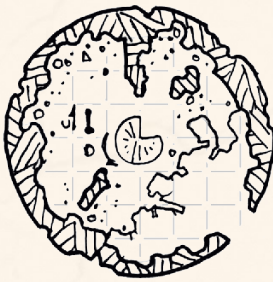
Multiattack. Xavier makes two Dagger attacks.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

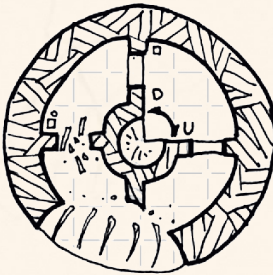
THE FRACTURED TOWER, LOWER FLOORS



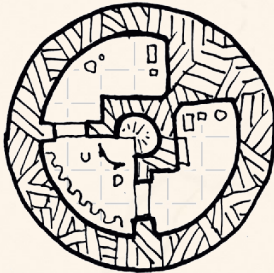
Floor 5



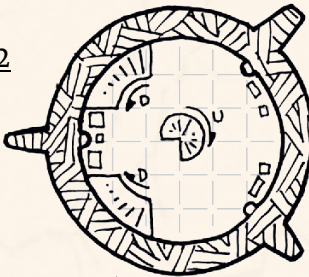
Floor 4



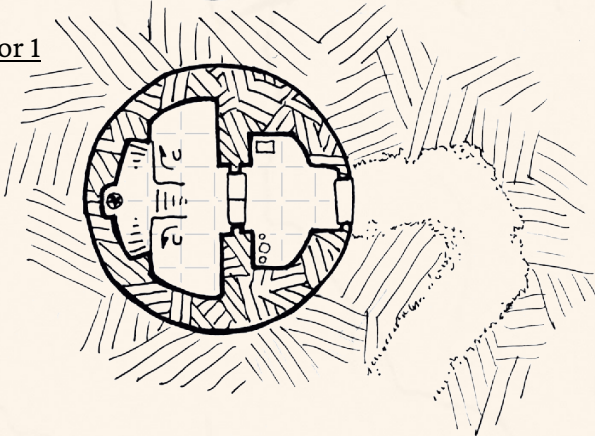
Floor 3



Floor 2



Floor 1



THE FRACTURED TOWER

Gaia Grey's tower stands at the front of a mountain pass, a metaphorical and literal gateway to various planes of existence. Gaia was a warm-hearted person who took many mages under her wing, but she has died of natural causes. Gaia's tower remains, falling into disrepair as Gaia's magical power disperses into the tower itself. The tower stands as an ominous presence, releasing various planar creatures from its depths. As time passes, the tower becomes more ruinous, a single ladder magically holding the tower together between the bottom and top layer.

Within the tower, there is a collection of ten crystals. If those crystals are brought to the thirteenth floor of the tower, it will be possible to release Gaia's soul and restore the tower. However, Gaia is not a pure innocent. It will be up to the party if they want to release Gaia or imprison her in the planar fractures that Gaia herself created. Gaia feels guilt over the things that she has done and will accept judgment.

RUNNING THIS LOCATION

In this section, the characters will traverse the titular fractured tower from floors one to twelve. The tower is purposefully linear in nature to avoid overwhelming the players, but the characters will have many choices to make throughout the adventure. In addition, this adventure can serve as a jumping off point for an open-world planar campaign, and it is designed to help give players the knowledge they might need to navigate such a space.

Each floor other than the first floor represents an encounter of some kind, though not all of them are battles. If the players decide to restore the tower at the end of the adventure, they will have a magical base of operations that will allow them to roam the planes on even grander adventures. They will also have the wisdom of the tower's guardian and creator, Gaia Grey, for as long as the spirit lingers.

Before your first game session, make sure to read through the section to get an idea of how the search for the crystals will dictate much of the adventure's action. The only floors that do not contain crystals are floors one, six, and thirteen.

EXPLORING THE TOWER

The fractured tower has a few elements that will repeat. Once a crystal on any given floor is obtained, the crystal will glow. Then, the floor will revert to its previous state on the Material Plane. On the Material Plane, it has been years since the tower was first fragmented, and the state of the tower reflects this passage of time. Dust and cobwebs litter the floor, any furniture that was previously used has begun to rot away, and fungal growths have started to grow in some areas.

When a floor of the tower reverts, the characters will hear a door or latch to the next floor unlock. This unlocking will echo throughout the floor. Before the floors revert, it is possible that the landscape of the floor may not reflect the physical space on the map. Despite this fact, each floor will be a reflection of the map once the crystal for that floor has been obtained.

The most important thing is to allow creativity in how the characters obtain the crystals. If the characters come up with a way to obtain a crystal that is not covered in the chapter, use the DCs from the methods listed in order to allow the new path. It is okay to say no if the idea does not conform to the rules of your world, but it is also okay to say yes if the players are clever and figure out a solution beyond those listed here. The linearity of the tower is designed to inspire creativity within the adventure so that the players will be ready to use creative solutions once the multiverse opens up to the characters after they restore the tower. In other words, the tower functions as a tutorial to adventures that could span anywhere in the multiverse.

FLOOR ONE, THE LANDING

When the party enters the tower, read the following text:

Time has not been kind to this building. Cobwebs litter the area. The sour smell of mold hangs in the air. A chill permeates the stone structure, much colder than it was outside. A stone tablet sits in the center of the room, raised by a small column beneath it. Inscribed runes stand out on the surface of the tablet.

If any character has proficiency in Arcana or an Intelligence of at least 14, read the following boxed text as well:

The runes are a simple replacement cipher often seen in magical texts. Once you have deciphered the text, it reads as follows: This tower exists in various places and times. To restore it to your place and time, collect a crystal on each floor. Do not sleep here unless the tower has been restored, or the Gnashing Cloud may devour you. The stone crumbles after you have read it, as if it had waited for you.

If no character has proficiency in Arcana or an Intelligence of at least 14, the characters can choose to roll a DC 15 Intelligence check to see if they can decipher the text. If the character succeeds, read the above text. If no characters succeed, read the boxed text below:

The runes appear to be mostly gibberish, and the stone tablet crumbles as you try to decipher it. All you saw before the tablet crumbled was a single, legible word in the center: crystal.

This area is the last unfractured floor of the tower. Every floor above this one is either in a different place, time, or both. There is a set of double doors that leads to a grand staircase. This staircase leads to the second floor.

OPTIONAL ENCOUNTER, THE FAR REALM

CONTENT WARNING: Body Horror, Cosmic Horror

If the party takes a long rest in the tower while it is fractured, read the following boxed text:

You wake up in a place of dreams and nightmares. The ground beneath you writhes, alive and shaking. You cannot smell anything, and you hear the sounds of celestial bodies moving around you. A red cloud of fangs, claws, and eyes encloses around you, reaching out to greet you with death.

The gnashing cloud will attack immediately and will not retreat unless it is defeated. If the gnashing cloud is reduced to 0 hit points, the cloud will slowly fade and the area where the party rested will return to normal. If the party attempts to take a long rest again while the tower is still fractured, the Gnashing Cloud will return at full health.



Gnashing Cloud

Gargantuan Aberration, Neutral Evil

Armor Class 12

Hit Points 125 (10d20 + 20)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	14(+2)	13(+1)	18(+4)	11(+0)

Saving Throws Int +4, Wis +7, Cha +3

Skills Perception +7

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned, unconscious

Senses Blindsight 60 ft., Passive Perception 17

Languages –

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Antimagic Presence. A 60-foot radius invisible sphere around the cloud is under the effect of an antimagic field. Cantrips function normally within this sphere, but no other magic, except that created by an artifact or a deity, functions.

Multi-Planar Form. The cloud exists on multiple planes at the same time. The cloud can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The cloud can be as large as 500 feet in diameter.

Actions

Cloud of Teeth. Each creature in the same space as the cloud must succeed at a Constitution saving throw (DC 13). On a failed save, the creature takes 11 (2d10) psychic damage and 11 (2d10) necrotic damage and becomes frightened for 1 minute. On a successful save, the creature takes half as much damage and is not frightened. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

Cloud of Screams. Each creature in the same space as the cloud must succeed at a DC 13 Wisdom saving throw or become stunned until the end of the cloud's next turn.

FLOOR TWO, THE INFINITE LAYERS OF THE ABYSS

Once the party walks up the staircase on the first floor, read the following text:

You open the door to the next floor and find yourself in a garden of gore and flames. Distant screams echo like crickets in the night. Dark shadows of tree-like appendages sprout from the ground. Heat crawls across your skin as a small demon materializes. The demon turns its head to you, revealing that it has a crystalline eye. The demon bares its prickled, venomous teeth and disappears.

This area has been overtaken by the Abyss. The players can either deal with the four demons in this area or remove the crystal from one of the demon's eyes. If the crystal is removed from the demon's eye, the floor will revert. If the demons are defeated, the crystal will fall from the demon's eye socket and land on the floor of the tower. Either way, the second floor of the tower would be restored.

Removing the Eye. The crystal could be removed by a DC 12 Strength check. If anyone in the party knows Abyssal, they could convince the demon to stop attacking and remove the crystal with a DC 15 Persuasion check. The crystal is causing the demon pain, the result of one of Gaia's experiments. If *detect thoughts* is cast on the demon, an image of a mage removing the demon's eye and replacing it with the crystal will be seen.

Restored Floor. This area appears to have several portraits of Gaia Grey on the wall, gifts from various nobles for her work. There are also a number of spell components on the shelves. If a character takes the time to search the shelves, they will find 10 GP worth of random spell components that could be sold or used in the future. Such a search takes 1 minute and does not require a check. Only one stash of spell components is in good enough shape to be recovered. There is a staircase in the center of the room leading to the next floor.

Greater Quasit

Small Fiend, typically Chaotic Evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	15(+2)	12(+1)	9(-1)	10(+0)	11(+0)

Skills Stealth +4

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal but does not speak

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Magic Resistances. The quasit has advantage on saving throws against spells and other magical effects.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.



FLOOR THREE, THE ELEMENTAL PLANE OF WATER

When the party walks up the staircase to the third floor, read the following text:

You are underwater. Salty water grates against your skin. From the murky depths below you, colossal tentacles reach up, feeling around for something. A glow penetrates the darkness, coming from a point in front of you.

This floor is underwater in the Elemental Plane of Water. Each character has breath as if they just started to hold their breath before entering the water. Normally, a creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). The increased pressure of this plane cuts that time in half (still with a minimum of 30 seconds). For instance, if a character has a +2 Constitution modifier, they have breath for 1 minute and 30 seconds (15 rounds).

Swimming. There is no check to swim in this area, but a character must succeed on a DC 10 Athletics check to dash. All movement is halved unless characters have a swimming speed. The crystal is 150 feet away from the characters' starting location. Once one creature reaches the crystal, the floor will be restored.

Tentacles. The tentacles will wildly flail to attempt to hit targets. Randomly determine the target of the tentacles. For every two party members, add a chance that the tentacles miss their target. For example, if there are four party members, the random chance would be a d6. 1-4 would represent the characters, and 5-6 would represent the tentacles missing any target.

Each turn, the tentacles will lash out twice (+10 attack bonus). If they hit a character, the character is not injured, but they are restrained. A character must use their action to succeed on a DC 12 Strength check to end the restrained condition. Any character can attempt this Strength check. There is no limit to the amount of characters that can be restrained by the tentacles.

Restored Floor. This area has two rooms which have rations in them for travels. There are 2d6 rations that are still in good condition, but the rest have rotted. The staircase in the center of the floor continues up the tower with a door at the top.



FLOOR FOUR, THE CLOCKWORK NIRVANA OF MECHANUS

When the party goes up the staircase, read the following text:

The door disappears as you turn the latch, revealing a complex, mechanical web of gears and cogs. Everything appears to have its place, and the smell of oil permeates the air. Two large and damaged automatons rest in an alcove. The automatons each have half of a crystal embedded in their chests. Sparks of electricity dance across the surfaces of the automatons as they spring to live, rushing toward you.

These automatons were created to defend this area.

Obtaining the Crystal Halves. The automatons will fight to the death, being destroyed if they reach 0 hit points. The characters can also remove a crystal half by succeeding at a DC 15 Strength check.

Restored Floor. The doors that are in this area lead to a view of the outside for the first time since entering the tower. If the characters look out of the broken part of this floor, they will see into a vast, empty expanse of the Astral Sea. At this point, if the characters tried to leave the tower, they would find that they cannot return to the Material Plane. The entrance to the tower would take them to the Astral Sea. The center staircase continues to the next floor.

Automaton

Large Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	11(+0)	18(+4)	4(-3)	9(-1)	5(-3)

Damage Resistances lightning
Condition Immunities charmed, frightened, unconscious
Senses darkvision 60 feet, passive Perception 9
Languages –
Challenge 3 (700 XP) Proficiency Bonus +2

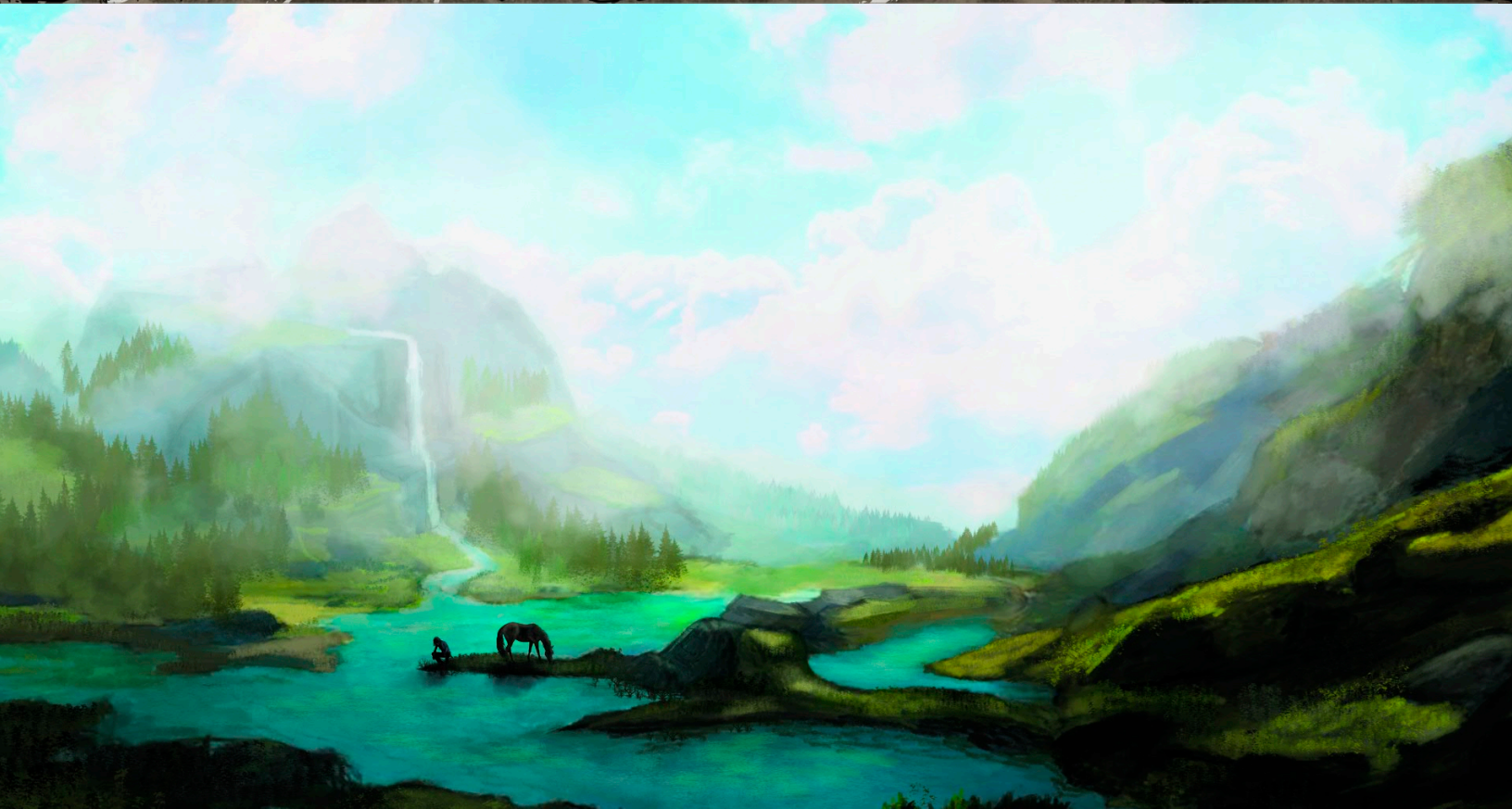
Unreliable. When the automaton moves at least 10 feet on its turn, roll a d20. On an 11 or greater, it functions normally. On a roll of 10 or less, the automaton cannot use its slam attack this round.

Actions

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Sonic Shriek (1/day). The automaton releases a high-pitched sound. Each creature of its choice within 30 feet takes 4 (1d8) thunder damage and makes a Constitution saving throw (DC 13). On a failed save, the creature is stunned until the end of the automaton's next turn.





FLOOR FIVE, THE BLESSED FIELDS OF ELYSIUM

When the party goes up the staircase, read the following text:

The stairs give way to a golden field of glowing grain. A soft breeze carries over you, and the entire meadow smells of honey and vanilla. Beams of light flow down from the sky, seeping into your soul with a feeling of ease and tranquility unfamiliar to you. A glint of light in the distance seems miles away from you.

Restraining Joy. The characters are stunned in this new space. At the end of their turn, the creature can make a DC 15 Wisdom saving throw, becoming restrained on a success. On a failed saving throw, the stunned condition continues. If a character is restrained, the creature can make a DC 15 Wisdom saving throw at the end of their turn, ending the restrained condition on a success.

When the restrained condition ends for a creature, they can move toward the glint, but everything is considered difficult terrain and using the Dash action is not possible. When a creature is moving, the creature can make a DC 12 Wisdom saving throw to use the Dash action. The crystal is 150 feet away from the starting locations of the party.

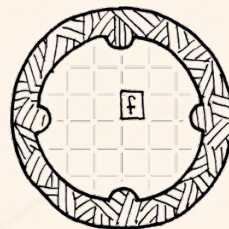
Restored Floor. This area has been destroyed. There are remnants of a living area, but the floor and one of the walls have been destroyed. The staircase ends, and there is a rope ladder that leads up to the next floor.

THE FRACTURED TOWER, UPPER FLOORS

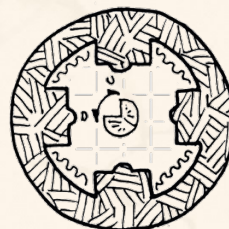
Floor 9



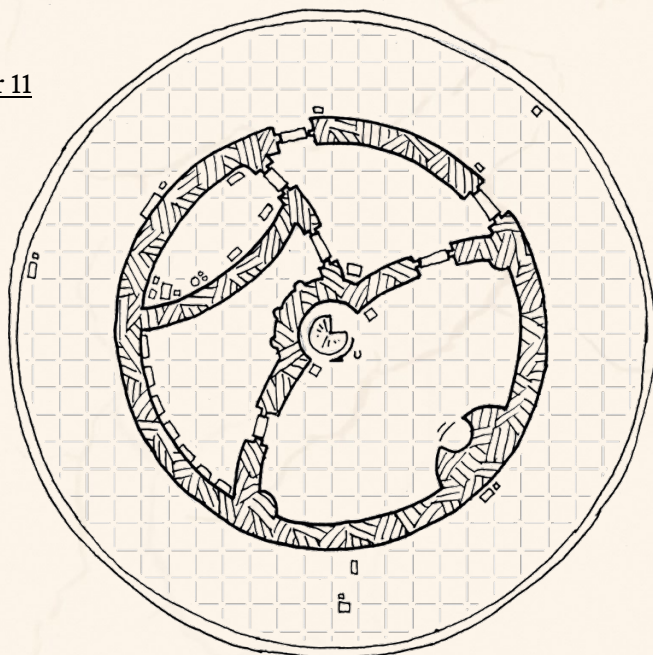
Floor 13



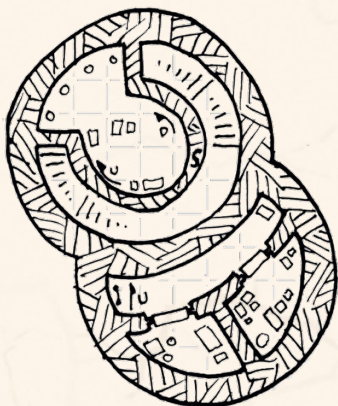
Floor 12



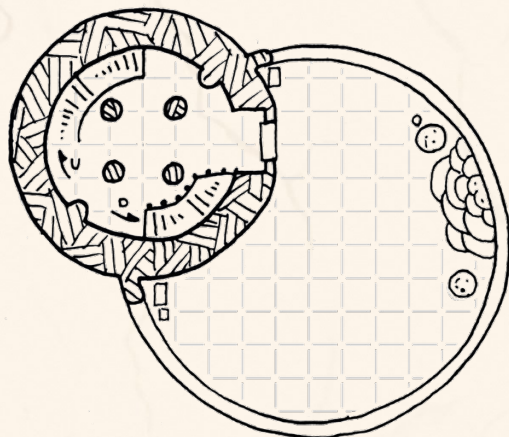
Floor 11



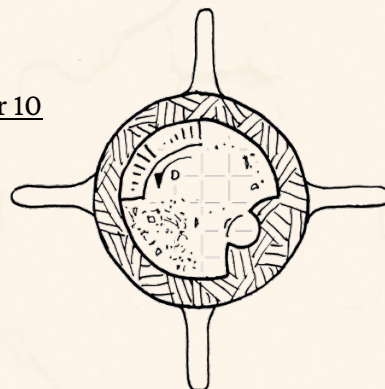
Floor 8



Floor 7



Floor 10



Floor 6



FLOOR SIX, GAIA GREY

When the party reaches the top of the ladder, read the following text:

You raise the hatch, and the warm smell of cinnamon wafts in from the floor above. Embers crackle from a well-built fire. A kind and delicate voice calls, “Come on in. It must be cold down there.” The door in front of you opens to a cozy study filled with old books and comfortable seats around a long table that should not fit in the space. The voice comes from an old person dressed in billowing robes of purple and white with yellow trim. The face contains years of wisdom, and the person’s hair has gone from gray to white long ago. “My name is Gaia. How have you found yourself here?”

Floor Layout. From the ladder to the door, this floor resembles the fractured tower as the characters have come to know it. The door opens to an area recreated from Gaia’s memory as she died. This study never existed in the tower. There is a cold stone staircase on the far wall that looks out of place in the room. The walls and floor appear to be wooden with a flower print painted on the walls. The party cannot restore this floor until the tower as a whole is restored.

Gaia Grey’s Timeline. This Gaia will look physically the same as the other versions of Gaia that the party will encounter, but she is 100 years younger. At this time, Gaia believed at this time that magic was best used to help humanity in various ways. This Gaia had not yet begun the experiments that have now fractured her tower. 80 years in this Gaia’s future, the experiments will begin, and Gaia will cross ethical lines in order to attempt to bring a loved one back from the dead. This Gaia would be unable to imagine what she will do in the future, and she will not meet that loved one for another 20 years.

Restorative Meal. Gaia offers the party a home-cooked meal that functions as a long rest. In addition, each character’s hit point maximum will increase by 2d6. Gaia will also offer the party three groups for potions to assist with their journey. The party can take two of the three. If the party succeeds on a DC 18 Charisma (Persuasion) check, they can take all three sets. No other type of Charisma check can result in a success.

- **Healing Potions.** There are three of these potions. When a creature drinks this potion, they regain 10 hit points. These potions are uncommon magic items.
- **Arcane Balance.** There is one of this potion. This is a potion from [chapter 2](#). When a creature drinks this potion, they gain arcane insight for 1 hour. When they miss with an attack, they can make the attack hit instead. The effect ends after they make a miss hit two times. This potion is a rare magic item.
- **Heroism.** There is one of this potion. For one hour after a creature drinks this potion, they gain 10 temporary hit points that last for 1 hour. For the same duration, they are under the effect of the *bleed* spell (no concentration required). This potion is a rare magic item.



FLOOR SEVEN, THE SHADOWFELL

When the party goes up the staircase, read the following text:

You take a step up the stairs, and you are suddenly on the back of a skeletal horse cloaked in shadows. Behind you clawed, scaly creatures with bat-like wings and glowing eyes fly. Nightmarish feline beasts with bare skulls and bristled fur chase you. One of the flying monsters holds a crystal in its claws, flying low to the ground in front of you.

Riding Challenge. The flying monster in front of the party has a flying speed of 30 feet. The skeletal mounts function as **draft horses** with 38 hit points, and they have a speed of 40 feet. The flying monster is 30 feet in front of the party. To get the mounts to use the Dash action, the rider must succeed at a DC 10 Wisdom (Animal Handling) check. If a rider is proficient in Animal Handling, they automatically succeed. After three turns of successful movement, a character can make a DC 12 Strength check to take the crystal from the flying monster.

The flying monster is immune to damage, and each character will be attacked by either the creatures running behind the mounts or one of the flying creatures behind them at the start of their turn. Roll a d6. On 1-3, the character is attacked by the running creatures. On 4-6, the character is attacked by the flying creatures. If a character is hit by an attack at the start of their turn, their Animal Handling check is at disadvantage on that turn. If a character who is proficient in Animal Handling is hit by an attack at the start of their turn, the character must succeed at a DC 10 Wisdom (Animal Handling) check without advantage or disadvantage.

- **Bite (Running Creatures).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.
- **Claw (Flying Creatures).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Restored Floor. This floor is vacant, but it has a door to the outside. If the party looks out of that door, they will see the tower floating in the Astral Sea with this floor as the first floor above the sea level. There is another staircase up to the next floor.





FLOOR EIGHT, THE ELEMENTAL PLANE OF AIR

When the party goes up the staircase, read the following text:

You find yourself on a different staircase made from marble. At the top of the stairs, there is a twelve-foot-tall blue-skinned woman wearing shiny armor made from crystalized air. Behind the woman, there is an expansive view of the Elemental Plane of Air. Small platforms like the one you are on dot a landscape of swirling winds. There is no earth below you. The woman has a crystal in her hand. “You seek this crystal. I seek amusement. Shall we play a game?”

Djinn’s Game. The woman is a noble **djinni** named Mora (her true name is a series of whistles in the air), a genie from the Elemental Plane of Air. The party poses no threat to her (and cannot deal damage to her) unless they learn her true name, which she will not give to them. Mora does want the players to receive the crystal, but she also wishes to challenge them. Mora proposes a game to do just that.

Mora and a character will roll a d20. Mora will use her control of air to give her advantage on the roll and give the character disadvantage on the roll. Mora will not stop the other characters from doing things to increase the roll of the character rolling against her. The d20 roll counts as an ability check. The first to 3 wins will win.

If the party loses, Mora will offer another game if they pay her one gold. If the party wins, Mora will give the winner the crystal with a smile saying, “Thank you for the amusement. I hope to see you again.” If the party ever learns Mora’s true name in the future, which can be said by a mortal proficient with the flute, Mora will offer the party one wish if they do not harm her with her name.

Djinn’s History. Mora knew Gaia once. Gaia found Mora in an attempt to get granted a wish from the noble genie. Mora could not grant Gaia’s wish though, because she asked to bring someone back from the dead that died of old age. If the party asks Mora about Gaia, Mora will be forthcoming about once knowing the old mage. Unfortunately, Mora doesn’t have a good concept of time, so she does not know when she knew the mage.

Restored Floor. The restored floor appears to be just a staircase. However, there is a secret door to a magical storage. The party can succeed at a DC 20 Wisdom (Perception) or Intelligence (Investigation) check to find the door. In the storage, there are 54 GP and a *venomous torc* ([a magic item in chapter 2](#)).

From the Floor Above. There is a separate area to this floor that can be accessed by a ladder on the ninth floor. If the party comes back down, there is a storage area that contains 27 GP and *potion of darkness* ([a magic item in chapter 2](#)).

FLOOR NINE, THE ASTRAL SEA

CONTENT WARNING: Body Horror

When the party goes up the staircase, read the following text:

You are in a pile of rubble with scattered runes over the surface. A spindly creature wearing rags steps over the wreckage. The creature has four tentacles protruding from its face, glazed over white eyes, and sharply honed claws.

Feral Mind Flayer. This creature does not have the intelligence of a typical illithid. It was starved for years by Gaia in order to test the viability of one of her experiments. If the party casts *detect thoughts* on this husk, they will see flashes of a decade in a *force cage* that only ended when Gaia's death set the creature loose from its confinement. The feral mind flayer will attempt to feed whenever possible, and it will not retreat until death. There is a crystal embedded in the creature's heart that can be found with *detect magic*. The crystal can be removed from the creature's corpse with a successful DC 15 Wisdom (Medicine) or Strength check. Each failed check deals 1 psychic damage to the creature attempting to remove the crystal.

Restored Floor. This floor was once a sitting area. There are a few small shelves of books on planar travel. There is a staircase up to the next floor, but there is also a ladder down to the previous level. If a character has a passive Investigation of 15 or more, they will realize that the ladder down goes to a different area from where they were in the previous floor. There is also a door to a viewing area. If the party checks that viewing area, they will see that the tower is sinking further into the Astral Sea.



Feral Mind Flayer

Medium Aberration, Unaligned

Armor Class 13 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	14(+2)	5(-3)	12(+1)	15(+2)

Saving Throws Str +6, Con, +5, Cha +5

Skills Perception +4, Stealth +4

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft. but can only project emotions of hatred and hunger

Challenge 5 (1,800 XP)

Proficiency Bonus +3

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

Actions

Multiattack. The mind flayer makes two Claw attacks, or one Claw attack and one Tentacles attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Tentacles. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. 6 (1d6 + 3) piercing damage, and if the target is a creature, it is grappled (escape DC 14).

Psionic Feeding. The mind flayer targets one creature it is grappling. The target must succeed at a DC 13 Charisma saving throw or take 28 (8d6) psychic damage. If the attack is successful, the mind flayer is restrained until the end of its next turn, and it regains a number of hit points equal to the psychic damage dealt.

Bonus Action

Maddening Psionics. The mind flayer telepathically emits emotional pulses of hatred and hunger. Each creature within 120 feet of it must make a DC 13 Wisdom saving throw. On a failure, the creature takes 4 (1d8) psychic damage and is restrained until the start of the mind flayer's next turn. If a creature's saving throw is successful, the creature is immune to the mind flayer's Maddening Psionics for the next 24 hours.

FLOOR TEN, THE FEYWILD

CONTENT WARNING: Self-Harm

When the party goes up the staircase, read the following text:

The stairs you walk become a forest path. There are trees that radiate joy around you, and flowers that whistle a jaunty tune. You see a clearing ahead, a beautiful woman in a flowing earth-toned dress stands at an ornate mirror. Next to the woman, there is a large table with enough seats for all of your allies plus one. A kettle whistles in the center of the table, water boiling without a source of heat. Before your attention turns away, you notice out of the corner of your eye that the woman's skeleton is what is reflected in the mirror, not her physical form. "Welcome to my party, mortals!" the woman says. "Here's hoping it'll be to die for." There is a flash of something sinister in the woman's eyes before she giggles in a flowery tone.

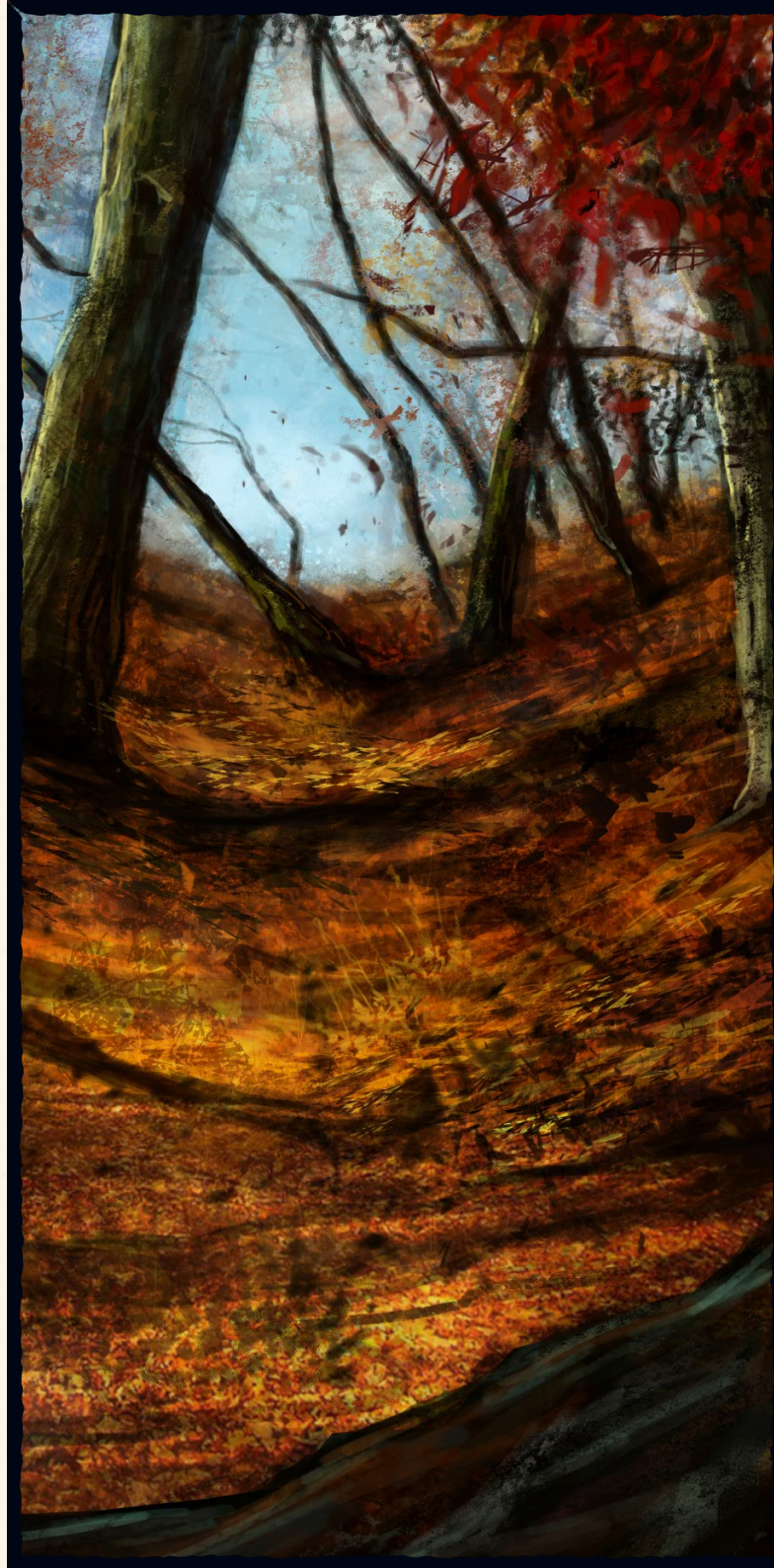
An Archfey of Hospitality. The woman is an archfey named Consa (or at least that is as close to her true name as she will say). The party poses no threat to her, and she wishes for amusement above all. The crystal that the party is looking for is at the bottom of the whistling tea kettle. The kettle is magically sealed, and it will only open with Consa's hand. If the party wants to get the crystal, Consa's only request is that they finish the tea party. Consa once hosted Gaia to a similar tea party when Gaia sought a way to bring her loved one back from the dead, but Consa is immune to any type of mind-reading. Only Consa can reveal what she knows.

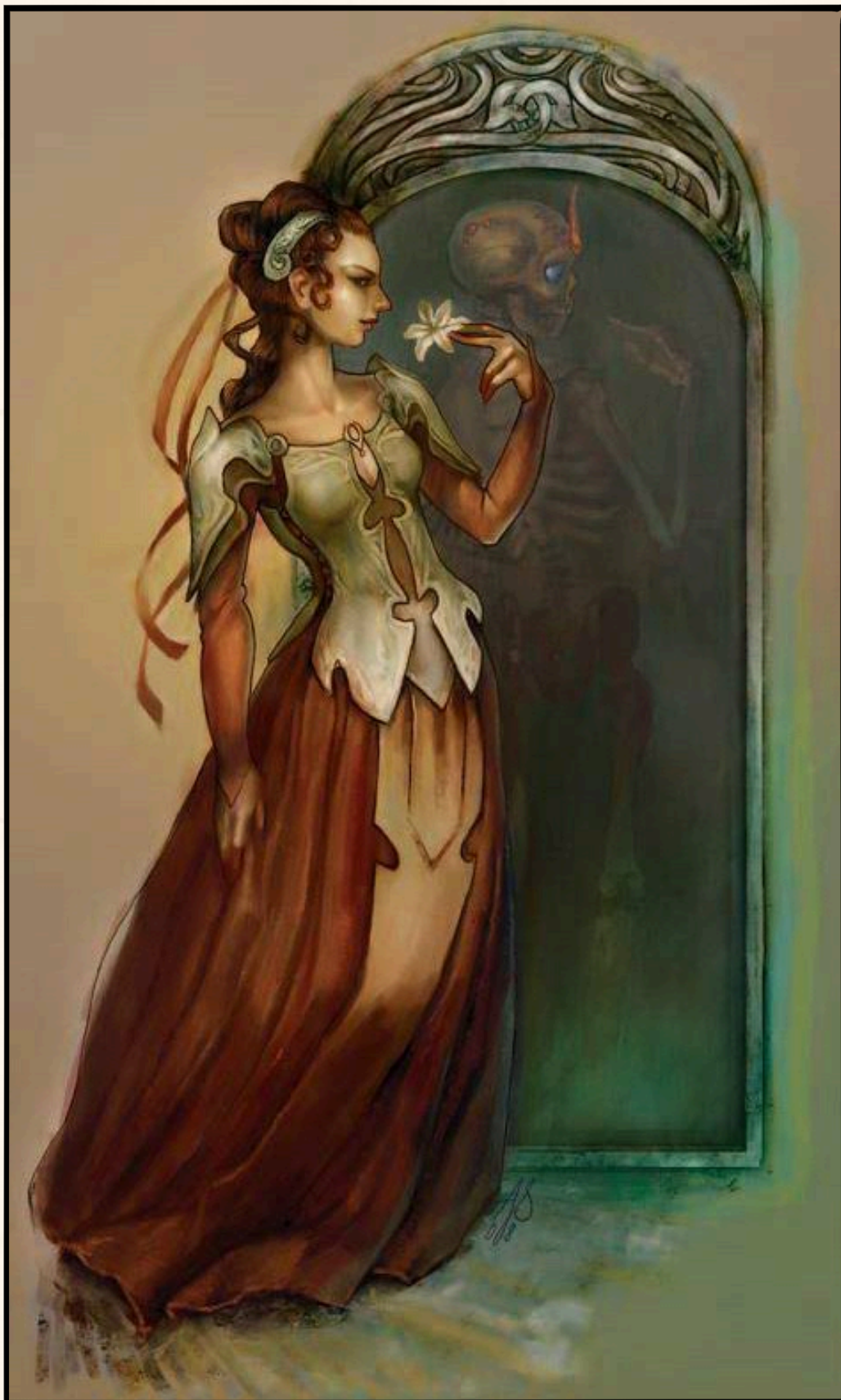
The Tea Party. Finishing a tea party seems simple. The party must drink the tea. The complication is that the tea never lowers in temperature. If a character resists fire damage, they take 1 fire damage each round that they drink the tea. If a character does not resist fire damage, they take 1d4 fire damage each round that they drink the tea. Drinking the tea is an action. It takes five rounds to finish a cup.

The characters can only stop drinking if they tell Consa a story, and only one story can be told at a time. If a character tells a story, they can use an action. If Consa enjoys the story, each person will regain 1 hit point. If Consa doesn't enjoy the story, each character will take 2d6 points of psychic damage. Consa likes stories where mortals overcome painful trials or have sad endings, and she dislikes stories that have unearned happy endings.

Once each character has finished two cups of tea, the tea party is over, and Consa will hand over the crystal. Once the party ends, Consa will heal the party if she liked more stories than she disliked. If Consa liked more stories, each character regains a number of hit points equal to their hit point maximum, and Consa will wish them luck in the trials to come. If Consa disliked more stories, she will become a terrifying skeletal monstrosity as the floor shifts back to its restored form.

Restored Floor. There is nothing but debris in this area. The previous staircase ends here and another one leads up in the far corner. There is evidence of bone and rot on this floor, suggesting that more of Gaia's experiments happened above this location.





FLOOR ELEVEN, GAIA GREY, PART TWO

When the party goes up the staircase, read the following text:

You step into a flame lit room with lightning crackling around you. The mage that you met on the sixth floor stands here. Gone are the smells of baked goods and the kind looks. A wrinkled, angry face has grown in their place. The mage holds a staff with a crystal at the top. “I’ve been expecting you,” the mage says, and she moves to strike.

Gaia’s Timeline. It has been 90 years since Gaia was the person that the party met on the sixth floor. 20 years after they met, Gaia fell in love with a woman named Arin. They lived together for 50 years, but Arin died of old age. Gaia searched for 10 years for a way to bring Arin back before Gaia resorted to twisted experiments with demons, machines, and other planar creatures. This Gaia expects retribution from planar entities, but Gaia does not know that retribution is not coming. Gaia’s punishment has already been decided, and she is dying. In 10 years from this point, Gaia will breathe her last.

Battle with Gaia. Gaia has a crystal on the end of her staff. If someone attempts to take the crystal while Gaia is conscious, an orb of force appears around the crystal. Gaia will also have cast *mage armor*, *intellect fortress*, and *nondetection* on herself before the battle. Gaia is prepared to fight to the death, because she believes the party is there to punish her by reminding Gaia of her past. Any Charisma checks to attempt to come to a peaceful resolution will fail, but a DC 20 Charisma (Persuasion) check can force Gaia to make her attack rolls at disadvantage for 1d4 rounds.

Restored Floor. This floor is a small maze of rooms. This is the final floor with a balcony. If the party looks out, they will see that the tower is sinking further into the Astral Sea. Inside, there is a room full of spell components, another room with a cauldron for mixing potions, and a bedroom with sparse decorations. There is a staircase up in the center of the floor.

Gaia Grey

Medium Humanoid (Human, Wizard), Chaotic Good

Armor Class 11 (14 with mage armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	13(+1)	12(+1)	18(+4)	11(+0)	16(+3)

Saving Throws Con+4, Int +8, Wis +3

Skills Arcana +13, History +8, Medicine +3

Damage Resistances force, psychic (*intellect fortress*)

Damage Immunities damage from the *magic missile* spell

Senses passive Perception 10

Languages Celestial, Common, Draconic, Primordial, Sylvan

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Equipment. Gaia wears a brooch of shielding, and she wields a staff that acts as a spellcasting focus.

Intellect Fortress. While Gaia maintains concentration, she has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Actions

Galvanized Hand. Melee Spell Attack: +7 to hit, reach 5 ft., one target. 22 (5d8) lightning damage, and Gaia regains 9 (2d8) hit points.

Shock. Ranged Spell Attack: +7 to hit, range 120 ft., one target. 18 (4d8) lightning damage. The target cannot take reactions until the start of its next turn.

Lightning Storm (1/Day). Gaia unleashes a wave of elemental energy in a 30-foot radius around her. Each creature in the area must make a DC 15 Constitution saving throw, taking 27 (6d8) damage on a failed save, or half as much on a successful one.

Spellcasting. Gaia casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *gust*, *light*, *mending* (as an action), *prestidigitation*

3/day each: *detect magic*, *knock*, *levitate*, *mage armor*

1/day each: *banishment*, *intellect fortress*, *legend lore* (as an action), *nondetection*, *scrying* (as an action), *sending*



FLOOR TWELVE, GAIA GREY, PART THREE

When the party goes up the staircase, read the following text:

This area is small. It contains a staircase up, but there is a crystal on the floor several feet from you. Above that crystal, a shade appears. It is the spirit of the mage. “I am so sorry for what you’ve experienced,” the spirit says. “Thank you for restoring my tower.” The spirit moves back away from the crystal, allowing the party to pass if they wish.

Gaia’s Timeline. Gaia’s body ceased to be 10 years after the party met the mage on the previous floor. Gaia’s body did not die so much as it slowly ceased to be, fracturing the tower across planes where Gaia had journeyed to find a way to bring back the love of her life. This Gaia has an awareness of what the party has experienced, and the spirit will provide any answers that the party seeks. The spirit will even reflect on her mistakes in life and say that it is up to the party if they wish to restore her spirit to the tower.

The Choice. When the party goes to the thirteenth floor, they will be presented with several options. The party can restore the tower to its former power, or they can restore the tower as a physical building with no power. The party can free the spirit of Gaia Grey, bind the spirit of Gaia Grey to the tower to serve as a *mimir* ([a magic item in chapter 2](#)), or the party can shatter the spirit of Gaia Grey into many pieces to experience eternal punishment. The party can choose to mix any of the options for the tower with any of the options for Gaia’s spirit. If the party comes up with another option that they would like to do, encourage creativity when possible. Gaia will give the party the correct sequences to do whatever they want to do, but a successful DC 20 Intelligence (Arcana) check can confirm her instructions.

Floor Layout. There are four mirrors embedded behind curtains on this floor. Each of the four mirrors are capable of being used as a focus for the *scrying* spell. The staircase in the center of the room continues up to the final floor.



FLOOR THIRTEEN, THE TOWER RESTORED AND BEYOND

When the party goes up the staircase, read the following text:

This area looks like the rest of the restored floors of this fractured tower, except that there is a pedestal with twenty slots in it ahead of you. This is it. When you place the ten crystals here, the tower will no longer be broken. What pattern do you want to use?

THE RESTORED TOWER WITH ITS FULL POWER

If the party restores the tower to its full power, it functions as a *keystone amulet* (a magic item in chapter 2). Additionally, the tower can be used as a focus to cast *protection from planes* (a spell in chapter 2) or *planar jaunt* (a spell in chapter 2), requiring no material components. Once the tower has been used to cast one of these spells, it can't cast that spell again until the next dawn. The tower could instead function as a *planar humidifier* (an artifact in chapter 2) if the DM chooses, or the tower could need additional components that were lost when it fractured to restore its artifact functions. Restoring the functions of the tower by finding these components could make for an excellent first goal in a larger campaign.

THE RESTORED TOWER WITH NO POWER

If the party restores the tower without its power, it will function as a normal mage's tower. There are a number of volumes on planar magic that could be valuable. Searching the tower for a day results in finding 1000 GP of such texts. These texts could not be removed if the tower's magic still functions, as they are part of the tower's magic.

FREEING GAIA GREY

If the party chooses to free the spirit of Gaia Grey, the spirit will thank them and point them in the direction of a living tutor if they wish to study planar magic. This tutor could be any NPC capable of casting *plane shift*. The tutor could also be Mora, the noble genie that the party met on the eighth floor, or Consa, the Archfey of Hospitality that the party met on the tenth floor.

BINDING GAIA GREY

If the party chooses to bind Gaia Grey to the tower, the spirit will function as a *mimir* (a magic item in chapter 2). Gaia will happily serve this purpose, because she fears what the afterlife might have in store for her. A DM could have the *mimir* lack some of its power for balance purposes. For instance, the *mimir* when first created could only add a +1 bonus to spell attack rolls and to the saving throw DCs of spells, giving the character that uses it a personal goal to bring the *mimir* to full power.

PUNISHING GAIA GREY

If the party chooses to punish Gaia Grey for her ethical crimes, the spirit will accept this fate, considering it reasonable for what she has done. Gaia's spirit would be fractured into ten separate pieces. These pieces of Gaia's spirit would then become solid, forming a skull.

If someone were to collect all ten pieces of the skull, it would become a *mimir* (a magic item in chapter 2), ending Gaia's punishment.

WHAT HAPPENS NEXT

The characters can choose to do whatever they would like once they have the tower. If the party restored the tower, they can use *planar jaunt* (a spell in chapter 2) to go on planar adventures using the plot hook tables in Appendix B. Using the appendix tables is the expected route of the adventure, and an entire campaign could be built from these adventures. You could choose individual hooks rather than rolling on the random tables to give the party many different experiences across the multiverse.

If the party does not have access to the tower, this adventure could serve as a prelude to any of the official planar adventures, including *The Wild beyond the Witchlight*, *Descent into Avernus*, or *The Light of Xaryxis* (Spelljammer). If you choose to lead into an official adventure, the player characters may be more powerful than intended at the start of the campaign, but you can delay level advancement to balance their power level.

No matter what happens next, this adventure should give the players an understanding of the dangers of planar travel and prepare them for the sandbox that is the multiverse. Whatever results in the most fun should be your guidepost.

APPENDIX A: PLANAR TRINKETS

The Planar Trinkets table that follows offers a selection of trinkets appropriate for planar-themed adventures. Players whose characters have the planar nomad or planetouched background or who are participating in a planar-themed campaign can roll on this table instead of the Trinkets table in the *Player's Handbook* to determine what trinkets their characters possess.

PLANAR TRINKETS

d100	Trinket
01	a pocket watch that keeps time for a 20-hour day
02	a crystalized wisp of shadow
03	a teacup from an archfey's tea set
04	an ancient arrow from the Outlands
05	an orb filled with liquid from the Elemental Plane of Water
06	a petrified xorn claw
07	Fire Spinneran eyepatch worn by an astral sailor
08	a steel orb carved with unknown runes
09	a glass musical note which rings with a beautiful tone when tapped
10	a book of doomsday prophecies with a cover made from flesh
11	a grip of a bow from the Beastlands
12	a shaft of wheat from Elysium that's warm to the touch
13	a collection of smashed bits that was once a music box
14	a leaf that falls pointing north when dropped
15	a map to an unknown demiplane
16	a glass vial filled with gelatinous ooze
17	a compass that points toward random planar crossings
18	a once-human skull turned into a gemstone
19	a jagged stone from Ysgard
20	a huge tooth from an astral dreadnought
21	a sewing kit that includes glowing thread
22	a scrap of cloth from an astral ship's flag
23	a book of dirty jokes written in the Feywild
24	a jack-in-the-box with a beholder's head
25	a balor's whip that no longer has any magical properties
26	a silver goblet from Mount Celestia
27	a charred branch from a treant

d100	Trinket
28	a small portrait of a stately fire elemental in a suit
29	a lump of clay leftover from a construct's creation
30	a grooved stone molded by the winds of Pandemonium
31	a bolt of lightning frozen in time
32	an ancient coat of arms painted onto a dragon scale
33	a jagged scrap from a smashed clockwork horror's limb
34	a locket containing a swirl of energy from Elemental Chaos
35	a blade from a solar's sword
36	a weather-worn demon skull
37	a plank made from a wood woad's shield
38	a crystalline holy symbol devoted to an unknown god
39	an ancient dragon's fingerbone
40	a gear of unknown metal from Mechanus
41	a broken spring from an ancient experiment
42	a dented helmet that can no longer be worn
43	a giant's toe that smells of fungus
44	an IOU for a keg of mead from a now destroyed monastery
45	a collection of dust from a hill giant's favorite stone
46	a celestial feather
47	a set of silverware that never tarnishes
48	an everburning ember from the Nine Hells
49	a broken ogre's club
50	a mummified beholder eyestalk
51	a bottle of spores from a myconid colony
52	a clump of dirt that falls up when dropped
53	a skull from a small troll
54	a petrified snake head
55	a sphinx-hair brush
56	a treasure map to an already discovered treasure
57	a construct's eye that still moves
58	a makeshift buckler made by a banderhobb
59	a four-inch long curved fang made from a strange metal
60	a strand of basilisk scales
61	an unbreakable branch from Arborea
62	a broken goat horn from one of a chimera's heads
63	a wig that could dissolve into ooze if the ooze that created it dies

d100 Trinket

- | | |
|----|---|
| 64 | a stone recreation of a darkmantle tentacle |
| 65 | a small bust of an ancient planetar |
| 66 | a perfect cube of iron from Acheron |
| 67 | a long dead hoard scarab |
| 68 | a rusted arm of a pentadrone |
| 69 | a chunk of volcanic glass from Gehenna |
| 70 | a vial of adhesive labeled "Mimic Glue" |
| 71 | a preserved owlbear paw |
| 72 | a dodecahedron, each side painted with a different creature's blood |
| 73 | a root from a shambling mound |
| 74 | a necklace with several griffon feathers |
| 75 | a pair of leather gloves made from vibrant green leather |
| 76 | a key to a door in the city of Sigil |
| 77 | an iron mask made for a long lost deity's rites and rituals |
| 78 | a leatherbound journal made from an archfiend's wing |
| 79 | an amulet made from crystalline tears |
| 80 | a weightless iron rod |
| 81 | an oversized iron ring that can be worn as a bracelet |
| 82 | a preserved kraken eye |

d100 Trinket

- | | |
|-----|---|
| 83 | a jar containing a small endless breeze from Arcadia |
| 84 | a displacer beast's tail |
| 85 | a coin made from glass |
| 86 | a set of pipes made with heartwood from the Feywild |
| 87 | <i>a minotaur's nose ring</i> |
| 88 | <i>an iron bar from a prison in Carceri</i> |
| 89 | <i>a petrified snake from a medusa's hair</i> |
| 90 | an alabaster illithid claw |
| 91 | a lockbox that contains a swirling mass of smoke from Limbo |
| 92 | a 20-foot long strand of dark hair |
| 93 | a spool of silver thread that refills each dawn |
| 94 | a block of larva fat from Hades |
| 95 | a toolbox filled with rusted ancient tools |
| 96 | a journal of notes from an extraplanar scientist |
| 97 | a putrid bottle of perfume labeled "Ode to Otyugh" |
| 98 | an orange candle that burns with no smoke |
| 99 | a iron horn from a gorgon |
| 100 | a vial with a single drop from the River Styx |



APPENDIX B: PLANAR ADVENTURE HOOKS

This appendix contains adventure hooks for every standard Dungeons and Dragons plane and a Random Plane table for determining where adventures could take place. These tables could be used as ideas for a complete campaign following the Fractured Tower adventure in chapter 4, or these tables could be used for adventures on specific planes where the party travels.

RANDOM PLANE TABLE

3d10	Resulting Plane
3	The Material Plane
4	The Feywild, or the Plane of Faerie
5	The Shadowfell, or the Plane of Shadow
6	The Ethereal Plane
7	The Astral Plane
8	Elemental Chaos
9	Elemental Plane of Air
10	Elemental Plane of Earth
11	Elemental Plane of Fire
12	Elemental Plane of Water
13	The Seven Heavens of Mount Celestia
14	The Twin Paradises of Bytopia
15	The Blessed Fields of Elysium
16	The Wilderness of the Beastlands
17	The Olympian Glades of Arborea
18	The Heroic Domains of Ysgard
19	The Ever-Changing Chaos of Limbo
20	The Windswept Depths of Pandemonium
21	The Infinite Layers of the Abyss
22	The Tarterian Depths of Carceri
23	The Gray Waste of Hades
24	The Bleak Eternity of Gehenna
25	The Nine Hells of Baator
26	The Infinite Battlefield of Acheron
27	The Clockwork Nirvana of Mechanus
28	The Peaceable Kingdoms of Arcadia
29	The Far Realm
30	The Outlands

ABYSS ADVENTURE HOOKS

d6	Adventure Hook
1	The party is locked in Baphomet's endless maze, unable to shift to a different plane. The party must find and destroy the dimensional anchor that keeps them in the maze before powerful fiends find them.
2	A mage requests aid in recovering the eye of one of Lolth's handmaidens, a yochlol, from Lolth's demonweb. The party must find one of Lolth's handmaidens away from the rest of the yochlols and procure its eye while it is in its true form. The mage offers the party a magical item in return for the eye.
3	A cleric requests that the party travel onto Thanatos to recover a powerful holy symbol that was stolen by Orcus. The party must navigate a strange tomb of undead in order to retrieve the holy symbol. The cleric offers the party resurrection services in return for their heroism.
4	The party is hired by a noble to obtain information on the layout of Everlost, the grand palace of Orcus on Oblivion's End. The party can choose to get the information firsthand, or they can choose to obtain the information from another source. Investigating such a source could prove just as dangerous as traversing the palace itself.
5	When a planar excavation team accidentally finds themselves on Yeenoghu's Death Dells, the noble in charge of the expedition comes to the party to ask for their help in returning the group. What the noble does not know is that less than half of the crew is still alive, and Yeenoghu's servants are searching for the survivors.
6	In order to cure a plague, a druid asks the party to recover a magical fungus from Shedaklah, the lair of Juiblex, a place of rot and decay. The party must brave oozes and fiends in order to return with the fungus before many start dying of the plague.

ACHERON ADVENTURE HOOKS

d6 Adventure Hook

- 1 The descendent of a great orc general asks the party to see if his ancestor still fights on Acheron. Anyone the party encounters in Acheron will refer to the general as a traitor. If the party investigates, they will discover that the general never adhered to Gruumsh's teachings despite his heritage, and the general now resides in Elysium.
- 2 A widow who lost her husband to a meaningless conflict requests that the party find a way to release her husband from the eternal battle of Acheron. Her husband was an orc who sought Gruumsh's power only in battle. To retrieve his soul, the party will have to travel to Acheron to find his lost soul.
- 3 The party finds a survivor of a planar caravan in the midst of a great battle on Acheron. The survivor offers the goods of the caravan itself if the party can find her mother, who led the caravan. The party must brave hordes of enemies in order to find the caravan's leader, who is dying of a wound received when the caravan crashed.
- 4 The party is split by a warband when arriving on Acheron. The party must find a way back to each other, which they can do by joining two different sides of the eternal conflict.
- 5 A goblin scholar requests the party's aid in recovering a historical text on the infinite wars that take place on Acheron. In order to recover the text, the party will have to evade several warbands, and the text itself is guarded by a giant mechanized warrior.
- 6 A researcher wishes to attempt to harness the power of Acheron in order to create energy on the Material Plane. If the party agrees to assist her, they must place several devices on the lost souls of Acheron. If they do so, the researcher will discover that the devices do not work, but she will offer a gold reward for the knowledge.

ARBOREA ADVENTURE HOOKS

d6 Adventure Hook

- 1 An elven researcher requests the party's aid in recovering an artifact from Arborea. The artifact has been split into three pieces, and those pieces will combine to create a sword. The researcher wishes to restore the artifact to discover its capabilities, but the researcher does not know that restoring the artifact will unleash an ancient evil within the sword.
- 2 The party receives an invitation to an interplanar party on Arborea. The bash is being held by Dionysus, a strange godlike being. Dionysus approaches the party during the event, saying that he believes someone is going to make an attempt on his life. Later, Dionysus is stabbed by a god-killing weapon. If the party solves the murder, they will be rewarded by Dionysus' family.
- 3 A godlike hunter named Artemis gives the party an opportunity to impress her with their hunting skills. Artemis asks the party to retrieve the skull of a hydra. A shade named Iolaus warns the party on the way to the hydra that they will need to keep the heads from regenerating if they have any hope of killing the hydra.
- 4 The party is hired by an elven noble to recover proof of the noble's heritage from a grand library on Arborea. The party will first have to find the library, which changes locations each night. Once the party finds the library, they will have to figure out whether or not to tell the noble a shameful secret from their heritage.
- 5 A godlike being named Persephone wants to get a present for her husband. She believes that the best place to get a present would be Hades. Persephone offers the party passage to Hades to recover an ashen crystal that glows with sadness, a perfect present for her husband.
- 6 An elven champion hires the party as guards to travel to the third layer of Arborea, a place of sand and snow called Pellon. The champion seeks a creature that slew the champion's father. The party will have to brave extreme elements in order to find the creature, a titanic monster.

ARCADIA ADVENTURE HOOKS

d6 Adventure Hook

- 1 The party is hired by a celestial to slay a corrupted titan wreaking havoc on Arcadia. The celestial cannot commit violence against another celestial, and they will offer the party a magical item in return for their service to Arcadia.
- 2 The mountain on Arcadia is eroding for the first time. A celestial noble hires the party to travel beneath the depths onto the lowest layer of Arcadia to discover what is happening. A portal to the abyss has opened on the lowest layer, and closing it will be difficult.
- 3 A druid asks the party to retrieve a fruit from Arcadia. The party will either have to steal the fruit or prove themselves worthy of receiving the fruit to the celestials that guard the groves.
- 4 A dwarven cleric asks the party for aid when he receives a troubling omen from Arcadia. A battle between spirits has erupted in the plane, and only an outside force would be capable of quelling the violence. The spirits rise from the dead each morning, creating the possibility of endless war.
- 5 The party is hired by a noble to recover a celestial animal from Arcadia. The noble does not understand that the animals in Arcadia have a level of sentience, and there are celestials that will protect those animals with their life. If the party returns empty handed with the knowledge of the sentience, the noble will give a lesser reward and disappointment to the party.
- 6 A warrior hires the party to investigate the possibility of her dwarven lineage. The party will have to travel to Arcadia for the complete records. The record is held in a library of living books that do not appreciate outsiders perusing their shelves.

ASTRAL PLANE ADVENTURE HOOKS

d6 Adventure Hook

- 1 A watch captain of a major city hires the party to recover an escaped prisoner. The prisoner has escaped on the Astral Plane, and rumors say that the prisoner has holed up in the petrified corpse of a dead god. It is up to the party how they wish to retrieve the prisoner.
- 2 The party discovers a wormhole leading to the Astral Plane. There is someone screaming on the other side of the wormhole. If the party investigates, they will discover that the screams were from a person in the past, already dead. However, going through the wormhole will result in the party being dimensionally anchored, and getting back will require finding another way home.
- 3 A githyanki captain asks the party to recover the spine of his ship after the ship capsized in a storm in the Astral Sea. The spine of the ship was adamantine, so the captain believes that it is still drifting somewhere. The captain does not know that a dragon has taken the spine to be part of their horde.
- 4 One of the party has dreams of an ancient evil, chained in the Astral Sea. The party can choose to confront the evil directly or indirectly through astral projection. Until the party confronts the evil, they will be assailed by a cult that hopes to unleash the ancient evil.
- 5 The party is hired to retrieve a family heirloom from Tu'narath, a githyanki city on the Astral Plane. The most dangerous part of the journey is getting to the city by braving the psychic winds of the Astral Sea.
- 6 When an astral dreadnought falls out of the sky in the Material Plane, a silver dragon requests the aid of the party to discover what killed the titan. The dreadnought was slain by a githyanki ship, but it was swallowed by another dreadnought.



BEASTLANDS ADVENTURE HOOKS

d6	Adventure Hook
1	A hollyphant brings the party to the Beastlands to request their aid. A fiendish hunter has made his way into the Beastlands, and the celestials there are unable to track the hunter. The hollyphant offers to travel with the party for a week if they will assist in finding the hunter.
2	The Beastlands is enveloped in constant night. The Beast Lords hire the party to find out what is happening. The truth is that a creature from Karasuthra, the third layer of the Beastlands, is trying to extend the night from that layer.
3	The Lady of the Forest speaks to the party in their dreams. A unicorn is being kept from the Beastlands, its life artificially extended for some reason. If the party investigates, they will discover that a vampire has captured the unicorn, keeping it as a food source.
4	The party finds a fossilized paw. Shortly after finding the paw, the party is visited by the spirit of a great tiger. The tiger requests that the party deliver the paw to the Beastlands to free its spirit. In return, the tiger offers the ability to summon its spirit in battle through the <i>summon beast</i> ^{TCoE} spell.
5	An old hunter hires the party to deliver an apology to a sentient wolf that she killed as a younger woman. The wolf now exists on the Beastlands, and the hunter is unable to make the trip herself. If the party can deliver the apology and return, the hunter offers them her best bow.
6	A great werebear requests that the party gather information about the Beastlands, as he is dying and wants to know what is in store for him without seeing it with his own eyes. If the party travels to the Beastlands and gives the werebear an accounting of the place, he will offer the party a magical amulet.

ELEMENTAL CHAOS ADVENTURE HOOKS

d6	Adventure Hook
1	A cleric needs a pure mote of each element for a ritual. The cleric hires the party, telling them the quickest way to get the motes would be to travel Elemental Chaos. The pure motes are not guarded, but they are in the territory of primordials of their respective elements.
2	On the border between the Abyss and Elemental Chaos, a spelljamming ship crashes. The crew is killed in the crash, but a merchant that worked with the ship knows how to track where the ship crashed. If the party works with the merchant, the merchant will offer the party whatever they find minus a finder fee for the information.
3	The party is hired by an alchemical researcher to find a substance called living ice, which supposedly rests in Fimbulwinter, a place of ice on Elemental Chaos where a titan named Thrym lives, a hostile lesser deity.
4	Pazunia, the 1st layer of the Abyss, collides with Elemental Chaos. Fiendish entities spread through the Elemental Planes, killing thousands of elementals. A titan calls out for aid, and a cleric hears that call. The cleric gathers a great number of heroes to combat the incursion while he rights the shift in elemental power.
5	The party finds themselves on the Hidden Realm of Annam All-Father, a most powerful giant deity. Annam senses their presence and gives them one mortal day to leave his realm before he destroys them for their trespass. Planar travel is impossible from the location, and there is no way for the party to physically combat the greater deity.
6	A mage requests a mote of energy containing all four elements. The only place to find such a mote is in Elemental Chaos, where the elements can crystallize together to create dangerous and volatile compounds.

ELEMENTAL PLANE OF AIR ADVENTURE HOOKS

d6 Adventure Hook

- 1 An elemental settlement on the Sirocco Straits hires the party to guard a caravan of supplies to their settlement. Gargoyle raids have stopped recent caravans from arriving at the settlement. The next caravan is expected in three days, and it contains medicine for a grave disease that afflicts the settlement.
- 2 On the border of the Great Conflagration, the Plane of Ash, a settlement fears that it will be wiped out when the Sea of Fire burns hotter than usual. It will be up to the party to either evacuate the settlement or figure out a way to defend it against the oncoming fires.
- 3 Deep within the Labyrinth Winds, there is an artifact that used to hold great power. A historian seeks the fragments of the artifact to restore it to its original glory. If the party agrees to find the fragments of the artifact, the historian will restore the physical form of the artifact. It would then be up to the party to restore its power.
- 4 A skyship captain hires the party as guards while she makes her way through the Mistral Reach on a bet. The party will have to defend the ship against various elemental threats while the captain steers through unfamiliar territory.
- 5 The Wind Dukes of Aaqa seek a mortal group to represent them in a ceremonial battle against other elemental leaders. If the party wishes to represent the dukes, they must prove themselves by sailing the Labyrinth Winds without a crew in a massive skyship.
- 6 The Wind Dukes of Aaqa have lost a ship on Frostfell, the Plane of Ice. The dukes hire the party to recover the ship and find any survivors before the ice freezes them to death. The ship was carrying powerful magical components, and the dukes will offer a share of those components if the party can recover the ship.

ELEMENTAL PLANE OF EARTH ADVENTURE HOOKS

d6 Adventure Hook

- 1 An adventuring group went to the Swamp of Oblivion last month. The guild hires the party to investigate the disappearance. If the party goes to the Swamp of Oblivion, they will find that a parasitic ooze has taken control of the adventuring group.
- 2 The party receives a dinner party invitation from a dao in the City of Jewels. The city is hostile to outsiders, but the party's invitation allows them to explore the city. The dinner party itself plays host to extraplanar beings of all kinds, and the host has gathered beings together to discuss a great threat to the multiverse.
- 3 A smith on the Material Plane wants to apprentice in the Furnaces of the Elemental Plane of Earth. The smith hires the party to escort him to the plane. On the way, a dao that disapproves of mortals apprenticing in the Furnaces orchestrates several attacks on the party.
- 4 A dao hires the party to travel into the Fountains of Creation to recover a half-forged sword that fell into magma in the Furnaces. Recovering the sword will become harder the deeper it flows into the Fountains of Creation.
- 5 When a strange precious gem is stolen from a jeweler on the Material Plane, the jeweler hires the party to track down the thief. The thief is a dao, and they are on their way to the City of Jewels to sell the gem to a rare collector. The party must track the thief and reach them before they reach the city.
- 6 What appears to be an ancient skeleton comes to the surface on the Mud Hills. An archeological researcher finds that the skeleton came from a recent death. The researcher opens a call to adventurers to find the origin of the skeleton in order to return the remains to the family. The skeleton belongs to an adventurer that was killed on Shedaklah, the lair of Juiblex, on the Abyss.

ELEMENTAL PLANE OF FIRE ADVENTURE HOOKS

d6 Adventure Hook

- 1 The party happens across a place that looks like the City of Brass in every aspect, but there are no residents. If the party investigates the copy, they will find a master builder in the center of the copy who believes he is making a new city for the efreet. Something is not right though, as ethereal efreet start to swarm the copy.
- 2 A ruin from the Elemental Plane of Air surfaces on the Great Conflagration, the Plane of Ash. An efreeti businesswoman seeks to hire the party to recover what they can from the ruin, but a djinni diplomat from Aaqa makes a plea to the party to return the salvage to the rightful owners in Aaqa.
- 3 One of the Illuminated in the City of Brass requests assistance from outsiders through a guild. An efreeti general has been murdered, and there are no clues leading to the culprit. The Illuminated constable gets the party access in order to investigate. The culprit was a fiendish business partner in a smuggling agreement with the general.
- 4 A diplomatic caravan needs protection as they cross the Cinder Wastes toward the City of Brass. One of the diplomats hires the party, and the diplomat lets the party know in private that an unknown member of the delegation has plans to stop the caravan from arriving at its destination.
- 5 When an entire efreet outpost near the Fountains of Creation disappears, an efreeti general hires a group of twenty outsiders, including the party, to find out what happened. The outpost was swallowed by an elemental titan that escaped from Elemental Chaos.
- 6 A captain on the Sea of Fire hires the party as muscle on an expedition. A newly discovered island of obsidian contains a ruin that promises to hold many treasures, and the captain wants to be the first to make a claim to the ruin.

ELEMENTAL PLANE OF WATER ADVENTURE HOOKS

d6 Adventure Hook

- 1 When a ship laden with gemstones goes missing on the Material Plane, the shipping company hires the party along with a salvaging crew to search the Isle of Dread on the Elemental Plane of Water. The company offers the party a twenty percent finder's fee for cargo and whatever they find that wasn't on the shipping manifest.
- 2 Yetis from Frostfell have adapted to be able to swim when their food supply dwindled. These aquatic yetis have the ability to hold their breath for as long as an hour. A marid settlement on the Sea of Ice requests aid in eliminating the yeti threat.
- 3 A trident of great power rests on the Darkened Depths. A marid inventor plans an expedition below the surface in her newly made submarine. The party is hired as part of the crew to attempt to recover the trident from the most dangerous waters on the Elemental Plane of Water.
- 4 When a ship made of coral goes missing on the Silt Flats, the marid settlement that lost it requests the aid of outsiders to find the ship and hopefully recover it from its ooze-filled prison. The marids do not know that the ship went missing due to a ghostly presence onboard that killed the crew.
- 5 A new marid emperor seeks to grab power from the Citadel of Ten Thousand Pearls. The emperor's efforts lead to multiple assassination attempts. The emperor hires people from the Material Plane to combat these attempts on his life.
- 6 The party finds a nation made from ships lashed together on the Sea of Worlds. There is a power struggle happening in the makeshift nation. Former captains are claiming people as part of their crew in an attempt to widen their sphere of influence. A chaplain from one of the ships seeks to find a peaceful solution as violence escalates between the crews.

ELYSIUM ADVENTURE HOOKS

d6 Adventure Hook

- 1 When a ship's crew goes missing on Elysium, their ship is found on Amoria, on the shores of Oceanus on the first layer of Elysium. The party is hired as part of the search to find the crew. The people leading the search do not realize that the crew fell through another planar crossing and are now on the Feywild.
- 2 The party is hired to recover a ship that went adrift on Oceanus. The salvager suggests that the ship must have run aground through Thalasia, the great sea on Elysium. In order to retrieve the ship, the party will have to weather the region's strong pull for outsiders to stay on the plane.
- 3 A druid seeks a curative plant that supposedly exists on Bellerin, a marshy region of Elysium. The druid has a strong connection to celestials, and she fears that she would not be able to return from the plane if she went. There are many natural dangers that the party will need to brave in order to retrieve the plant, including sentient plants that defend the area.
- 4 A great explorer has gone missing, last seen on Elysium. The explorer's husband seeks his swift return, but he does not know that the explorer has been tempted to stay by the overwhelming joy of Elysium. If the party seeks out the explorer, he can be found in a makeshift camp that overlooks a cliff on Eronia, the mountainous region of Elysium.
- 5 The descendent of a celestial wishes to seek out their ancestor on Elysium. The descendant hires the party to help them navigate the region. Unfortunately, the descendant also has fiendish ancestry, so Elysium is a more dangerous region than anticipated, even though the trip only takes the party through the first layer of Amoria.
- 6 There is a tournament taking place on Amoria, the first layer of Elysium. If the party wishes to participate, they will have to prove their connection to the plane by searching the Elysian archives. If the party finds a connection to Elysium, then they can enter the tournament as a group with the Elysian connection as their captain.

ETHEREAL PLANE ADVENTURE HOOKS

d6 Adventure Hook

- 1 A spirit calls to the party from the Border Ethereal, pleading for help in finding her killer. If the party answers the spirit's pleas, they will have to travel through the Border Ethereal by way of the Feywild, as the killer was a red cap, a murderous fey under the control of an aberration.
- 2 An ether cyclone ruptures an area on the Material Plane. Several people are caught in the storm, fracturing their consciousness across multiple planes. A planar mage hires many people, including the party, to recover the pieces of each person so that they can be put together again.
- 3 When the next in line to the throne is lost on the Deep Ethereal, a queen hires the party to travel through the strange realm to retrieve him. Finding anyone on the Deep Ethereal is a challenge, and the heir believes he should not be found because of personal sins. The heir's belief makes it that much harder to find him.
- 4 The party finds themselves separated on the Deep Ethereal. Distance is meaningless, and they cannot see each other. The individual party members will need to grapple with the strange realm in order to find each other again and escape.
- 5 A medium from the Material Plane is lost on the Border Ethereal after connecting with a particularly hateful spirit. The medium's husband hires the party to travel through the Border Ethereal to retrieve the medium. If the party can't retrieve the medium in seven days, her soul will be lost forever.
- 6 A researcher accidentally becomes exposed to a phase spider's essence. Each time the researcher hiccups, they phase through the Ethereal Plane. The researcher requests help in curing their condition before the threats of the plane endanger their life. The researcher offers the rest of the essence as a reward.





FAR REALM ADVENTURE HOOKS

d6 Adventure Hook

- 1 A celestial beholder wants to eliminate their ancestors on the Far Realm. The celestial requests aid from the party to travel to the Far Realm and eliminate a primordial beholder that is many times more powerful than the average beholder. The celestial knows the location of many powerful weapons that can be used in the fight if they are recovered.
- 2 Eyes grow on the party at random intervals. If the party investigates, they will find that the eyes are small portals to the Far Realm. An aberration covered in eyes is experimenting with a new kind of arcane eye to spy on adventurers. The party will have to travel to the Far Realm if they want to confront the aberration.
- 3 One of the party has dreams where they are experiencing experiments from the perspective of an aberration in the Far Realm. The dreams cause the party member to be unable to get rest. If the party wants to save them, they will have to disconnect the connection by traveling to the Far Realm to confront the aberration.
- 4 A portal from the Far Realm opens in the midst of a major city on the Material Plane. Soldier thralls come out of the portal, killing many people. A guild gathers heroes to launch a counter-offensive to the Far Realm. The counter-offensive will find itself in the lair of an elder brain that controls an entire Illithid colony.
- 5 An Illithid separated from the collective speaks in public against the dangers of the Far Realm. Assassins attempt to kill the Illithid. Though the assassins are believed to be connected to the Far Realm, they have been hired by a noble that spent time as an Illithid experiment in her young adult years.
- 6 A beholder on the Far Realm has found a way to accelerate their dreams, creating terrifying aberrations that wreak havoc on various planes. A celestial invites the party to join a group of extraplanar warriors that will assault the beholder's lair on the Far Realm.

FEYWILD ADVENTURE HOOKS

d6 Adventure Hook

- 1 The party receives an invitation to a masquerade ball hosted by the Summer Court. The invitation promises to create a lifetime of friendships. When guests start dying of mysterious circumstances during the ball, the party must discover the cause of the deaths before they end up dying themselves. The cause of death is old age. The court has accidentally recreated an ancient ritual that causes time to accelerate.
- 2 A drow scout goes missing in the Feydark. The scout's partner hires the party to recover him. The scout's partner does not know that the scout is in a fomorian jail cell.
- 3 A courier delivers a request for the party to save the life of an archfey who is vulnerable for one night out of a thousand years. All of the enemies the archfey has wronged will attempt to kill him. If the party protects the archfey, they will discover that it is possible that the archfey, whose domain is chance, might have had a negative impact on their pasts as well.
- 4 A Feywild researcher hires the party to assist in cataloging Domains of Delight. One domain that has eluded the researcher is an invitation only domain that plays host to a tea party. The party must figure out a way to get an invitation from this archfey of hospitality.
- 5 The party wakes up in a strange place. A fey courier delivers a message that claims the party destroyed the home of an archfey on a merry rampage. The archfey bears no ill will if the party agrees to clean their home. The archfey does not know that the party was under the influence of a competing archfey, and cleaning the home will be more dangerous than clearing any dungeon.
- 6 When the party finds themselves in an infinite library, there is a book on every subject. The party will soon find out that the library is actually a Domain of Delight where every book will tell the reader what they want to hear. If the party makes too much noise, the librarian fey that created the domain will attack them.

GEHENNA ADVENTURE HOOKS

d6 Adventure Hook

- 1 A mage requires snow from Gehenna as a material component for a ritual. The mage hires the party to recover the snow, which only exists on Mungoth, the third layer of Gehenna. Mungoth is a region of both volcanic activity and constant burning snow, and a yugoloth notices when the party enters Gehenna.
- 2 A yugoloth comes to the party with a financial opportunity. The yugoloth wishes to give them a bounty for capturing someone who the party would normally come to blows with anyway. The party must decide if they want to take a contract from a yugoloth, knowing that the yugoloth will likely kill the captive.
- 3 Behind a steamy waterfall on the top layer of Khalas, there is a treasure of great value left behind by an ancient yugoloth. The party finds part of a map leading to the location. The map does not tell the party that a trap-filled dungeon awaits them behind that waterfall.
- 4 A guild offers a bounty for a yugoloth that has slain many of their members. The yugoloth has holed up in a lava-filled lair in Chamada, the second layer of Gehenna. The guild does not know that the yugoloth is afflicted with a magical illness that is slowly ending their life.
- 5 When a cleric needs an object known as the fire of Krangath to resurrect a hero, the cleric hires the party to recover it. Krangath is unfortunately a land of dead fires, the fourth layer of Gehenna. The party will have to go deep into the caves of Krangath in order to find even an ember deep below the surface.
- 6 A yugoloth binds one of the party to a contract that was initiated by one of their ancestors. The contract requires the party to either kill a king or find a loophole to void the contract.

HADES ADVENTURE HOOKS

d6 Adventure Hook

- 1 An inventor seeks several books from a library within Anthraxus' library in Khin-Oin, the Wasting Tower. The inventor offers future services in return for the party obtaining the books from the fiend's fortress.
- 2 A noble receives pleas from one of her ancestors in a vision. The ancestor is being punished as a larva on Hades. The ancestor says that his soul was unclaimed because of a fiendish plot to remove the celestial blood from his line. The noble hires the party to search for records and eventually physically rescue her larval ancestor so that he can be returned to Mount Celestia.
- 3 A disease from Hades' first layer of Oinos is spreading on the Material Plane. A ranger hires the party to cut off the disease at its source by slaying a fiend known as an Oinoloth deep within Hades. Unfortunately, the creature will be much more powerful on Oinos, a land of disease and death.
- 4 When a night hag contacts the party, they all have dangerous nightmares. The party awakes from the nightmare knowing that someone close to them is in the clutches of a night hag. The night hag offers the soul of their confidant in return for a more desirable soul. It is up to the party whether they wish to condemn another person or find another way to retrieve their confidant's soul.
- 5 A cleric requires a root of Yggdrasil touched by gloom. The cleric asks the party for aid, as the root must be recovered from the second layer of Hades, Niflheim. The cleric offers to travel with them to Hades and give them several healing potions in return for their aid.
- 6 A bard named Orpheus offers to sing the praises of the party if they can rescue his muse, Eurydice, from Pluton, the third layer of Hades. If the party wishes to save Eurydice, they will have to convince her to leave the place, as her joy has left her in the gloomy realm.

LIMBO ADVENTURE HOOKS

d6 Adventure Hook

- 1 When a portal to Limbo opens in the mind of a cleric, the temple searches for people willing to enter the cleric's mind to heal it from the inside. Traveling within the mental maze will require great care, as spells that require spell slots and magic items will not function within the mental maze as only the party's minds will enter the maze.
- 2 A monk from a monastery on Limbo was killed by a slaadi tadpole. The monastery hires the party to investigate, because no slaadi had been seen in the temple. The truth is that one of the monks has been replaced by a green slaad with the ability to lay eggs that is intent on slaying the monks one by one.
- 3 Energy from Limbo is spilling through a portal on the Material Plane, creating a zone of chaos that is expanding from the portal. Many heroes are called to defend the area from slaadi incursions while others search Mechanus for the components needed to close the portal. It is up to the party which effort they want to aid.
- 4 The heirs of a king are dying one by one. The party is hired to find out what is happening. The remains of slaadi tadpoles are found in the corpses. A death slaadi is implanting synthetic eggs that will immediately die once they kill the host in an attempt to remain undetected until the entire line has been wiped out.
- 5 An archmage is searching for the legendary fifth layer of Limbo, the layer of the Lost Gods. The archmage hires the party to help in this search. In order to attempt the ritual to travel there, the archmage needs the heart of a red, a blue, a green, a gray, and a death slaadi. If the party helps open the door, a primordial of chaos will escape onto the Material Plane.
- 6 The party finds themselves on a part of Limbo where spell energy is inaccessible. No spells can be used that require spell slots and magical items do not function. The party must navigate this confusing realm and find a natural planar portal within this realm of infinite chaos.

MATERIAL PLANE ADVENTURE HOOKS

d6 Adventure Hook

- 1 When a tyrannosaurus rex escapes from a mage's lab, the party is hired by a local druid to contain the creature and return it safely to its natural habitat. If the party succeeds, the mage will not be happy about the loss of the dinosaur.
- 2 The party is hired to protect a myconid colony in the Underdark from incursions by monstrosities. The colony has been under siege since the season changed, and a magical beacon within the colony is drawing the monstrosities to the myconids. The beacon was a practical joke by an archfey whose domain is in the Feydark.
- 3 An ancient blue dragon destroys an entire district of a city. The dragon demands tributes from the three districts that remain. A guild within the city secretly plans an escape for the populace. The party was present in the city during the attack. It is up to them to decide what to do and whether they want to aid in the evacuation or come up with their own plan.
- 4 A vampire takes victims from the docks of a major city during foggy nights. The dockmaster, not knowing of the severity of the threat, hires the party to take care of the matter. None of the traditional signs of vampiric attacks are present, and the vampire is capable of raising victims as zombies instead of vampire spawn.
- 5 A council of giants meet to split land between them. A storm giant hires the party to help keep order during the negotiation. An elemental explosive detonates during the third day of talks, and the council turns to the party to find out what happened. One of the delegates set the explosive to attempt to bring the giants together.
- 6 An ancient silver dragon requests aid from the party when she discovers that she doesn't have much longer to live. The dragon hopes to split her horde among various charitable causes within her territory, and she wants the party's help to make sure the horde gets to the right place.

MECHANUS ADVENTURE HOOKS

d6 Adventure Hook

- 1 A squad of monodrones attacks an inn in a rural area. The local constable offers a bounty for anyone who can figure out why the modrons attacked. The monodrones were reprogrammed by a fiend in order to cause destruction and sow doubt whether modrons are to be trusted by mortals.
- 2 A rogue quadrone on the Material Plane wants to return to the collective. The quadrone hires the party to assist them in returning to the collective, but the physical journey will be difficult and there are missing components of the quadrone that will need to be replaced if they are to rejoin the collective.
- 3 A march of modrons has started though it is not yet time for the great modron march. A rogue pentadron researcher comes to the party for help finding out why the march was triggered. The clocks of Mechanus were altered by a time-shifting undead mage in order to leave parts of Mechanus unguarded to be conquered.
- 4 Primus requests the assistance of mortals when he discovers a part of Mechanus that is unknown to him. Primus offers to transport the party there, but warns them that he has no power in the strange place. The new part of Mechanus is the domicile of an archmage who seeks to recreate Mechanus for her grand plans.
- 5 The Bull of Heaven, a creature with the ability to open great holes in the ground, has escaped its resting place on Mechanus. Anu, a godlike sky entity, offers a prize for the safe return of the Bull of Heaven to Mechanus.
- 6 A godlike being named Horus has been split into several entities. The different aspects of Horus are wreaking havoc on multiple planes. A planar historian brings the party information on a way to bring Horus back together in the same way that a being named Osiris was once brought back together when killed by his brother Set.

MOUNT CELESTIA ADVENTURE HOOKS

d6 Adventure Hook

- 1 Unrest spreads through Venya, the third layer of Mount Celestia, as the weather sours for the first time in a thousand years. The crop lands wither and one of the celestial residents turns to the party for assistance as the celestials cannot determine what's wrong. A single seed from Hades was planted by a fiend in the fields, and its corruption has spread to everything in paradise.
- 2 The party is stranded on Chronias, unable to access planar magic. They must navigate the realm and avoid any celestial entities, as the party would be killed on sight for not being worthy of this hallowed seventh layer of Mount Celestia, a place that few if any mortals have been deemed worthy of inhabiting.
- 3 The lost soul of a respected family of knights needs guidance to Mercuria, the second layer of Mount Celestia, after being murdered. The party is given a torch containing the soul of the knight, and they must keep the torch lit through their travels to the soul's final resting place.
- 4 A paladin from Mertion, the fifth layer of Mount Celestia, contacts the party through a vision. The paladin worries of her family, who she has only recently remembered. If the party investigates, they will find that the paladin's family is on Venya, the third layer of Mount Celestia, and they must decide if they want to tamper with the order of the place to reunite the family.
- 5 A cleric needs a perfectly round stone from Solania, the fourth layer of Mount Celestia. The cleric offers the party a map to an artifact if they can recover the stone, but the only way to find the stone is to prove to the residents of Solania that the party is worthy of such a gift.
- 6 A planar thief has stolen four gemstones from the celestial vault of Jovar, the sixth layer of Mount Celestia. Unable to find the culprit, the celestials turn to outsiders to solve the crime. The reality is that a portal to the Astral Sea formed within the vault and the gemstones fell into it. If the party can retrieve the gemstones, they will be offered the true answer to one question for each party member.

NINE HELLS ADVENTURE HOOKS

d6 Adventure Hook

- 1 A mage needs a single coin from Minauros, the third layer of the Nine Hells, for a ritual that will end the suffering of a starving city that was cursed two years ago. The party will need to brave the dangers of Mammon's vault and perhaps even offer the Archduke a deal if they want one of his coins.
- 2 An entire city has been displaced to Maladomini, the seventh layer of the Nine Hells. The party was in the city when it was displaced, so they must discover what happened and try to return the city to the Material Plane. A cult that worships fiends offered the city as a sacrifice to appease Baalzebul, the Archduke of Maladomini and the Lord of Flies.
- 3 A virtuous paladin has been imprisoned in the torture chambers of Glasya, the Archduke of Malbolge, the sixth layer of the Nine Hells. The paladin took a deal to save a nation, and is being called to Mount Celestia as a reward. A celestial offers the party great wealth in return for helping the paladin escape his imprisonment.
- 4 A ship has been encased in ice, stuck on the frozen sea of Stygia, the fifth layer of the Nine Hells. The party will need to curry favor in the treacherous courts of Archduke Levistus if they want to free the ship from the frozen waters. Luckily, one of the Archduke's court is looking to make a deal that goes against Levistus' iron rule.
- 5 When a planar spell goes wrong, a tower of mages find themselves on Cania, the eighth layer of the Nine Hells. The mages are dimension locked, and they ask the party for aid in removing the dimension lock before the tower comes under the gaze of the brilliant and conniving Mephistopheles, the Archduke of Cania. The dimension lock's seals are deep within the ice of Cania.
- 6 A night hag calls to the party from Dis, the second layer of the Nine Hells, and she offers the party the souls of many people important to them in return for the delivery of one soul she craves. The soul she wants is the benevolent ruler of a small kingdom who turned down one of her deals in his youth.



OUTLANDS ADVENTURE HOOKS

d6 Adventure Hook

- 1 The party finds themselves upside down in Sigil, the City of Doors. While upside down, the party discovers that magic does not function properly. It is up to the party to find a way to right themselves in the City of Doors and its many locked rooms before the dangers of the city make their presence known.
- 2 A well-known permanent portal in Sigil suddenly shifts to another location, stranding residents in a demiplane. A guild in the City of Doors hires the party to recover the residents. The demiplane itself seems to be a place of traps of all sorts, a kind of deadly funhouse created by a long dead archmage for their own amusement.
- 3 A traveler leaves Tir na nOg as an elderly person. The traveler approaches the party to ask for aid. If the traveler can get an apple from the orchards in Tir na nOg, then they will regain their lost years. The traveler offers a key to one of the doors in the city of Sigil as a prize.
- 4 A celestial warns the party that one of them is fated to die in one week. The celestial gives a way out by going to the Mausoleum of Chronopsis to petition Chronopsis, the dragon god of fate, to change fate. The journey is not as simple as first appears, and it becomes apparent that the journey into the mausoleum could be more dangerous than dealing with the certain death.
- 5 A market festival happens in Sigil. People and creatures from all over the known worlds come to participate in the commerce. The party finds a music box available in the festival that supposedly plays the true name of an archfey. A spontaneous auction breaks out for the music box, and if the party wins, they will have power over that archfey. Gold has no value in the auction, but there are many more things of value that could be offered.
- 6 When an apprentice to Tvashti's Laboratory goes missing, one of the other apprentices asks for aid in finding the lost apprentice. In order to find the lost apprentice, the party will need to go deep into the inner workings of the laboratory, including strange and deadly machines.

PANDEMONIUM ADVENTURE HOOKS

d6 Adventure Hook

- 1 A researcher needs an ancient stone from the tunnels of Cocytus, the second layer of Pandemonium. The researcher hires the party and puts them in contact with a planar guide that has access to magic which makes the journey less dangerous. The party will have to protect the guide if they don't want to be stranded in the chaotic plane.
- 2 Planar explorers discover a creature carving tunnels on Cocytus, the second layer of Pandemonium, but the creature attacks and only one explorer makes it out alive. The explorer says that he saw one of the architects of Pandemonium, and a sorcerer hires the party to investigate the claim. If an architect of Pandemonium is truly found, it would be an unprecedented discovery. In reality, the creature was an exiled demon lord bound by one of the true architects for manual labor, and the true architects remain a mystery.
- 3 A spelljamming ship crashes when it finds itself on Agathion, the fourth and deepest known layer of Pandemonium. The merchant who owned the vessel hires the party to recover anything they can find from the ship. The merchant does not care about the crew, but the Spelljamming Helm is her main concern. It is up to the party if they want to focus on salvage as the merchant wants or if they want to save anyone left alive in the wreckage.
- 4 A small city on Pandemos, the first layer of Pandemonium, has created a program offering free homes to any new residents to increase the commerce of the city. The party is offered a lavish mansion, but they will have to quell the dangers within the mansion itself if they want to take advantage of the offer.
- 5 A cleric seeks a crystalized orb of pure darkness from Phlegethon, the third layer of Pandemonium in order to complete a ritual of light that will avert a coming dark period for a small nation. If the party hopes to find the orb, they will have to brave the dangers of the layer of darkness.
- 6 A gate to Pandemos opens in the center of Automata, the most orderly gate-town on the Outlands. Operations within Automata grind to a halt as the gate brings the winds of Pandemonium into the town. Residents of Automata seek outsiders to help quell the winds by closing the gate.

SHADOWFELL ADVENTURE HOOKS

d6 Adventure Hook

- 1 The party finds a small device that contains an illithid's finger. The party remembers in flashes a time that they experienced on Bluetspur, a Domain of Dread where illithid rule. The memory gives the party closure on things they have already experienced, and they may remember twisted experiments or encounters with the dying God-Brain of Bluetspur.
- 2 The party is dimension locked by the Kargat, the secret police of a Domain of Dread called Darkon. The Kargat offer to release the party only if they will search for Azalin Rex, the missing Darklord and wizard-king lich of Darkon. An agent of Darcalus Rex, the original wizard-king of Darkon, offers the party an opportunity to restore a different Darklord as they believe Azalin will never return.
- 3 A merchant from Neverwinter asks the party for aid in recovering an amulet that was stolen by a ghoul from Evernight, Neverwinter's dark reflection in the Shadowfell. The ghoul took the amulet in order to conduct a ritual that will bring life, and thus bring power, to the tyrannical rulers of Evernight.
- 4 When the party is separated in the mists of the Shadowfell, they separately find a being that offers them aid in finding their companions. This being is actually the Caller, a being that is capable of traversing the mists with their own mysterious agenda. Why the Caller wants the party together is unknown, but it does not bode well for the party's future.
- 5 The party finds a Domain of Dread that consists of an archaeological dig. During the day, the archaeologists dig for relics. During the night, undead rise from the ruins to take the relics back. The head of the excavation and Darklord of the domain is an archaeologist that stole artifacts and remains from a sacred place during her life. The Darklord offers to hire the party to break the stalemate of the domain, not knowing that such a task would be impossible.
- 6 The party enters Falkovnia, a Domain of Dread during a zombie wave. The wave gives the party time to get to know people within Falkovnia at their best, including the Darklord Vladeska Drakov. When the wave is bested, Vladeska orders that the party be taken into custody as spies, and it is up to the party to decide how to respond to this betrayal from their new "ally."



YSGARD ADVENTURE HOOKS

d6 Adventure Hook

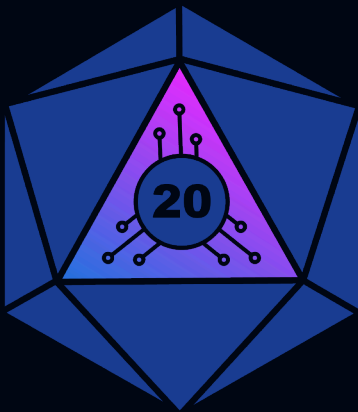
- 1 When a researcher wants an object known as an ember of Muspelheim, the second layer of Ysgard, the researcher hires the party to find it. Such an ember is actually rare, because Muspelheim is a realm of giants where fires burn hot and bright.
- 2 The party receives a vision of the future from Vanaheim, a realm in Ysgard. The vision warns the party of an upcoming betrayal, but the price of the information is the party being in the debt of the Vanir, godlike entities that can see the future. After the party thwarts the betrayal, the Vanir summon the party to Ysgard to tell them what their debt entails. The Vanir want the party's help in avoiding a coming disaster.
- 3 A mining expedition to Nidavellir, the third layer of Ysgard, hires the party to guard them. Along the way, it becomes apparent that the head of the expedition has no idea what he is doing, and it is up to the party to step up if they want to avoid losing the miners to the head's incompetence.
- 4 Frey, a godlike ruler of Alfheim on Ysgard, requests that the party assist in a harvest on Alfheim. The simple task becomes dangerous when elementals rise from a portal to Elemental Chaos, and it is up to the party if they want to defend the other harvesters as they flee or fight back against the elementals.
- 5 An envoy to Jotunheim on Ysgard from the Material Plane seeks political asylum during a giant conflict. The envoy hires the party to defend him during the journey. The envoy has trouble sleeping, and his doubt coalesces into a fiendish spirit while the party rests one night.
- 6 A godlike entity named Odin requests the party's aid on Ysgard's first layer of Asgard. Odin hopes to avoid a cataclysm known as Ragnarok by gathering people together for a great summit. Another godlike entity named Loki appears during the summit to warn the party that Odin hopes to start Ragnarok with the summit.

KNOWLEDGE IS POWER

Travel the many planes of the multiverse with this Planescape supplement for 5e. Inside this archive, you will find new planar options which include:

- 5 planar lineages
- 13 subclasses
- 2 backgrounds
- 10 feats
- 18 spells
- 30 magic items
- 12 monsters
- 100 planar trinkets
- 204 adventure hooks
- an introductory planar adventure for 3rd-level characters

Whether you are a player hoping to add a planar touch to your character or a DM wanting to bring wild adventures to your table, this book will help you make that happen. The archive is ready and waiting to give you the knowledge necessary to survive!



[Twitter.com/ASynthetic20](https://twitter.com/ASynthetic20)

