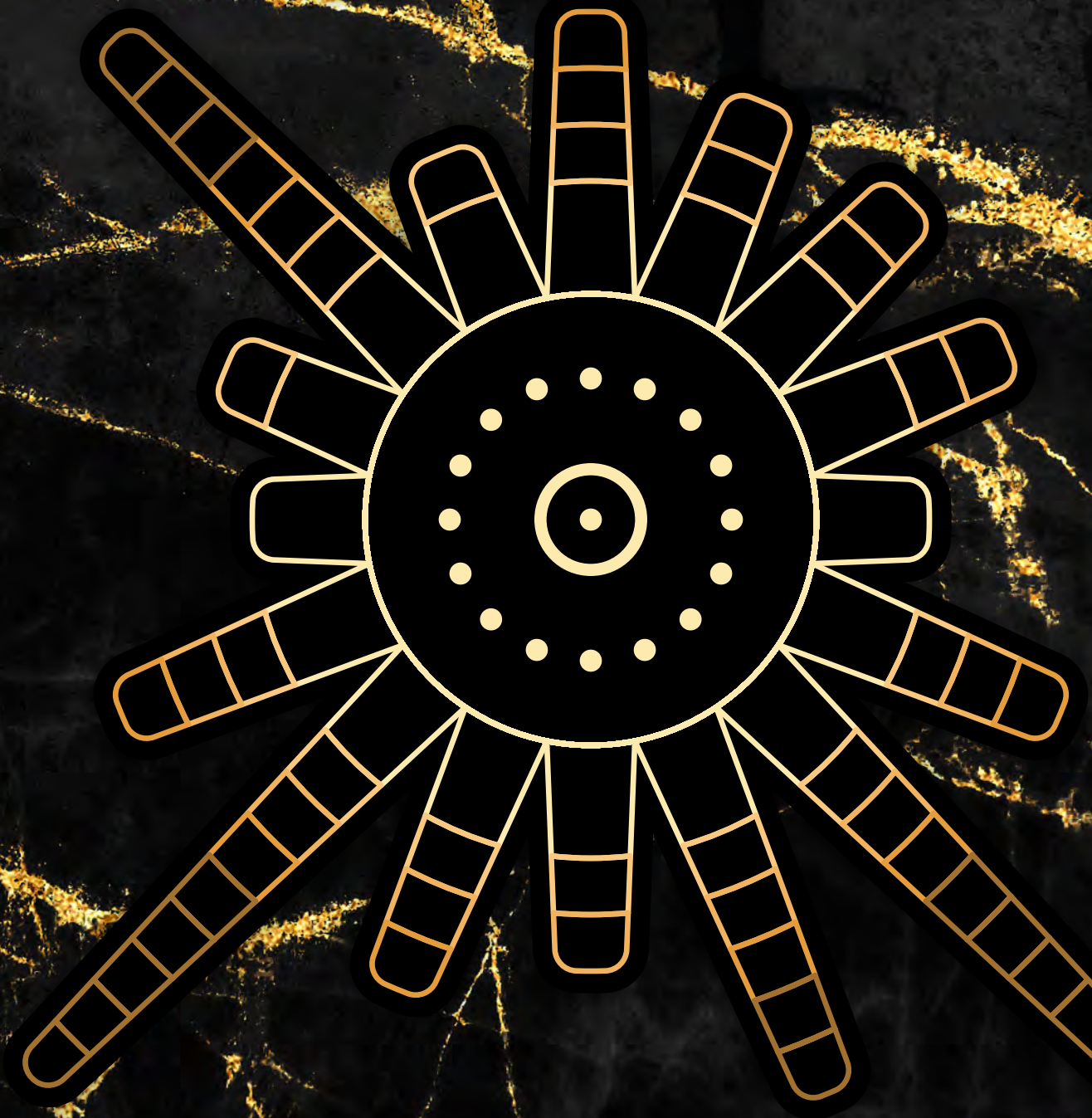
MANUAL OF THE PLANES



An invaluable, definitive work on the most fascinating aspect of the World's Greatest Roleplaying Game

GUILD

Credits

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Special Thanks

This project was made possible by Roll20. Thank you for unlocking new horizons for the latest generation of planewalkers, bashers, berks, and touts.

We'd also like to thank the giants on whose shoulders we stand when writing this book: Justice Ramin Arman, Richard Baker, Wolfgang Baur, David "Zeb" Cook, Bruce R. Cordell, Jeff Grubb, David Noonan, F. Wesley Schneider, Rick Swan, and all others who helped create and cultivate Planescape and the planes.

On the Cover

This abstract map overlaid on black-and-gold marble pictures the Outer Planes of the Great Wheel, with the Outlands, its gate-towns, Sigil, and the Spire at the center. Each spoke represents a plane and each spoke segment represents a layer.

Contact Us

Have you found a typo, confusing game mechanics, or newfound love for the planes and this book? Let us know! You can email us at QLGames@yahoo.com

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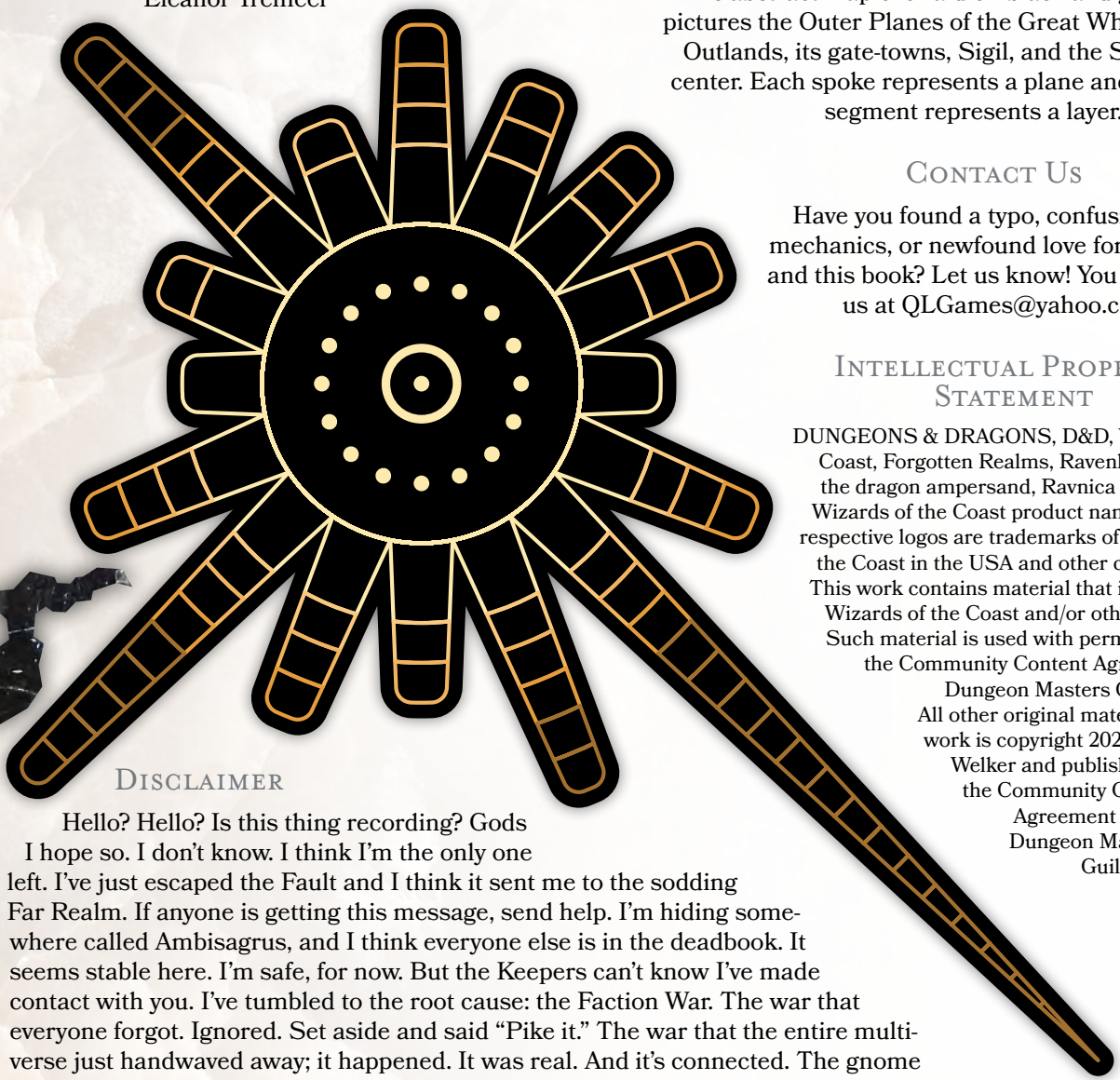

Disclaimer

Hello? Hello? Is this thing recording? Gods I hope so. I don't know. I think I'm the only one left. I've just escaped the Fault and I think it sent me to the sodding Far Realm. If anyone is getting this message, send help. I'm hiding somewhere called Ambisagrus, and I think everyone else is in the deadbook. It seems stable here. I'm safe, for now. But the Keepers can't know I've made contact with you. I've tumbled to the root cause: the Faction War. The war that everyone forgot. Ignored. Set aside and said "Pike it." The war that the entire multiverse just handwaved away; it happened. It was real. And it's connected. The gnome goddesses, the Fields of Egen, Azalin's disappearance, Eadro's secret mission, even that giant monster the rilmani are trying to hide. It's all connected. I have proof. Please, send help. We need to remember.

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Planewalker Slang

Planewalkers, especially the citizens of Sigil, have developed unique, colloquial terms for many things and concepts encountered while adventuring. Feel free to incorporate any of the following terms into your roleplaying. As is the case in most cultures, derogatory slang can be used to offend others or as terms of endearment for close friends.

Antipeak. *Noun.* Midnight.
Barmy. *Adjective (derogatory).* Delusional.
Basher. *Noun.* Person.
Be in the deadbook. *Verb phrase.* To be dead.
Berk. *Noun (derogatory).* Idiot.
Be sent to the deadbook. *Verb phrase.* To be murdered.
Blood. *Noun.* Person.
Body. *Noun.* Person.
Bubber. *Noun.* A drunk.
Cager. *Noun.* A person who is from Sigil.
Cageward. *Adjective.* Toward the center; above the surface; in Sigil, up towards the far end of the city.
Chant. *Noun.* Gossip; rumors; word on the street.
Chordwise. *Adjective.* In the opposite direction.
Clueless. *Noun (derogatory).* A person who is new to Sigil or interplanar travel and culture.
Cutter. *Noun.* Person.
Dark of it. *Noun phrase.* Summary; the gist of a topic; rumors about a specific topic.
Deader. *Noun.* Corpse.
Deosil. *Adjective.* Clockwise; in Sigil, traveling parallel to the edges of the city in a clockwise direction, if you were looking down on the city from above.
Gate orphan. *Noun phrase.* Someone who comes to Sigil or another planar destination but can't find or afford the necessary key to leave to their homeland or another desired destination.
Graybeard. *Noun.* Old or experienced person; a sage, academic, or researcher.
Gully, gullie. *Noun (derogatory).* A gullible person.
Jink. *Noun.* Money; wealth.
Kip. *Noun.* Tavern or bar.
Leatherhead. *Noun (derogatory).* Idiot.
Nick. *Verb.* To stab.
Outsider. *Noun.* A person who is not from Sigil.
Peak. *Noun.* Noon.
Pentar. *Noun (derogatory).* Named for the current Factol of the Doomguard, someone who is too violent for their own good.
Pike it. *Command (derogatory).* A rude way to dismiss someone; telling someone to "get lost."
Prime. *Noun.* A person from the Material Plane.
Radial. *Adjective.* In the opposite direction.
Rimward. *Adjective.* Away from the center; below the surface; in Sigil, down toward the ground.
Scrag. *Verb.* To harass; to frisk; to arrest.
Send to the deadbook. *Verb phrase.* To kill.
Skall. *Verb.* To boast; to gain a reputation by word of mouth.
Sod. *Noun (derogatory).* Person.
Sodder. *Noun (derogatory).* Incompetent fool.
Sodding. *Adjective (derogatory).* Annoying or frustrating; idiotic; unfair; a general expletive.
Spellslinger. *Noun.* A magic user.
Stone pirate. *Noun.* Someone who steals building materials off structures, typically off structures that are still in regular use.
Suffer the red death. *Verb phrase.* To have been beaten up or wounded.
Tout. *Noun.* A local guide.
Tumble to [something]. *Verb phrase.* To discover [something].
Turn stag. *Verb phrase.* To betray.
Widdershins. *Adjective.* Counterclockwise; in Sigil, traveling parallel to the edges of the city in a counterclockwise direction, if you were looking down on the city from above.

Introduction

This is a book about elsewhere. It is about heaven and hell, law and chaos. It is about the building blocks of the multiverse and the palaces of deities. It is about glowing portals and paths through mist and shadow. It is about the cosmology that holds it all together. It is about the planes of existence.

The term "the planes" encompasses all the alternate realities that may be encountered in Dungeons & Dragons adventures. The planes are more than a different part of a standard campaign, or a different planet to adventure on. They are other realms, other paradigms, other definitions of existence.

Welcome to the planes.

"It's a nice night, Berk. What do you say we go for a walk?"

—A tiefling tout

Using This Book

This book is a gateway to using the planes of existence, especially those described in the Great Wheel cosmology and the Planescape campaign setting, as a backdrop for your D&D campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world.

While most content in this book only relies on the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, having access to *Planescape: Adventures in the Multiverse* will unlock new horizons of gameplay for readers. Some readers may also find *Mordenkainen Presents: Monsters of the Multiverse* or other resources helpful.

This introduction presents an overview of what characterizes a planar adventure.

Chapter 1 details how to create planar characters. It offers new character options. You can use this material in Planescape or any other D&D setting.

Chapter 2 provides guidance on building your own planes, multiverse, and planar adventures.

Chapter 3 focuses on the Great Wheel, the most popular model of the D&D multiverse. This chapter presents a host of interesting locations, societies, and situations you can encounter in your travels.

Chapter 4 presents new monsters and NPCs drawn from the myriad planes. These creatures add challenges to your adventures in Planescape (or any other D&D settings).

Terms to Know

While most technical terms in this book will be familiar to those who have read the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, some words are repeatedly used that might be new to many readers. Those terms are defined below.

Altraloth. *Noun.* Any very powerful yugoloth with their own special powers, appearance, and abilities.

Archomental. *Noun.* Any very powerful elemental with their own special powers, appearance, and abilities.

Ascendant Faction. *Noun.* A very influential faction that operates throughout many parts of the Great Wheel. Other planar factions exist, but the twelve most major ones are considered "ascendant."

Exemplar. *Noun.* Any creature native or thematic to the Outer Planes that represents the spirit, concepts, and nature of a specific plane. Usually, an exemplar is a Celestial, Fiend, modron, or slaad, but other creatures can be exemplars too.

Gate-Town. *Noun.* A town in the Outlands built around a major portal to one of the Outer Planes. Each gate-town is twisted, corrupted, or inspired by the plane it coordinates with. The sixteen gate-towns are evenly spaced in a circle centered around the Spire of the Outlands.

Layer. *Noun.* A major region of a plane, which is cosmologically separate from other major regions of the same plane. Travel between layers of a single plane is usually easier or more common than travel between two separate planes.

Obyrith. *Noun.* A type of ancient, primeval demon whose true form is damaging to the mind and soul.

Petitioner. *Noun.* A creature wholly dedicated to the worship and following of a cosmic being or concept, who is transformed by their adoration into an exemplar (see above). Usually, petitioners are the souls of deceased mortals.

Planar Breach. *Noun.* A region of one plane corrupted by the distinct magical influence of another plane. These are also known as "thin places," "manifest zones," "coterminous areas," or "worldfalls."

Planewalker. *Noun.* Someone who travels the planes.

Prime Material. *Noun.* Another name for the Material Plane. It is sometimes shortened to "the Prime."

Spelljammer. *Noun.* A spaceship designed for inter-planar travel, especially through the Astral Sea.

Content Warning

In addition to the traditional antagonists, archetypal evil, and sinister societies encountered in the kinds of fantasy adventures Dungeons & Dragons is known for, this book addresses some topics that can be very stressful for some readers.

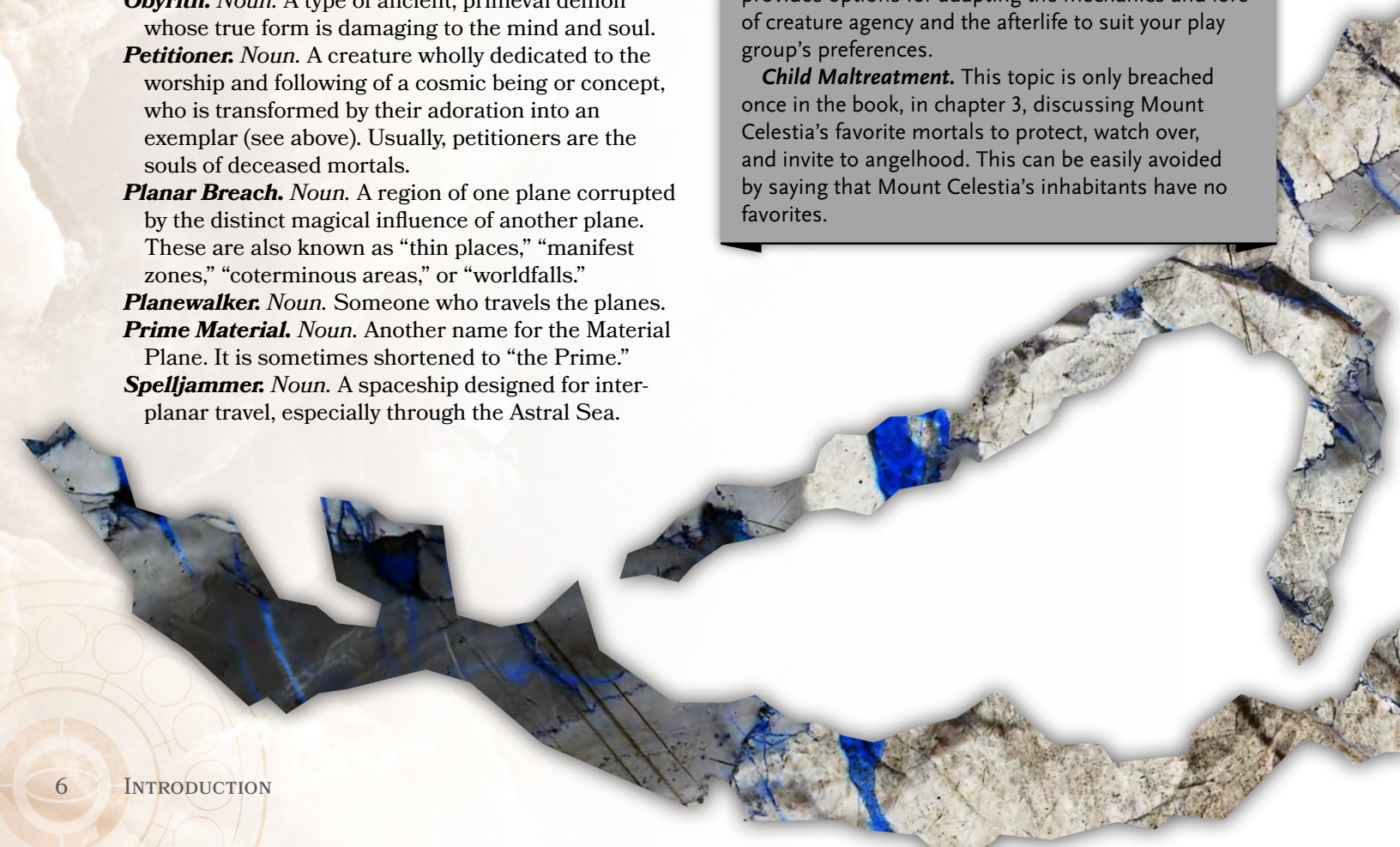
Negative Psychological Effects. Magic, darkness, and even weather can drive characters wild. This is a general theme throughout the book, but is especially prevalent in certain planes described in chapter 3:

- The Feywild (memory loss)
- The Shadowfell (despair)
- The Abyss (aggression)
- Arborea (yearning)
- Bytopia (alignment change)
- Elysium (complacency)
- Gehenna (selfishness)
- Hades (depression)
- Mechanus (alignment change)
- The Nine Hells (alignment change)
- Pandemonium (obsession)

These planes have optional exploration rules to represent the ways the realms wear down or build up visitors and alter their mental state. If anyone in your play group is uncomfortable with this narrative, you can disregard those exploration rules.

Death and the Afterlife. In traditional D&D cosmology, the souls of deceased creatures live on in the planes. This is a general theme throughout the book and cannot be easily avoided. Chapter 2 provides options for adapting the mechanics and lore of creature agency and the afterlife to suit your play group's preferences.

Child Maltreatment. This topic is only breached once in the book, in chapter 3, discussing Mount Celestia's favorite mortals to protect, watch over, and invite to angelhood. This can be easily avoided by saying that Mount Celestia's inhabitants have no favorites.



Being Respectful

Everyone in your play group is responsible to behave respectfully. Here's some helpful guidelines you can use to establish what boundaries your table wants to set while enjoying a planar campaign.

Content Warning. Have an open discussion about what player and DM comfort levels are in regards to the topics described in the Content Warning above. This conversation can take place as a group or privately, one-on-one between DM and players.

If the table as a whole is comfortable with a topic, discuss how immersive you'd like to get in such moments. Some players enjoy the catharsis of being immersed in difficult conflicts for a character, some don't.

If anyone in the play group is uncomfortable with a topic, don't breach that topic. You don't need to ask why; any shock value isn't as important as everyone having fun.

Personal History. If a player or DM is uncomfortable with a topic, you don't need to ask why. Simply knowing preferences is enough information to show respect.

If another member of your play group confides in you why they're uncomfortable with a topic, especially if it's for a traumatic reason, don't share it with others and don't try to incorporate it into the story anyways.

Change Topics. If your group decides to dive into the darker elements of this book or add your own serious twists to the lore and mechanics within, people may change their minds or discover they're uncomfortable with topics they originally thought would be fine. If someone raises a concern like this, even if it's at an inconvenient time in the story, listen. Change the topic. Add it as a new item to your list of topics not to be discussed or brought into the story.

Group members can voice their concerns when they come up, but sometimes that can be daunting. To make it easier, you can implement a "magic word," "safe word," or "password" that group members can say to indicate they're uncomfortable. You could also have a special symbol on the table (such as a paper with a large X drawn on it) that a party member can touch to indicate the same.

If someone expresses discomfort, that's a good time to take a break to discuss comfort levels, grab a snack, and use the bathroom.

What is a Plane?

A plane is another realm, often an alternate reality, where adventures can take place. Many are characterized by certain themes, philosophies, alignments, or intense magical effects. The most common example is the "Material Plane," which is the default mortal realm. Real-world Earth would be considered a Material Plane with no magic.

Popular Adventures and Settings. Most campaign settings and popular adventures take place within Material Planes. The Forgotten Realms, Eberron, Dragonlance, and many other settings take place primarily in the Material Planes. Some adventures take place partially or entirely in other planes of existence, which are described in Appendix C of the *Player's Handbook* and chapter 2 of the *Dungeon Master's Guide*.

For example, *Curse of Strahd* creeps through the Shadowfell's Domains of Dread. *Baldur's Gate: Descent into Avernus* primarily takes place in the Nine Hells. *The Wild Beyond the Witchlight* brings adventurers into the Feywild. *Spelljammer: Adventures in Space* traverses the Astral Sea and many Material worlds. *Journeys through the Radiant Citadel* provides an adventuring headquarters located in the Deep Ethereal. *Planescape: Adventures in the Multiverse* culminates it all in the weird, surreal landscape of Sigil and the Outlands.

Alternative Interpretations. Planes are usually presented as dimensions of existence in both Dungeons & Dragons and other franchises of popular media, but they can also be presented as planets, a region of a continent, or something else. How you present a plane of existence and how you travel from plane to plane is called "cosmology," and is explored further in chapter 2 of the *Dungeon Master's Guide*.

What Makes a Planar Adventure?

Planar adventures feature travel between two or more planes of existence, the powers of one plane breaching the fabric of reality and influencing another plane, or a central focus on philosophical debate about the nature of existence.

Planar Travel

Characters may be swept across numerous locales both material and extraplanar in pursuit of their goals. Realms such as the Nine Hells and Ysgard similarly touch many material worlds, and characters who cross into them may clash swords with adventurers from far-off worlds or exemplars with ambitions that span many spheres. One person's attempt to collect a lost soul may leave open a pathway for another party's venture into a new world. Of course, the resident cosmic beings of these planes may take note of such transit.

Many planar adventures feature travel between two or more distinct planes of existence, or their layers. As described in chapter 3 of *Tasha's Cauldron of Everything*, there are three main ways to travel between planes: the Great Journey, to Dream of Other Worlds, or a Leap to Another Realm.

The Great Journey

When adventurers go on a Great Journey, they walk, sail, fly, or otherwise travel far distances to reach a portal or border between planes, obtain a magical vehicle or mount, or to find the components to Dream of Other Worlds or Leap to Another Realm. The Great Journey usually involves grand adventures, iconic heroes, fearsome antagonists, and intriguing complications.

With the Great Journey, traveling from one plane to another is a plot arc of its own. DMs are encouraged to devise novel hazards and secret passageways that make the Great Journey feel treacherous and malleable, encouraging players to think about how they navigate the way.

Preventing Travel

Some magic can prevent interplanar travel, such as *dimensional shackles* or a *forbiddance* spell.

Occupied Spaces. You can't enter a plane in the space of another creature or object, unless you have a trait (such as Incorporeal Movement or Swarm) that normally allows such.

Dream of Other Worlds

Powerful magic like the *astral projection* and *dream of the blue veil* (see *Tasha's Cauldron of Everything*) spells allow creatures to gradually enter a conduit of planar travel and escape to another world in a matter of mere hours. Physical bodies are often left vulnerable while these creatures' minds explore, separated from their corporeal forms. Once the creature's mind reaches the intended destination, the body teleports to reconnect with the mind, spirit, and soul at the new plane of existence.

The Mindtaker Mists described in *Van Richten's Guide to Ravenloft*, a powerful magical fog controlled by unknowable Dark Powers that snatches away your consciousness, can also be used by DMs to let players Dream of Other Worlds.

Leap to Another Realm

Other powerful magic allows creatures to travel between planes instantaneously, sometimes against their will. The most popular examples include spells like *plane shift*, *teleport*, *teleportation circle*, *gate*, *banishment*, and *etherealness*, but some powerful magic items and other spells allow such travel as well.

Portals. Magic portals (also known as "borders," "boundaries," "conduits," "wormholes," and "touchstones") allow instantaneous travel between two locations, often on different planes of existence.

While portals can be found across every corner of the multiverse, the densest collection by far is in Sigil, the City of Doors. Sigil is described briefly in chapter 3 of this book and in further detail in *Planescape: Adventures in the Multiverse*.

Forging New Ways

Beyond these established methods, DMs are welcome to invent new routes to connect existing worlds of those of their own creation. Magic items, rituals, cosmic structures, or new planes can all be utilized as the connective tissue for different planes. When designing a unique method of interworld travel, some of the most important factors to consider are risk, time, traffic, and exploration potential.

- What are the dangers of utilizing this specific method of interworld travel, and how quickly can one make their way between worlds using a safe or dangerous course?
- What other creatures or hazards are the players likely to encounter along their route?
- What resources exist to help them navigate perils?
- Is the method of interworld travel restricted to a few key destinations or does it allow the players to forge new paths to unknown locales?

Planar Breaches

In some cosmologies, there can be "thin places" between planes of existence, where a region of one plane is corrupted by the distinct magical influence of another plane. In the Eberron campaign setting, these are known as "manifest zones." Temporary portals also often appear during planar breaches.

Breaches may be benign or corrosive. A benign breach is largely static, has mild supernatural effects, and only affects the connected planes by way of whatever creatures choose to pass through. A corrosive breach warps the fabric of one or both planes involved, causing ripples in reality and collateral damage that may persist even after the breach ends. A breach may be benign on both sides, corrosive on both sides, or one of each.

Corrosive breaches can occur with any plane. The following list provides some general examples, and you can use the Supernatural Effect tables in chapter 3 of this book as regional effects or thematic wild magic in areas where planar breaches occur.

- Rocks shouldn't bleed, plants shouldn't scream, and clouds shouldn't have faces twisted in agony. The corrosive effects of a breach to the Lower Planes are readily apparent.
- Imagine air so sweet that living beings become addicted and starve from forgetting to attend to other needs. Picture life without death, causing seeds to germinate from fruit still on the tree. Envision feelings of guilt or moral obligations so strong that mortals fail to sleep as they drive themselves to make amends for past misdeeds. Even breaches with Upper Planes can be dangerous.
- The laws of physics become malleable around chaotic breaches, as do the rules of life and death, the stability of the mind, and even how magic functions on a fundamental level.
- In lawful breaches, nature is afraid to be called out by the harsh disciplinarians of physical reality. The wind does not stir, while birds do not sing. Blades of grass become sharp as daggers, refusing to bend or tear. Whole herds of cattle will silently stare at you in unison, evaluating whether you are an ordered element or something to be subtracted from the environment. Anything that breaks predefined patterns is purged by those that conform, like pruning a bush, without malice or hostility.
- These are the dangers of the Inner Planes: misty visions, drowning in open air, blood that boils, petrification, spontaneous combustion, consumptive antimagic that devours everything it touches, and unavoidable vibrancy that swells things to burst and makes mundane objects come to life.
- Breaches with connecting planes are perhaps the cruelest. They tend to make vacuuming portals that suck in the nearest living beings and spit them out into the Astral Sea, the Deep Ethereal, or the weird wilderness of the Outlands. Whirlpools of possibility are not to be trifled with.

Planar Philosophies

Many planar adventures function as a discussion, an interactive essay, on the nature of reality, alignment, or the planes. This section postulates some of the most common philosophical questions covered by planar adventures, including how popular planar factions would respond.

Ascendant Factions

Twelve philosophical factions have gained widespread popularity in the Great Wheel, commonly referred to as the "ascendant factions." This book makes frequent reference to such factions, whose basic platforms are as follows. You can learn more about these factions in *Planescape: Adventures in the Multiverse*.

Athar. Deities are frauds and merely channel the might of a true, higher power. Athar members are known as Defiers.

Bleak Cabal. There is no greater truth to the multiverse. Each being must discover their own meaning. Bleak Cabal members are known as Bleakers.

Doomguard. Nothing lasts forever. The purpose of everything is to crumble and decay. Doomguard members are known as Sinkers.

Fated. Everyone makes their own fate and is entitled to whatever they can take and hold. Fated members are known as Takers.

Fraternity of Order. All of existence is governed by laws, and power comes from understanding and exploiting them. Fraternity of Order members are known as Guvners.

Hands of Havoc. Those who try to impose a single order on the multiverse are doomed to fail. Hands of Havoc members are known as Wreakers.

Harmonium. The multiverse will be perfect only when everything is acting in harmony, whether it wants to or not. Harmonium members are known as Hardheads.

Heralds of Dust. Everyone is already dead; the entirety of the multiverse is an afterlife. Undeath holds the key to the next stage of existence. Heralds of Dust members are known as Dusters.

Mercykillers. Cold, relentless justice is absolute, and no one is above it. Mercykiller members are known as Jailers.

Mind's Eye. The multiverse exists to be explored. It shapes us, and we shape it in turn. Mind's Eye members are known as Seekers.

Society of Sensation. Sensation is the proof of existence. By experiencing everything, we can understand the multiverse in all its complexity. Society of Sensation members are known as Sensates.

Transcendent Order. Thought clouds actions. To fall in step with the multiverse, one must act on instinct alone. Transcendent Order members are known as Ciphers.

Good versus Evil

If the final results are ultimately in favor of your side, does that excuse any means possible? Is the struggle inherently desirable? Who, or what, defines the parameters of what is good or evil? Is anything truly innately good or evil?

Bleak Cabal. Bleakers believe in neither. They deny the ideals of anyone who claims there's a greater purpose to anything, and shun any concept of morality, let alone externally defined ones.

Transcendent Order. The Ciphers believe that meaning is found within and only within – the unification of body and mind will naturally tap into one's intended purpose within the multiverse. What one is moved to by instinct, therefore, must be good.

Harmonium. Hardheads believe that peace is good, no matter how it is achieved. In the pursuit of order, the ends justify the means. They define "good" as being synonymous with "law" and vice versa – chaos is evil, order is good, and the nature of what constitutes order is defined by the Harmonium.

Law versus Chaos

A multiverse of pure law would be immobile and stagnant, devoid of life. A multiverse of pure chaos would be unrecognizable, devoid of meaning. These two forces cannot exist entirely apart from one another – but to what extent is each needed? If a force mandates destruction to prepare for something new, is that an act of instilling new law or inciting new chaos? Does defining something bind it to law, or give chaos new concepts to transform and explore?

Fraternity of Order. Knowledge is power and knowledge only emerges from order. There must be true and fundamental rules that underpin and govern all things in the multiverse, and if these rules can be observed and recorded, the one who best understands these rules possesses absolute power over reality itself.

Hands of Havoc. Independence and total individuality are the hallmarks of the Wreakers. Order, rules, hierarchy, labels: these are things for others who are willing to live a lesser form of existence.

"THE PLANES ARE GOVERNED BY LAWS. LAWS CAN BE LEARNED. LEARN THE LAWS AND YOU RULE THE MULTIVERSE. THAT IS OUR GOAL."

—FACTOL HASHKAR OF THE FRATERNITY OF ORDER

"WE MUST TAKE CERTAIN LIBERTIES IN THE NAME OF FREEDOM."

—FACTOL SARIN OF THE HARMONIUM

Mercykillers. The Jailers do not concern themselves with evaluating law and chaos – there is a fundamental cosmic justice that must be preserved, and while it exists as a form of law, it does not limit what actions may be taken in pursuit of this justice, nor judge based on beliefs – revolution against unjust authority is as worthy a cause as any. Order is less important than justice, and justice demands that order bow before it when necessary.

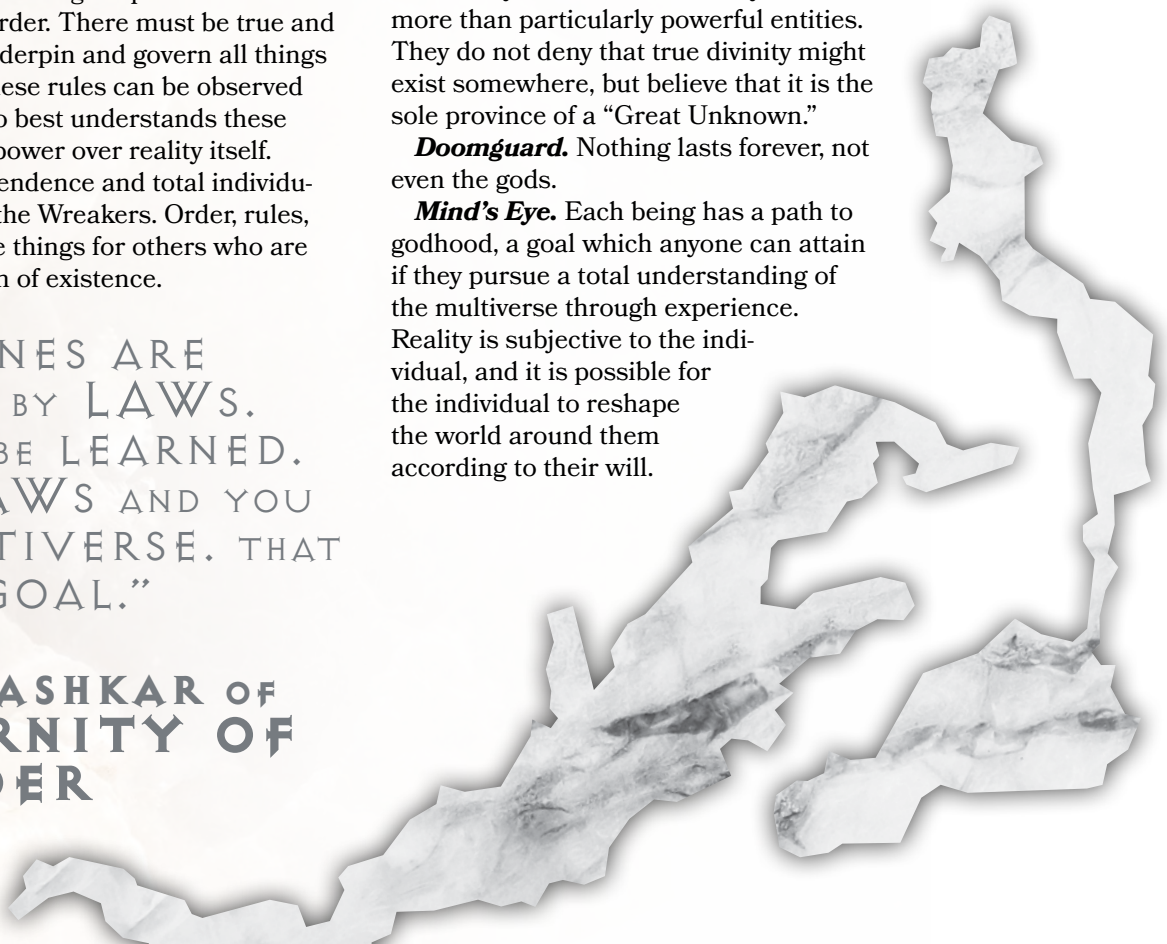
Nature of Divinity

What makes a being divine: is it a specific result, or is it the path of deification itself? What level of divinity is required in order to be considered a god? In the event of one god falling to another, is the divinity transferred from the fallen god to the ascending god – or is the ascending god's apotheosis only correlated to, and not caused by, the fallen god's demise? Do all gods deserve to be respected?

Athar. Defiers consider the so-called "gods" to lack any claim to true divinity, to be little more than particularly powerful entities. They do not deny that true divinity might exist somewhere, but believe that it is the sole province of a "Great Unknown."

Doomguard. Nothing lasts forever, not even the gods.

Mind's Eye. Each being has a path to godhood, a goal which anyone can attain if they pursue a total understanding of the multiverse through experience. Reality is subjective to the individual, and it is possible for the individual to reshape the world around them according to their will.



Nature of the Afterlife

Who or what is the arbiter of beings passing to the afterlife? Are intended and unintended efforts equally rewarded, so long as the outcome is of a particular type? Is the identity of the individual ever lost at all, in the passing to the afterlife, or only sometimes greatly masked?

Athar. If the gods are not truly divine, then they lack authority to render judgment over mortals and hence must not be accorded worship or service. Any cosmic beings of eternal judgment are mere impostors, although deceased mortal souls certainly become petitioners of the planes.

Heralds of Dust. Dusters reject the reality and validity of the observable multiverse, asserting that this is in fact the afterlife. "Life" is an illusion that appeals to the senses in order to deny access to the pure cosmic reality: a state of self-denial they call "True Death." Only by separating oneself from physical wants and needs, from emotion and attachment, can one transcend the grand illusion and achieve True Death.

Mind's Eye. If anyone can become a god, then the afterlife is just another part of the path to divinity, and possibly to higher states of being beyond godhood. One's potential does not end with death – indeed, it might be the transformative step.

Nature of the Self

How much of a being is constructed by others, and how much is self-imposed? When a person experiences a paradigm shift, are those actual changes of being or merely further actualization of who that person is on a deeper level? What comprises an identity?

Fated. Everyone makes their own fate. Ideas such as "destiny' are excuses to the ears of a Taker for those too weak to manifest other results. The self is measured by what one can attain, which requires one to prove oneself against the multiverse over and over – one's identity is defined by such challenges, not any passive aspiration to be better.

Mind's Eye. Each individual is the center of the multiverse, once they understand it enough that they can stop existing as a receiver of the perspectives of others and begin imposing their own ideals and beliefs upon reality to shape it to their desires. The first obstacle to divinity is overcoming how one is defined by others.

Transcendent Order. Ciphers take no time for such introspection – the self is expressed through instinct, and thought only imposes fetters upon the true self. Acting without thought and tackling each experience without prejudice or consideration is the key to manifesting your true, eternal identity.

"If I can pry it out of a cutter's hands, it's mine."

—Factol Rowan Darkwood of the Fated

Physical versus Spiritual

The planes of the multiverse represent both physical and spiritual forces – especially the Inner and Outer Planes. While each has a role to play in the multiverse, to what extent does either matter more? Does the physical world have inherent value, or is it just a chain binding the spiritual to false concerns? If spiritual existence is the only kind that matters, why is there a physical reality? Do they oppose one another, or are they secretly symbiotic, each contributing to the total understanding of the multiverse?

Doomguard. Entropy is inevitable and all things will be destroyed. Neither the physical nor the spiritual have significance – all things, tangible or not, will decay in time.

Society of Sensation. Spiritual meaning arises from physical experience – taking in the multiverse and all its myriad offerings with every sense at one's disposal. From the simple joy of tasting a fresh strawberry to the unwelcome shock of getting punched in the chin, a true Sensate finds value and meaning in each and every new and untried physical experience.

Transcendent Order. The physical realm is subordinate to the spiritual – the truest path is a total surrender to instinct, relying on the intangible cadence of the multiverse to reach a higher state of being. Both body and mind may fixate on the physical realm to the detriment of the individual – the spiritual joining with the fundamental rhythm of the cosmos is the ultimate goal.

Reason versus Emotion

Is the initial emotional reaction the truer sense of the person, or is a premeditated course more indicative of the deepest sense of self? Are emotion and reason even that different, or are they merely different aspects to a greater spectrum of general intelligence? Is emotion something to be stifled and expelled, or the greatest component of self-awareness?

Fraternity of Order. Existence is primarily, if not entirely, logical. Guvners believe that one can rule the multiverse with only mastery over certain knowledge. Emotion contaminates reason, introducing bias and obscuring objective truth.

Heralds of Dust. Emotion threatens to distract from the path to True Death by anchoring one to the distractions of "life." Reason is only useful as it relates to the journey toward True Death – those who obsess over rationalizing the observable multiverse are fixating on illusions devoid of meaning.

Society of Sensation. Every experience must be savored, and reason is an obstacle gating off the wildest and most extreme sensations. Reason would avoid fear, pain, despair, and joy – it must not be allowed to limit emotional exploration, for this would prevent a full exploration of the multiverse and deny true understanding. Reason itself arises exclusively out of past experience.

Responsibility of Power

How far up the chain of command does responsibility lie? Does free will truly exist? Is it the moral obligation of those better suited to create advantageous circumstances for lesser beings, even against the will of said persons? Which is more important: safety or freedom? What correlation is there between power and responsibility? What obligations do leaders inherently have by virtue of their position or promises?

The Fated. Might makes right, and those who cannot keep a thing do not deserve to possess it. Power has no responsibility except to serve the one wielding it.

Harmonium. Leaders must ensure stability and peace (defined by the Hardheads themselves) at any cost. Those with the power to create this peace have a moral obligation to act; those with the power to destroy this peace have a moral obligation to constrain themselves.

Mercykillers. Jailers believe that there is an absolute justice that must be pursued at all costs. It is their responsibility to act in service to this cosmic rule, but not their responsibility to define it – the power to act is not the power to decide, and indeed Mercykillers render only the sentence, never the verdict.

Universal Meaning

Why is there meaning at all, or even existence? Are there absolute truths, or are all things relative? Can any resolution be conclusive when there will always be an infinite amount of knowledge still to be considered?

Bleak Cabal. There's nothing about the multiverse to believe in. Physical laws generally apply, and many phenomena can be reasonably predicted, but the notion that there is any grand metaphysical or spiritual truth underpinning the multiverse is a delusion sought by those who cannot come to terms with an existence that lacks inherent meaning.

Doomguard. The multiverse exists, and will eventually cease to exist – it has been at best a "proof of concept." Some claim it is their role to slow the inevitable spiral to the point of no return in order to let the crumbling of all things be more thorough and complete. Others believe it is their absolute duty to accelerate destruction, whatever the method. The only absolute truth is entropy.

Hands of Havoc. Pure, unfeeling order imposes an illusion that disguises truth under false patterns and arbitrary structures with imaginary meaning that can pop like a bubble. The meaning of existence can only be found in freedom – attempts to define it color this truth with the lens of a single limited perspective.

Multifaceted Systems

These philosophies and others can be mixed and matched. Consider designing nuanced and complex systems of opposition and alignment, and how each philosophy or synthesis of philosophies might interact with each other. Where would they oppose each other and where would they find common ground? Even opposed factions can integrate and find common ground on certain ideals.

"If the Multiverse is Meaningless and there's no point to anything, we might as well be nice to each other anyways."

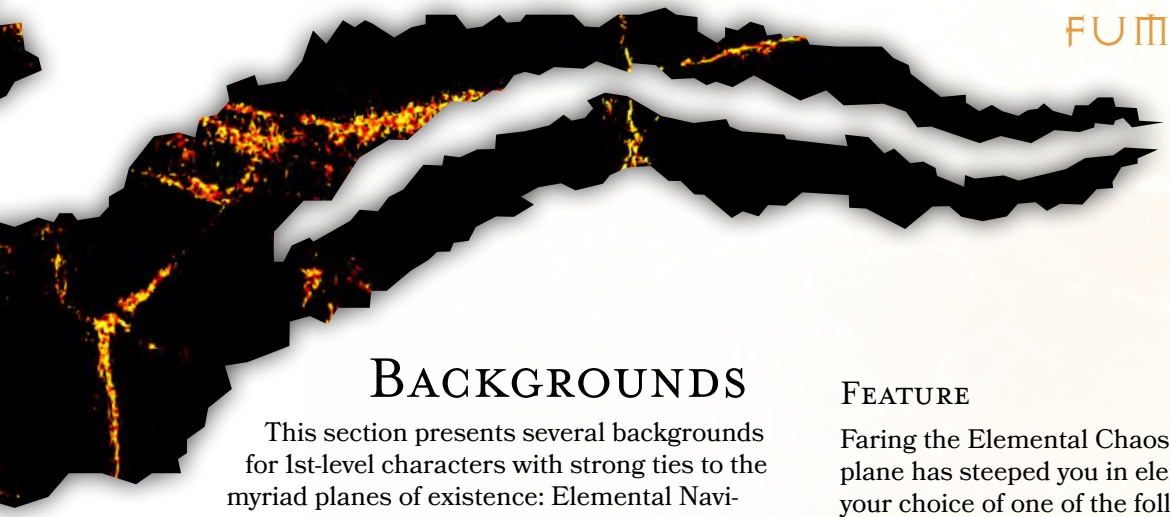
—Factol Lhar of the Bleak Cabal

Chapter 1: Character Creation

The curving ground of Sigil rises up before you, the sky above glimmering with lights from the far side of the city. Or wind rushes through your hair as you step through a portal into the howling caverns of Pandemonium. Or you debate with a baernaloth on whether the Rule of Threes truly applies to the Inner Planes, and losing the debate means losing your life. Or you chart another adventurous course through the weird and philosophical landscape of the planes. Whatever path your character takes in Planescape, consider how the multiverse affects your character.

"Why don't I have eyebrows? I actually don't remember. Could have been the lava lakes, the solar flares, or that time I got too close to a fuming efreeti."

—Captain Soot, elemental navigator



Backgrounds

This section presents several backgrounds for 1st-level characters with strong ties to the myriad planes of existence: Elemental Navigator, Far Realm Survivor, Transitive Anchor, or Wild Thing.

If you select any of these backgrounds, you gain one of the feats specified in its description. If the background you choose doesn't provide a feat, you gain a bonus feat of your choice from the options below (both described in the *Player's Handbook*):

- Skilled
- Tough

Elemental Navigator

Prerequisite: Planescape Campaign

As a sailor, pilot, caravan guide, or trail ranger in the Elemental Chaos or another elemental plane, you're accustomed to traversing hazardous, exotic, intensely magical horizons. When confronted by an unexpected iceberg or solar flare, you know what to do to overcome the challenge. Earthquakes, avalanches, maelstroms, and tidal waves are daily fare for you.

Skills: Survival, and your choice of Arcana or Nature

Languages: Primordial or another language of your choice

Tools: Navigator's tools

Equipment: Navigator's tools, a set of traveler's clothes, a wooden staff, a map of your elemental plane in a protective case, a signal whistle, and a pouch containing 15 gp

Feature

Faring the Elemental Chaos or another elemental plane has steeped you in elemental energy. You gain your choice of one of the following feats:

- Elemental Adept (*Player's Handbook*)
- Elemental Disciple (presented later in this chapter)
- Resilience of the Elemental Chaos (presented later in this chapter)

In addition, you know how to find discounted (sometimes even free) passage on any vehicle you and your allies assist in operating, such as a ship.

Building an Elemental Navigator Character

Riding the waves of elemental energy requires a certain degree of pluck and gumption. The Elemental Navigator Personality Traits table suggests traits you might adopt for your character.

Elemental Navigator Personality Traits

d6	Personality Trait
1	I have no fear of natural phenomena.
2	I have an irrational fear of a certain element.
3	I have the habit of pointing out unique shapes and patterns that occur in nature, such as sediment layers in rocks or the magnetic properties of fire.
4	My heart is ice cold or a lump of coal, literally.
5	I always try to predict the day's weather. Sometimes I'm even right.
6	I can always tell which way is north. At least, I think so.

Far Realm Survivor

Prerequisite: Planescape Campaign

Thousands of eyes, impossible geometry, and eldritch horrors from beyond comprehension: these are the scenes you remember from your time in the Far Realm. Perhaps you glimpsed it only briefly, or maybe you were banished there for an untold number of unchanging years. Regardless, you've been tainted by the strange and terrifying. You'll never be the same again.

Skills: Insight, Survival

Languages: Deep Speech plus one of your choice

Equipment: A severed body part of an aberration, a set of common clothes, a book filled with unintelligible writing, a hooded lantern, and a pouch containing 15 gp

Feature

No intelligent creature can return unscathed from the corrupting alterations of the Far Realm. You gain the Personal Symbiont or Scion of the Far Realm feat (your choice; both presented later in this chapter). In addition, you know where to find free, modest lodging and food in the community you grew up in.

Building a Far Realm Survivor Character

Faring the Far Realm leaves one filled with existential dread and knowing terrible truths about the nature of unreality. The Far Realm Survivor Personality Traits table suggests traits you might adopt for your character.

Far Realm Survivor Personality Traits

d8	Personality Trait
1	Existence is futile. I am a narrative attached to simple arithmetic and random number generation.
2	I see neon fractals float through the air, but I've never met someone else who can.
3	My life is no more meaningful than a piece of paper. My allies are also metaphorical pieces of paper.
4	I can see into the fourth dimension, but it's less interesting than it sounds.
5	I failed to prove I am not a Construct.
6	I understand now. The gods are dead and nothing is real.

Transitive Anchor

Prerequisite: Planescape Campaign

You spent a significant amount of time somewhere in a nexus plane of connection and travel, such as the Astral or Ethereal Planes. Whether you were raised in that plane, became stuck there due to magical accident, or were banished there by a powerful cosmic being, transitive magic has intertwined itself with every fiber of your being. You are a rare and special force: something reliable, stable, and consistent in the ever changing atmosphere of the transitive planes.

Skills: Arcana, Perception

Languages: Gith or another language of your choice

Tools: One of your choice

Equipment: A portal key to your homeland on your native plane, one toolset of your choice, a steel mirror, a set of common clothes, an hourglass, and a pouch containing 10 gp

Feature

Living in the Transitive Planes cultivated unique, magical abilities in you. You gain the Scion of the Transitive Planes feat (presented later in this chapter). In addition, you know where to find free, modest lodging and food in the community you grew up in.

Building a Transitive Anchor Character

The influence of the Transitive Planes shapes your perspective. The Transitive Anchor Personality Traits table suggests traits you might adopt for your character.

Transitive Anchor Personality Traits

d6	Personality Trait
1	I am a stable, consistent proponent of the causes I believe in.
2	I use my astral or ethereal powers to play small tricks on my friends and loved ones.
3	I once met a powerful transitive monster and survived. I tell the story to anyone who will listen.
4	I cling desperately to a trinket that reminds me of home.
5	I try to rely only on things and people that are proven to be reliable.
6	I'm used to surviving in an environment without air. I sometimes have to remind myself to breathe.

Wild Thing

Prerequisite: Planescape Campaign

You have been born, raised, or gifted with unusual reflexes or other physical abilities normally only found in beasts of the wilds. What you do with them is your choice, but opportunities to use them keep arising. Perhaps that's why you took up the role of adventurer – to use these abilities to help the needy or generate inordinate wealth for yourself at high risk of danger and death.

Skills: Perception, Stealth

Tools: Two of your choice

Equipment: A small bone, tooth, scale, or other wild trophy; two toolsets of your choice; fishing tackle; a hunting trap; a grappling hook; 50 feet of hempen rope; a set of traveler's clothes; and a pouch containing 5 gp

Feature

Your body has adapted to win the most dangerous game: survival of the fittest. You gain your choice of one of the following feats:

- Amphibious (presented later in this chapter)
- Fight or Flight (presented later in this chapter)
- Poison Barbs (presented later in this chapter)

In addition, you know how to scavenge or secure food for yourself and a number of other creatures equal to your Proficiency Bonus from the environment you grew up in.

Building a Wild Thing Character

You are never without reminders of your abilities, be they perhaps gills, fangs, or a heightened sense for detecting danger. The Wild Thing Personality Traits table suggests traits you might adopt for your character.

Wild Thing Personality Traits

d6	Personality Trait
1	I relish in a good challenge of combat or skill.
2	I prefer to eat meat raw.
3	All food is finger food.
4	Some would call me a vegetarian, I prefer the term "herbivore."
5	I seek to overcome my unruly upbringing. I obsess over learning the proper etiquette for all situations and cultures.
6	I eschew the direct approach. I prefer to outsmart my prey.

Feats

This section introduces feats related to the forces of the planes. These feats are available to you whenever you normally choose a feat and meet the prerequisites, and they follow the feat rules in the *Player's Handbook*.

1st-Level Feats

These feats can be taken by some or any characters as early as 1st level. Some backgrounds automatically grant these feats. The feats are presented in alphabetical order.

Amphibious

Prerequisite: None
Repeatable: No

You may have received a blessing from an elder marid, you may have sea elves in your bloodline, or you might have acquired these abilities through more eldritch means. You gain the following benefits:

Amphibious. You can breathe air and water.
Hold Breath. You can hold your breath for up to 1 hour.
Swimmer. You gain a swim speed equal to your walking speed.

Elemental Disciple

Prerequisite: None
Repeatable: Yes, but you must choose a new Elemental Discipline each time

You are attuned to the environment of the world around you. Choose one of the following Elemental Disciplines, inspired by those available to the Way of the Four Elements monastic tradition. You can use your chosen discipline a number of times equal to your Proficiency Bonus and regain expended uses when you finish a long rest. If a discipline requires your target to make a saving throw to resist the discipline's effects, the DC equals 8 + your Proficiency Bonus + your Intelligence, Wisdom, or Charisma modifier (your choice when you gain this feat).

Fangs of the Fire Snake. When you take the Attack action on your turn, you can cause tendrils of flame to stretch out from your fists and feet. Your reach for weapon attacks and unarmed strikes increases by 10 feet until the start of your next turn. A hit with such an attack deals fire damage instead of its normal damage type, and deals an additional 1d4 fire damage.

Fist of Unbroken Air. When you take the Attack action on your turn, you can replace one or more of the attacks you make with a blast of compressed air that strikes like a mighty fist. Spend a use of this discipline for each attack you replace. Choose a target creature or object you can see within 30 feet, which must make a Strength saving throw. On a failed save, the target takes 1d10 thunder damage. They also are knocked prone, pushed back up to 25 feet away from you, or both (your choice). On a successful save, the target takes half as much damage and suffers no other effects.

Rock Block. As a reaction, you can conjure a solid barrier of dirt or stone that fits in your space and quickly disappears. You can use this barrier in the following ways:

- When you are hit by an attack, you can use this reaction to increase your Armor Class by an amount equal to your Proficiency Bonus until the start of your next turn.
- When you make a Dexterity saving throw, you can use this reaction to add your Proficiency Bonus to the total. If you already added your Proficiency Bonus to the total due to another feature (such as if you are proficient in Dexterity saving throws), then you get to add it again.
- When you make a high jump, you can use this reaction to launch off the barrier and increase the distance by 5 feet, with or without a running start.
- When you make a long jump, you can use this reaction to launch off the barrier and increase the distance by 10 feet, with or without a running start.

Water Whip. When you take the Attack action on your turn, you can replace one or more of the attacks you make with a whip of water that shoves and pulls a target to unbalance it. Spend a use of this discipline for each attack you replace. Choose a target creature or object you can see within 30 feet, which must make a Strength saving throw. On a failed save, the target takes 1d10 bludgeoning damage (this damage is magical). They also are knocked prone, pulled up to 25 feet closer to you, or both (your choice). On a successful save, the target takes half as much damage and suffers no other effects.

"BE CAREFUL WHEN SCRATCHING ME, I'M PRONE TO GO OFF WHEN TICKLED."

—A NEWLY INSTALLED ELEMENTAL CYST

Fight or Flight

Prerequisite: None
Repeatable: No

Your adrenaline-fueled instincts are acute. You gain the following benefits:

Fight. When you roll initiative, you can use your reaction to make a single weapon attack or unarmed strike.
Flight. When you roll initiative, you can use your reaction to move up to half your speed.

Personal Symbiont

Prerequisite: None
Repeatable: Yes, but you must choose a new symbiont each time

Due to connection to aberrations, strange experiments, or a remote plane, you have cultivated a symbiotic entity that resides in or on your body. These symbionts are self-aware and can communicate telepathically, and drawing on their powers comes at a concession. A symbiont has Intelligence, Wisdom, and Charisma scores of 10 and is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Choose one of the following symbionts, gaining its listed benefits.

Crawling Gauntlet. Your hand is replaced with an alien creature which feeds off your body and which you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike. When you make this attack, you can choose to deal necrotic damage instead. If you do, you have disadvantage on Constitution checks and saving throws for 1 hour.
Draining Leech. The teeth of this annelid are firmly affixed somewhere on the exterior of your body, most often on the upper arm or torso. The sustenance it provides is valuable but can interfere with your coordination. Your maximum number of hit dice increases by 2. This does not affect your hit point maximum. Additionally, when you fail a Constitution saving throw you can spend a hit die to roll again, but you must use the new result. When you use this ability to reroll, you have disadvantage on Dexterity checks and saving throws for 1 hour.
Elemental Cyst. Your eye is replaced with an entity which can shoot elemental beams. When you gain this feat, choose a spellcasting ability (Intelligence, Wisdom, or Charisma) and a damage type (acid, cold, fire, lightning, or thunder). When you take the Attack action, you can replace one of the attacks you make with firing a beam from your eye. Make a ranged spell attack against a target you can see within 60 feet. On a hit, the target takes 1d12 damage of your chosen damage type. When you use this ranged attack, the entity briefly overwhelms your sense of reality. You gain disadvantage on Wisdom checks and saving throws for 1 hour.

Ghostly Visage. A shifting face materializes somewhere on your body and acts as a second mind. When you fail a Wisdom (Insight) check, a saving throw against a Divination or Enchantment spell, or a saving throw to avoid or end the charmed or frightened condition, you can reroll but must use the new result. When you use this ability to reroll, this second face muddles your memories and reasoning. You have disadvantage on Intelligence checks and saving throws for 1 hour.

Soul Tick. A parasite dwells in your body and infects your essence, often causing mysterious symbols to manifest across your body. This infusion of an alien being diminishes your sense of self. As a reaction, you may cause an Aberration, Celestial, Elemental, Fey, Fiend, or Undead to gain disadvantage on a single attack against you. If you do, you gain disadvantage on Charisma checks and Charisma saving throws for 1 hour.

Spellwurm. This parasite attaches itself to your head or face, feeding esoteric knowledge into your mind. You can use this symbiont as a spellcasting focus and to perform somatic components of spells even when your hands are full. You can also use it as a spellbook, ritual book, or similar collection of magical knowledge. When you fail an Intelligence check or saving throw, you can use this ability to reroll, but must use the new result. When you use this ability to reroll, the symbiont saps your athletic prowess and physical aptitude. You have disadvantage on Strength checks and saving throws for 1 hour.

Poison Barbs

Prerequisite: None
Repeatable: No

You grow or gain poisonous needles, toxic spurs, or a venomous bite. You gain the following benefits:

Damage Resistance. You have resistance to poison damage.

Bonus Damage. Once per turn when you hit a creature with an unarmed strike, you can choose to deal piercing damage instead of bludgeoning damage. Additionally, you can choose to deal 1d6 poison damage as well as any other unarmed strike effects.

Resilience of the Elemental Chaos

Prerequisite: None
Repeatable: Yes, but you must choose two new damage types each time.

You gain resistance to your choice of two of the following damage types: acid, cold, fire, lightning, poison, or thunder.

"Well my dad's a githyanki, my mom's a shyft, and I was born in a time-traveling, teleporting, room-sized sending stone, which I think is my godfather."

—A tripartite scion of three planes at once

Scion of the Far Realm

Prerequisite: None
Repeatable: No

You've survived an encounter with the Far Realm and it's changed you forever. You can see through the veil of reality and briefly into the realms beyond, granting you psionic abilities. You can cast the *true strike* cantrip, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose when you select this feat). You can also cast it as a bonus action a number of times equal to your Proficiency Bonus, and regain expended uses when you finish a Long Rest.

Additionally, whenever you make a saving throw or ability check using your chosen spellcasting ability, you can roll 1d6 and add the result to the total.

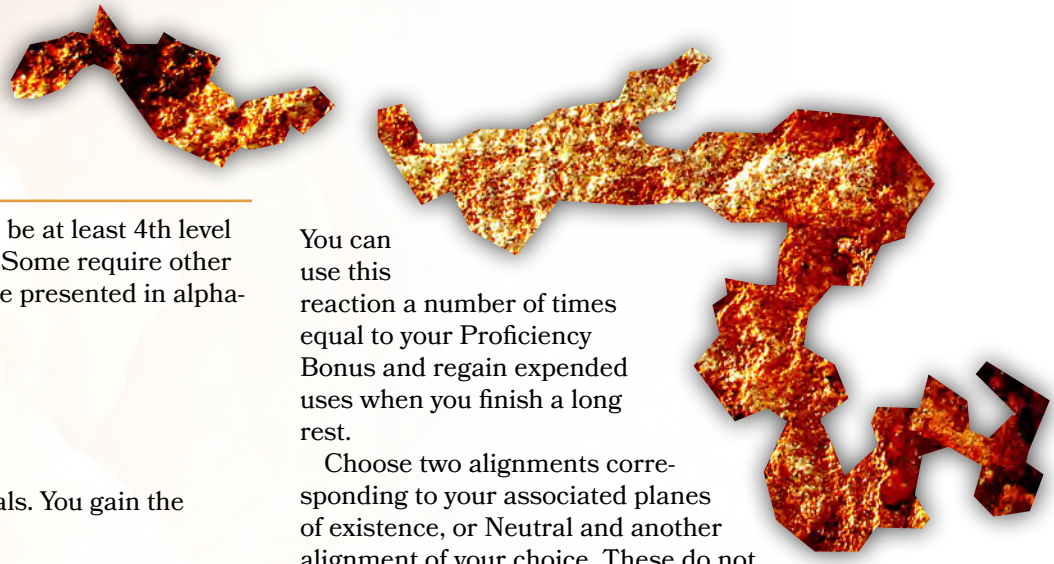
Scion of the Transitive Planes

Prerequisite: None
Repeatable: Yes, but you must choose a new transitive plane each time

Your connection to a Transitive Plane infuses you with the energy there. Choose a transitive plane (Astral or Ethereal) and a mental ability (Intelligence, Wisdom, or Charisma). Based on your choices, you gain the following benefits:

Astral. You learn the *astral sign* cantrip (presented later in this chapter) and can cast it as a bonus action a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest. The ability chosen for this feat is your spellcasting ability for this spell. Additionally, your mind powers your movement. Your minimum walking speed when you are not grappled, incapacitated, or restrained is a number of feet equal to 15 + 5 x your Intelligence modifier.

Ethereal. You learn the *blade ward* cantrip and can cast it as a bonus action a number of times equal to your Proficiency Bonus. You regain expended uses when you finish a Long Rest. Additionally, you can spend one of these uses as a bonus action to cast *gaseous form* on yourself until the end of your current turn.



4th-Level Feats

These feats require a character to be at least 4th level before being able to access them. Some require other prerequisites as well. The feats are presented in alphabetical order.

Beast Whisperer

Prerequisite: 4th Level
Repeatable: No

You have a special way with animals. You gain the following benefits:

Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 20.

Bonus Proficiency. You gain proficiency in Animal Handling. If you already have proficiency with this skill, you instead gain Expertise.

Calming Presence. When you socially interact with a Beast, the creature's initial attitude towards you increases by one tier. If its initial attitude toward you is Hostile, it changes to Indifferent. If its initial attitude toward you is Indifferent, it changes to Friendly.

Channel Cosmic Alignment

Prerequisite: 4th Level, association with one or more planes of alignment
Repeatable: No

As a reaction when you can see a creature (including yourself) within 60 feet make an attack roll, ability check, or saving throw, you can Channel Cosmic Alignment to grant them a benefit or detriment to their roll. You can use this reaction a number of times equal to your Proficiency Bonus and regain expended uses when you finish a long rest.

Choose two alignments corresponding to your associated planes of existence, or Neutral and another alignment of your choice. These do not have to match your character's personal alignment. This choice determines which two of the following Channel Cosmic Alignment options you gain access to:

Bridging Channel (Neutral Plane). When a creature rolls with advantage or disadvantage, it only rolls once and treats their second roll as a 10 on the die instead of rolling for a random result.

Harmonic Channel (Lawful Plane). When a creature rolls with advantage, it can roll 1d6 and add the result to the total.

Lustrating Channel (Good Plane). When a creature rolls with disadvantage, it can roll 1d6 and add the result to the total.

Multifarious Channel (Chaotic Plane). When a creature rolls with disadvantage, it must roll 1d6 and subtract the result from the total.

Sinister Channel (Evil Plane). When a creature rolls with advantage, it must roll 1d6 and subtract the result from the total.

Plane Associations

The Outer Planes of the Great Wheel are all associated with two or more alignments. This table provides some examples of what may associate your character with such a plane. The Scion of the Outer Planes feat can be found in *Planescape: Adventures in the Multiverse*.

Alignment	Example Associations	Planes
Chaotic	Chaond species, Scion of the Outer Planes (Chaotic) feat, or being from a plane or gate-town of chaos	The Beastlands, Arborea, Ysgard, Limbo, Pandemonium, the Abyss, Carceri
Evil	Tiefling species, Scion of the Outer Planes (Evil) feat, or being from a plane or gate-town of evil	Pandemonium, the Abyss, Carceri, Hades, Gehenna, the Nine Hells, Acheron
Good	Aasimar species (see *Monsters of the Multiverse*), Scion of the Outer Planes (Good) feat, or being from a plane or gate-town of good	Arcadia, Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, Ysgard
Lawful	Axani species, Exiled Modron species, Scion of the Outer Planes (Lawful) feat, or being from a plane or gate-town of law	Gehenna, the Nine Hells, Acheron, Mechanus, Arcadia, Mount Celestia, Bytopia
Neutral	Scion of the Outer Planes (Outlands) feat, or being from a plane or gate-town of neutrality	Mechanus, Elysium, Limbo, Hades, the Outlands

Eagle Eyed

Prerequisite: 4th level, Wisdom 13+
Repeatable: No

Your eyesight is exceptionally good. You gain the following benefits:

Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 20.
Darkvision. You gain darkvision for a radius of 60 feet. If you already have darkvision, its radius increases by 30 feet.
Keen Vision. You have advantage on Perception checks that rely on sight.

Rapid Magic

Prerequisite: 4th Level, the ability to cast spells with a casting time of 1 minute or longer
Repeatable: No

Although you may not be a quickdraw wandslinger, you have a natural talent for conducting thorough magical ceremonies in only a fraction of the time usually required. You gain the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
Rapid Attunement. It takes you 10 minutes to attune to a magic item or to end such attunement, rather than a short or long rest.
Rapid Rituals. When you cast a spell as a ritual, you can cast it as a ritual using its normal casting time, rather than an additional 10 minutes. You can cast ritual spells in this way a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.
Rapid Spellcasting. When you cast a spell that has a casting time of 1 minute or longer, you can attempt to quicken the speed of casting (this does not affect the spell's duration). When you begin casting the spell, make a DC 10 Intelligence (Arcana) check. You can make this check up to once per turn. On a successful check, you cast the spell faster than normal, according to the Rapid Casting table. On a failed check, you can choose to cast the spell using its normal casting time or to not cast the spell at all. If you choose to not cast the spell, this does not waste your action, the spell slot, or any limited uses of casting the spell.

Rapid Casting

Normal Time	Rapid Time
1 minute	1 action
10 minutes	1 minute
1 hour	10 minutes
More than 1 hour	1 hour

"WAIT, DON'T ITCH ME SO-
HA HA! HEE HEE!"

BOOM

"HEY, DON'T LOOK AT ME.
I WARNED YOU."

—AN ELEMENTAL CYST SERIOUSLY CONSIDERING A MORE RESPONSIBLE HOST

Scentfinder

Prerequisite: 4th Level, Wisdom 13+
Repeatable: No

Your sense of smell is exceptionally good. You gain the following benefits:

Ability Score Increase. Increase your Wisdom by 1, to a maximum of 20.
Taste Air. As an action, you can gain blindsight for 10 feet until the end of your turn.
Keen Smell. You have advantage on Perception checks that rely on smell.

Symbiont Mastery

Prerequisites: Personal Symbiont, 4th level
Repeatable: No

You have gained total control of your symbionts. You gain the following benefits

Ability Score Increase. Your Constitution or Charisma score increases by 1, to a maximum of 20
Impure Prince. You do not suffer disadvantage on checks or saving throws from using your symbiont abilities.
Detonate Symbiont. As a bonus action, you may cause one of your symbionts to unleash a torrent of energy or ooze in a 30-foot cone. Creatures in the area must succeed on a Constitution saving throw or take acid, cold, fire, lightning, necrotic, or poison damage (your choice when you use this ability). To determine the amount of damage, roll a number of d6s equal to 2 + your proficiency bonus. The total result is the amount of damage dealt. Once you use this ability with a symbiont, you cannot detonate that symbiont or activate its abilities until after you complete a short or long rest.

Epic Boons

These special feats can only be taken by 20th level characters and can be granted by a DM as a reward for achieving major narrative or experience point thresholds after reaching that level. Each grants a character a new creature type, one or more immunities, and additional benefits. The feats are presented in alphabetical order.

Epic Boon of Ascension

Prerequisite: 20th Level
Repeatable: No

You gain the following benefits:

Celestial. Your creature type becomes Celestial, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Celestial creatures, it affects you.
Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 30.
Holy Constitution. You gain immunity to radiant damage.
Tongue of Angels. You are fluent in all languages.
Regeneration. You regain 10 hit points at the start of your turn if you have at least 1 hit point.

Epic Boon of Damnation

Prerequisite: 20th Level
Repeatable: No

You gain the following benefits:

Fiend. Your creature type becomes Fiend, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Fiend creatures, it affects you.
Ability Score Increase. Increase your Charisma score by 1, to a maximum of 30.
Unholy Constitution. You gain immunity to poison damage.
Lower Loyalty. Choose a type of Fiend which you associate with: Demon, Devil, or Yugoloth. You gain special traits according to your chosen Fiend type.

- *Demon.* You are fluent in Abyssal. You have advantage on Charisma (Intimidation) checks. Once per turn when you deal damage to one or more creatures, choose one creature you dealt damage to. That creature takes an additional 1d12 poison damage.
- *Devil.* You are fluent in Infernal. You have advantage on Charisma (Persuasion) checks. When you socially interact with a creature, the creature's initial attitude towards you increases by one tier. If its initial attitude toward you is Hostile, it changes to Indifferent. If its initial attitude toward you is Indifferent, it changes to Friendly.
- *Yugoloth.* You are fluent in Infernal or Abyssal (your choice). You have advantage on Charisma (Deception) checks. As an action, you can magically teleport, along with any equipment you are wearing or carrying, up to 60 feet to an unoccupied space you can see.

Epic Boon of Fey Aristocracy

Prerequisite: 20th Level
Repeatable: No

You gain the following benefits:

Fey. Your creature type becomes Fey, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Fey creatures, it affects you.
Ability Score Increase. Increase your Charisma score by 1, to a maximum of 30.
Fey Constitution. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
Trickster Mind. You gain immunity to the charmed and frightened conditions.
Bonus Language. You are fluent in Sylvan.

Epic Boon of Primordial Emergence

Prerequisite: 20th Level
Repeatable: Yes, but you must choose a new elemental damage type each time

You gain the following benefits:

Elemental. Your creature type becomes Elemental, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Elemental creatures, it affects you.
Ability Score Increase. Increase your Constitution score by 1, to a maximum of 30.
Unusual Nature. You don't need to drink, eat, or breathe.
Energy Absorption. Choose an elemental damage type: acid, cold, fire, lightning, or thunder. You gain immunity to this damage type. When you would take damage of the selected type, you instead gain a number of temporary hit points equal to the damage you would have taken.
Bonus Language. You are fluent in Primordial.

"WAIT, I CAN USE THIS CONTEXT TO CURSE IN A BOOK! **** IT! GO TO ****!"

—AN EXCITABLE ADVENTURER-TURNED-DEMON, CENSORED BY THE AUTHORS

"My apologies. I was unaware 'phylactery' is a sacred earth term. That h-word is probably copywritten, so how about soul anchor? Yeah, that sounds fine. Nice and pithy."

—Acererak, Turning a New Leaf

Epic Boon of Metamorphosis

Prerequisite: 20th Level
Repeatable: Yes, but you must choose a new Transformation each time.

You gain the following benefits:

Aberration. Your creature type becomes Aberration, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Aberrations, it affects you.

Ability Score Increase. Your Strength or Dexterity (your choice when you gain this feat) increases by 1, to a maximum of 30.

Aberrant Mind. You gain immunity to psychic damage.

Bonus Language. You are fluent in Deep Speech.

Transformation. When you gain this feat, choose one of the following traits. You gain this trait permanently.

- *Size Change*. Your size increases or decreases by one category (your choice when you gain this feat). For example, a size Medium creature would become size Large or Small respectively. If your size increases, you gain advantage on Strength ability checks and saving throws while you are this new size or larger. If your size decreases, you gain advantage on Dexterity ability checks and saving throws while you are this new size or smaller.
- *Natural Armor*. You grow a chitinous shell, thick skin, armored plates, or some other defense mechanism. Your AC increases by 2, even while wearing armor or a shield.
- *Limbs*. You gain additional monstrous appendages, such as tentacles, pseudopods, or terrifyingly obtuse limbs. You can only use these appendages to grab and manipulate simple objects, such as opening an unlocked door or carrying a lantern. When you take the Attack action, you can make an additional attack with these limbs. This attack is an unarmed strike.

Epic Boon of Soul Magic

Prerequisite: 20th Level, the ability to cast spells, and a Tiny object of emotional significance to you or that is worth 10,000 gp or more
Repeatable: Yes, but you must create an additional soul anchor or give an additional protection to an existing soul anchor each time

You gain the following benefits:

Undead. Your creature type becomes Undead, in addition to other creature types you may already have. If a game mechanic, such as spells, affects Undead, it affects you.

Ability Score Increase. Your Intelligence increases by 1, to a maximum of 30.

Dark Constitution. You gain immunity to necrotic damage.

Unusual Nature. You don't need to drink, eat, or breathe.

Soul Anchor. You create a soul anchor, a powerful magic item that tethers you to mortal existence, out of the Tiny object required for this feat. When you die, your body reforms 1d10 days later in an unoccupied space next to the soul anchor. If you have multiple soul anchors, you choose which one to respawn near. When you create the soul anchor, choose one of the following protections to put on it:

- *Resilience*. The soul anchor gains 50 temporary hit points at the start of each of your turns. This protection can be chosen only once for each soul anchor.
- *Necrotic Aura*. Whenever a creature touches the soul anchor, even with an object (such as gloves or a quarterstaff), all creatures within 5 feet of the soul anchor must make a Constitution saving throw against your spell save DC. They take 5d10 necrotic damage on a failed save, or half that on a successful one. This damage can only be triggered once per turn. This protection can be chosen multiple times for the same soul anchor, increasing the damage by 5d10 for each addition.
- *Stored Spell*. Choose a harmful spell of 3rd level or lower that can target only one creature. When a creature touches the soul anchor, that creature is targeted by that spell, using your spellcasting ability save DC or attack modifier. If the spell normally requires concentration, it doesn't require concentration in this case. It lasts for the full duration. This effect can only be triggered once per turn. This protection can be chosen multiple times for the same soul anchor, choosing a different spell each time.
- *Damage Immunity*. Choose a damage type. The soul anchor is immune to that damage type. This protection can be chosen multiple times for the same soul anchor, choosing a different damage type each time.
- *Distant Rejuvenation*. When you die and respawn by the soul anchor, you can choose an unoccupied space within 6 miles of the soul anchor to respawn in, instead of an adjacent space. This protection can be chosen only once for each soul anchor.

Spells

This section contains new spells that the DM may add to a campaign, making them available to player character and monster spellcasters alike. If you'd like to use any of these spells, talk to your DM, who may allow some, all, or none of them.

Ablative Dweomer

4th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 24 hours
Classes: Artificer, Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

You ward a creature, object, or magical effect against dispelling effects. Whenever the target or any number of spell effects on the target would be dispelled, such as by a *dispel magic* spell, *ablative dweomer* is dispelled instead (even if *ablative dweomer* would not normally be dispelled by the effect). If a target has multiple instances of *ablative dweomer* cast on it, only one instance of *ablative dweomer* is dispelled. This has no effect on spells that are interrupted by *counterspell*.

"WHAT ABOUT THE DARK PLACES BETWEEN THE STARS? DON'T YOU REALIZE THAT'S WHERE THE GOOD STUFF IS?"

—TASHA, MASTER WIZARD

Astral Sign

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Druid

Drawing on the powers of the skies and cosmos, you create one of the following effects within range:

Crescent Moon. You conjure a *moon slice*, an ephemeral weapon that uses the statistics of a dagger but deals radiant damage instead of piercing damage. It uses your Strength or Dexterity to calculate attack and damage rolls. If you throw or otherwise let go of the moon slice, it disappears at the end of that turn.

Dawn. You create a tiny, harmless sensory effect that reveals how much time there is until the next dawn.

Dusk. You create a tiny, harmless sensory effect that reveals how much time has passed since you last finished a long rest.

Full Moon. You brighten a 5 foot cube of dim light that you can see within range to bright light.

New Moon. You darken a 5 foot cube of bright light that you can see within range to dim light.

Star. You create a tiny, harmless sensory effect that points north or to the location you last took a long rest (your choice when you cast the spell).

Sun. You light or snuff out fire on a Tiny, nonmagical, flammable object you can see within range that isn't being worn or carried by another creature. For example, you might snuff a lantern you are holding, set fire to a piece of paper you need to quickly dispose of, or ignite window curtains to create a distraction.

Metaconcert

7th-level divination

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 10 minutes
Classes: Bard, Cleric, Wizard

You link together the magical abilities of yourself and your willing allies. When you cast this spell, designate a single target as the host and all other targets as contributors. So long as contributors remain within range of this spell, the host may cast any spells known or prepared by contributors as if the host had known or prepared them. When the host casts a spell, a contributor may use its reaction to let the host spend one of the contributor's qualifying spell slots instead of the host's. When casting a spell, the host uses the highest spell save DC among themself and all contributors.

At Higher Levels. When you cast this spell use a spell slot of 9th level, all targets are considered both hosts and contributors.

Modron March

3rd-level conjuration

Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Classes: Artificer, Wizard

You hijack the command codes of the modron hierarchy to call these agents of cosmic law to your side, which appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One modron of Challenge Rating 2 or lower
- Two modrons of Challenge Rating 1 or lower
- Four modrons of Challenge Rating 1/2 or lower
- Eight modrons of Challenge Rating 1/4 or lower

The modrons are friendly to you and your companions. Roll initiative for the modrons as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). Their Axiomatic Mind trait adjusts, treating your commands as their nature and instructions. If you don't issue any commands to the modrons, they defend themselves from hostile creatures but otherwise take no actions. The GM has the modrons' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th- or 6th-level slot, three times as many with a 7th- or 8th-level slot, or four times as many with a 9th-level spell slot.

Planar Endurance

4th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a carved mask worth 5 gp)
Duration: 24 hours
Classes: Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You insulate the targets against the dangers of foreign planes. For the duration of the spell, as long as targeted creatures are on a plane other than the Material Plane, they gain the following benefits.

Course Through Infinity. You have advantage on ability checks and saving throws made to resist the plane's effects from unique exploration rules tied to that plane (see chapter 2 of the *Dungeon Master's Guide* and chapter 3 of this book for examples).

Planar Grounding. You have advantage on saving throws that would send you to another plane (such as the *banishment* or *plane shift* spells).

Reality Maelstrom

9th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a broken portal key worth at least 500 gp, which the spell consumes)
Duration: Instantaneous
Classes: Sorcerer, Wizard

You recklessly tear open a hole in reality, introducing random planar forces into the battlefield. Choose a 40-foot cube within range and roll a d6 to determine the effect which occurs there.

1. *Outer Planes.* The raw majesty of the Outer Planes overwhelms those exposed. All targets in the area must take 15d8 radiant damage and 15d8 necrotic damage and become paralyzed until the end of your next turn. A successful Charisma saving throw causes a creature to just take half damage.
2. *Elemental Planes.* Erratic elemental effects bombard the area. All targets in the area take 8d6 acid, 8d6 cold, 8d6 fire, 8d6 lightning, 8d6 poison, and 8d6 thunder damage. A successful Constitution saving throw causes a creature to just take half damage.
3. *Shadowfell.* The looming mists of the Shadowfell coalesce and crush the region. All targets in the area take 25d10 necrotic damage and gain 2 levels of exhaustion. A successful Wisdom saving throw causes a creature just take half damage and gain 1 level of exhaustion.
4. *Feywild.* A frenzy of wild growth ensnares the region. All targets in the area take 50d4 piercing damage and become restrained until the end of your next turn. A successful Dexterity saving throw causes a creature to just take half damage.
5. *Far Realm.* Broken elements of a reality that should not exist worm their way into the mind and body of targets. All targets in the area take 20d12 psychic damage and become stunned until the end of your next turn. A successful Intelligence saving throw causes a creature to just take half damage and become frightened until the end of your next turn instead of stunned.
6. *Astral Plane.* The emptiness of the astral plane creates a powerful suction effect. All unattended objects in the area that weigh less than 100 pounds and all creatures in the area that fail a Strength saving throw are jettisoned into the Astral Plane. The portal is one-way only and can't be reopened.

Thematic Subclass Spells

Some spells are thematically appropriate for a subclass but aren't normally accessible to that class or subclass. If you'd like for your character to learn such a spell (such as *modron march* for clockwork sorcerers), consider asking your DM for permission.

Species

Creatures of all kinds have made their mark on the many realities of Planescape. Presented in alphabetical order, the playable races in this section have especially been influenced by the multiverse.

Axani

Axani are beings touched by planar powers of order, harmony, and structure. The minds and bodies of axani allude to idealized forms and definitions which transcend mortal understanding. They can invoke axiomatic magic to secure their forms, entrap their foes, or steer situations towards peaceful resolution.

The influence of cosmic law can manifest itself in any mortal population, and the emergence of an axani may be engineered by interplanar beings for some greater cosmic mission. Lawful Good or Lawful Evil influences may result in the emergence of axani alongside aasimars or tieflings. The mark of axani heritage may be obvious or subtle, but tends to remain constant throughout one's lifetime. Presented below are example features for an axani.

Axani Postulate Features

d6	Feature
1	The proportions of your facial features and body shape share a single precise ratio
2	Your body is hairless and possesses a faint metallic tint
3	Blades, cogs, hooks, or other metal implements emerge across your body at regular intervals
4	Your skin is partially transparent, revealing mechanical components in addition to flesh, blood, and bone
5	Your hair naturally adjusts itself into a clean and orderly style
6	Your skin presses tight against your defined musculature, retaining a single color without variance in tone or pigmentation.

Non-Humanoid Characters

Many spells and other magical effects take Creature Type into consideration when determining who they can target. For example, the *charm person* and *reincarnate* spells can only target Humanoids, while *magic circle* and *dispel evil and good* can't directly affect Humanoids at all. Keep this in mind when choosing a player species that is Celestial, Construct, or another non-Humanoid Creature Type – not all effects that can normally target other characters may be able to work on you, and vice versa.

As an axani, you have the following traits:

Creature Type. You are a Humanoid.

Size. Axani vary widely in height. You are Medium or Small. You choose the size when you select this species.

Speed. Your base speed is 30 feet.

Life Span. 100 years on average.

Darkvision. You have darkvision with a range of 60 feet.

Invoke Structure. You know the *mending* cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Postulate Legacy trait.

Postulate Legacy. You are the recipient of a postulate legacy that grants you supernatural abilities. Choose a legacy from the Postulate Legacies table: Bladelings, associated with warlike lawful exemplars; Mechanitrix, associated with tinkering and mechanical exemplars; or Zenythri, associated with peaceful or tranquil lawful exemplars. You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level spell with this trait, as shown on the table. Once you cast the spell with this trait, you can't cast that spell with it again until you finish a long rest; however, you can cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Postulate Legacies

Legacy	1st level	3rd level	5th level
Bladeling	You have resistance to acid damage. Once per turn when you hit a target with an unarmed strike, you can deal an additional 1d6 piercing damage. If you use your action to grapple a creature, you can use your bonus action to make an unarmed strike against the creature with advantage.	*Ensnaring Strike*	*Spike Growth*
Mechanatrix	You have resistance to poison damage. You have immunity to disease and advantage on saving throws against being poisoned. You don't need to eat, drink, or breathe.	*False Life*	*Magic Weapon*
Zenythri	You have resistance to psychic damage. You are proficient in your choice of one of Insight, Intimidation, or Persuasion.	*Sanctuary*	*Suggestion*

"BETTER TO WRESTLE WITH A GIANT THAN TO LOCK HORNS WITH A BARIAUR."

—YSGARDIAN PROVERB

Bariaur

These nomads are a common sight on the Outer Planes, especially Ysgard. They have the upper body of a human, and the lower body of a goat. Bariaur also have goat-like curled horns that range in size significantly between individuals. They frequently prefer fine, yet functional, clothing, as well as dying or shaving patterns into their pelts, and decorating their horns with jewelry.

In general, bariaur are carefree and are as likely to be found in large groups of bariaur as they are on their own or in cosmopolitan communities like Sigil. Bariaur wanderlust and often laid back attitude towards adversity has lead them to be commonly found on every plane, as travelers and as settlers optimistically trying to find a way to survive and thrive.

As a bariaur, you have the following traits.

Creature Type. You are a Celestial.

Size. Bariaur are of similar height as dwarves, thanks to their goat-like lower body. Their lower half extends back four to five feet. Your size is Medium.

Speed. Your base speed is 40 feet.

Life Span. 120 years on average.

Caprine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag. You gain advantage on Strength (Athletics) checks to climb.

Keen Senses. You have proficiency in Perception.

Ram. You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Spellcasting. You know either the *dancing lights* or *druidcraft* cantrip (choose when you select this species).

Mighty Leap. As a bonus action, you can jump a distance up to your remaining walking speed on this turn with or without a running start. This can include distance gained from taking the Dash action.

Chaond

Chaonds emerge when the influence of cosmic chaos visits upon a mortal form. The influence of countless alien possibilities can be observed in their form, which often struggles to maintain consistency. They can invoke the powers of chaotic planes to evade harm, confound foes, and bring down ruin.

The creation of a Chaond tends to be a product of happenstance, their spontaneous origins reflecting the protean nature of planar chaos. The prominence of Chaond features tend to wax and wane over their lifetime, growing more pronounced under heightened emotions. A being regarded as an Aasimar or Tiefling may reveal themselves to be a Chaond upon reaching maturity. Presented below are example features for a Chaond.

Chaond Anomalous Features

d6	Feature
1	Your eyes and hair shift color, sometimes independently from each other
2	Your clothing remains a perpetual odd fit, constantly becoming uneven or disheveled
3	Strange patterns emerge in the dirt, snow, or objects around you
4	Your skin is soft and malleable, like clay
5	Your sweat is viscous and oddly-colored, almost like slime
6	Your voice is impossibly deep for your size, your throat bulging like that of a frog

Creature Type. You are a Humanoid

Size. Chaonds vary widely in height. You are Medium or Small. You choose the size when you select this species.

Speed. Your base speed is 30 feet.

Life Span. 100 years on average.

Darkvision. You have darkvision with a range of 60 feet.

"BEAUTY IS! CHAOS TOO DIM MULTIVERSE. IS TO NOTICE MOST THE OF."

—CHAOND HAIKU

Absurd Resilience. When you create a Chaond character, roll on the tables for Chaond Energy Resistance and Chaond Spell Resistance. You gain resistance to the energy type selected with Chaond Energy Resistance and advantage on saving throws against spells of the school from Chaond Spell Resistance. You may choose to reroll either or both of these values whenever you gain a level.

If a player wishes, they may roll twice on Chaond Energy Resistance and Chaond Spell Resistance to gain the benefits of all four options. If they do, they must roll a third time on Chaond Energy Resistance and become vulnerable to the selected damage type in addition to rolling on Chaond Spell Resistance a second time to gain disadvantage on saving throws against spells from the selected school.

Anomalous Legacy. You are the recipient of an anomalous legacy that grants you supernatural abilities. Choose a legacy from the Anomalous Legacies table: Cansin, associated with humanoid-looking chaotic exemplars such as eodath (see chapter 4) and valkyries; Slaadish, associated with slaadi; or Uncannite, associated with incomprehensible exemplars. You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level spell with this trait, as shown on the table. Once you cast the spell with this trait, you can't cast that spell with it again until you finish a long rest; however, you can cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Chaond Energy Resistance

d8	Energy Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Necrotic
6	Poison
7	Thunder
8	Radiant

Chaond Spell Resistance

d8	Magic School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Anomalous Legacies

Legacy	1st level	3rd level	5th level
Cansin	You are proficient in your choice of one of Deception, Perception, or Stealth. You know the *vicious mockery* cantrip.	*Faerie Fire*	*Enthrall*
Slaadish	You are proficient in your choice of one of Athletics, Intimidation, or Perception. You know the *mage hand* cantrip.	*Wrathful Smite*	*Enlarge/Reduce*
Uncannite	You have advantage on saving throws and checks to resist or end the restrained, prone, or grappled conditions. You know the *poison spray* cantrip.	*Dissonant Whispers*	*Blindness/Deafness*

Parallax Legacies

Legacy	1st level	3rd level	5th level
Diurge	You have advantage on saving throws against exhaustion. You have darkvision for 120 feet and can see through both magical and nonmagical darkness.	*Inflict Wounds*	*Ray of Enfeeblement*
Fairling	You have advantage on saving throws against the charmed condition. You are proficient in Deception, Insight, or Persuasion.	*Color Spray*	*Suggestion*
Gloaming	You have advantage on saving throws against illusions. You add your proficiency bonus on initiative rolls.	*Arms of Hadar*	*Blur*
Lumi	You have advantage on saving throws against exhaustion or the blinded condition. You are proficient in Arcana, Athletics, or Survival.	*Faerie Fire*	*Prayer of Healing*

Eventide

The powers of light, darkness, growth, and decay shape forces across the planes, and those mortals attuned to such forces often command great power. Eventides bear some connection or mark from the Feywild, the Shadowfell, or the Energy Planes, enabling them to distort the radiant and consumptive forces which dominate these planes. Their alien powers may herald restoration, change, or ruin.

Eventide may come from many places, with most descending from extraplanar communities which have adapted to these distant realms. Plenty of fairlings and gloamings were once peoples of other planes, though experimentation by otherworldly beings has gradually transformed them. Diurges and lumi can sometimes arise spontaneously from the energy planes or their borders with the Elemental Chaos.

Eventide Parallax Features

d6	Feature
1	You have no neck, your head instead floating several inches above your body
2	Your entire body is glassy and translucent, allowing others to see through you
3	Your smile literally glows
4	Your touch is icy regardless of surrounding temperature
5	Your entire body shimmers when you are excited
6	In darkness, you can see patterns dancing on your skin.

Creature Type. You are a Humanoid

Size. Eventide vary widely in height. You are Medium or Small. You choose the size when you select this species.

Speed. 30 feet

Life Span. 100 years on average.

Darkvision. You have darkvision with a range of 60 feet.

Twilit Shaping. You know either the *chill touch* or *sacred flame* cantrip, chosen when you select your Parallax Legacy. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Parallax Legacy trait.

Damage Resistances. You have resistance to necrotic and radiant damage.

Parallax Legacy. You are the recipient of an anomalous legacy that grants you supernatural abilities. Choose a legacy from the Parallax Legacies table: Diurge, associated with the Negative Energy Plane; Fairling, associated with the Feywild; Gloaming, associated with the Shadowfell; or Lumi, associated with the Positive Energy Plane; You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level spell with this trait, as shown on the table. Once you cast the spell with this trait, you can't cast that spell with it again until you finish a long rest; however, you can cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Exiled Modron

On rare occasion, Primus will exile a modron from the hierarchy to continue life among the other peoples of the planes. From this point on, other modrons treat the exiled modron as they would any other non-modron. This is significantly different from modrons turning rogue and going against Primus' directives; rogue modrons are mercilessly hunted down by other modrons within the hierarchy. It is not clear if the exiled modrons had previously turned rogue or if Primus has other machinations in play.

If the exiled modron was a base modron of quadrone rank or lower, they retain their form. It is rare for a higher rank modron to be exiled, but when they are, they usually gain the form of one of quadrone or lower. Regardless of their form, it is noteworthy that they are specifically altered by Primus to better fit into humanoid society. The exiled modron's memories of their previous existence within the modron hierarchy quickly fades to little more than fleeting visions and half-remembered sensations.

Although exiled modrons still retain a tendency towards orderly behavior in general, individuals can be of any temperament and alignment. Many who encounter them presume they are still part of the modron hierarchy, and some exiled modrons embrace

this as a link to their past while others actively rebel against it going out of their way to indicate the break with the hierarchy.

As an exiled modron, you have the following traits.

Creature Type. You are a Construct.

Size. Exiled modrons vary widely in height. You are Medium or Small. You choose the size when you select this species.

Speed. Your walking speed is 30 feet.

Life Span. Indefinite, but most die in adventuring.

Analytic Mind. You have advantage on saving throws you make against illusions and to avoid or end the charmed condition on yourself.

Darkvision. You have darkvision with a range of 60 feet.

Keen Senses. You have proficiency in the Perception skill.

Living Construct. As part of your exile you are modified to benefit from magical healing that normally doesn't work on Constructs, such as the *cure wounds* or *spare the dying* spells. These spells and other magical effects work on you.

Natural Armor. You have tough, metallic skin. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Piercing Vision. Starting at 3rd level, you can cast the *detect magic* spell with this trait. Starting at 5th level, you can also cast the *see invisibility* spell with this trait, without requiring a material component. Once you cast *detect magic* or *see invisibility* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this species).

"CHOOSE YOUR LITTLE HERO AND SEND THEM MY WAY. IF THEY WIN, YOU OWN US. IF I WIN, WE OWN YOU. I DEFY YOUR ARMIES THIS DAY; GIVE ME A FIGHT."

—A GOLIATH CHAMPION

Goliath

Towering over most folk, goliaths are distant descendants of giants. Each goliath bears the blessings of the first giants – blessings that manifest in various supernatural boons, including the ability to quickly grow and temporarily approach the height of the goliaths' gigantic kin.

Goliaths have physical characteristics that are reminiscent of the giants in their family lines. For example, some goliaths look like stone giants, while others resemble fire giants. Whatever giants they count as kin, goliaths have forged their own path in the multiverse – unencumbered by the internecine conflicts that have ravaged giant-kind for ages – and seek heights above those reached by their ancestors.

This book provides four new options for goliath characters' Giant Ancestry trait, in addition to those found in other sources.

As a Goliath adventurer, you have the following traits:

Creature Type. You are a Humanoid.

Size. You are Medium. Goliaths are at usually at least 7 feet tall, but rarely much more than 9 feet.

Speed. Your walking speed is 35 feet.

Life Span. 80 years on average.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits or one from another source – a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a long rest.

Death's Door. When you or another creature you can see within 30 feet fails a death saving throw, you can cause the failure to count as a success instead.

Fomorian's Glare. When you hit a creature with an attack roll and deal damage to it, you can also deal 1d6 psychic damage to that target, and it has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes before the start of your next turn.

Oni's Prowl. When you are in dim light or darkness, you can use your bonus action to turn invisible until the start of your next turn.

Troll's Heart. You can use your bonus action to magically regenerate. Roll 1d10 and add your Constitution modifier. You heal a number of hit points equal to the total.

Large Form. Starting at 5th level, you gain the ability to supernaturally grow. As a bonus action, you change your size to Large, provided you're in a big enough space. This transformation lasts for 10 minutes or until you end it as a bonus action. During that duration, you have advantage on Strength checks, and your speed increases by 10 feet. Once you use this trait, you can't use it again until you finish a long rest.

Powerful Build. You have advantage on any ability check or saving throw you make to end the grappled condition on yourself. You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Primordial Genasi

Beyond the known elements of Fire, Water, Earth, and Air, there are many unique combinations and infusions of these primordial forces that form the structures of reality. The ring of the elemental planes is filled with such milieus, and these composite realms nurture a variety of planetouched creatures that embody these points of convergence. The Elemental Chaos enables even more dynamic mergers, infusing the elements with the positive and negative energy which defines creation and destruction.

As a primordial genasi, you have the following traits:

Creature Type. You are a Humanoid.

Size. Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species.

Speed. 30 feet.

Life Span. 100 years on average.

Darkvision. You have darkvision with a range of 60 feet.

Part the Way. Moving through nonmagical difficult terrain costs you no extra movement.

Primordial Heritage. You are the recipient of an elemental legacy that grants you supernatural abilities. Choose a heritage from the Primordial Genasi Heritages table, which are associated with the major regions of the Elemental Chaos (see chapter 3). You gain the initial benefit of the chosen legacy: a cantrip that you learn and resistance to a damage type.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level spell with this trait, as shown on the table. Once you cast the spell with this trait, you can't cast that spell with it again until you finish a long rest; however, you can cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the heritage).

Whenever you finish a long rest, you can keep your current heritage or switch it for a different heritage. You can choose a different heritage from the table or roll for a random result.

Primordial Genasi Heritages

d12	Heritage	Associated Realm	1st Level	3rd Level	5th Level
1	Ash	Empty Winter	You have resistance to cold damage. You know the *fire bolt* cantrip.	*False Life*	*Warding Bond*
2	Dust	Storm of Annihilation	You have resistance to necrotic damage. You know the *chill touch* cantrip.	*Bane*	*Pass without Trace*
3	Ice	Frostfell	You have resistance to cold damage. You know the *ray of frost* cantrip.	*Armor of Agathys*	*Cloud of Daggers*
4	Lightning	Vividium	You have resistance to lightning damage. You know the *shocking grasp* cantrip.	*Witch Bolt*	*Shatter*
5	Magma	Fountains of Creation	You have resistance to fire damage. You know the *mending* cantrip.	*Shield*	*Heat Metal*
6	Mineral	Treasure Trove	You have resistance to radiant damage. You know the *shillelagh* cantrip.	*Identify*	*Locate Object*
7	Ooze	Swamp of Oblivion	You have resistance to acid damage. You know the *acid splash* cantrip.	*Grease*	*Acid Arrow*
8	Radiance	Brighteyes	You have resistance to radiant damage. You know the *sacred flame* cantrip.	*Guiding Bolt*	*Moonbeam*
9	Salt	Flats	You have resistance to acid damage. You know the *resistance* cantrip.	*Create or Destroy Water*	*Ray of Enfeeblement*
10	Smoke	Great Conflagration	You have resistance to poison damage. You know the *poison spray* cantrip.	*Ray of Sickness*	*Flaming Sphere*
11	Steam	Mistcloud	You have resistance to cold damage. You know the *minor illusion* cantrip.	*Fog Cloud*	*Gust of Wind*
12	Vacuum	Empty Reach	You have resistance to thunder damage. You know the *blade ward* cantrip.	*Feather Fall*	*Silence*

Emulous Legacies

Legacy	1st level	3rd level	5th level
Buomman	You are proficient in Perception and may replace any verbal components of spells with somatic components.	*Dissonant Whispers*	*Silence*
Calcilach	You are proficient in Insight and have advantage on ability checks and saving throws made to resist a plane's effects from unique exploration rules tied to that plane (see chapter 2 of the *Dungeon Master's Guide* and chapter 3 of this book for examples).	*Detect Evil and Good*	*Enhance Ability*
Fogwalker	Being unseen does not give an attacker advantage on attack rolls against you, and you do not gain disadvantage for attacking invisible creatures. You are proficient in Stealth.	*Sleep*	*Pass Without Trace*

Shyft

Shyfts are mortals shaped by the neutral and transitive planes, be these realms committed to neutrality or ancillary in the great conflicts of belief. Their proximity to magic of thought, potential, and enigma bestows upon Shyfts an aura of unreality. Shifts utilize these dubious connections to escape danger, uncover secrets, and undermine their enemies.

As their associated planes do not often cross into the Material Plane, Shyfts are typically found in extraplanar settlements or domains exiled into the Great Wheel. Few Shyfts have ever been to the Material Plane, and they retain a perpetual distance from the concrete reality that most mortals know. Presented below are example features for a Shyft.

Shyft Emulous Features

d6	Feature
1	Your eyes are globes of solid color.
2	Momentary patches of scale, horn, or fur emerge across your body
3	Your torso is unusually short, though your arms and legs are noticeably longer.
4	Wisps of curling fog come from your mouth whenever you speak.
5	No two people see the same face when looking at you.
6	Your hair and clothing float around if you, as if not subject to gravity.

Creature Type. You are a Humanoid

Size. Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed. 30 feet

Life Span. 100 years on average

Darkvision. You have darkvision with a range of 60 feet.

Whispers of Possibility. You know the *message* cantrip. When you cast it with this trait, the Spell uses the same spellcasting ability you use for your Emulous Legacy trait.

Emulous Legacy. You are the recipient of an emulous legacy that grants you supernatural abilities. Choose a legacy from the Emulous Legacies table: Buomman, associated with the thought-realm of the Astral Plane; Calcilach, associated with the hub of the Great Wheel, the Outlands; or Fogwalker, associated with the echo of all worlds, the Ethereal Plane. You gain the 1st-level benefit of the chosen legacy.

Starting at 3rd level and again at 5th level, you gain the ability to cast a higher-level spell with this trait, as shown on the table. Once you cast the spell with this trait, you can't cast that spell with it again until you finish a long rest; however, you can cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the Spells you cast with this trait (choose the ability when you select the lineage).

New Items

This section describes new items and equipment unique to the many planes.

Doubt Bomb

Nonmagical weapon, uncommon

This small ceramic sphere contains a gas designed to activate the "doubt centers" of the brain. It can be thrown up to 20 feet, shattering on impact and releasing a cloud of poisonous gas in a 10-foot radius from the impact. Creatures in the area that are not ethergaunts make a DC 12 Intelligence saving throw. On a failed save, the creature takes 2d6 psychic damage and a 1d4 penalty on Wisdom-based ability checks, attack rolls, and saving throws until they heal any hit points. On a success, the creature takes half as much damage and no penalty.

Etherblade

Nonmagical weapon, common (alien technology)

The most common weapon of the ethergaunts is the *etherblade*. This weapon resembles a shorter-hafted glaive with a hollowed tube on top of the blade.

Glaive. When used as a melee weapon, the *etherblade* is a martial melee weapon that deals 1d10 slashing damage and has the two-handed property.

Alien Technology

Alien technology is complicated, obtuse, and nearly incomprehensible. You can use the rules for learning to operate alien technology in chapter 9 of the *Dungeon Master's Guide*, or this simpler variant:

Decipher Science. A creature can make an Intelligence check with tinker's tools (DC 15 for simple items, or higher for more complicated items) as an action to attempt to understand how to operate alien technology. If a creature fails on this check by 10 or more, they may expend a charge from the item, activate or detonate the item (targeting themself), or (if they've repeatedly failed by 10 or more) even break the item.

Ray of Force. The *etherblade* begins with 50 charges and making a Ray of Force attack with it expends 1 charge. When the *etherblade* runs out of charges, it can't be used to make Ray of Force attacks.

Alien Technology. Non-ethergaunts can have trouble understanding how to use the advanced technology developed by the society. The rules for learning to operate alien technology can be found in chapter 9 of the *Dungeon Master's Guide*. The *etherblade's* Ray of Force requires two successful Intelligence checks using those rules to operate properly.

Properties. When used as a ranged weapon, the *etherblade* is a martial ranged weapon that deals 1d6 force damage with a range of 30/120 feet and the two-handed property.

Gorgonblood Mortar

Wondrous item, rare

Commonly made from the bodily fluids of gorgons, xorn, or medusa, this thick, ruddy paste is known to shield locations against otherworldly incursion. It is typically stored in 1-pound jars that hold up to 24 pounds of mortar (2d12 pounds are left when found partially used). It takes 10 minutes to smear a pound of mortar over a 5-foot square area, and 1 hour to set dry. A surface covered with set *gorgonblood mortar* has the following traits:

- It exists simultaneously in its current plane and the Ethereal Plane, preventing creatures from moving through using the *etherealness* spell or similar magic.
- Creatures can't pass through such a surface using the Incorporeal Movement trait or similar magical effects.
- If a space is entirely surrounded by surfaces painted with *gorgonblood mortar*, nothing can teleport into that space from the opposite side of the mortared surface.
- If a space is entirely surrounded by surfaces painted with *gorgonblood mortar*, Divination spells and similar magic that originate from outside the mortared area and target inside automatically fail.

The surface keeps these traits for 30 days, after which new mortar must be applied to renew the effect. If you apply mortar to the same surface each day for 30 days, the effect becomes permanent.

Destroying Mortar. It takes 10 minutes to wipe a pound of wet mortar off a 5-foot square area. A set 5-foot square of dry mortar has an AC of 17, 25 hit points, and immunity to the following damage types: poison, psychic, and bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine. A *disintegrate* spell or dose of *universal solvent* also destroys a 5-foot square of any mortar instantaneously.

Lajandra's Lantern

Wondrous item, rare

These handheld lanterns require magical potions as fuel, and can shed protective light against creatures of darkness.

Lighting the Lantern. Any tool, equipment, or effect that can light a lantern, torch, or small campfire can light the lantern if it has fuel remaining inside.

Consuming Fuel. The lantern can only hold one dose of potion at a time, which is destroyed at the end of the duration, if the lantern breaks or is snuffed, or if a creature attempts to remove the dose inside. Adding new fuel to a lit *Lajandra's lantern* requires snuffing the lantern first. The Light Duration table describes how long a lantern will glow for based on the rarity of the potion used.

Light Duration

Potion Rarity	Light Duration
Common	10 minutes
Uncommon	1 hour
Rare	8 hours
Very Rare	24 hours
Legendary	7 days
Artifact	Indefinitely

Light Traits. The lantern sheds bright light for 60 feet. This light is sunlight. Undead and creatures with the Sunlight Sensitivity trait who try to or are forced to enter the light must make a DC 17 Charisma saving throw. On a failed save, the creature can't willingly enter the light for 10 minutes and, if forced inside, must spend its movement and actions attempting to leave. On a successful save, the creature is immune to the effects of that specific *Lajandra's lantern* light for 10 minutes.

Snuffing the Lantern. The lantern stops producing light when its duration ends. A creature can snuff the lantern early as an action. If the lantern has a remaining duration of at least 10 minutes when it is snuffed, the snuffing creature can choose a creature within the lantern's light, who gains the benefits of having consumed the dose of potion inside.

Chapter 2: Planar Principia

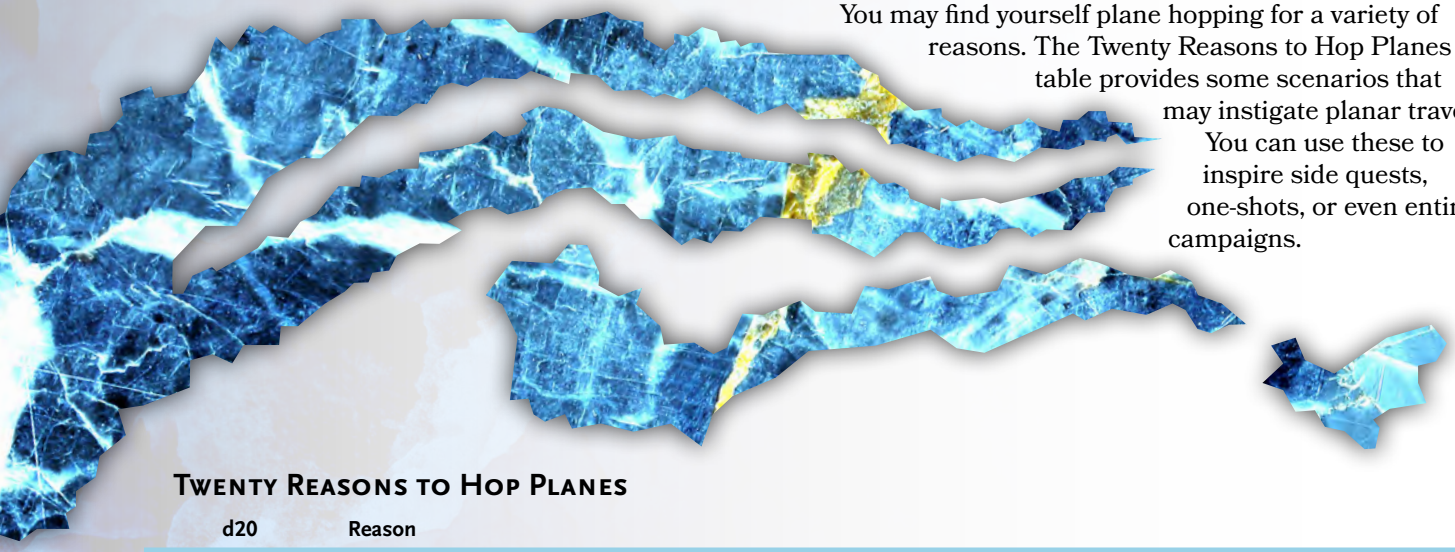
The planes are new worlds, alternate realities, and other dimensions that may exist just next door to the places that characters are already comfortable with. But these are places where basic rules every adventurer takes for granted may no longer apply, and the safety of home may be far away.

Foreign planes may be found just behind a magical mirror, on the other side of a fearsome portal, at the end of a bottomless pit, or beyond a rainbow-lit waterfall. The planes can also be the home of powerful cosmic beings, both malevolent and benign, whose machinations may shape the lives and fates of your adventuring party.

This chapter describes guidelines for tailoring your adventures to traditional planar tropes and for building your own planes of existence.

Planar Adventures

You may find yourself plane hopping for a variety of reasons. The Twenty Reasons to Hop Planes table provides some scenarios that may instigate planar travel. You can use these to inspire side quests, one-shots, or even entire campaigns.



Twenty Reasons to Hop Planes

d20	Reason
1	A fiend kidnaps you in order to have you teach them table manners. You have a limited amount of time, as your erratic student needs to be ready for a diplomatic dinner.
2	A planar wizard summons help against a foe or disaster, and gets you and your group. To the residents of this realm you are seen as exotic and monstrous.
3	You are kidnapped to the Astral Plane by **mind flayers** and then rescued and abandoned by the **githyanki**. Now you must explore the silvery vastness as you try to find your way home, be it by vortex or spelljammer.
4	One or more of your party's members are the distant descendant of an archomental from the Elemental Planes, which the characters may or may not know. While there might be no sign of this ancestry, envoys from the elementals have arrived with word of a centuries-old blood debt or promise of heirship requiring your presence.
5	While exploring underground caverns, you unknowingly cross the border into the caves of Pandemonium, Elemental Earth, or inside Mount Olympus. Unfortunately the tunnels collapse, blocking your exit, and you must delve deeper seeking a portal to anywhere else before the fiendish winds erode you into a husk, **dao** slavers capture you for eternity, or heavenly **umber hulks** devour your flesh.
6	You are hired to defend a gnomish brewery, ostensibly against those trying to steal a recipe. While doing so you discover that its beer is brewed on an Upper Plane and brought in through a portal in the back room.
7	While participating in a hunt you pass through a portal into a wild plane, such as the Beastlands, Gehenna, or the Abyss. Once on the other side you become the hunted, and your former prey become your hunters.
8	You discover that the king's lover is actually a disguised fiend, but exposing them would be bad for your life expectancy if you have no proof. Fortunately you've also discovered their portal back to their Lower Plane of origin, where evidence to expose them should be available.
9	You are brought to an interplanar town, such as Sigil, the City of Glass, or the gate-towns of the Outlands, by the **rilmani** (see chapter 4) as the necessary counter to a planar imbalance. You must navigate and resolve the situation diplomatically, where possible, in order to restore the balance and gain the portal key home.
10	A family heirloom turns out to be a portal key leading to an Ethereal demiplane where ancestral ghosts wait to pass judgment. If found wanting you will be cursed until you redeem yourself so that their restless spirits may pass on to the afterlife.

Nature of Exemplars

Exemplars are the beings considered native or thematic to the Outer Planes of the Great Wheel – Celestials, Fiends, modrons, slaadi, and others. Consider where exemplars come from. Here's some options you can choose from or use as inspiration.

Unfathomable Agents. Exemplars emerge on their own as a result of cosmic phenomena unrelated to mortals. They aren't mortal and never were, rather being an extension of their native planes or the power which created them. Such exemplars are also bound together by a collective will of their plane or patron, although this doesn't usually grant them any psionic abilities, collective consciousness, or hive mind. In this model, exemplars usually serve the alignment or gods of their plane of origin.

As gods and planes are not always perpetual, exemplars of this variety may experience shifts in form or ideology alongside their patron or plane. In rare cases where a domain is transferred between deities, these exemplars may take on new forms and identities akin to their new patron.

Cosmic Composite. Exemplars are mortal souls with a new form and new powers, but retain no memory or identity from any sort of mortal existence. They may even be a composite of several souls, combining personality traits and values from many people who shared their alignment in life. Such composites may have their sources hand-picked by specific beings or may coalesce naturally as souls are pulled towards a specific Outer Plane. In this model, exemplars can choose what alignment or gods to serve but bear an inclination towards their kind's typical alignment due to the curated nature of their essence.

Immortal Metamorphosis. Exemplars are mortal souls with a new form and new powers, and they remember their mortal existence. This process may be a natural transformation, or the exemplar could be sculpted in a specific image by a god or other cosmic being. The exemplar recalls their deeds and relationships from life, and in some cases may act as guardian angels or misleading fiends for its loved ones, enemies, or countryfolk from beyond the grave. In this model, exemplars can choose what alignment or gods to serve. As beings of belief, an exemplar's form and abilities may change over time to suit their new ideology

d20	Reason
11	A faith requests your party's aid to journey to the realm of their deity and return with a talisman of the pilgrimage.
12	A rift has opened between your plane and a plane of the strange and chaotic, such as Limbo, the Elemental Chaos, or the Far Realm. As the breakdown in substance approaches a local community, you race to find the means of closing it. Along the way, you discover it can only be closed from the other side.
13	A local trader has suddenly become rich by dealing in strange and eldritch magic items, causing a power struggle with other merchants and the local government. You discover their portal to Sigil, the City of Brass, or another interplanar capital, through which they are bringing in goods from other planes and avoiding taxation or safety laws.
14	While examining a geode-like chamber or mysterious ruins underground, you accidentally activate an ancient relic. When you arrive at the Radiant Citadel, a rilmani village built into the Spire of the Outlands, or another mysterious civilization, there is an uproar as the residents proclaim you as one of their founders or creators. They point to your activated relic as proof.
15	An older relative passes away, leaving you instructions to visit a certain bar on a certain night and to knock before entering, invoking your deity as you do so. He calls it the "gift of experiences." When you follow the instructions you find yourself in a tavern of another plane, such as the World Serpent Inn.
16	Someone near to you is dying from a strange contagion, and the diviners say that it is from far beyond our reality. It is up to you to journey to its plane of origin and seek out the cause and cure. An evil society bent on conquering the planes might be brewing biological weaponry, and this is their latest test batch. Alternatively, it's a naturally-occuring magical ailment from the Beastlands or Arcadia, indicating a deeper problem that the plane's good, clean, holy energy is being interrupted by something sinister.
17	A fledgling angel comes to you with evidence that a powerful celestial lord has become corrupt. It's up to you what to do with this information. The fledgling angel recommends assassination.
18	It is said that one of your ancestors was a member of a planewalking adventurer's guild, and that she visited every gate-town in the Outlands and the planes they lead to. You have decided to match or exceed her exploits and earn the respect of the Guild for your own adventures rather than her legacy.
19	While fleeing an illithid nautiloid, your plane-hopping vehicle is hit with some sort of cosmic weapon as it transitions to the Astral Sea, ending up in a sinister plane of darkness such as the Shadowfell, Negative Energy Plane, or Hades.
20	While at sail, your ship is assailed by a titanic storm, lit by bolts of multicolored lightning. When the storm winds lift you find yourselves adrift on an interplanar landmark, such as floating in the River Styx or Oceanus, moored on the side of Mount Olympus, or stranded on a landing of the Infinite Staircase.

Life After Life

Where does an exemplar's soul go after they die? Here's some options you can choose from or use as inspiration. These options may exist simultaneously in the same setting, with different planes or exemplar types handling life and death in different ways.

Eternal Duty. Exemplars only exist as long as they pledge fealty to a god, powerful cosmic being, or existential cause. If an exemplar dies in service or shifts allegiance, they are reincarnated in the same, a similar, or new form. Demotion to a lesser form may be the punishment for failure.

Rejuvenation. An exemplar exists beyond any physical body, and after death will eventually reconstitute itself from the essence of its home plane. This might mean that an exemplar can only die when slain on their own plane or that any attempt to destroy them will be a temporary measure at best. In such circumstances, imprisoning an exemplar in a remote plane or magic item may be a more effective deterrent than killing them.

Similitude. Whatever path mortal souls take, exemplar souls take as well. The soul may be judged again based on its actions since their last incarnation, might be able to choose a new afterlife, might cease to exist, or might be stuck in their current plane of existence.

Two Chances. Mortal souls have a second chance at existence – some sort of afterlife where they continue to exist, but exemplar souls do not. In this model, when an exemplar dies they cease to exist or they merge into the planes' cosmological essence.

The Big Nine

Traditionally, the following creatures are exemplars of certain planes in the Great Wheel. You can use these historical associations or come up with new ones. Creatures marked with an asterisk (*) are described in chapter 4 of this book, and creatures marked with a dagger (†) are described in *Planescape: Adventures in the Multiverse*. Some are described in both.

Creature	Plane
Rilmani*†	The Outlands
Demons	The Abyss
Eodath*	Arborea
Yugoloths†	Gehenna and Hades
Slaadi*	Limbo
Modrons*†	Mechanus
Archons*†	Mount Celestia
Devils	The Nine Hells

Agency and Afterlife

When building your own multiverse, consider what happens to people's souls after they die and how their mortal choices influence their fate. Here's some options you can choose from or use as inspiration.

Judgment Day. When you die, you are sent before a cosmic being or court of judgment, who dictates what plane you go to and what form you take there. Beings from the Forgotten Realms are taken to the Fugue Plane (see Hades in chapter 3) to be judged by Kelemvor, for example. The judge usually chooses a plane of existence that matches your alignment as demonstrated by actions you took and decisions you made in your mortal life, taking exceptional circumstances and changes of heart into consideration. If the character worshiped a specific deity or otherwise became entangled with a planar power during their lifetime, such powers will typically intercede or send representatives to a character's judgment, invoking a prior claim on the character's soul.

Oblivion. When you die, you cease to exist or pass on to some remote and unreachable realm. Alternatively, when you die you make a DC 10 Charisma saving throw. On a successful save, you continue to exist using one of the other options provided here.

Self Mastery. When you die, you choose where you go. Most creatures will voluntarily choose a plane of existence that matches their alignment, themes, or motivations they had in their mortal life. For example, a druid may choose to go to the Beastlands even if they weren't chaotic good or neutral good, or to go to an Inner Plane even though those are unaligned. While this may lead to questions of why anyone would go to the more desolate or unpleasant planes, the answer typically lies in how such creatures believe themselves to be exceptional or otherwise capable of rising above such challenges. A being may choose to go to the Nine Hells because they believe they can rise to the status of a greater fiend, for example.

Stuck in Place. When you die, your soul continues to exist but is on your current plane of existence. Many come back as a **weak spirit** (see chapter 4) on the Material Plane, but some adventurers may come back as a low-tier Celestial or Fiend instead, depending on their alignment or plane of death. Going on a great journey or using powerful magic can transition a spirit from their current plane to another, which may be the grounds for an adventure beyond the grave.

"The mistake every mortal makes is thinking that their infinitesimal view on existence and morality is one that we've never considered before."

—Skreel, a quasit familiar on their 79th mortal master

Complications

At the DM's discretion, magic may be able to intervene with a soul's afterlife. Someone other than you might be able to sacrifice your soul for a fiendish pact, to feed a **lich's** phylactery, or to bolster the purses of a **night hag**, without your knowledge or consent. Alternatively, evil beings may try to convince those who would listen that such bargains are possible (when in reality they aren't) in efforts to have them prove their own evil alignment and condemn them to eternal damnation.

For example, in the adventure *Waterdeep: Dragon Heist* two parents have sold the souls of their children for riches and power. The children were replaced with devils when they reached a certain age. In one model, this is the true event; the children were converted into devils and forced into an evil alignment. In another model, the children were kidnapped by the devils and fiendish mockeries were put in their place. In using the second model, perhaps some brave adventurers could rescue the children from the Nine Hells.

Portmanteau: When Settings Collide

The introduction of numerous infinite and interconnecting planes creates the potential for far-reaching adventures, some of which may reach far enough to incorporate multiple established settings. Spelljamming vessels and planar locales such as Sigil or Ravenloft have been used throughout D&D's history to connect disparate Material worlds such as Krynn and Toril, and the subsequent proliferation of settings has offered many new places to explore and vectors to connect them.

No Connection is Mandatory

Although copious lore exists which can connect multiple existing settings, no method of interconnection is ultimately mandatory to the function of a campaign or setting. Krynn wasn't written to interface with Eberron, just as an adventure in Faerûn doesn't require the player or DM to know anything about Sigil. If a DM wants to declare that their campaign world or their version of an existing setting has no attachments to one or more other settings, they can do so without disrupting the function of the adventure.

Just as the world at every table is unique, every group's relationship to a broader multiverse (or lack thereof) is different, and DMs who aren't interested in multiversal implications of their decisions can safely disregard the effects beyond the scope of their campaign.

Reasons for Multi-Setting Adventures

Interconnecting numerous campaign settings may create complications at the table, so it can be important that a DM understand the reasons why they want to span more than one world or cosmology. Presented below are the most prevalent reasons for multi-setting adventures and some guidance on successfully implementing each theme.

Famous Visuals

The various worlds of D&D can mean a lot to experienced players, especially veterans of multiple campaigns who have spent time in each. Similarly, experiencing a setting through sourcebooks, novels, shows, or films can lead players to form attachments to certain locales or characters.

In any case, multi-setting adventures may feed on the catharsis that comes from allowing beloved yet disparate characters to interact. The possibilities in such collisions are plentiful and can be uniquely exciting to a player group who is familiar with the numerous worlds. You can use the following questions to inspire your own adventures and interesting combinations of lore:

- How would Drizzt Do'Urden react to the drow cultures of Xen'drik?
- What might the former nation of Cyre look like as a dark realm in Ravenloft?
- What if Paladine's authority over Krynn's elves was the result of a special compact with Corellon Larethian?
- How might the guilds of Ravnica form allies among the factions of Sigil?
- Could agents from the Blood of Vol overthrow Szass Tam and establish a new undead empire in Faerûn?
- What would a meeting between Mordenkainen, Raistlin, and Elminster look like?

Sharing the Spotlight. When running a crossover with the goal of integrating popular stories, one should consider the weight and significance of such intersections. A parade of many iconic and powerful characters can leave the player characters feeling sidelined in what should be their story. Similarly, the proliferation of famous names and locales can diminish their impact, making the players' adventure feel more like a trip to a cosplay convention.

Know your Audience. A group of new players is unlikely to be impressed by references to older adventures or novels, while seasoned veterans may recognize and love every allusion. Building on existing setting elements and characters can still be useful for new or unprepared DMs who wish to have a large stockpile of emergency hooks and resources, but keeping track of which hooks apply to which worlds may not interest some DMs.

Epic Scope

When your heroes and villains have already conquered their world, upping the stakes by introducing new worlds is one way of making them feel like underdogs again. An expanded scope of many worlds or planes enables characters to pursue greater challenges than previously possible, clashing with mighty forces and discovering strange locales that would easily derail or disrupt a more contained adventure.

Perhaps the players are trying to piece together an ancient spell seeded across many worlds or dismantle a complex scheme which has manipulated entire civilizations from afar. Such trials could pit the heroes against the greatest adversaries from multiple worlds, allowing them to be shaken by the immense reputations of their foes while feeling truly elite in their victories. Similarly, the machinations of multi-world villains can be more elaborate and ambitious, tying together elements from numerous settings into a grand tapestry that could change all of these worlds.

For all of the wonder such a grand scope might bring, it is important to remember that large numbers and vast horizons might become overwhelming for players, presenting too many venues for exploration or introducing so much set dressing that none of the details come across as particularly relevant or engaging.

Similarly, the vast swaths of existence can come across as bland and underdeveloped, the many worlds and dramatic powers coming off as nothing more than inflated numbers with no emotional weight. While the death of one character is a tragedy, the death of millions may feel like a mere statistic, and the same principle of diminishing marginal value applies to feats of strength or magical acumen which a DM may be tempted to indulge in pursuit of escalating scope.

When designing an adventure with a scope of multiple worlds, a DM should carefully consider why the story warrants so many disparate inclusions and how they as a storyteller can make sure that each of these elements matter to the party.

Deconstruction and Reconstruction

In literary analysis and philosophy, deconstruction is defining and identifying the ideas which make up a piece of art, noting the assumptions and norms placed by the creator on the audience while uncovering the vacancies left by the text. Over recent decades, many authors have developed the concept of "reconstruction," a process of rebuilding and retelling stories in a more informed and nuanced light based on information gleaned from the deconstructive process.

Many iconic worlds have certain norms that an otherworldly character could disrupt or invert, and such disruption can catalyze a number of compelling adventures. When the assumed elements of a setting are challenged by outside forces, they can instigate the kind of evaluation and change that many of the best deconstruction stories are built around.

How might Krynn change as it exposed to the industrialized magic of Eberron, or Eberron as it confronts the world of rigid and demanding gods? Would the Harpers' idealized vision of Myth Drannor be praised as heroic in Breland, or would the populace condemn Those Who Harp as elitist and reactionary?

In the process of asking such questions, such adventures can begin the process of reconstruction, allowing for worlds to justify their unique facets and demonstrate what forces form their identity. When running a crossover game built on deconstruction, it is important that players know what they are getting into, and DMs should discuss how elements of a familiar setting are likely to be challenged or subverted so that expectations are properly managed.

Not all players want to explore the sociopolitical ramifications of beloved fantasy worlds, and a DM who is interested in running such a game should get affirmative and informed consent from their party before committing to the immense work of deconstructing a setting. Similar check-ins should be implemented if a crossover game becomes a deconstruction or reconstruction without conscious DM planning.

The Switch-Up

Dungeons & Dragons has a long history of bizarre episodic adventures, with many DMs building campaigns out of piecemeal modules or locations. This style of adventure may suit certain tables and can allow DMs to introduce visits to alternate settings with minimal preparation. After all, if the players are mostly invested in fighting monsters and collecting riches, they'll likely be excited about a desert dungeon adventure whether it's in Har'Akir, Xen'drik, or Anauroch. A well-placed portal may be all the DM needs to set up to explore a region on another world.

When the adventure is done, another convenient spell can take the PCs back home or send them on another adventure elsewhere. Brief switch-ups of this kind also allow a DM to dip their toes into new worlds or make use of setting-specific prewritten resources, as a brief adventure demands far less commitment than a feature-length campaign.

As an alternative, a DM can also reflavor an adventure or element from a specific setting to suit their table, perhaps changing the history, characters, and locations to fit into another written world or one of the DM's own. So long as the players are comfortable with the change, there is no element in any setting or adventure which cannot be altered or transplanted, and they may not even need to be told that the adventure they're playing out on Toril was originally written to take place on Krynn.

The Otherworlder Character

Players often become attached to specific characters, classes, or pieces of set dressing, playing the same archetypes across different campaigns. If a DM runs adventures set in different worlds, this may cause problems if an aspect of the character is traditionally incompatible with the new setting. A drow steeped in the culture of Menzoberanzzan won't find an analogous drow theocracy in Eberron, to say nothing of Krynn where drow don't canonically exist. Similar issues may arise with specific gods, nations, or patrons both mortal and uncanny, which may make a player want their character to be imported from another world via planar travel. Alternatively, a player may want their character to hail from another setting for the sake of deconstruction or hypothetical exploration. Chapter 2 of this book provides plenty of means by which a character might traverse between extant worlds or reasons why they might want to visit another setting, providing ample options for such Otherworlder PCs or NPCs.

Playing with characters from other worlds does introduce challenges which DMs should address both in and out of game. For example, having a character from another world does not exempt a player from paying attention to the setting they are playing in, the characters they are engaging with, or the plot elements in the campaign they are undertaking. A displaced Knight of Solamnia will not make a Forgotten Realms adventure into a Dragonlance one, and a player shouldn't use their character's Otherworlder status to pressure the DM and other players into abandoning or replacing the Faerûn elements that they wanted to incorporate. Likewise, questions such as "What does your character want to accomplish in this unfamiliar setting?" or "What other connections exist between your character's old home and their new one?" should be clarified as the character is introduced to the group, preferably in a Session Zero.

Worlds with Alternate Cosmologies

A vast interconnected network of planes dwells beyond the Great Wheel, traversed by phenomenal portals, celestial ships, biomechanical branches, and a select few gifted beings known as Planeswalkers. These realms include Arcavios, host to the great magical school of Strixhaven; Eberron, a diverse landscape recovering from a 100-year war; Ravnica, the sprawling city dominated by ten contentious guilds; and Theros, the idyllic realm of brave heroes and fickle gods inspired by Greek mythology. This section briefly describes these settings with alternate cosmologies and how they might be integrated into the Great Wheel.

Arcavios

Arcavios' foray into interplanar politics appears relatively recent, but interloping Planeswalkers have made their mark upon the plane and especially upon the school of Strixhaven. A beast-controlling Planeswalker was instrumental in a large-scale Oriq attack on the campus, while a pair of Planeswalker twins proved crucial in stopping the assault. The most noteworthy Planeswalker in Strixhaven by far is the professor of necromancy, a legendary mage who came to the school while escaping atrocities committed on Ravnica.

The Biblioplex of Strixhaven is a library of multiversal scope, containing the histories of countless planes and spells drawn from many distant worlds. Students of Strixhaven may access this otherworldly information, but not all of them fully understand the nature of these parallel planes. Recent invasion by an otherworldly biomechanical force has raised interest and awareness in these realms beyond.

You can learn more about Arcavios in *Strixhaven: A Curriculum of Chaos*.

Eberron

The world of Eberron was born in isolation, separated from all other worlds by the Ring of Siberys and its remote location within the Ethereal Plane. The world's Astral Plane is a unique creation separate from the larger Astral Sea, and the Ring of Siberys' magic makes travel to Eberron through normal planar mediums a nigh-impossible feat.

Some claim that this sequestration was intentional and that the Three Dragons sculpted their creation to be untouchable by the forces of the beyond. Perhaps they, like Takhisis and Paladine, did not wish for their creation to be disturbed, or perhaps the ancient dragons harbor enemies across the cosmos which pose a threat to the world and its surrounding planes. These planes may have originally been cultivated by the dragons or some allies lost to time, or perhaps like the planes of the Great Wheel they emerged as a product of the Eberron denizens' beliefs.

You can learn more about Eberron in *Eberron: Rising from the Last War*.

Ravnica

The plane of Ravnica has been sculpted by planar travelers since its antiquity, with the First Judge of Azorious hailing from another plane before forming the initial Guildpact alongside the other nine founders now known as the Paruns. Though this mysterious sphinx departed for another plane and has not yet returned, numerous other Planeswalkers have arrived from other planes to reshape events in the great city. The Azorius, Izzet, and Golgari guilds have all counted Planeswalkers as their Guildmasters.

Many in Ravnica can recall a recent conflict in which hundreds of Planeswalkers arrived in the great city to be harvested by a plane-conquering draconic warlord. Though this warlord was defeated and exiled, his actions disrupted the Guildpact and forced the agreement to be reconstructed with the Planeswalker Jace no longer at its center.

As the new Living Guildpact, Niv-Mizzet proved his capacity as Ravnica's protector in an organized defense against a subsequent extraplanar invasion by biomechanical horrors. Though the upper echelons of the ten guilds know of the alien nature of these threats, many among the populace do not recognize either conflict as an otherworldly assault, instead attributing them to reckless displays by the extant guilds.

You can learn more about Ravnica in *A Guildmaster's Guide to Ravnica*.

Theros

For all of their power, the gods of Theros have proven that they can be influenced, subverted, or even destroyed by forces from other planes. Nowhere is this more evident than the God of Revels, a former Planeswalker who drew upon the knowledge of other realms and his own great magical ability to ascend into the night sky as a rival of the pantheon. To defeat him, the gods were forced to ally with other Planeswalkers, the god Heliod selecting a knightly champion who eventually destroyed this ascendant only to set the Sun God's own downfall in motion.

Planeswalkers have also challenged Theros' gods by establishing their own bodies of worship on the plane, with one such usurper making a mockery of the god Thassa by amassing a following among the merfolk. The most atrocious of these extraplanar violations took place during the biomechanical invasion, where the warping of countless followers twisted many deities into servants of a broken and alien ideology.

Theros has deployed its own agents across the planes, one of whom the god Klothys created to enforce the structure of fate. A hero of the city Akros engaged in many extraplanar adventures before his death on Ravnica, while a youth from the city Meletis now wanders the planes. Denizens of Theros have learned to encompass these far-off realms into their faith, telling stories of multiversal conflicts in the same manner that they speak of their own heroic epics.

You can learn more about Theros in *Mythic Odysseys of Theros*.

Planeswalker, with an "S"

In "Worlds with Alternate Cosmologies," a distinction is made between planewalkers (any planar travelers) and Planeswalkers (unique beings endowed with a source of power known as a Planeswalker's Spark). Depending on when in Magic: the Gathering's history an adventure takes place, a Planeswalker's Spark may grant different abilities. Consistent across all iterations of a Spark are planar travel abilities, acclimation to whatever plane one arrives on, and a capacity to draw magical power from distant planes. Traveling back more than a few decades from Magic: the Gathering's current timeline results in Planeswalkers whose powers rival greater deities, immortal beings who can sculpt entire planes and who may serve as catalysts for immense multiplanar conflicts.

Connecting Points

In stories from Magic: the Gathering, where several of these alternate cosmologies originate from, the space between worlds exists outside of time and locality. It destroys most all organic material that passes through it and supplies the energies for certain powerful spells. Throughout the franchise's history, these interstices have been traversed by phenomenal portals, ships powered by collapsed planes, biomechanical branches, and a select few gifted beings known as Planeswalkers.

Seeing as magical forces often operate differently between planes, DMs who wish to integrate these worlds into the expanded cosmology of Dungeons & Dragons do not necessarily need to conform to the immense difficulty and danger that planar travel has traditionally displayed in Magic: the Gathering. Presented

below are multiple suggestions for how the connective tissue between the multiverses of Magic: the Gathering and Dungeons & Dragons can be bridged, and the cosmologies of Eberron or other models can be integrated in similar ways. Chapter 3 provides additional Connecting Planes and Interplanar Landmarks that can easily attach alternate cosmologies into the Great Wheel.

Another Material World. In the simplest of approaches, the campaign setting is just another Material Plane, planet, or solar system within the Great Wheel, like Toril of the Forgotten Realms or Krynn of Dragonlance. Travel between these Material worlds and the rest of the Great Wheel functions like normal, utilizing spells or technologies that are introduced from afar to facilitate interplanar excursions. In this model, planes or divine realms may have been influenced or shaped by Planeswalker activity.

The Deep Ethereal. The raw overflowing potential of the Ethereal Plane has allowed it to nurture many strange and wondrous demiplanes within its midst, and unique cosmologies may exist as pocket realms within this vast and swirling sea of possibility. Travel between these Ethereal pockets and the rest of the Great Wheel requires passing through the Ethereal first.

An Astral Anomaly. Alternate cosmologies exist as distant, corrupted bubbles amidst the vast Astral Sea, caught in turbulent currents that prevent normal planar travel from functioning properly. These cosmologies' astral frameworks are unstable, possibly as a result of some ancient cataclysm which spanned multiple planes and severed these locales from the rest of the Astral Plane. No mortals may traverse this region of the Astral Plane save for specially-shielded planar travelers or those acting under an *astral projection* spell.

Far Realm Oases. Amid all the inconceivabilities of the Far Realm, the existence of inhabitable worlds akin to the Material Plane in remote edges of the expanse is among the most unlikely. These alternate cosmologies are as remote from the Great Wheel as they are from each other, the impossible reaches between only traversable by those brave (or stupid) enough to enter the Far Realm and lucky enough to survive it. The anomalous regions between these cosmologies function the same as the Far Realm in chapter 3 of this book.

Shifting Power Sources

Many characters have power sources tied to a specific world, which can introduce issues in adventures that span multiple settings. What happens when a cleric steps onto a sphere where their god carries no sway or a wizard from Krynn moves beyond the influence of the three moons? DMs can consider the following options when dealing with transplanted characters with thematic ties to their abilities. In certain cases, it may be appropriate to handle different abilities or characters with different solutions. Establishing expectations and clarifications for each party member is important to running an enjoyable game, so DMs seeking to implement any change in power source should discuss such shifts with their players to ensure that any new solution in a far-off setting is appropriate for their character and comfortable at the table.

No Change. The simplest solution is to say that the character perfectly retains their connection to their original power source, with no changes necessary to their abilities or narrative. A patron or force might simply be powerful enough to extend an established connection throughout existence, or the character might possess enough magical reserves to replenish their abilities for a certain duration (which could be handwaved away as "the duration of the adventure").

Nonmagical power sources such as prestige or authority are more difficult to translate without changes, as membership in the Azorius Senate or the Church of Gond won't be recognized in Krynn. To account for such abilities, DMs may twist circumstances to emulate characters having authority or connections, such as by introducing a group of friendly or cowed NPCs who would grant the benefits detailed in a prestige- or authority-related feature.

Ritual Reconnection. DMs may add an additional sense of distance without compromising player abilities by having them perform special rites to maintain their powers. Preparing spells might take twice as long as normal as clerics and wizards have to reach across the cosmos to gather their spells, or characters might engage in a one-time rite in order to reconstruct their powers.

If a character ability is built on nonmagical influence, this special rite might involve establishing a local reputation, acquiring allies, or magically transporting lackeys from another setting (which may or may not be appropriate for a given adventure).

New Patron. If a character cannot access their original source of power in a new environment, they may draw their power from an similar phenomenon in this distant realm.

A cleric's devotion to Majere may lead Torm or Ilmater to take notice and fulfill their pleas for power, just as their faith might coalesce into the same magical ability that empowers disciples of the Silver Flame. A wizard accustomed to the leylines of Ravnica or the Weave of Toril might be able to repurpose their theories to account for the influence of the three moons over Krynn. A character with special connections to a specific group in one world may find sympathetic factions to fulfill their needs, such as an Uthgardt Tribe Member earning the hospitality of the Gatekeepers or the Selesnya Conclave.

When establishing new patrons, it is fine for DMs to find only rough approximations between groups in the old and new setting, and the friction between similar-but-disparate groups may introduce compelling roleplaying opportunities.

Altered Power. A final option for characters with no ability to connect to their original power source is to allow them to rebuild their character, allowing for the selection of different feats, backgrounds, subclasses, or even classes in this new environment. A cleric bereft of their god may embrace a new outlook on existence to become a druid, or a lunar sorcerer's magic may become unstable and transform them into a wild magic sorcerer.

When the character returns to their original world, they may choose to retain their changes or revert to their original abilities. In longer campaigns, altered powers may introduce a means for players to experiment with their builds or try out new classes and team dynamics, or perhaps a convenient way to move away from an unsatisfying gameplay loop without sacrificing development.

"WOW, YOU'RE A LOT NICER THAN LUTHIC."

—FAERÛNIAN ORC WAR CLERIC TO MISHAKAL, HER NEW DEITY IN KRYNN

Creature Themes

The planes are nothing if not diverse. That being said, specific planes tend to have specific themes, partially defined by the types of creatures you'll encounter there. This section describes which creatures correspond to popular themes of different planes. Most creatures can be found in the *Monster Manual*. Creatures marked with an asterisk (*) can be found in chapter 4 of this book. Creatures marked with a dagger (†) can be found in *Planescape: Adventures in the Multiverse*. Whenever you need a creature related to a theme specifically tied to a certain plane, you can choose a creature from a table.

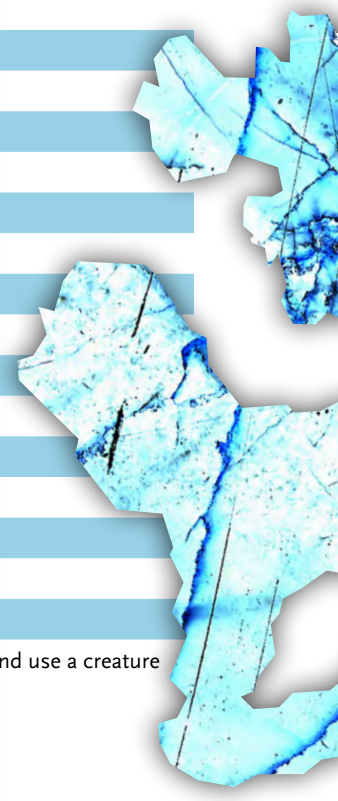
If you wish to introduce a creature that was also directly morphed by a plane, consider adding to the creature one or more of the appropriate traits from the bestiary of *Planescape: Adventures in the Multiverse*.

Atypical Creatures

Although you'll usually find creatures native to a given plane in your travels, most fledgling planewalkers are surprised how often they'll find a metaphorical fish out of water. When trying to introduce creatures not normally found in a plane, you can roll on the Random Themes table to provide inspiration for what sort of visitors your party will encounter.

Random Themes

d20	Creature Theme
1	A single flumph that is friendly, albeit confused.
2	Echo
3	Thought
4	Air
5	Earth
6	Fire
7	Water
8	Fey
9	Nature
10	Afterlife
11	Chaos
12	Dawn
13	Chaos
14	Prison
15	Shadow
16	Want
17	War
18	Cosmic Horror
19	Weird
20	Two creatures. Roll twice and use a creature from each result.



Connection Themes

Sages of connection study the ambient magic that acts as sinew between the planes. These themes correspond to several Connecting Planes of the Great Wheel.

Echo creatures reflect the Material world in odd and fantastical ways.

Thought creatures affect the world around them through psionic power and force of will, or are created from the dreams and imagination of sentient beings.

Echo Creatures

CR	Echo Creature
0	Commoner
1/4	Blink Dog
1/4	Spirit Hound*
1/4	Sprite
1/4	Pixie
1/4	Xag-Ya*
1/4	Xeg-Yi*
1/2	Aoskian Hound*
1/2	Varoot Nerra*
1	Weak Spirit*
3	Displacer Beast
3	Doppelganger
3	Kalareem Nerra*
3	Nightmare
3	Phase Spider
4	Ghost
6	Sillit Nerra*
6	Strong Spirit*
11	Elder Spirit*
11	Reality Snarl*
15	Umbral Banyan*
18	Chronotyryn*
26	Ancient Time Dragon†

Thought Creatures

CR	Thought Creature
0	Sunfly†
1/8	Formian Worker*
1/4	Xag-Ya*
1/4	Xeg-Yi*
1	Duergar
1	Vargouille Reflection†
2	Formian Warrior*
2	Githzerai Monk
2	Lantern Archon†
2	Will-o-Wisp
3	Githyanki Warrior
3	Green Hag
3	Quaggoth Thonot
3	Bariaur Wanderer†
3	Githzerai Traveler†
5	Cambion
5	Formian Taskmaster*
6	Eater of Knowledge†
6	Githzerai Zerth
7	Githzerai Uniter†
7	Mind Flayer
7	Red Ethergaunt*
8	Githyanki Knight
8	Pink Slaad*
9	Githzerai Futurist†
9	Treant
10	Darkweaver†
11	Thoon Incubator*
12	Bardic Dean*
12	White Ethergaunt*
13	Rakshasa
14	Illuminary*
16	Shator Demodand†
17	Baernaloth†
18	Black Ethergaunt*
20	Seelie Monarch*
20	Unseelie Monarch*
21	Lich
22	Planar Incarnate†
27	Dracolich Greatwyrm

Primal Themes

Primal sages study the four elements, the environment, and both magical and mundane creatures found among them. Many of these themes correspond with the Inner Planes of the Great Wheel.

Air creatures are those that are gaseous, can fly, or both.

Earth creatures are most at home on or underneath the ground. Some have unique elemental powers over stone.

Fire creatures love the heat and might ignite anything they can.

Water creatures are aquatic or icey in nature and habitat.

Fey creatures are trickster spirits or other creatures with a knack for Enchantment magic and close connection to the land.

Nature creatures are at one with the environment.

Air Creatures

CR	Air Creature
1/4	Aarakocra
1/4	Executioner's Raven*
1/4	Smoke Mephit
1/2	Cockatrice
1/2	Dust Mephit
1/2	Ice Mephit
1	Genie Commoner*
1	Harpy
1	Hippogriff
1	Imp
2	Gargoyle
2	Griffon
2	Spined Devil
3	Manticore
3	Vaati Wind Duke*
4	Couatl
5	Abiorach Rilmani*
5	Air Elemental
6	Chasme
6	Invisible Stalker
6	Vrock
6	Vaati Wanderer*
7	Achaierai*
8	Frost Giant
9	Bralani Eodath*
9	Cloud Giant
10	Deva
11	Djinni
11	Gynosphinx
11	Horned Devil
11	Roc
12	Erinyes
13	Storm Giant
14	Genie Conglomerate*
16	Planetar
17	Androsphinx
18	Chronotyryn*
19	Djinni Monarch*
20	Ancient White Dragon
20	Pit Fiend
21	Solar
23	Ancient Silver Dragon

Earth Creatures

CR	Earth Creature
1/4	Mud Mephit
1/2	Cockatrice
1/2	Deep Gnome
1/2	Dust Mephit
1/2	Magma Mephit
1/2	Magmin
1/2	Piercer
1/2	Rust Monster
1	Genie Commoner*
2	Ankheg
2	Azer
2	Carrion Crawler
2	Gargoyle
3	Basilisk
5	Abiorach Rilmani*
5	Bulette
5	Earth Elemental
5	Gorgon
5	Hill Giant
5	Roper
5	Umber Hulk
5	Xorn
6	Galeb Duhr
6	Medusa
7	Stone Giant
9	Clay Golem
10	Stone Golem
11	Behir
11	Dao
14	Genie Conglomerate*
15	Purple Worm

CR	Earth Creature
16	Iron Golem
19	Dao Monarch*
21	Ancient Copper Dragon
23	Ancient Blue Dragon

Fire Creatures

CR	Fire Creature
1/4	Smoke Mephit
1/2	Magma Mephit
1/2	Magmin
1/2	Steam Mephit
1	Fire Snake
1	Genie Commoner*
2	Azer
2	Spined Devil
3	Hell Hound
3	Nightmare
4	Flameskull
5	Abiorach Rilmani*
5	Barbed Devil
5	Fire Elemental
5	Salamander
6	Chimera
9	Fire Giant
11	Efreeti
11	Remorhaz
12	Firre Eodath*
12	Erinyes
14	Genie Conglomerate*
14	Ice Devil
16	Iron Golem
19	Balor

"All creatures of fire are my subjects, or else will be compelled into subjugation. Deserters will be rounded up and fed to my horses."

—Sultan of the Efreet, Marrake al-Sidan al-Hariq ben Lazan

CR	Fire Creature
19	Efreeti Monarch*
20	Ancient Brass Dragon
20	Pit Fiend
24	Ancient Red Dragon

Water Creatures

CR	Water Creature
1/4	Bullywug
1/4	Mud Mephit
1/4	Steam Mephit
1/2	Ice Mephit
1/2	Kelp Blight*
1	Algae Blight*
1	Genie Commoner*
2	Merrow
2	Sahuagin Priestess
3	Water Weird
4	Chuul
5	Abiorach Rilmani*
5	Sahuagin Baron
5	Water Elemental
7	Noviere Eodath*
8	Frost Giant
8	Hydra
10	Aboleth
11	Marid
13	Storm Giant
14	Genie Conglomerate*
14	Ice Devil
17	Dragon Turtle
19	Marid Monarch*
21	Ancient Black Dragon
22	Ancient Bronze Dragon
23	Kraken

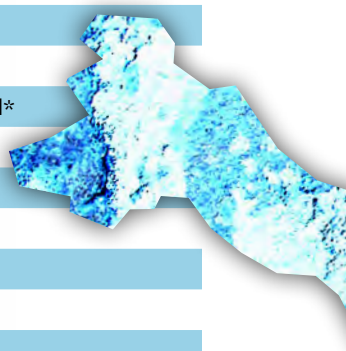
Fey Creatures

CR	Fey Creature
1/8	Moss Blight*
1/8	Twig Blight
1/4	Blink Dog
1/4	Needle Blight
1/4	Pixie
1/4	Sprite
1/2	Kelp Blight*
1/2	Satyr
1/2	Vine Blight
1	Algae Blight*

CR	Fey Creature
1	Dryad
1	Goblin Boss
1	Harpy
1	Imp
1	Razorvine Blight†
1 or 2	Faerie Dragon
2	Druid
2	Ettercap
2	Fungal Blight Husk*
2	Ochre Jelly
2	Ogre
2	Sea Hag
2	Bugbear Chief
3	Displacer Beast
3	Doppelganger
3	Green Hag
3	Hobgoblin Captain
3	Stinking Blight*
4	Lamia
4	Succubus/Incubus
5	Night Hag
5	Troll
5	Unicorn
6	Flytrap Blight*
6	Hobgoblin Warlord
7	Oni
8	Fomorian
9	Bone Devil
10	Fungal Blight Spore Cloud*
10	Yochlol
12	Bardic Dean*
13	Fungal Blight Engorged*
13	Rakshasa
14	Illuminary*
20	Seelie Monarch*
20	Unseelie Monarch*
21	Ancient Copper Dragon
22	Ancient Green Dragon

Nature Creatures

CR	Nature Creature
0	Awakened Shrub
0	Myconid Sprout
0	Shrieker
0 to 8	Any Beast from the *Monster Manual*
1/8	Moss Blight*
1/8	Tribal Warrior
1/8	Twig Blight
1/4	Needle Blight
1/4	Violet Fungus
1/2	Gas Spore
1/2	Kelp Blight*
1/2	Myconid Adult
1/2	Scout
1/2	Vine Blight
1	Razorvine Blight†
1	Algae Blight*
1	Dryad
1	Scarecrow
1	Thri-Kreen
2	Awakened Tree
2	Carrion Crawler
2	Centaur
2	Druid
2	Fungal Blight Husk*
2	Gnoll Pack Lord
2	Lizardfolk Shaman
2	Myconid Sovereign
2	Peryton
2	Swarm of Moss Blights*
3	Displacer Beast
3	Owlbear
3	Stinking Blight*
3	Winter Wolf
3	Yeti
4	Lizard King/Queen
5	Ardling Ferallum*
5	Shambling Mound
6	Cyclops
6	Flytrap Blight*
6	Wyvern
9	Abominable Yeti
9	Treant
10	Fungal Blight Spore Cloud*
11	Remorhaz
11	Roc
13	Fungal Blight Engorged*
15	Purple Worm
15	Umbral Banyan*
18	Beast Lord*
20	Ancient White Dragon
22	Ancient Green Dragon
30	Tarrasque



Divine Themes

Divine sages study the gods and concepts they most often represent, such as alignment, experience, interaction, and unique types of magic. Many of these themes correspond with the Outer Planes of the Great Wheel.

Afterlife creatures chose their fate. Most are revived from beyond the grave as Undead, Fiends, or Celestials.

Chaos creatures represent the haphazard and free-willed nature of good, evil, and everything in between.

Dawn creatures radiate holy energy, bright light, or seelie sensations.

Order creatures value lawfulness and rigor.

Prison creatures guard and punish the detestable and innocent alike.

Shadow creatures suck in the light and happiness around them.

Want creatures seek knowledge, personal gain, or some other concept or facet of life above all else. They are fiercely dedicated to their causes.

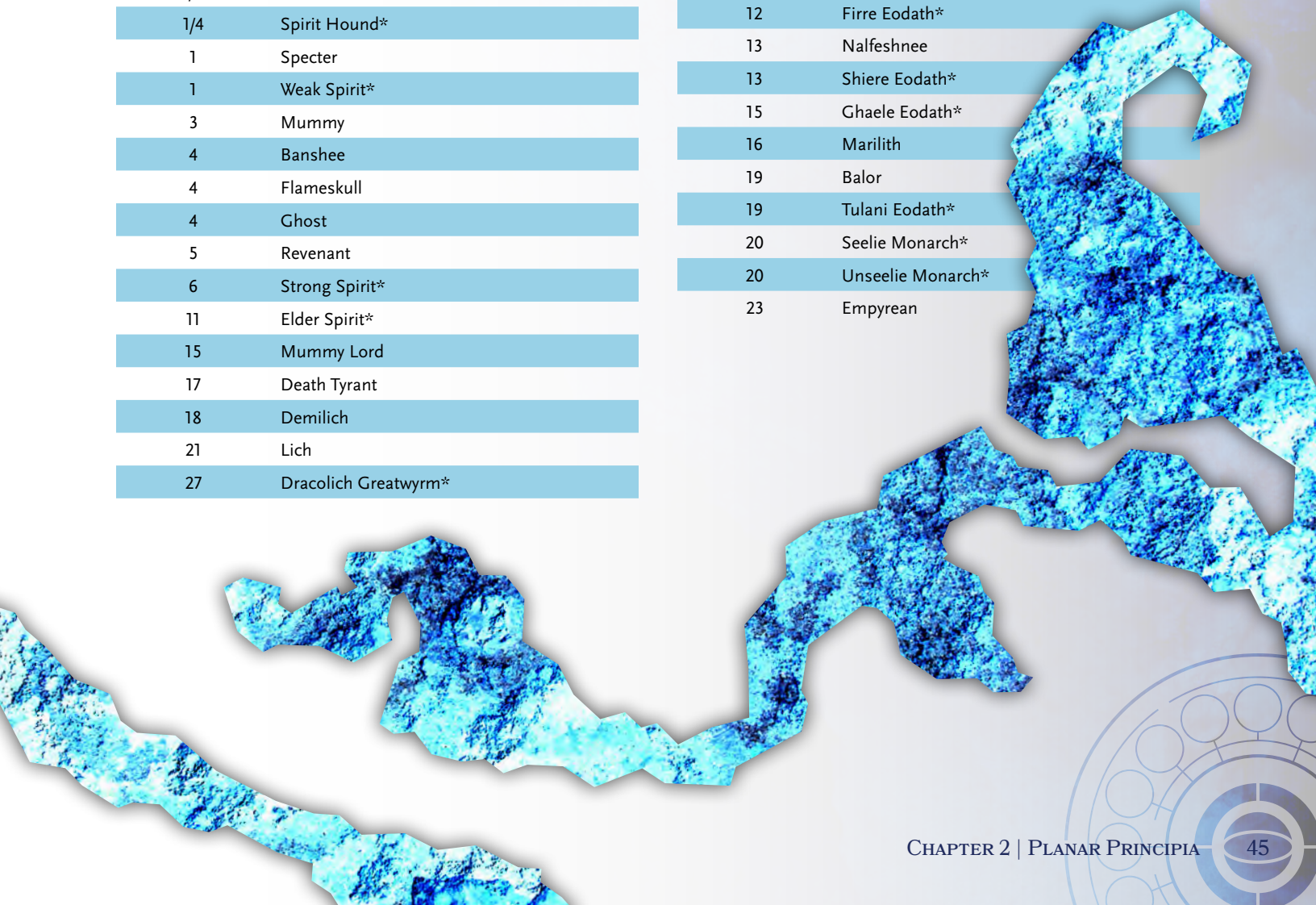
War creatures are bloodthirsty or indentured into soldierhood.

Afterlife Creatures

CR	Afterlife Creature
0	Lemure
1/8	Manes
1/4	Spirit Hound*
1	Specter
1	Weak Spirit*
3	Mummy
4	Banshee
4	Flameskull
4	Ghost
5	Revenant
6	Strong Spirit*
11	Elder Spirit*
15	Mummy Lord
17	Death Tyrant
18	Demilich
21	Lich
27	Dracolich Greatwyrm*

Chaos Creatures

CR	Chaos Creature
1/8	Slaad Tadpole
1/4	Dretch
1	Coure Eodath*
1	Ghoul
1	Quasit
2	Ghast
5	Barlgura
5	Red Slaad
6	Chasme
6	Drider
6	Purple Slaad*
7	Blue Slaad
7	Orange Slaad*
7	Noviere Eodath*
8	Green Slaad
8	Hezrou
8	Pink Slaad*
9	Bralani Eodath*
9	Gray Slaad
10	Death Slaad
12	Firre Eodath*
13	Nalfeshnee
13	Shiere Eodath*
15	Ghaele Eodath*
16	Marilith
19	Balor
19	Tulani Eodath*
20	Seelie Monarch*
20	Unseelie Monarch*
23	Empyrean



Dawn Creatures

CR	Dawn Creature
1/4	Acolyte
1/4	Xag-Ya*
1/2	Ardling Wanderer*
1	Cervidal Guardinal*
1	Coure Eodath*
2	Lantern Archon†
2	Musteval Guardinal†
2	Pegasus
2	Priest
3	Knight
4	Hound Archon†
4	Lupinal Guardinal*
4	Couatl
5	Unicorn
5	Ardling Heavensage*
5	Ardling Paladarch*
5	Ardling Ferallum*
6	Equinal Guardinal†
7	Noviere Eodath*
8	Warden Archon†
9	Avoral Guardinal†
9	Bralani Eodath*
10	Deva
10	Guardian Naga
10	Sword Archon*
10	Ursinal Guardinal*
11	Gynosphinx
12	Leonal Guardinal*
12	Trumpet Archon*
13	Shiere Eodath*
14	Throne Archon*
15	Ghaele Eodath*
16	Planetar
17	Androsphinx
18	Tome Archon*
19	Tulani Eodath*
20	Seelie Monarch*
21	Solar
23	Empyrean
24	Ancient Gold Dragon

Order Creatures

CR	Order Creature
1/8	Formian Worker*
1/8	Monodrone
1/8	Noble
1/4	Duodrone
1/2	Tridrone
1	Animated Armor
1	Imp
1	Quadrone
2	Formian Warrior*
2	Lantern Archon†
2	Pentadrone
3	Bearded Devil
3	Hell Hound
3	Knight
3	Vaati Wind Duke*
4	Hound Archon†
5	Barbed Devil
5	Formian Taskmaster*
6	Vaati Wanderer*
7	Achaierai*
8	Decaton Modron†
8	Chain Devil
8	Warden Archon†
9	Bone Devil
10	Nonaton Modron†
10	Deva
10	Sword Archon*
11	Horned Devil
11	Octon Modron†
12	Septon Modron†
12	Trumpet Archon*
13	Hexton Modron†
14	Ice Devil
14	Throne Archon*
16	Planetar
16	Quinton Modron*
18	Quarton Modron*
18	Tome Archon*
20	Kolyarut†
20	Pit Fiend
21	Solar
24	Tertian Modron*
28	Secundus Modron*

Prison Creatures

CR	Prison Creature
0	Crawling Claw
1/8	Guard
1/4	Flying Sword
1/2	Gray Ooze
1	Animated Armor
2	Carrion Crawler
2	Executioner's Wereraven*
3	Minotaur
3	Veteran
3	Water Weird
4	Bone Naga
5	Barbed Devil
5	Cambion
6	Chasme
6	Invisible Stalker
8	Chain Devil
10	Maelephant†
11	Farastu Demodand†
12	Leonal Guardinal*
13	Kelubar Demodand†
13	Nalfeshnee
16	Shator Demodand†
17	Goristro
20	Ancient White Dragon

Shadow Creatures

CR	Shadow Creature
0	Crawling Claw
1/4	Skeleton
1/4	Xeg-Yi*
1/2	Darkmantle
1/2	Shadow
1	Duergar
1	Quasit
1	Spy
2	Ettercap
2	Will-o-Wisp
3	Wight
4	Black Pudding
4	Shadow Demon
5	Drow Mage
5	Wraith
8	Assassin
8	Cloaker
8	Drow Priestess of Lolth
8	Fomorian
8	Spirit Naga
10	Darkweaver†
15	Umbral Banyan*
17	Baernaloth†
17	Death Knight
20	Unseelie Monarch*
22	Phane*

Want Creatures

CR	Want Creature
1/8	Cultist
1/2	Thug
1	Plumach Rilmani*
2	Cult Fanatic
2	Nothic
2	Ogre
3	Kaorti Initiate*
3	Werewolf
5	Abiorach Rilmani*
5	Ardling Heavensage*
5	Mage
5	Mezzoloth
7	Keeper*
7	Red Ethergaunt*
9	Ferrumach Rilmani*
9	Glabrezu
9	Nycaloth
9	Stannach Rilmani*
10	Kaorti Resincrafter*
10	Ursinal Guardinal*
12	Arcanaloth
12	Archmage
12	Bardic Dean*
12	Cuprilach Rilmani*
12	White Ethergaunt*
13	Ultroloth
13	Vampire
15	Argenach Rilmani*
17	Aurumach Rilmani*
17	Death Knight
18	Black Ethergaunt*
20	Ancient Brass Dragon
20	Pit Fiend
24	Ancient Red Dragon
27	Dracolich Greatwyrm*

War Creatures

CR	War Creature
1/8	Bandit
1/4	Flying Sword
1/2	Varoot Nerra*
1/2	Worg
1	Animated Armor
1	Death Dog
1	Goblin Boss
2	Bandit Captain
2	Berserker
2	Gnoll Pack Lord
2	Orc Eye of Gruumsh
3	Bugbear Chief
3	Displacer Beast
3	Doppelganger
3	Hell Hound
3	Hobgoblin Captain
3	Kalareem Nerra*
3	Manticore
4	Helmed Horror
4	Orc War Chief
5	Ardling Paladarch*
5	Cambion
5	Drow Elite Warrior
5	Flesh Golem
5	Gladiator
6	Hobgoblin Warlord
6	Sillit Nerra*
7	Achaierai*
7	Shield Guardian
9	Kuldurath*
10	Rukanyr*
10	Stone Golem
12	Erinyes
16	Iron Golem
17	Death Knight
17	Goristro
18	Chronotyryn*
21	Ancient Black Dragon
22	Ancient Bronze Dragon

Cosmos Obscura

Some creatures are beyond description, for better or worse.

Cosmic Horror creatures teach adventurers to trust nothing and no one, not even the laws of reality.

Weird creatures are the strange, odd, queer, and sometimes even comical beings that keep everything interesting.

Cosmic Horror Creatures

CR	Cosmic Horror Creature
0	Lemure
1/8	Cultist
1/2	Piercer
1	Vargouille Reflection†
1	Kuo-Toa Whip
2	Cult Fanatic
2	Gibbering Mouther
2	Intellect Devourer
2	Mimic
3	Doppelganger
3	Kaorti Initiate*
3	Kuo-Toa Monitor
4	Chuul
5	Roper
5	Umber Hulk
6	Eater of Knowledge†
6	Drider
6	Kuo-Toa Archpriest
6	Medusa
7	Keeper*
7	Mind Flayer
8	Cloaker
10	Aboleth
10	Kaorti Resincrafter*
10	Maelephant†
10	Rukanyr*
10	Yochlol
11	Reality Snarl*
11	Thoon Incubator*
12	Skybleeder*
14	Illuminary*
18	Chronotyryn*
22	Phane*
24	Pseudonatural Crab*

Weird Creatures

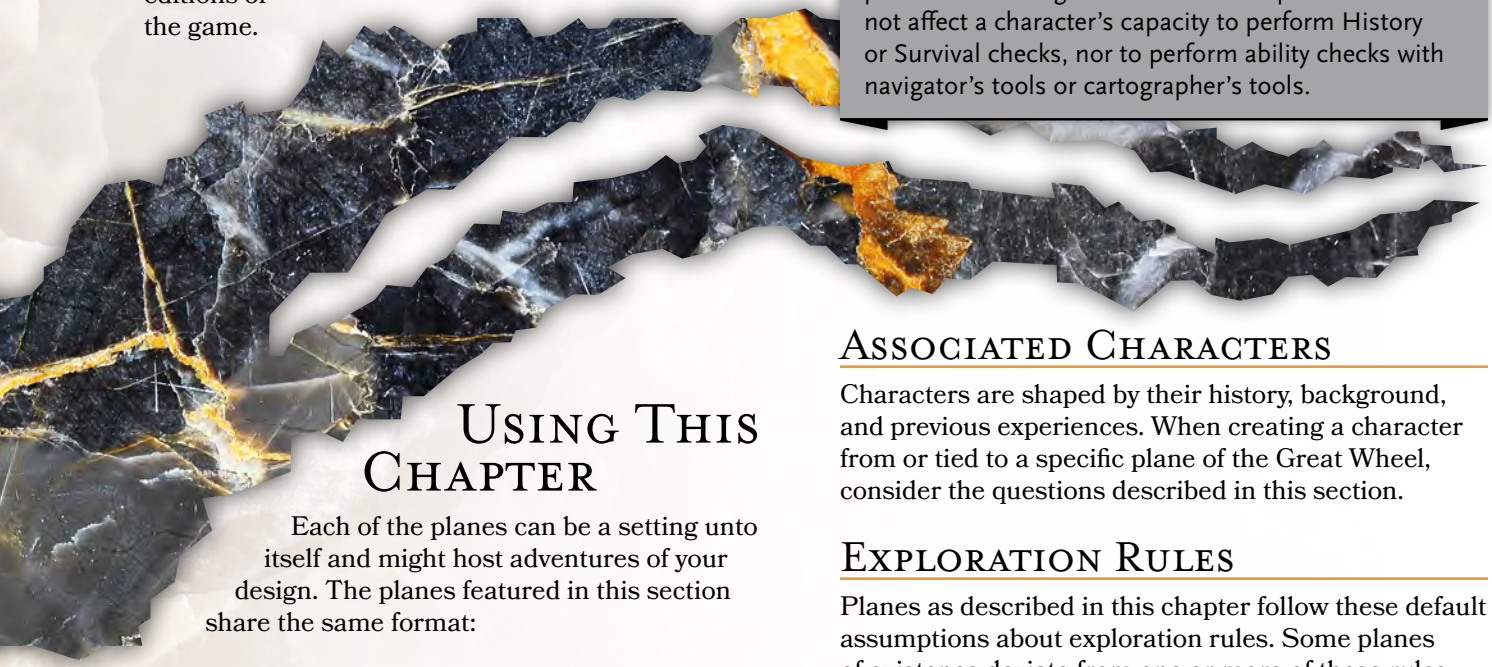
CR	Weird Creature
0	Crawling Claw
0	Sunfly†
1/8	Flumph
1/4	Bullywug
1/2	Darkmantle
1	Kuo-Toa Whip
2	Gelatinous Cube
2	Gibbering Mouther
2	Grick
3	Grell
3	Hook Horror
3	Kuo-Toa Monitor
3	Spectator
4	Ettin
5	Flesh Golem
5	Otyugh
5	Shambling Mound
6	Kuo-Toa Archpriest
7	Grick Alpha
7	Red Ethergaunt*
10	Yochlol
11	Remorhaz
12	White Ethergaunt*
13	Beholder
18	Black Ethergaunt*
22	Planar Incarnate†

Chapter 3: The Great Wheel

The Great Wheel is the most popular cosmology of 5th edition Dungeons & Dragons. It is the canon planar arrangement for most official campaign settings, and is described briefly in appendix C of the *Player's Handbook* and in greater detail in chapter 2 of the *Dungeon Master's Guide*. This chapter goes into even greater detail on the planes, their magic, their inhabitants, their landmarks, and other features. It draws on inspiration from earlier editions of the game.

Maps and Timelines

Maps and timelines are generally useful tools, but fail under rigorous examination when applied to the planes. These are mortal interpretations of the philosophical, infinite, and surreal. From edition to edition of Dungeons & Dragons, interpretations of cosmology, terrain, and history shift. The DM decides how accurate a map is or how timelines from different planes and settings connect and compare. This does not affect a character's capacity to perform History or Survival checks, nor to perform ability checks with navigator's tools or cartographer's tools.



Using This Chapter

Each of the planes can be a setting unto itself and might host adventures of your design. The planes featured in this section share the same format:

Overview

Each entry has a brief overview with other names and titles for the plane, suggested creature themes (see chapter 2) for the friends and foes your party encounters there, distinctive hallmarks, and related portal keys. This also includes a general description and introduction to the plane.

Common Knowledge

Many adventurers are at least passingly aware of some of the planes. Such adventurers may know some or all of the bullet points listed in this section for a given plane.

Changes from the DMG

The Unique Exploration Rules sidebars in this chapter include most of the Optional Rules for planes, described in chapter 2 of the *Dungeon Master's Guide*. Some have been intentionally modified for clarity, balance, narrative consistency, sensitivity, or ease of use.

Associated Characters

Characters are shaped by their history, background, and previous experiences. When creating a character from or tied to a specific plane of the Great Wheel, consider the questions described in this section.

Exploration Rules

Planes as described in this chapter follow these default assumptions about exploration rules. Some planes of existence deviate from one or more of these rules, which the DM can optionally choose to implement. Such deviations are described in a "Unique Exploration Rules" sidebar, with distinctions made for when a rule only applies to a layer of the plane. When creating your own planes or your own interpretation of the Great Wheel, consider which you'd like to follow or deviate away from.

Beasts. Most animals in the planes are nonmagical.

Breathing. Breathable air is present in most planes.

Distance. Major locations have approximate places within the plane, but distance between them is variable and surreal. For example, two cities would maintain the same urban layouts from day to day, but the DM determines if it takes hours, days, or months of travel time between the cities.

Food and Drink. Creatures need to consume the same amount of food and drink as they would on the Material Plane. The DM determines what, if any, food or drink is available to be scavenged or purchased in a given plane.

Gravity. Gravity operates normally, pulling creatures toward the plane's landmass and below.

Infinite. Most planes have no borders or boundaries. They extend infinitely in all directions, but variable distance (see Distance) means the plane is functionally as large or small as the DM wants it to be.

Landmass. A plane's geography is usually some sort of landmass beneath an open sky. Unlike on a globe, in infinite planes you can walk one direction and never come back to where you started.

Light and Color. Light, darkness, and color function normally on most planes.

Magic. Magic and magical abilities function normally on most planes.

Magic Items. Magic items function normally on most planes. Many magic items recharge each day at dawn, but there may not be a distinct time of "dawn" on planes with no distinct sun or horizon. In these planes, the DM decides when dawn occurs. Dawn usually occurs once every 24 hours in such planes.

Movement. A creature moves in most planes the same as they would on the Material Plane. Across flat ground, this is usually by walking.

Seasons. Over time, the climate of a region within a plane stays roughly the same, although weather may change from day to day or even hour to hour. Most planes do not usually experience distinct seasons.

Sunshine and Day Cycles. Light comes from a sun in the sky or radiates gently and equally from all portions of the sky. This is bright light during the day, dim light at dusk and dawn, and darkness at night. When bright light, this light is sunlight. It takes about 24 hours to go through an entire cycle of dawn, day, dusk, and night.

"EVERY FEW YEARS THE CLUELESS CHANGE THEIR VIEW ON HOW THE PLANES FIT TOGETHER. EVERY FEW YEARS THEY PROVE WHY WE CALL THEM CLUELESS."

—A GRAYBEARD REVIEWING SEVERAL EDITIONS OF A PRIME BOOK ON THE PLANES

Survivable. An unprotected human can survive in a plane, at least for a few hours. Supernatural effects, hostile or hungry creatures, and the environment may be likely to subdue them thereafter.

Time Across Planes. Time passes the same speed across all planes of existence. For example, if you spend 1 hour in the Elemental Chaos, 1 hour passes in the Material Plane, the Beastlands, and all other planes of existence. Creatures age normally in these planes.

Edge of Infinity

Traditionally, the planes are colossal and beyond mortal comprehension, requiring heavy dependence on established portals, gate-towns, interplanar landmarks, and powerful magic to travel between them. The following optional rules can be applied to planes for play groups who'd like a difficult but reliable way to traverse from plane to plane – by walking. These rules replace the Infinite default exploration rule.

Finite Borders. A plane's geography has distinct borders where, with the proper training and a bit of luck, you can teleport to the borders of an adjacent plane or layer.

Such borders appear as great walls of mist, darkness, solidified light, fire, ice, thick jungle, prickly hedges, fields of razor-edged wheat, white picket fences, or other imaginative barriers that reflect the nature of the plane or layer on the other side.

A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier.

If completing a ritual, the character makes a DC 15 Intelligence (Arcana) check. On the Inner Planes, a creature can choose to make an Intelligence (Nature) check instead, or an Intelligence (Religion) check if on the Outer Planes. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of an adjacent plane or layer. On a failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Traveling along an interplanar landmark, such as the River Styx or Infinite Staircase, allows creatures to automatically succeed on checks to bypass these borders.

Massive. A plane's geography is usually the size of a large country or an entire continent. While the variable distances between major landmarks means a plane is still functionally as small or large as the DM wants it to be, this ensures mere mortals can comprehend the practical size of the plane.

Layers

This section describes the distinct layers, demiplanes, or overarching regions within a plane. If the plane is largely one cohesive whole, its entry lacks this section.

Locations

Every plane features unique locations and geographical sites of general interest. This section describes those locales. Some locations unique to major denizens of the planes are described under Denizens instead.

Denizens

Powerful cosmic beings and large societies characterize the social landscape of a plane. Such denizens of each plane are described in this section, sometimes mentioning unique lairs, headquarters, temples, or other dedicated destinations not described in Locations.

Intrigue Opportunities

The planes lend themselves to engaging narratives. This section describes a short list of plot hooks, cosmological theories, and other opportunities to inspire intriguing tales of grand adventure.

"Blibdoolpoolp's whips act to expunge the Dagon heresy at every turn, Thrym's shamans don't even need to coach most frost giants to deny Kostchtchie, and of course Lolth's high priestesses all understand their mandate to murder Lolth's high priestesses."

—Lord Sortlyn, a planar scholar

Supernatural Effects

Most planes are characterized by intense types of unique magical effects. This section provides tables you can choose from or roll for a random result, associated with each plane, and suggests ideas for when a DM can trigger an effect. None of these triggering events is supposed to be applied literally and every time, but only when it makes the most sense in the game. Also, feel free to add new conditions and situations to trigger them, whenever you feel they would make sense. Similar tables and triggers are described in chapter 4 of *Tasha's Cauldron of Everything*.

The effects of each table are designed so they can overlap with the pre-existent properties of the plane they represent, like the unique exploration rules described for each plane or the regional effects of the gate-towns from *Planescape: Adventures in the Multiverse*, and still have a meaningful impact on the game. Here's some examples of planar supernatural regions where you can use these tables:

- An area affected by a planar breach (see the introduction of this book).
- The vicinity of a portal connected to a certain plane.
- In an area on the plane itself where the plane's energy is particularly strong, active, or unstable.
- Anywhere, when a character interacts with a force strongly connected to a plane, especially if something goes wrong (for example, a spellcaster fails a concentration check to maintain the *gate* spell).
- The effects of a region occur at the DM's discretion, following what makes the most sense for the current fictional situation and the game's pacing in general. Here's some ideas on when to use them:
- Sometime after the characters enter the affected region.
- The characters take a long rest in the region.
- The characters' actions in the region take an unusually long time (like casting multiple ritual spells).
- The characters use a spell, magic item, or other magical effect connected to the plane's nature.
- A creature rolls a 1 on the d20 for an ability check, attack roll or saving throw.

Weather and Charms

Several supernatural effects tables refer to charms. You can find the general rules for charms in chapter 7 of the *Dungeon Master's Guide*. Also, several supernatural effects tables refer to extreme temperatures or strong winds. You can find the general rules for extreme weather in chapter 5 of the *Dungeon Master's Guide*.

Second Chances

At the DM's discretion, a creature with a soul that is killed by the effects of a plane's supernatural effects may rise as a low-tier exemplar on that plane in 1d4 hours.

The Prime and Echoes

The Material Plane is the default plane of existence for most campaign settings – the "normal world." It is rich in history, adventure, and (in most settings) magic. But the Material is not alone – is has two parallel realities called the Feywild and the Shadowfell.

The Feywild embodies growth and wonder untethered by the concepts such as reason, purpose, or virtue. Its denizens, the fey, flourish according to alien values and practices free from the constraints of other realms. Although most of the Feywild's geography reflects that of the Material Plane, some archfey rule over unique layers called Domains of Delight.

The Shadowfell Is the dark reflection of the Material Plane, a twisted expanse neglected by the forces of belief and cloaked in a stark and faded semblance of life. Although most of the Shadowfell's geography reflects that of the Material Plane, some powerful evil beings are imprisoned in unique layers called Domains of Dread.

"The darkness and starlight became black lightning, which took the shape of a man. He spoke but two words: Ahh nuts."

—A clueless farmer, witnessing the arrival of Lord Sortlyn on the Material Plane

Material Plane

The Plane of Convergence, Practice, and Culmination

Other Names: The Prime Material, the Grounded World

Creature Themes: All

Hallmarks: Mortal societies, isolation from reality-warping forces, complex interactions between all planar forces

Sample Portal Keys: A portal key for a plane that is inaccessible from your current plane, a historic item tied to a the destination Material world, a piece of knitting with fabrics taken from at least three different planes, a holy symbol or other physical representation of a belief

The Material Plane is unique among the planes in that it signifies or embodies nothing on its own, leaving it something of a blank canvas on which any ideology or force can paint itself. Every plane touches upon the Material Plane in some minor or major way, and so every cosmic frontier can thus be accessed from the Prime. Despite or perhaps because of this opportunity, the Material Plane is also the most grounded of all of the planes, a realm which does not easily mold to cosmic powers of belief, function, thought, or potential in the same manner as others.

The infinities and eternities which often define other planes are typically absent here, and existence on the Material Plane most often proceeds along consistent structures that most call physical laws. Forces from other planes often act in defiance of these physical laws, and many "Primes" categorize such violations as magic. This tendency to group disparate forces together and proudly assert some sort of universal understanding based on their limited experience has led many planar beings to deride Material Plane denizens as "The Clueless".

The Material Plane is often referred to as a singular location, and perhaps it was a cohesive expanse at some point in its history. At present, however, it takes the form of countless bubbles within the Astral Sea, each containing an arrangement of stars, planets, and other celestial bodies.

Common Knowledge

Those familiar with the Material Plane's place in the Great Wheel know the following facts:

- All planar environments converge on the Material Plane. It is a place where any planar force can exert influence and where opposed forces such as good, evil, law, chaos, fire, water, earth, and air coexist in a fluctuating balance. It is likewise the template for the reflections of the Feywild and Shadowfell
- Action on the Material Plane is defined by physical laws, patterns of function which govern its operation unless disrupted by magic. Such physical laws are deterministic and comprehensible for the purpose of most interactions.
- 'Primes," the denizens of the Material Plane, are often quite ignorant of other planes, believing their own realm to be the only "real" world. Primes tend to spread many misconceptions about the multiverse amongst themselves, and many planar denizens also call them "The Clueless."

Material Characters

When creating a character with ties to the Material Plane, consider the following:

How did you get here? Despite its connection to most every plane, the Prime Material isn't a realm that most denizens tend to leave. Seeing other planes of existence firsthand is a rare experience reserved for the most elite and the most unfortunate, so how did your planar adventure begin? Did a portal lead you into another realm? Did otherworldly marauders take something or someone important? Did some incredible secret drive you to reach beyond your own world in search of answers? Did an alien power choose you for some special mission? Did someone else simply drag you along in their own interplanar quest? Your entryway into this broader setting can help contextualize how you view it.

How do you deal with the interplanar scope? As big or old as things on the Material Plane might be, they simply cannot compare to the scope of The Great Wheel. Your planar adventures might lead to cross truly infinite vistas and parley with creatures who were old when your world was first created. Even the most cosmopolitan cities can't prepare you for the intersection of many different worlds and planes, nor could the magical studies of a single sphere hope to encapsulate the countless miracles you'll encounter. Perhaps most importantly, how does your character deal with the more ideological struggles of a world where even space and time are malleable? How much does your character endeavor to understand and what parts of infinity are dismissed as unknowable?

Unique Exploration Rules

Distance. Unlike most planes of existence, distance, speed, and long distance travel time work normally on the Prime Material.

Finite. Although Material solar systems are usually hundreds of millions of miles across and only meaningfully traversable by spelljammer or other powerful magic, the faraway borders are distinct.

Locations

There are countless Material worlds floating through the Astral Sea, many of which are mirrored by their own variants of the Feywild, Shadowfell, and Border Ethereal. Some of the worlds are planets, while others are discworlds, toroids, or other exotic shapes. There are even legends of titanic crystal spheres in the long distant past. Each solar system is effectively an island adrift in the Astral Sea. The following are the two Material Planes most commonly encountered during adventures in the Great Wheel.

Krynn (Dragonlance). Though spelljammers have a long history of traveling through Krynnspace, the pantheon of Krynn seems to have taken steps to keep their mortal followers distant from the politics and predations of other planes. These deities hold territory all across the Great Wheel, but the people of Krynn categorize them into a trio of domains known as the Dome of Creation (for the Good gods), the Hidden Vale (for the Neutral gods), and the Abyss (for the Evil gods).

Peoples who emerged from other worlds are cut off from their normal pantheons, with the Elves of Krynn having no connection to Corellon or their court. Whether the severance of elven destiny from its progenitors is a result of the Krynnish deities holding them hostage or a deliberate arrangement between the two pantheons remains a mystery, as does the ultimate purpose of Krynn's occlusion of the Outer Planes.

Additional complications have emerged in relation to The High God and Ionthas, two entities who transcend the gods in power and have historically struggled for control over the sphere. The influence of Ionthas has made Krynn inaccessible from the Ethereal Plane at certain points. In one timeline, their battle serves as a catalyst for Takhisis' total removal of Krynn from the Material Plane, where in another the High God destroys Krynn rather than leave it without Paladine's leadership.

Toril (Forgotten Realms). The planet of Toril has known many travelers from afar, with the most predominant peoples having confirmed or speculated origins on other worlds. Portals and spelljammers brought the elves, dwarves, halflings, gnomes, orcs and certain humans to this world, and even Toril's human populations may have been originally seeded by the offworld **reigar** (see *Spelljammer: Adventures in Space*).

Many fallen nations of the Forgotten Realms have stretched their influence across the planes or even to other Material Worlds, only for these ambitions to accelerate their catastrophic downfalls or schisms. Likewise, forces from many planets and planes have shaped the history of Toril, seemingly dooming the world and its inhabitants to a never-ending cycle of collapse and reconstruction.

Nowhere is this volatility more obvious than in the Weave, the unifying structure of magic which has been shredded and rewoven three times over the last four centuries. Each successive revision decreases the populace's confidence in magic and aspirations for a better future.

Denizens

Humanoids are the primary intelligent residents of Material worlds, but all creatures of all types can be found scattered throughout. This section describes major cosmic beings found in the Prime Material and its solar systems.

Constellates

Void-Dwelling Enigmas

The stars above each Material world are alive, their forms interconnected by the shared belief of mortal denizens in a constellation form. The entities are known as constellates, their multistellar shapes spanning millions of miles as they are sculpted from the miniature stars which illuminate the night sky. When events on a Material world redraw the skies through the decree of gods, constellates may change form, taking on new identities and mindsets in accordance with such cultural movements.

Although constellates have their personalities shaped by mortal impressions, even the boldest tend to be quiet and evasive when it comes to communication. The memory of many constellates is immense and their presence in the night sky means that they have witnessed every occurrence on their respective system. On the rare occasion when they are threatened or mortal beings learn to control them, constellates are said to destroy moons or scour entire worlds of life.

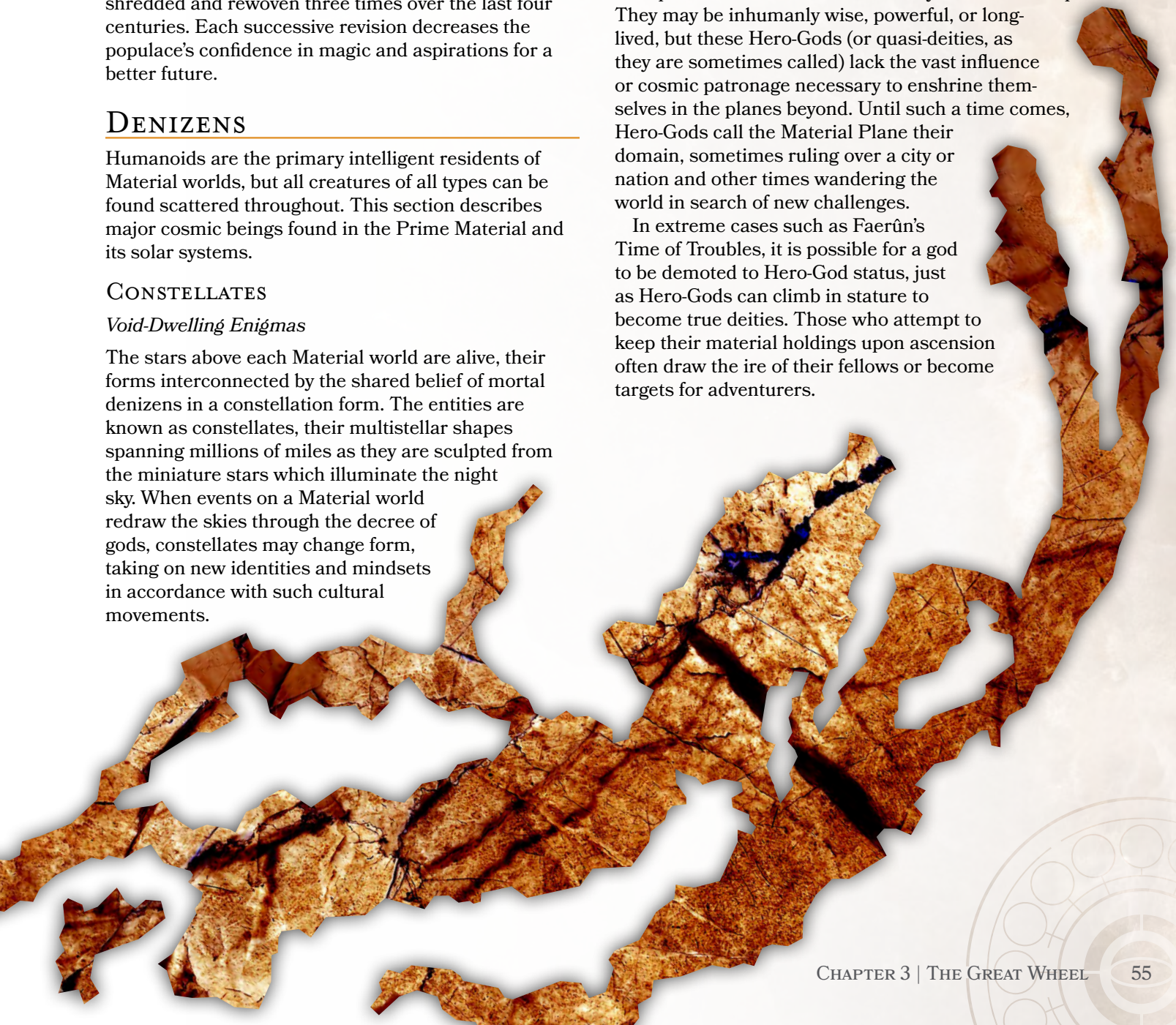
A constellate has the appearance and special abilities of the character or object they portray. For example, the Swan can overwhelm creatures, ships or worlds with their wings, and the Krynnspace constellation Raistlin-Fistandantilus can use the *time stop* spell.

Hero-Gods

Worldbound Gods

Not all gods are powerful enough to establish extraplanar divine realms even if they receive worship. They may be inhumanly wise, powerful, or long-lived, but these Hero-Gods (or quasi-deities, as they are sometimes called) lack the vast influence or cosmic patronage necessary to enshrine themselves in the planes beyond. Until such a time comes, Hero-Gods call the Material Plane their domain, sometimes ruling over a city or nation and other times wandering the world in search of new challenges.

In extreme cases such as Faerûn's Time of Troubles, it is possible for a god to be demoted to Hero-God status, just as Hero-Gods can climb in stature to become true deities. Those who attempt to keep their material holdings upon ascension often draw the ire of their fellows or become targets for adventurers.



"IT SEEMS THERE ARE SOME HISTORIES THAT EVEN THE COSMOS WANTS TO RETRACT."

—BEYRIN STRONG-HEART, VETERAN OF THE CHAOS WAR AND THE FIFTH AGE

Overgods

Planetary Powers

Many material worlds have an entity known as an Overgod, a distant force which is tasked with shaping and regulating the influence of deities over a world. Ao of Toril and The High God of Krynn are two such Overgods, and some speculate that the Lady of Pain is included among their ranks as well.

Despite the name similarities, Overgods and conventional gods are two separate categories of entity. Overgods can uplift and demote deities within their sphere, but their powers are highly localized and cannot touch a god's influence on other worlds. In fact, some theologians assert that the Overgods are the representatives of magic, fate, or the universe itself in a planetary compact with the forces of divinity and the outer planes which host them.

Hadar

Wandering Elder Evil

Astrologers have charted the erratic course of the stellar body known as Hadar for centuries, studying its meandering movements through the night sky and even between Material Worlds. The leading theory behind this entity is that it came into existence as a rupture to the Far Realm, only for its immense mass to begin imploding under its own gravity. As physical and magical forces within its vicinity have grown more intense, the dying star has manifested an alien intelligence trapped within the prolonged agony of its collapse.

The psychic screams of Hadar have resonated across the stars, seemingly pleading existence for the sustenance it would need to avoid oblivion. Though it is unknown if Hadar itself is cogent enough to form such pacts, many warlocks across the multiverse have drawn power from the dying star's wailing, developing ravenous spells that emulate the Elder Evil's desperate hunger for material. Some of these followers or thralls may wish to feed this alien master, believing in vain that Hadar might aid them in their goals.

Pandorym

Faerûnian Elder Evil

The Imaskari were the first human empire to rise on Faerûn, their knowledge of portals allowing them to reach countless planes and abduct slaves from far-off Material worlds. The gods of these stolen people fought back, crossing the planes to do battle against the planar mages. As the Imaskari turned to more desperate measures to combat this counterattack, they conjured a powerful yet bodiless psyche from an unknown plane which they entrapped within a crystalline shell.

Though the Imaskari were defeated before they could unleash this horror, their mages kept the Mind Shard of Pandorym contained beneath the Palace of the Purple Emperor. This alien entity's true body is said to lie elsewhere in Imaskar's ruins: a tremendous mass of absolute darkness with the capacity to annihilate even gods. So dangerous is Pandorym's potential that the gods of Faerûn have proven willing to quarantine and abandon the world when the horror nears release, hoping (perhaps in vain) that they can contain its damage to a single world. Even without a body, the psionic Mind Shard of Pandorym works continually to free itself by influencing mortal and immortal alike.

Ionthas

Krynnish God

As gods acquire more and more power from disparate Material Worlds, some grow to resent the balances of power cultivated with non-deific forces. Ionthas is among the most noteworthy of these tyrants, a god with realms spanning multiple planes who was worshiped as a deity of creation, destruction, and change. When Krynn was formed, Ionthas resented that his power over the world would be diminished in accordance with the other gods and lashed out, warping the world and its peoples as he rallied against the High God and the rest of the pantheon.

Led by Paladine and Takhisis, the other gods of Krynn rallied to defeat Ionthas, eventually drawing his essence from across the planes and imprisoning him in the Greygem of Gargath. Ionthas' name has been forgotten on Krynn, replaced by the simple mantle of Chaos. If freed, this corrupted deity may be able to call upon agents from across many planes to resume his devastation of Krynn, though none can tell how much of his intellect or will now remains. What transpired on Ionthas' many other realms of worship is a similar mystery.

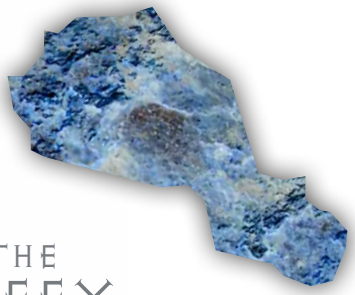
Intrigue Opportunities

- Planar scholars have noted many disparate properties between the Astral Sea and the Material Plane, some noting that the transition from one to the other may not be a natural process. Some go as far as to say that the suspension of Material Worlds within the Astral Sea is only a regional phenomenon, with the more typical model of a Material Universe being a starlit vacuum containing many distant stars. Though such regions have never been reached by Astral Spelljammers, explorers who have traversed the Shadowfell or Ethereal Plane have occasionally brought back tales of such an Material expanse, raising questions as to the origin and purpose of the local "Astral Convergence."
- Though most know the Astral Sea as the medium between the Material Planes, ancient spelljammer logs speak of another cosmic sea known as the Phlogiston. According to legend, the Phlogiston is a tremendous storm of magical energy that encompasses all known Material Worlds and the spaces between them, with each planet and its surrounding bodies being protected from the storm's ravaging influence by an indestructible Crystal Sphere. While a maze of safe "flows" could be traced through the storm, the chaotic maelstrom of iridescent material which filled the Phlogiston was tremendously hazardous, blocking off access to all other planes of existence and threatening to accelerate even the smallest flame into an encompassing fireball. Theorists have connected the properties of the Phlogiston to Shothotugg, a catastrophic force discussed in aboleth texts which threatened to consume all of existence and ultimately devoured itself. In its collapse, the Shothotugg became an endless foaming sea of uncanny rage, obliterating anything that dared cross it. The Phlogiston is said to be a remnant of Shothotugg's rampage, with primordial beings (possibly the dragons) crafting the Crystal Spheres to protect against its encroachment. Is it possible that the Crystal Spheres ultimately failed, forcing the powers of the planes to draw a select few Material Worlds into the Astral Sea to prevent their destruction?
- Numerous planar texts make reference to a location known as "Abeir-Toril," and while the world of Toril is common knowledge the meaning of Abeir is a source of controversy. Elves view the name as an extended title for the world which harkens back to its Spelljamming heyday, as the full title translates to "Cradle of Life" in the Star Elves' ancient dialect. Others point to the names as synecdoches for different regions of the planet. The dragonborn of Toril say that Realmspace once held another planet known as Abeir, and that this Elemental-dominated world was their original homeland. This "planet Abeir" may have once been a part of Toril, or may have possessed some other metaphysical link to the world, but is thought inaccessible today. Perhaps it resides on another plane, taken by one of its dominant forces to another locale in the Great Wheel.
- Though his name has been excised from countless worlds and cursed on countless others, the words of Isalgitur the Heretic live on in scattered planar libraries and a few mighty dragons. An ancient emerald dragon who explored countless material worlds, Isalgitur placed doubt on many of the legends regarding The First World sung of in draconic legend. He who would become The Heretic spoke of how little evidence truly exists for a singular origin point for disparate Material Worlds, suggesting that such a notion was a propaganda tool devised by Tiamat to justify her conquests. Worse still, Isalgitur put the sacred origins of Dragonsight into question, pontificating on another planar force implanting thoughts or false memories in the minds of dragons to convince them that their fates are intertwined with unrelated dragons on other worlds. Whatever inimical force is instilling these delusions may be empowering dragons who butcher their kin and may seek the ruin of dragonkind across existence. For his claims, Isalgitur was viciously mutilated by a cadre of other dragons, each fragment of his corpse ravaged by a different element and cast onto a separate Material world. Those who discover the pieces may be able to glean further secrets from the Heretic.
- Though many creatures jest about the name "halfling" referring to the people's short stature, the true origin of this title alludes to an ancient and tragic history. Legends speak of how Yondalla first came upon a violent and ravenous people whom she instructed in the ways of community and civility, guiding them not only in what is decent but also in what is powerful. As the goddess taught these halfling progenitors esoteric methods which could reshape all life, the people grew more detached from their cosmic mentor, confident in their mastery of their world and thus their supreme wisdom. Heartbroken by this abandonment, Yondalla invited her remaining disciples to depart with her across the planes, leading to half of these people venturing to new worlds as the first halflings. None know of the fate of the lost half, with some claiming that they have ruined their world or declined back into bloodshed.

The Feywild

The Plane of Fascination and Awe

Other Names: The Plane of Faerie, the Veil of Wonders
Creature Themes: Echo, Fey
Hallmarks: Fey, magic, oddity, vibrancy
Sample Portal Keys: A four-leafed clover, a forbidden fruit, a blind eye, or true love's kiss



"At least the rules of the fey are less obtuse than I remember."

—Lord Sortlyn the Optimist

This plane is inherently wild, as the name suggests, with few paths and even fewer roads. Entire sections of the Feywild can even appear on the Material Plane and then return to the Feywild – either regularly or sporadically – in a recurring planar breach. Fey creatures there might escape into the Prime during a breach, and denizens of the Material may be transported tot he Feywild while within such a region at the inevitable moment the breach ends.

But what the Feywild lacks in structure, it more than makes up for in raw magic. Infinite amount of magic courses through the plane, resulting in many wondrous and stunning experiences. One example is what is what many call the "Bright Beauty" – a phenomenon that makes every stimulus exorbitantly richer and presents objects and creatures alike as vastly exaggerated versions of themselves: flowers exude intoxicating aromas, food bursts with irresistible flavor, colors manifest in a shocking intensity, sounds reverberate in a soul-wrenching resonance, and combatants are more fierce, lovers are more passionate, pranksters are more impish, oppressors are more tyrannical.

Common Knowledge

Those familiar with the Feywild know the following facts:

- The Feywild is a wondrous and dangerous place, where everything is vastly overwhelming.
- It is a magical parallel to the Material Plane, reflecting the landscapes shown in the Material Plane, but often with more interesting locales and stranger tones.
- The Feywild is encountered by accident more often than most planes, via portals known as "Fey Crossings."
- Consistently repeated planar breaches between the Feywild and other planes (usually the Prime Material) exist, sometimes the size of whole cities.

Feywild Characters

When creating a character with ties to the Feywild, consider the following:

Are you familiar with any particular court of the fey? Do you swear allegiance, or maybe hold spite, to any of the figures from the Feywild? The courts and archfey hold great power over the realms of the Feywild and it would be difficult to grow up in the Feywild without one or more having an impact on your character's life. Even if the character sees all of rival courts as petty bickering, it would still likely be a major factor in their upbringing. Furthermore, being a plane of such raw emotion, a "mild dislike" is much rarer than "passionate disgust," so opinions, positive or negative, would tend to be strong.

What is your connection to the arcane? Do you miss the constant pulse of magic that echoes through the Feywild, or do you use a strand of magic inherent in yourself to bleed some of that energy into your life? Even characters who do not wield magic themselves might still take delight in it. A learned wizard might see magic as a mere tool and emotionless formulas, but even a barbarian from the Feywild might view magic with awe, reverence, and the wistful longing for home.

What is your disposition towards commitments or even pranks? Many in the Feywild prey upon fools for their own amusement, sometimes even taking advantage of them in bargains. Perhaps your character would not hesitate to use someone's foolhardiness for their benefit. Alternatively, such experiences may make your character more guarded. They consider their words binding and so might speak carefully and deliberately, or perhaps keep their feelings veiled behind a facade of nonsensical tomfoolery.

Locations

The Feywild mirrors the Material Plane in that it is a singular existent expanse. There are no layers of depth in the Feywild, as there are in the Nine Hells or Mount Celestia. However, even with the singular level of existence, the uninhibited nature of the Feywild still provides dozens of noteworthy destinations. Here are some of them.

Astrazalian, the City of Starlight. These fey towers are a recurring planar breach that remain upon the hillsides of a fair green island on the Material Plane all spring and summer, fading into the Feywild again with the coming of autumn and winter. Because of this, Astrazalian tends to be a portion of the Feywild that those from the Material Plane are most familiar with.

This also means that many powerful fey figures have a representative in Astrazalian, due to the increased chances for trade and other opportunities. With this increased opportunity, though, comes a great danger – exacerbated by the fact that Astrazalian borders formorian territory while in the Feywild – and so the ruler of Astrazalian is Warlord Shandria (neutral **seelie monarch**; see chapter 4), a distant niece of Titania.

Domains of Delight. The Domains of Delight are independent portions of the Feywild controlled by an archfey – every aspect of the entire domain is both governed by them and influenced by their mood and actions. A domain of delight may be as small as a quaint grove or larger than some countries. Prismeer (a shattered region of bog, forest, and crag) is the most commonly known domain.

Unique Exploration Rules

Eternal Twilight. The sun does not rise or set. It remains stationary, dusky and low in the sky, as if it were perpetually dusk or dawn.

Memory Loss. A creature that leaves the Feywild must succeed on a DC 11 Wisdom saving throw or forget everything about its time in the Feywild. Fey creatures and those with the Fey Ancestry trait automatically succeed on this saving throw. A *remove curse* spell or similar magic restores the creature's lost memories.

Time Warp. Time sometimes flows differently in the Feywild than in other planes. Whenever a creature or group of creatures leaves the Feywild after spending at least 1 day there, choose one of the following options or roll a d6 for a random result. A *wish* spell can remove the effect on up to 10 creatures.

1. Days become minutes
2. Days become hours
3. No change
4. Days become weeks
5. Days become months
6. Days become years

Prismeer. Once a single realm, this domain has been split into 3 parts: an enormous marsh known as "Hither," a wizened forest known as "Thither," and a mountain range known as "Yon." Between these sections is a glittering fog that separates them by confusing those who seek to move between them and creating tricks of distance to where travelers are kept from their desired destinations. You can learn more about Prismeer in *The Wild Beyond the Witchlight*.

Fey Crossings. Many portals known as "Fey crossings" are opened or otherwise activated by normal but rare occurrences; the full moon pulling the ocean's tide onto a particular stone, seeing the sun through a crystal cavern on the summer equinox, or a pool of glacier melt lit by aurora borealis. Some other portals are even open permanently, such as the deepest glen of an enchanted forest or the foggy inlet of a shrouded peat bog.

Fey Demesnes. Strands of pure arcane energy course through the Feywild, connecting important locations on a metaphysical level and stitching reality together. Junctions where these leylines cross tend to resonate with a level of magical saturation that is impressive even for the Feywild. Portions of the Feywild such as these tend to have their environment altered by the temperament of the most powerful being residing in the area (fey or no) and are called "fey demesnes." Examples might be stormclouds gathering when the ruling archfey becomes upset, earth tremors arising when a fomorian is afraid, and so on.

The Feydark. The Feydark is a reflection of the Underdark on the Material Plane, and it is – as the name implies – disquieting, brooding, uneasy, and ultimately terrifying. Deep in the Feydark are strongholds lorded over by **fomorians** and manned by **cyclopes**. Ruling massive stretches of land that are often structured as traditional serfdoms, these erratic giants uphold an even more unstable culture of intrigue – inquisitions and the like are regular occurrences, but the basis for them is horribly unpredictable. Nobody is safe.

The people (and the giant officials) in these poor communities live in constant fear of being eaten, executed on charges of suspected treason, or worse. Many of these dictators crave magical power though, and a person who offers a magic item is the most likely to be pardoned or allowed to pass unscathed – this time.

Thrumbolg and Mag Tureah. The mightiest fomorian tyrant is a giant known as "The First Lord" Thrumbolg, Lord of Mag Tureah, who may be the most calculating fomorian in existence. He rules in the ruins of Mag Tureah, an ancient underground kingdom of unknown origins and incredible power.

Before Thrumbolg, Mag Tureah's maze-like corridors were plagued by something powerful and mysterious. No one but Thrumbolg knows for sure what this entity or force was, only that those who entered Mag Tureah

before Thrumbolg never appeared again. Of all who tried to best these obstacles, Thrumbolg was the first and only to succeed. Many are afraid that Thrumbolg did not conquer what he found, but rather bargained with it – though with and what for is a terrible guessing game

The Isle of Dread. The Isle of Dread is among the strangest places in the Feywild, and perhaps anywhere in all the planes. Like the other two recurring planar breaches mentioned in this section, the Isle of Dread vanishes from the Feywild and carries those who happen to be on it back to the Feywild when it returns. But unlike the other two, the Isle of Dread will vanish and reappear at random, it is not even limited to the Material Plane. The place it materializes at, as well as how long it will be there, is a mystery to all. A large island with tropical and volcanic themes, jagged reefs, and savage creatures, the Isle of Dread is a terrible place to arrive at and is unfortunately even more difficult to depart from.

Ladinion. Once the fairest of all the realms of the Feywild, the home of the vanished fey goddess Rhiannon and her daughters, Ladinion was the jewel of faerie architecture. Situated on the shores of Cwm Glas, which was at that time a lake of pristine sapphire waters, Ladinion is now a haunted ruin, a wasteland of death and sorrow where nothing grows. Burned down by the Queen of Air and Darkness after her corruption by the mysterious Black Diamond, the Lost Land is known for a treacherous aura that causes those experiencing dread or despair to be drawn towards it, even across planes.

No fey knows the whereabouts of Ladinion, not until they have stepped into its lands, and all visitors forget the path to return – perhaps blessedly, as there is nothing on offer here but grief, death, and the poisonous remnants of the Black Diamond's foul influence.

Shinaelestra, the Fading City. This decrepit fey city is a recurring planar breach that materializes in a particular forest every night at midnight, only to be returned to the Feywild just before dawn. Thus, Shinaelestra is one of the most consistent means of travel from the Material Plane into the Feywild.

But Shinealestra is not a bustling city like Astrazalian. Indeed, it is quite the opposite. Shinealestra is a settlement that has been returned to the wild, as the rangers who live there have allowed the structures to fall into ruin, reclaimed by the greenery of the forest. Especially devout rangers will sometimes travel through the forest in an attempt to enter Shinaelestra and be tutored by the Master Ranger Lord Calenon Thray (neutral assassin). He allows them to try, and accepts all who succeed, as the dangers of the forest provide ample means of dissuasion. Many never make it.

Denizens

As the name suggests, Fey are the primary residents of the Feywild, but **giants**, elves, and others all have their place here. This section describes major societies and cosmic beings of the Plane of Faerie.

Fey Courts

Fey Societies

The fey are sometimes called the Sidhe (pronounced "shee") and are predominantly divided into courts based on who they are allied with and what they desire. These courts of the fey are the main factions that vye within the vibrant echoes of the Feywild, collectively known as the court of stars. The two main sides represented are the Seelie and the Unseelie courts – loosely associated with brightness, thrill, and uproarious laughter, or darkness, horror, and cackling glee, respectively.

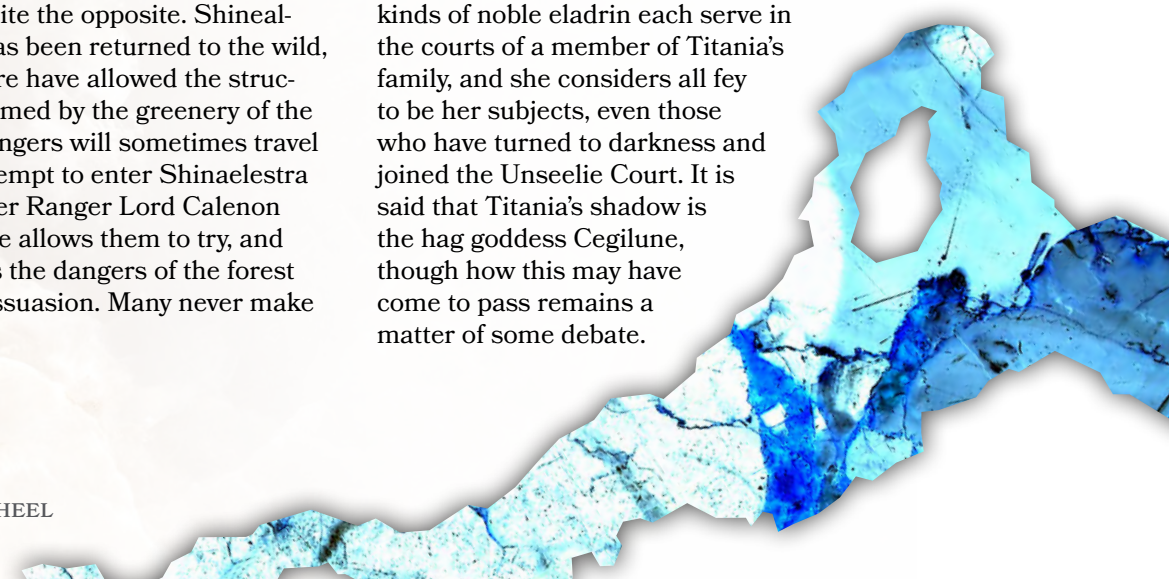
Other courts are also present as either separate from, adjacent to, or even acting as auxiliaries for the aforementioned overarching dichotomy. These courts tend to represent other powerful aspects, such as green fey representing the woodlands or sea fey representing the depths.

Titania, Faerie Queen

Chaotic Good Fey God

Titania rules the Seelie Court from her palace of Senaliesse, where she sits on an ice throne in the shape of a dragon. The greatest of the fey deities, the patron of summer eladrin, she is the highest authority of the Feywild. Sometimes called the Queen of Light, Titania is an ally to the elven gods and the Court of Stars, although she prefers not to involve herself with matters of the Outer Planes. Titania is known for her mercy, compassion, and generosity, though she has limited patience for mortals trespassing in the Feywild who do not observe the strange rules and customs of the fey.

One of the two daughters of the primeval fey goddess Rhiannon, Titania was heir to Ladinion before its fall; indeed, the Black Diamond that corrupted her sister was originally to be presented as a gift to her. The four kinds of noble eladrin each serve in the courts of a member of Titania's family, and she considers all fey to be her subjects, even those who have turned to darkness and joined the Unseelie Court. It is said that Titania's shadow is the hag goddess Cegilune, though how this may have come to pass remains a matter of some debate.



Oberon, the Green Lord

Neutral Good Fey God

Consort (and rival) to Titania and patron of the spring eladrin, Oberon is known as Lord of Beasts, a wild and wandering deity more in touch with the raw forces of nature. Leader of the so-called Green Fey, those such as dryads and satyrs, Oberon is a hunter and protector, an artist (it was he who built the palace of Senaliesse from living wood) and musician, wild and mercurial but capable of great tenderness and grace. He divides his time between the Feywild, where he has a tempestuous love affair with the Faerie Queen, and planes such as Arborea and the Beastlands, where he seeks adventure.

Oberon is more straightforward than many other fey; he eschews illusion and enchantment in favor of physical combat. He gets along well with Emmantiensien and like Titania is an ally of the Seldarine. Unlike his consort, Oberon favors open confrontation with the Queen of Air and Darkness and her Unseelie Court, whereas Titania would prefer to think that somehow those lost souls could come back into the fold. Oberon has fathered many archfey and is stern but loving with those under his charge.

Other Archfey

Powerful Fey

Epitomes of essence, archfey tend to be paragons of natural phenomena. As examples, Titania is the archfey of summer, while her opposite is the Queen of Air and Darkness. Other archfey might represent something more specific (such as the Monkey King) or even a singular thing (such as the archfey Scamander, of the Scamander river). Archfey vary in power, but the strongest among them – such as the Green Lord Oberon, the greatest of the archfey of nature – have such power in their element that they can even be gods.

The archfey are usurious beings, and many have gone on excursions through the multiverse claiming trophies for their realm. These beings may capture storms or seasons from extant locales, even stealing entire regions to sew into their domains. The denizens of such an abducted country may be drawn from a thousand worlds, unable to depart the sequestered Feywild as the capricious archfey amass ever-greater hoards.

You can use the archfey stat blocks from chapter 4 of this book to represent archfey in your games. Some notable archfey are listed here.

Baba Yaga. The Mother of Witches, Baba Yaga is the patron of those hags that remain in the Feywild since Cegilune abandoned the plane for Hades. Capricious and unknowable, she resides in a hut that walks about on giant chicken legs, which is far larger within than without. She claims a swampy region known as Murkendraw for her own. Baba Yaga keeps her own counsel and stands apart from both the Seelie and Unseelie Courts. She is said to have granted immortality to the demon prince Kostchtchie and to have raised the sorceress Tasha as her adoptive daughter.

Hyrsam. Prince of Fools, a satyr archfey and son of Oberon, Hyrsam is trickster, instigator, and anarchist. A lover of music who conceals savage brutality and a wicked manipulative streak behind the persona of a well-meaning fool, Hyrsam desires to "reset" the Feywild by expelling "intruders" such as elves, hags, and fomorians.

Kannoth. A vampiric eladrin archfey, Kannoth is the sole inhabitant of fallen Cendriane, a necropolis that was once among the greatest of eladrin cities before its fall to invading drow. He wields a wand made of a lily flower and stands apart from the Courts, though he adheres to fey laws. His domain is imperiled by the Living Gate, a pinprick rift to the Far Realm deep in the Feydark, and he takes measures to prevent it from being accessed or abused.

Neifion. The Lord of Bats (not to be confused with the Bat Lord, a beast lord of the Beastlands) is a member of the Unseelie Court. A patron of warlocks, Neifion dwells in Darroch Castle, an enormous redoubt of black stone and spires situated at the heart of a forest of purple mushrooms in the Feydark.

Nintra Siotta. The Lady of the Shadow Glass, Nintra is a former eladrin who ascended to become an archfey and member of the Unseelie Court. Believing herself powerful enough to rival the Queen of Air and Darkness, she vied with the elder fey goddess for the throne and was defeated, sealed within an extradimensional prison linked to a magical tome.

The Prince of Frost. Known as the Pale Prince and the Lord of the Long Night, the archfey once called Reod the Sun Prince is a son of Titania whose cold heart now contains only bitterness and resentment. Ruling the Vale of Long Night from his Fortress of Frozen Tears, the Prince despises the Raven Queen for taking his lover from him. He further despises all mortals, taking his only pleasure in adding their frozen bodies to his collection. If the Prince had his way, he would coat the Material Plane in rime.

Though his court consists of many winter eladrin, the Prince is not their ruler nor truly one of them, even though his appearance would suggest he is one of their number. He remains highly placed among the Winter Fey, and will work with other archfey against threats to the Feywild. As a result, while he is a terrifying threat to beings of the Material Plane, he has spurned all overtures from the Queen of Air and Darkness and has never lashed out against his mother.

Zybilna. Patron of the Witchlight Carnival and ruler of the realm of Prismeer, Zybilna is in truth no more than an alias for the Witch-Queen Iggwilv, also known as Tasha, the adoptive daughter of Baba Yaga. The wizard uses this alias to conceal herself from the many foes she accrued during her time studying the dark forces of the Lower Planes.

"Mentioning the rules? That's a penalty. Seven more years of wandering."

—A passing archfey, to Lord Sortlyn

Intrigue Opportunities

- Mag Tureah is riddled with portals that extend to ruins of the Material Plane, but the portals themselves are unstable – they may take you to the same ruins they did before, or they might take you to different ruins this time. Thrumbolg has kidnapped various specialists and demanded that the portals be mapped. He is tormented by the power that they offer and yet unable to harness it. Some progress has been made, but luckily, not much..yet.
- The Isle of Dread suddenly appears on the slopes of Gehenna. The abrupt appearance of the island – which is now titled at an uncomfortable 45 degree angle – has caused friction between the local yugoloth bands and the residents of the Isle of Dread. There have been few interactions so far, but the situation is ripe for escalation: any small misunderstanding could act as a powder keg, igniting the tension and exploding into conflict. Savage beasts have also begun to escape from the island into Gehenna, including massive bipedal reptiles.

Feywild Supernatural Effects

Consider rolling on the Feywild Effects table when the following circumstances occur in the region:

- A creature casts a spell or other magical effect that interacts with Feywild powers (like the *conjure woodland beings* spell or the *plane shift* spell cast to reach the Feywild).
- A creature fails a Wisdom (Survival) check while in the region, therefore disturbing the fey powers or stumbling upon a manifestation of them.
- A creature mocks fey beings or insistingly calls the name of a fey while in the region.
- A creature becomes charmed, frightened, or overwhelmed by strong emotions in some other way.

Feywild Effects

d8	Feywild Effect
1	Time moves differently between the region and the outside world, effectively warping the world outside the region 24 hours forward. Alternatively, the DM can roll on the Feywild Time Warp table in Chapter 2 of the Dungeon Master's Guide, applying the result to the time the characters spent in the region until now (reroll if the table gives no change).
2	Each creature within the region makes a DC 15 Constitution saving throw, magically falling asleep on a failure. The target can be awakened by shaking them as an action or if they take any damage. Otherwise, the sleep lasts for 10 minutes and the target gains the same benefits of a short rest at the end of it.
3	Creatures within the region that are not fey and don't have the Fey Ancestry trait are affected by the *modify memory* spell (DC 15). Creatures that fail the saving throw forget the last 10 minutes, or another event that lasted up to 10 minutes within the last 24 hours at the DM's discretion.
4	The *hypnotic pattern* spell (DC 15) manifests itself, centered in the area of one random creature within the region. Each creature that fails the saving throw against it also receives mesmerizing visions, taking 1d6 psychic damage and gaining inspiration.
5	Powerful emotion within a random character expands around it, involving the other surrounding creatures. The player of the character defines what brings them the most joy, love, or hope. Each creature within 60 feet of the character shares this same feeling, is aware of its origin,and makes a DC 12 Wisdom saving throw, becoming charmed by the source character on a failed save. If a character fails this saving throw, the character's player describes why this feeling resonates with their character.
6	A random creature within the region becomes infused with the lightful energies of the Feywild, gaining the ability to cast *faerie fire* once as a charm.
7	A random creature within the region gains the ability to cast the *dancing lights* cantrip, using Charisma as its spellcasting ability. This ability lasts until the creature fails a Charisma ability check or saving throw.
8	A random character is contacted by an archfey, telepathically or through an intermediary, offering anything that the character wants (up to a *wish* spell) in exchange for a duty to fulfill through the *geas* spell (9th-level, no save). If the target refuses, the archfey might feel crossed and look for revenge.

The Shadowfell

The Plane of Dispassion, Enigma, Denial, and Melancholy

Other Names: The Shadow Plane, the Demiplane of Shadow, the Darkness, the Bleak Reflection, the Broken Mirror
Creature Themes: Echo, Shadow, Cosmic Horror
Hallmarks: Domains of Dread, shadowy cities, nebulous magic, dark wilderness populated by horrors
Sample Portal Keys: A mechanical component whose purpose you do not know, a memento of a self-defeating ambition, a candle which cannot be lit, a record of an event erased from history.

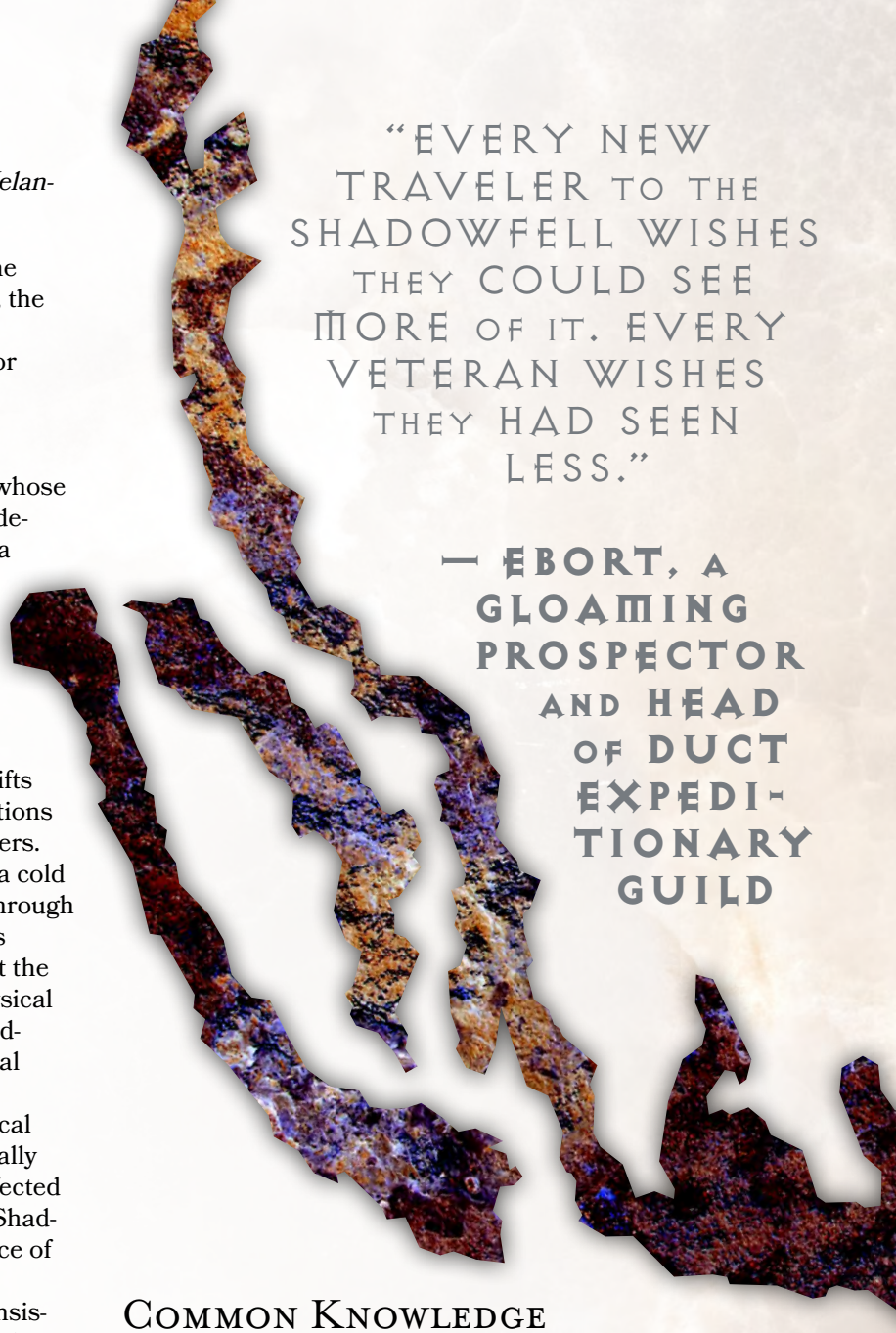
The Shadowfell is a distorted facsimile of the Material Plane cloaked in perpetual gloom. Light sources suffocate in this realm, and if there are any stars or sun over the Shadowfell their rays do not reach the ground. The uncanny peaks and warped landscapes speak to subtle shifts in other physical processes, as do erratic connections to the Material Plane drawing in hapless wanderers.

In this plane of perpetual night, life persists in a cold and hardened state. Animals and plants live on through unique adaptations, while more intelligent beings construct settlements to unify themselves against the encroaching dark. In the many spaces where physical laws fail, otherworldly magic creeps into the Shadowfell, transforming denizens into faded nocturnal counterparts of their Material kin.

Some speak of the Shadowfell Despair, a magical force which eats at the will of travelers and mentally entombs them in the Darkness. Even those unaffected by such magic often feel lost and isolated in the Shadowfell, growing unnerved by the perpetual absence of light.

Although the Shadowfell does conform to a consistent layout, the distortions produced by these shadows and the fathomless darkness in all directions has made mapping the Shadowfell a task of countless lifetimes. Ages of magical and physical phenomena have warped the dimensions of the Shadowfell to create new spaces or omit existing realms from the darkness, as the reflected realm struggles to adapt to shifts in its model. Such abnormalities lead travelers to draw lines between Reflections and Occlusions.

Reflections are locations which evoke or mirror a coterminous and extant location on the Material Plane, such as the city of Evernight (a reflection of Neverwinter) and the Shadowdark (a reflection of Faerûn's Underdark). Occlusions are either shadows of places which no longer exist or never existed materially, being unique creations of the people or forces of the Shadowfell. It is in these locations that the plane's most distinctive settlements come to be.



"Every new traveler to the Shadowfell wishes they could see more of it. Every veteran wishes they had seen less."

— Ebort, a gloaming prospector and head of Duct Expeditionary Guild

Common Knowledge

Those familiar with The Shadowfell know the following facts:

- The Shadowfell is a dark reflection of the Material Plane, mimicking many features and appearances of the Prime while twisting them in perilous or horrific ways.
- Light and color are drained from the Shadowfell, creating an environment of harsh shadows and grey-scale environments.
- Prolonged residence in this dark space may evoke a spiritual wasting known as Shadowfell Despair (see Unique Exploration Rules).
- Though the Shadowfell operates on physical laws akin the Material Plane, the power of these laws is more tenuous, and magics are more free to distort reality in this realm, leading to the increased proliferation of undead and other transformed beings.

Shadowfallen Characters

When creating a character with ties to the Shadowfell, consider the following:

What brought you to the darkness? While some cultures have resided in the Shadowfell for ages, each has come to the plane from somewhere else in the multiverse. Your community may be made up of refugees who fled here after an ancient cataclysm or adventurers who see the boundless frontiers of the darkness as a realm of dangerous opportunity. In each case, what circumstances drove your progenitors to choose the Bleak Reflection as their home? How do you respond to beings with different reasons for braving the Shadow? Do you view the explorers of Gnarl or Balefire as foolhardy, or perhaps the denizens of Letherna as pitiful?

How do you find the strength to go on? The darkness of the Shadowfell eats away at a being's resolve, leaving only the most stalwart determinations and entrapping delusions as impetus for action. Succumbing to hopelessness and indifference is easy, and you likely know many beings who have withered away from despair. To survive, one requires a passion or conviction that pierces the endless gloom. Do you strive for power, justice, knowledge, or perhaps joy? How do you hold on to your conviction in the face of disappointment or adversity? How has the source of your perseverance brought you to where you are now?

Locations

The Shadowfell is a dark reflection of the Material Plane. Sometimes mirrored cities are populated. Sometimes settlements arise where there is no Material equivalent. Sometimes parts of the Prime Material are even sucked in, devoured by the Shadowfell and the unforgiving Mists of Ravenloft. This section describes some sites and regions across the darkness.

Domains of Dread (Ravenloft). The Domains of Dread are presently an archipelago of isolated demiplane constructed from the faulty ambitions of disparate Darklords and traversed by the Vistani. Realms such as Barovia and Darkon are drawn from many Material Worlds, imprisoning a peculiar variety of villains within their Mists. There appears to be no limit to the reach of these Mists, and through cosmic error or occluded intentions they are known to draw mortals from every sphere into the midst of the Shadowfell. Residents of the Domains tend not to take particular note of odd cultural practices or strange beings, as they are accustomed to inexplicable happenings dogging their footsteps.

Barovia. A small valley bordered by steep mountains and impenetrable fog holds Strahd von Zarovich, undead despot and the first known vampire. It also holds the Amber Temple, rumored to be the holding cells of the Dark Powers. Barovia is described in detail in *Curse of Strahd*.

Unique Exploration Rules

Encroaching Darkness. When a nonmagical light source that sheds light with a range of at least 10 feet (such as a lantern, campfire, or torch) is in the Shadowfell, its range of light is halved (10 feet to 5 feet, 30 feet to 15 feet, and so on).

When a creature activates a magical light source (such as casting the *light* or *sunburst* spells) in the Shadowfell, they must succeed on a DC 11 Wisdom saving throw or the light source range is also halved for the duration of the effect. Casting a spell or otherwise activating the light source again allows the creature to attempt this save again.

A halved light source that normally sheds light with a range of less than 10 feet fails to illuminate anything.

Stretching Time. The darkness of the Shadowfell can erode the passage of time. Whenever a creature or group of creatures leaves the Shadowfell after spending at least 1 day there, they each make a DC 11 Charisma saving throw. If half or more of the group succeeds on the saving throw, time passes as normal. If more than half of the group fails the saving throw, time passes twice as slow. For example, if the group spent 1 week in the Shadowfell, 2 weeks have passed on other planes of existence.

Shadowfell Despair. A melancholic atmosphere pervades the Shadowfell. When the DM deems appropriate, though usually not more than once per day, a character must succeed on a DC 11 Wisdom saving throw or choose one of the following paradigms to incorporate into their roleplaying and decisions:

- The character no longer believes they can make a difference to anyone or anything.
- The character is convinced being in the Shadowfell will kill them.
- The character can't tell what's real or what's an illusion.
- The character can't tolerate being alone.
- The character gets the sense that something familiar has been replaced with a fake.

Whenever the character finishes a long rest, they can attempt a DC 11 Wisdom saving throw, overcoming and ending the paradigm effect on a success. A *calm emotions* or *remove curse* spell or similar magic also ends this effect.

Darkon. This domain is on the brink of destruction. This fractured realm the size of a continent is slowly being consumed by the Mists of Ravenloft, after its cruel leader Azalin mysteriously disappeared.

Mordent. This pastoral coastal region is the home of countless ghosts, prevented from moving on to peaceful afterlives by the selfish demands of Lord Wilfred Godefroy. Haunted mansions are common.

Other Domains of Dread. Many other Domains exist. Other known Domains are described in greater detail in *Van Richten's Guide to Ravenloft*, which also provides guidelines to create your own.

"EVERY TIME I EXAMINE REALITY, THE FORM THAT SHADOWS TAKE SEEMS TO MUTATE. NO DOUBT A RESULT OF WHAT CASTS THEM."

— LORD SORTLYN THE WISE

Balefire. Known as the City of Lanterns, Balefire draws in wanderers from across the Shadowfell as they seek a light in the immense gloom. The city earns its nickname from *Lajandra's lanterns* (see chapter 1), a magic item which glows with the light of a sun and has the capacity to repel both Undead and **sorrowsworn** (see *Monsters of the Multiverse*). *Lajandra's lanterns* illuminate the roads and buildings of Balefire and are maintained by the Lanterneers, one of the two artificer guilds that form the backbone of the city's industry.

While the Lanterneers focus on widespread and utilitarian magics, the Shadowcrafters specialize in expensive and dangerous magic items, drawing elite clientele from across the planes. Xurothil, the drow **lich** who leads the Shadowcrafters, also commands Balefire's government and city watch. Balefire's lights draw powerful attackers and create an arms race between the artificer guilds and undead assailants. To combat these threats, Xurothil demands that all entrants to the city be scanned with numerous divinations and magically branded. Those wishing to become permanent residents of Balefire are made to sign the magical Book of Census which can be weaponized against them.

These measures do not stop travelers from frequenting Balefire's noteworthy establishments from many worlds. Sadrinal's Fineries specializes in magical clothing of the highest quality, while the Emerald Kiss hosts the most spectacular variety of potions and tinctures in existence. The Obsidian Dancer gang runs gambling dens where patrons bet on the outcomes of wars or the casualties of Balefire's next monster attack. The Purple Lantern Tavern provides shelter and a way home for travelers, hosting portals to dozens of locales across the planes.

Gloomwrought. In a realm of despair, the citizens of Gloomwrought revel with intense passion. It is said an unquenchable fire burns in every citizen of the City of Midnight, fed by grandiose revels, cascading intoxicants, and rampant violence. The people view death by excess or execution as a fate to be embraced, and life in the city is often short and passionate. Gloomwrought's origin is its greatest mystery, as even the oldest residents claim to have discovered the port city already erected along a swampy coastline. The city possesses a will of its own, rearranging its structures and molding guardians out of shadow, typically taking the form of **keepers** (see chapter 4), **golems**, or **gargoyles**.

Gloomwrought is ruled by a collection of noble families, each banished to the darkness from a different region of the Material Plane. These houses each hold their own ideas about the duty and privilege of nobility, their ancient grudges propelling the worst violence in the city. The current leader of Gloomwrought is Prince Rolan, who commands many elementals and celestials as auxiliaries to his Deathless Watch. The other noble houses rely on mercantile power, battling with each other and Rolan over lucrative ports and markets. Meanwhile, Midnight's Own is a citizen resistance group dedicated to overthrowing the nobles.

Gnarl. Of all the feats of engineering which the Shadowfell's tenuous physical laws have enabled, none are so grand as the unfathomable fortress known as Gnarl. This impossibly large structure hangs in the depths of the blackness, a twisted labyrinth sculpted of alloys beyond any mortal craft and filled with mechanical relics that defy understanding. Many adventurers have flocked to the ruin in search of alien secrets or hidden treasures, establishing a number of prospecting settlements around known entryways. These towns have names such as Duct, Puncture, Turbine, Docking-Bay, and Portal, after their respective methods of accessing Gnarl's interior. Those who venture inside Gnarl must reckon with advanced magical and technological security measures, construct guardians, escaped experiments, and malevolent undead within the depths.

Denizens

Gloamings

Humanoid Society

The Shadowfell harbors many travelers from across the planes, and over time these individuals are changed by the darkness. Gloamings may be born of non-gloaming parents or may gradually metamorphosize from their previous form over decades in the Shadowfell, but either case results in darksighted beings with a deep affinity for the plane's tenuous reality. Sometimes called shades or shadowswyfts by their Material kin, gloamings often maintain some cultural distance from their historic realms, being unable to relate to the joys and despairs which so often shape mortal life. Nonetheless, the cultural practices of Gloamings tend to cleave closely to the ways of their ancestors, though these rituals often take on new meanings in the darkness.

Shadar-Kai

Humanoid Society

The first Shadar-Kai bound themselves to the Raven Queen during her bid for divinity and thus fell with her to the Shadowfell. Many still adhere to the mysterious whims of their Matron, scouring the Shadowfell and the planes beyond for mementos that might please the Lady of Letherna. Many more have struck out on their own across the Shadowfell, forming distinct societies. An extremist group known as the Nightshade Covenant has attracted many shadar-kai, rallying around a desire to drive out all other peoples from the Shadowfell and "snuff every light" which taints the dark realm with Prime Material influence.

The Dark Powers

Unknown

The identity of the Dark Powers is a heated source of debate, many rejecting the premise that they are gods or fiends. Their methods are too alien to these two planar factions, and the population of the Domains of Dread is devoid of true faith or commitment. The term "vestige" is often invoked, though the texts of the ancient binders describe such vestiges as forces of memory with no will or intellect of their own. The names attributed to the Amber Temple's dark gifts are thought to be malapropisms that evoke such forces of legends.

Erebus

Primordial God

Erebus claims to be among the oldest of the gods, perhaps predating the very notion of divinity. His texts and followers wax poetic about the beauty of stillness and emptiness, romanticizing the primordial darkness that existed before creation and glorifying its eventual return. The deep recesses of the Shadowfell are the last places in the multiverse where Erebus can experience such darkness, and it is here that the Devourer of Light establishes his realm. The King of Shadows' realm is said to be empty, with structures and regions manifesting as Erebus demands and dissipating immediately after.

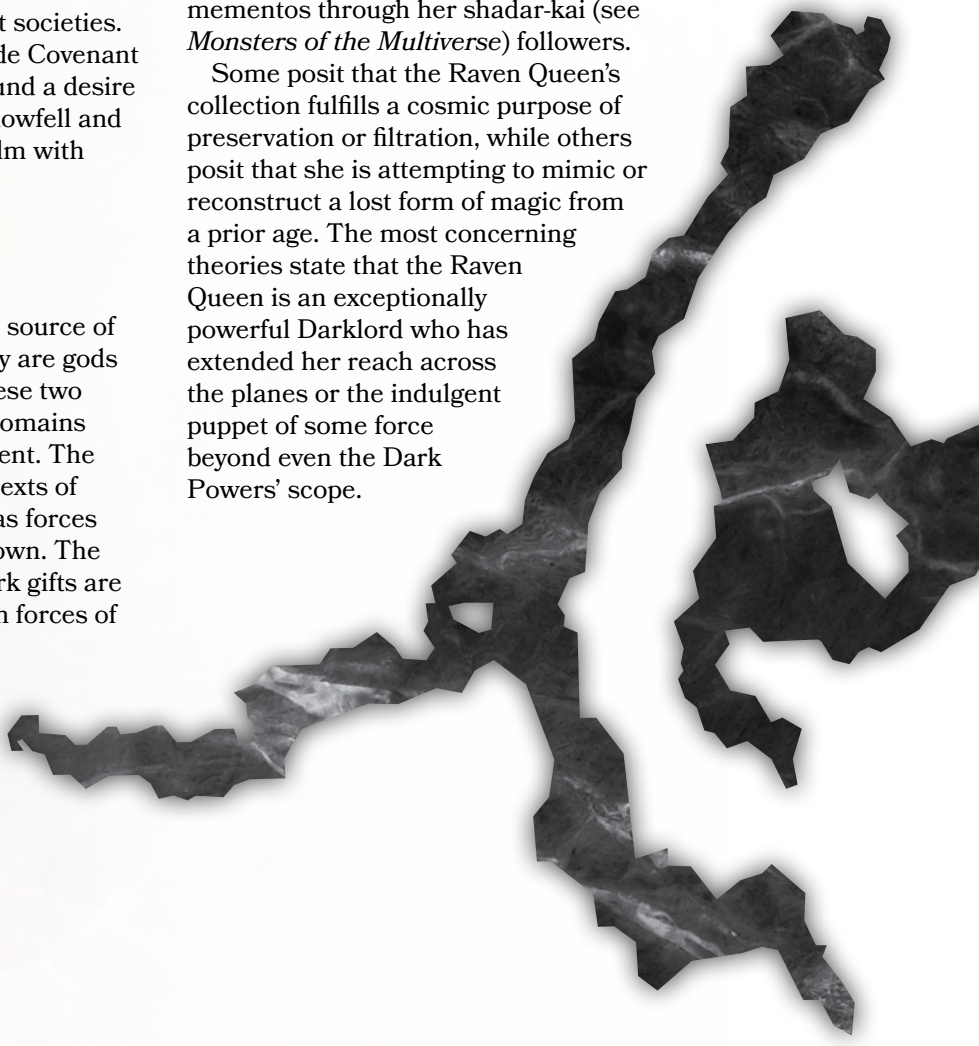
Erebus' followers seek to become one with their master's perfect emptiness, cursing their own material existence and often engaging in fanatical and self-destructive behaviors in the name of purging the "falsehood" of reality.

The Raven Queen

Lawful Neutral Shadar-Kai God

Once an elven monarch, the Raven Queen's failed ascension to godhood sent her realm spiraling into the Shadowfell. From the Fortress of Memories in the icy tundra of Letherna, the broken entity gathers the memories of beings from across the cosmos, amassing a collection of experiences and mementos through her shadar-kai (see *Monsters of the Multiverse*) followers.

Some posit that the Raven Queen's collection fulfills a cosmic purpose of preservation or filtration, while others posit that she is attempting to mimic or reconstruct a lost form of magic from a prior age. The most concerning theories state that the Raven Queen is an exceptionally powerful Darklord who has extended her reach across the planes or the indulgent puppet of some force beyond even the Dark Powers' scope.



"YOU BUILD YOUR WALLS IN THE INFINITE DEPTHS, AS IF THEY COULD SAVE YOU FROM YOURSELF."

—GRAFFITI INSCRIBED ON THE FORTRESS OF MEMORIES

Origins of the Shadowfell

Although the origin of every plane is shrouded in mystery, cosmological theorists obsess over the Shadowfell in particular. Most research is conducted around the unknown Dark Powers that maintain the Domains of Dread. Additional theories that may inspire Shadowfell adventures are described here.

The Seed of Existence. Some say that the Shadowfell is the origin point of existence, with the structures that others call "reflections" actually forming the foundations of the Material Plane's function. They say as one travels deeper into the impenetrable darkness of the Occlusion the components of reality's underlying construction become more distinct from each other, allowing a learned observer to tease apart the rules that govern time, space, and thought. At the very end of this excursion is thought to be a realm known as the Occluded Seed, where some believe is the source of all realms that could ever exist.

Time's Observatory. The Shadowfell is said to reflect not only the present Material Plane but also the many potential pasts and futures that stem from it. Countless spellcasters have sought such magics to procure ancient secrets or glimpses of tomorrow, and those rumored to succeed are rarely seen again. The wildest musings speak of a demiplane hidden deep within the Shadowfell which some call Time's Observatory, a place where one can gaze upon all places in all points in time in all possible configurations.

The Core of Dread. The oldest denizens of the Domains of Dread speak of a place known as "the Core," a continent where realms such as Darkon, Barovia, and Falkovnia connected geographically. The Domains of Dread were once a single demiplane in the Deep Ethereal rather than a scattered archipelago in the Shadowfell. Some suspect that a planar event may have split the demiplane and sent its constituent parts tumbling into the darkness, and that this event may coincide with the escape of Azalin or the apparent alterations of many domains and Darklords.

The Miraculous Delusions. Radical planar scholars have posited that the Dark Powers are beings powered by self-delusion, drawing power and reification from the Darklords' pursuit of hopeless ambitions. The self-defeating actions of Domains' denizens allegedly allow the Dark Powers to exert influence in this tenuous layer of reality and to entrap beings on the Material Plane. In such cases, the non-Darklord denizens of each Domain might be artificial, soulless beings which the Dark Powers somehow create or repurpose. One among these Dark Powers is thought to have harnessed the power of true faith and escaped to the Material Plane, ruling over a remote world as the Red Death.

The Deep Shadow. Some mortals known as "Beyonders" have allegedly traversed the Shadowfell from alternate realities. Such original worlds are only minutely different from this one — perhaps their local barkeep had a different father or their town church preaches a different dogma — while others recall homeworlds that never existed in this timeline or alternate histories so drastic as to be inconceivable. The paths to these divergent realms were allegedly carved through an expanded layer of the Shadowfell known as the Deep Shadow, though the secrets of such passages have since been lost. Xurothil of Balefire is this area's most noteworthy scholar, and many speculate that his magical research is focused on a means to return to his home on another Material Plane.

The Malaise. Spread throughout the Shadowfell are rumors of a plague that has warped the plane so thoroughly to be taken as natural. Those who advocate for its existence have named this befoulment the Malaise, as most agree it is the source of both Shadowfell Despair and the sorrowsworn. The leading theory is that the Malaise is a phenomenon forged of woeful narratives and doomed passions, gestated from the lamentations of countless worlds yet lacking the substance to manifest physically in any universe. Some theorize that the Shadowfell has been cultivated into a grim ecosystem or prison to sustain this immense malice.

Intrigue Opportunities

- The floating city of Thultanthar, also known as the City of Shade, was originally built on the Material Plane by Netherese Wizards. It was transported to the Shadowfell prior to Netheril's fall, where it traded with many other settlements across the dark realm for centuries before it was summoned back to Faerûn. In the subsequent decades, Thultanthar and its gloaming citizenry became embroiled in Faerûnian conflict and were sent crashing to the ground by the wizard Elminster. Gloaming expatriates and agents of Gloomwrought, Balefire, and other locales may close in upon Faerûn to retrieve secrets they believe to be rightfully theirs.
- Nightshade Covenant members have made several prolific attacks on civilians in Balefire and Gloomwrought and are tacitly approved by many in the Fortress of Memories. A particularly vicious sect known as the Ghost Talons has encouraged violence against the gloamings and vistani. Elsewhere, the Ebony Guard targets churches and pilgrims, believing that any god from a "light-seared" plane has no right to the Shadowfell (the validity of Erebus and the Raven Queen is contentious among members).

Shadowfell Supernatural Effects

Consider rolling on the Shadowfell Effects table when the following circumstances occur in the region:

- A creature casts a spell or other magical effect that interacts with the Shadowfell powers (like the *creation* spell or the *plane shift* spell cast to reach the Shadowfell).
- A creature casts a spell or uses a magical effect that creates or summons illusions, shadows or darkness.
- A creature takes psychic damage.
- A creature becomes frightened or overwhelmed by negative emotions.

Shadowfell Effects

d8	Shadowfell Effect
1	A random character within the region becomes crushed by a feeling of loss, making a DC 15 Wisdom saving throw. On a failed save, the character takes 2d10 psychic damage and suffers the effects of Shadowfell Despair (see the Shadowfell in Chapter 2 of the Dungeon Master's Guide).
2	Darkness swallows the region. Over the next 24 hours, every effect that generates darkness or reduces the amount of light doubles its area. Each creature casting a spell or using a magical effect that creates darkness gains 2d10 temporary hit points.
3	Over the next 24 hours, creatures within the region become frustrated by failure. Any creature failing an ability check, attack roll, or saving throw takes 1 psychic damage and has disadvantage on its next ability check, attack roll or saving throw.
4	The lack of hope inside a random character expands around them, involving the other surrounding creatures. The player defines what their character was hoping for, about which they now feel despair. Each creature within 60 feet of the character shares this same feeling and is aware of its origin. The character and each creature in that range make a DC 12 Wisdom saving throw, taking 2d10 psychic damage on a failure. If another character fails this saving throw, that character's player describes why this feeling of despair resonates with their character.
5	Any creature casting a spell of the school of illusion or dealing necrotic or psychic damage within the next 24 hours while in the region, gains 1d10 temporary hit points.
6	A dreadful, magical fog wraps the region for 1 hour, as per the *fog cloud* spell. While in the fog, any check to not get lost or to find orientation automatically fails. Additionally, creatures using a teleportation effect while within the fog make a DC 15 Charisma saving throw, ending up in a random location within range inside the fog on a failure. At the DM's choice, getting lost in the fog or teleporting to a random location within it could lead the creature into a Domain of Dread (see Van Richten's Guide to Ravenloft) or another location in the Shadowfell.
7	Darkness in the region becomes hungry. Over the next 24 hours, any creature in an area of darkness takes 1 necrotic damage immediately, and 1 necrotic damage at the end of each of its turns while within an area of darkness.
8	The necromantic energies of the Shadowfell fuel death. Over the next 24 hours, death saving throws within the area have disadvantage and any creature that dies within the region rises as a **shadow**, **wight**, or **zombie** (DM's choice) after 1 hour.

Connecting Planes

Connecting planes are a churning realm of possibility, the means by which adventurers get here, there, and back again. They are the sinew that holds the multiverse together and host a sample of all the joys and terrors found in the myriad planes, albeit each with their own unique spin on things.

The Astral Plane is the infinitesimal distance between planes, made nigh infinite when actually visited. Traditionally, its portals and planar breaches are with the Prime and Echoes, and Outer Planes.

The Ethereal Plane is a realm of spirits and the intangible, and is an echo of the Material Plane. Traditionally, its portals and planar breaches are with the Prime and Echoes, and Inner Planes.

The Outlands is the hub of the Great Wheel. Traditionally, it has portals and planar breaches spread (roughly) equally across all planes. It is described in greater detail in *Planescape: Adventures in the Multiverse*.

The Far Realm is an expanse beyond the known multiverse, bearing no notion of space, time, form, or belief. It's supposed to be impossible to reach. But like many impossible things, someone eventually found a way to do it. Sometimes they even meant to.

"Don't you love the way the magic surges here? Exhilarating, yes, but beware of becoming consumed by it. It can have a pull as strong as a drink to a drunk."

—Visk, lizardfolk shaman, instructing a novice on their first experience with the Astral Sea

Astral Plane

The Plane of Thought and Nothingness

Other Names: The Astral Sea, the Silver Void, the Space Between
Creature Themes: Thought
Hallmarks: Thought, existing outside of space and time, dead gods, githyanki
Sample Portal Keys: an empty mind, polished blank silver coin, broken holy symbol

The Astral is the space between spaces. The Astral is the void that lies between and around all other planes yet also nowhere at all. It is infinite in all directions and contains no geography. It is where you go when you are not anywhere. It is the plane of thought, idea, and dream freed from the constraints of physical reality.

The Astral is an unending void appearing as a silver expanse in every direction. It is not empty, however. There are living creatures here as well as chunks of elements and Material worlds drifting about. Since people will settle every place in the multiverse they can, even when that place exists beyond space and time, settlements and even cities can be found here. There are also the dead present in the Astral with the gigantic, petrified corpses of dead deities.

Psychic winds flow through the Astral, most gentle breezes of diffused afterthoughts, but some building into emotional tempests and dreamstorms that will not only carry creatures and objects far away, but also blast their minds with images and thoughts not their own.

The emptiness of the Silver Void is also broken up by color pools, swirling portals connecting to other planes. With the Astral existing between the other planes, it is frequently used as a planar highway relying on the network of color pools to travel between planes. For those who are familiar with their destinations, this can be relatively reliable, but even the Astral is always in flux and it is wise to always have a backup option if someone finds their planned color pool destination no longer exists. At least that person will not starve or die of thirst, although they could be stranded unageing for all eternity.

Common Knowledge

Those familiar with the Astral know the following facts:

- The Astral connects all other planes together and is a plane of thought and dreams.
- You do not age or need to eat, drink, sleep, or even breathe on the Astral.
- There are gigantic stone corpses in the Astral that people claim are dead gods.
- Spelljamming ships can fly through the Astral between worlds and planes.

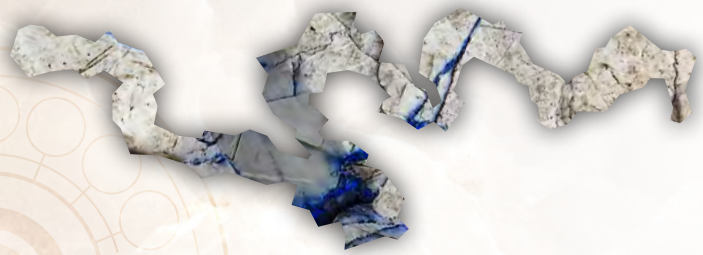
Astral Characters

When creating a character with ties to the Astral Plane, consider the following:

How well do you adjust to physical reality? Movement on the Astral is by thought, and exists beyond time and space. Physical reality is vastly different – with the needs to eat, drink, sleep, and even walk everywhere, let alone actually aging. Perhaps you are awkward, often stumbling a little and definitely annoyed at stairs and climbing. Alternatively, you may have a more serene approach, always considering what lies behind reality and considering physical reality just a façade for the concealed "reality" of thought itself.

What are your views on religion? Spending much of your life in a realm where the evidence that even gods are not immortal can certainly alter your views on religion. Your character may become more inclined to atheism and, much like the Athar, come to see the gods as frauds — or you may see the gods as aspirational, like Mind's Eye or even the Fated, who consider godhood as achievable for mortals. Looking out your window and seeing the corpse of a god can as easily lead you to lose faith in their power as it could lead you to feel a stronger bond to a deity that seems far less abstract. Furthermore, seeing how a deity can die can put more pressure on a believer to keep the faith after seeing how supporting one's tenets matters, and can be the difference between a living god and a stone husk floating in the Astral.

How weird is your home community? The Astral is a plane that itself is impossible, and that which should not be is often commonplace. Many communities tie into that theme well, becoming quite strange and unusual. Others, like the Swallowed City, attempt to maintain a normalcy that feels like a piece of their Material world home in the Silver Void.



Locations

The infinite Astral Sea is largely barren and empty, with nothing in particular floating between wispy clouds of dream and imagination. This section describes some exceptions to that trend.

Athar Citadel. The primary base of the Athar outside of Sigil is in the Athar Citadel, a stone structure comprised of two towers joined at their bases to a spherical entrance chamber that floats in the Astral within view of three unidentified dead gods as an ever-present reminder of the limits of alleged godhood. Each tower has normal gravity within its walls. Much of the Citadel is dedicated to learning with classrooms, dormitories, and a sizable library of religious and philosophical texts as well as histories of many planar cultures, with most of the rest dedicated to office and meeting space for Athar leadership.

Additionally, there is a temple dedicated to the Great Unknown built around a color pool to a location in the Outlands just outside the gate-town of Bedlam. For centuries, the Citadel was situated around a gate to the Shattered Temple in Sigil but that portal inexplicably closed and the Citadel was moved to the current color pool it surrounds now.

Unique Exploration Rules

Astral Extension. When a creature under an *astral projection* spell passes through a portal into another plane, its physical body does not teleport to reunite with the astral body. Instead, the astral body passes through alone and the spell continues, allowing the physical body to remain where it was. Although the physical body can still be harmed directly, this allows creatures to visit distant and dangerous planes without threatening their lives.

Familiar Distance. Long distance travel in most planes is variable and surreal, with the DM deciding whether two locations should be measured as hours, days, weeks, or months apart. When a group travels over a long distance in the Astral Plane, travel time is shorter if at least one creature in the group is familiar with the intended destination, or much shorter if at least one creature in the group is very familiar with the intended destination.

Thoughtful Movement. The Astral Plane has no gravity. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel, but its walking speed is equal to a number of feet equal to three times its Intelligence score. The smarter a creature is, the easier it can control its movement by act of will.

Timeless. While on the Astral Plane, creatures do not age and do not need to eat or drink. When they leave the Astral Plane, they continue to age and need food and water as normal (the passed time does not catch up to them).

With the recent awakening of a portal to the Astral in the Shattered Temple, the Athar are debating whether to move the Citadel once again, or possibly construct a new one. Although the debate is ostensibly about the safety and logistics of moving such a large structure, it unfortunately is much more a debate between Tobias Gnoas (chaotic good human **Athar null**; see *Planescape: Adventures in the Multiverse*), leader of the Citadel, and Rillern Postaff (lawful neutral dragonborn mage), another faction high-up with grand plans and ambitions to expand Athar power.

Cathedral of Wrath. The greatwyrm Ashardalon maintains a fortified lair within the Astral called the Cathedral of Wrath. Originally a githyanki fortress, Ashardalon violated Tiamat's pact, killed every githyanki in the fortress, and claimed it as his own. Defense towers protrude from the limbless, headless torso of a god's corpse. The chest cavity has become a sanctuary for Ashardalon when he is in the Astral and a place for his followers to worship him. The ribs rising above his gargantuan, pillowed throne are decorated with carved scenes glorifying Ashardalon's long life. In Ashardalon's absence, his longest serving follower Gulthias (chaotic evil **vampire spellcaster**) leads the cultists who occupy the Cathedral of Wrath. The entire floating structure is constantly pulled through the Astral Sea by two chained **astral dreadnoughts** (see *Monsters of the Multiverse*) as the paranoid greatwyrm ever fears that his enemies will find him.

Erishani. There is more myth than fact surrounding the ruins called Erishani, but what is known is that it is a roughly one hundred mile diameter piece of landscape seemingly from a Material world. It contains the ruins of numerous settlements ranging from small hamlets to a city of significant size. There are forests of now gnarled gray trees, and a portion of a mountain range and river valley. Most distinctive is the Golden Monolith – a nearly 200-foot tall, glowing, golden petrified archomental. The shape of the monolith is generally humanoid and appears to be climbing out of the ground to reach forth as if casting a spell.

Across this dead landscape are wreckage of machines from a war ages ago when this archomental was defeated and petrified. Many mistakenly claim Erishani is the name of the powerful elemental, but it is actually the name of a powerful angel who led the battle against this archomental whose name has been lost to time and their followers.

Unlike the corpses of dead gods, many fear to settle here as the elder elemental is merely petrified and not dead, and legends say certain events will trigger their emergence. One group that has overcome this fear are astral pirates who have commandeered a crook in the mountains along the edge of Erishani and named it Rhym Katal. It is a haven for pirates wishing to avoid control by official githyanki forces of the Lich Queen, and is currently controlled by the pirate queen Mal (chaotic neutral **githyanki knight**) with the aid of demons under her control that emerged from a nearby bog of elemental chaos.

Living Sea. Close to a century ago something went awry with a color pool connection to a Material world. No one knows what caused it, but the result is apparent to all. The color pool changed into a one-way portal from that Material world – specifically, the bottom of an ocean on that world. Water has been pouring into the Astral and has now created a sphere of water hundreds of miles in diameter and constantly growing.

Ocean wildlife and aquatic peoples have migrated – sometimes inadvertently – through the portal and now populate the Living Sea. A 100-mile long, massive coral reef, named the Astral Reef by its inhabitants, has been carved out to make lairs, homes, and towns for these various creatures. There is even Vavuish, a small but steadily growing city created by **merfolk** and locathah. **Sahuagin** raiders have several fortresses along the Astral Reef as well. Githyanki have established Gad'idine, or Sea Bastion – a fortress that is adrift on the surface of the Astral Reef. From there, they observe and negotiate with all of the sentient peoples within the Living Sea.

There are occasional pockets of Elemental Water that can be significant in size as well, and those can be filled with abundant life as well, but what sets the Living Sea apart is not only its unusual origin, but that the sea itself has seemingly gained a sentience of its own likely due to the influence of psychic winds and astrally-amplified thoughts. No one is known to have been able to communicate with it, but it will change shape in deliberate ways, sometimes reaching out, and on two occasions directly attacking ships approaching it.

Tu'Narath. The center of githyanki power and influence across the multiverse is the metropolis of Tu'Narath. Built upon the six-armed corpse of a dead god, it is as much a city as it is a military fortress. Nearly all buildings are sturdy, covered in iron spikes, and designed with the defense of its occupants in mind. Floating fortresses drift nearby connected to the city proper by thick chains. Red dragons and astral ships constantly patrol the void around Tu'Narath, thoroughly searching all approaching travelers. Outsiders are not turned away from Tu'Narath, as it does have a thriving Merchant District, but they are certainly not given a warm welcome. Furthermore, non-githyanki must have official permission to leave the Merchant District.

Beneath the austere and militant appearance, Tu'Narath also boasts a thriving artistic and scholarly community as githyanki from across the multiverse might spend centuries unageing in the Astral perfecting their craft or debating the latest metaphysical conundrum. Mlar, a githyanki term for their magical artisans and crafters are very popular in Tu'Narath with many young githyanki seeking apprenticeships with a master Mlar studio with specialties ranging from the functional to purely aesthetic.

At the head of all the city's activity, sits the lich-queen Vlaakith is Susurrus, the Palace of Whispers. From there, she rules over a githyanki empire that focuses on the Astral and Material Planes, but has encampments on nearly every single plane of existence.

Zess' Forge and Divinity Mines. Zess (lawful neutral **quadrone**) is an exiled modron who believes that money makes the multiverse go round. This enterprising modron has found that in the expansive, dangerous planes of the multiverse, the one thing needed by benevolent and malevolent creature alike is weaponry and armor. So she established a facility for the mass production of fine weaponry on what appears to be the heads of a two-headed dead god (or the heads of two separate dead gods that merged in death) and mines the interior for ore infused with the echoes of the dead god's divinity.

The forge is built like a fortress, well-guarded and designed to repel attackers from any direction. All guards are well-equipped with some of the finest work of Zess' blacksmiths. It is still a tempting target with half of the vaults filled with magical weapons and armor, and the other half filled with gold and other treasures. Since the denizens of Zess' have only minor needs for outside goods (no need to eat or drink, and most equipment they can forge themselves), all of the accumulated wealth is stockpiled in near mythical amounts.

Very few do ever attempt to steal from or swindle Zess since, if discovered, they will not only never be able to acquire any goods from Zess', but one of the few personal expenditures the modron has is hiring bounty hunters and assassins to track down those who cross her. Those bounty hunters and assassins are, of course, armed and armored with the finest at a discount price.

The blacksmiths, miners, and other workers are also fiercely loyal. All are among the finest in the multiverse at their craft. Roughly half are there for the sheer artistic joy of working with some of the finest tools and workshops in the multiverse creating the weapons and armor of legends. The other half are there temporarily for the pay and masterclass training, both of which are incredibly significant in quantity and quality, respectively.

Denizens

Githyanki, **mind flayers**, and astral elves are the primary residents of the Astral Plane, but many other imaginative and literal through-provoking creatures can be found here. This section describes major societies and cosmic beings of the Silver Void.

Astral Elves

Humanoid Society

Astral elves (see *Spelljammer: Adventures in Space*) are shaped by the cosmic energies of the Astral Sea and thus have an interesting place in the greater multiverse. Although other varieties of elves have strong ties to planes beyond the Material, especially the Feywild and Arborea, astral elves are prone to travel widely.

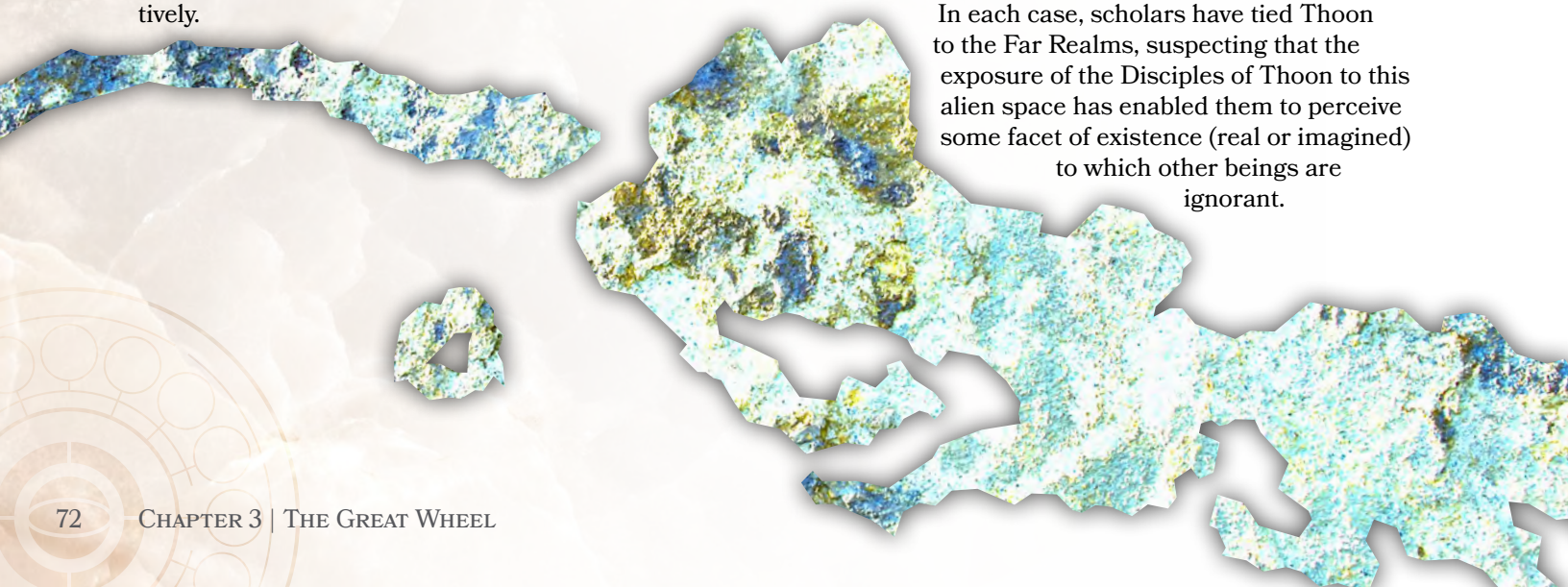
Given how the Astral borders on much of reality, this makes them a more common presence across all of the planes than many other elves, leading to some viewing them as the more "planar" than their less cosmopolitan kin with stronger ties to the Material Plane. Astral elf opinions of this vary from those who haughtily agree to those who prefer not to have such expectations hoisted onto them or wish to avoid the arrogance that many people native to the Outer Planes display towards Material world peoples.

Disciples of Thoon

Aberration Society

An increasing number of illithids call themselves "Disciples of Thoon," though the nature of Thoon is a mystery even to those who study these brain-eating horrors. Some say that Thoon is an aspiration, an untranslatable concept akin to truth, beauty, or justice which has inspired the illithid disciples to higher ambitions. Others regard Thoon as a practice of gathering and shaping quintessence, the psionically-charged material used in the construction of nautiloids, illithid buildings, and many other technologies. In this latter context, illithid may call themselves disciples just as a wizard might call themself a disciple of the arcane. Thoon may be a cosmic being of some sort, an entity which has begun to supplant the worship of Ilsensine.

In each case, scholars have tied Thoon to the Far Realms, suspecting that the exposure of the Disciples of Thoon to this alien space has enabled them to perceive some facet of existence (real or imagined) to which other beings are ignorant.



Githyanki

Humanoid Society

Githyanki are more numerous on the Astral than they are anywhere else in the multiverse. After freeing themselves from illithid enslavement, they have taken to the Silver Void as their home and few know its secrets and pathways as well as the githyanki. They have countless settlements and fortresses throughout the plane, as well as several cities, the largest of which is Tu'Narath from which Vlaakith, the Lich Queen, rules over much of the githyanki.

In addition to spelljamming vessels, githyanki have also built astral ships – skiffs, clippers, schooners, and others – that are able to catch even the most subtle psychic winds and sail throughout the plane. Civilizations in the Astral have their own unique challenges with the timeless nature of the Astral posing a challenge to raising young. Consequently, githyanki children are born and raised in hidden fortresses in the Material Plane. It has become a rite of passage for many githyanki to return to the Astral upon reaching adulthood.

Ashardalon

Chaotic Evil Greatwyrm Dragon

Ashardalon was once an ancient red dragon, now turned mythic dracolich (**dracolich greatwyrm**; see chapter 4), whose ferocity and tenacious clinging-to-undeath is the source of legends. Ages ago, a band of adventurers led by Dydd (neutral good **archdruid**; see *Monsters of the Multiverse*), dealt Ashardalon a mortal wound directly to his heart and believed the dragon slain. Ashardalon's will was too great, however, and he magically replaced his heart with a balor follower named Ammet.

Bound to the mighty demon, Ashardalon grew in power, his appearance twisting to become more demonic, his eyes becoming fiery flares, and lightning crackling across his claws. Being so close to death led the dragon to an obsession with prolonging his life at all costs. He fears the undeath of becoming a dracolich as merely death in disguise, and ultimately has his sights set upon attaining godhood.

He now brutally attacks any place and anyone he believes has information to aid him in his life-extending goals. Currently, he has found a way to infiltrate the Bastion of Unborn Souls (see Positive Energy Plane) and periodically bathes in the soul energy to prolong his life. The effects of this on the unborn souls is not yet known

The Guardian of Dead Gods

Lawful Neutral Former God

Once a deity of funerary rites and embalmers, the Guardian was rattled by the discovery of dead gods adrift in the Astral Plane and being plucked apart by opportunistic explorers. Forsaking his divinity, the Guardian destroyed these interlopers and now travels the Astral Plane as the protector and gravekeeper of deceased powers. This role isn't always clear, as the Guardian has not touched the Githyanki citadels.

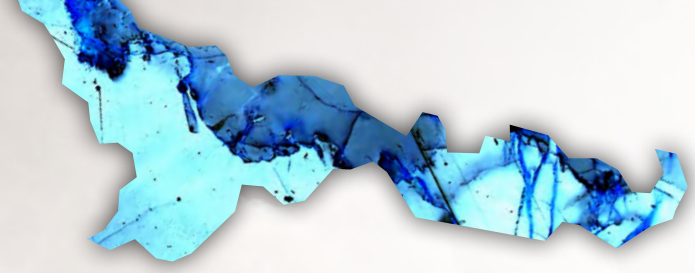
The Draedens

Unknown

In the deep regions of the Astral Plane, explorers have noted miles-long entities which drift aimlessly. Each resembles a planetoid with tremendous tentacle masses extending from opposite poles, and those few divinations which seem to function on these entities indicate that they are ancient, alive, and so powerful that a single such form matches the might of a greater deity. Mortals who look upon their forms most often perish in immediate and incomprehensible ways. These entities are draedens, immortals from a time before the planes' formation who have sat idly as the cosmos was built around and even atop them. Though most drift in the endless expanse of the Astral Plane, some have been uncovered in the deep recesses of the Abyss or the frozen terrain of the Elemental Chaos. None have been stirred to action, which leads many to believe that the draedens are waiting for something.

"I mocked the githyanki for thinking she could cut my silver cord with her blade. I should have remembered that she could just cut me."

—Lord Sortlyn the Foolish



Intrigue Opportunities

- Factol Terrance is considering a compromise between Gnoas and Postaff by having one of the towers of the Athar Citadel removed and transported to the location of the portal to the Shattered Temple. Then both locations will have some defenses while they are expanded back to a pair of towers each. The Athar are seeking a team of adventurers to escort spelljamming ships towing the tower to the new location. Unfortunately, githyanki astral pirates have caught wind of this and plan to ambush the convoy.
- Representatives of the Vyshaantar Imperium, an aggressive and violent fleet of astral elves and intelligent undead, have been frequently traveling to Tu'Narath, leading many to worry that negotiations are underway for an alliance with the githyanki under the Lich Queen.
- As the Living Sea expands, so, too, do its mysteries. The Black Ship, made of an unknown impenetrable substance, floats through the sea. There have been no signs of anyone entering or leaving it, yet the Black Ship seems to move with intent. Even more unusual, all creatures that sleep within the Living Sea all dream the same dream as each other. It changes approximately every 36 hours, but every creature that sleeps in that time experiences the same dream. Many theorize the sentience of the Living Sea itself as the source of the shared dreams – everyone dreams what the Living Sea is dreaming.

Astral Supernatural Effects

Consider rolling on the Astral Plane Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect to teleport, move to another plane, or summon a creature (like the *misty step* or *gate* spell).
- A creature uses a psionic ability.
- A creature rolls a 1 or a 20 on the d20 for an Intelligence ability check, attack roll, or saving throw.

Astral Plane Effects

d8	Astral Effect
1	A psychic wind manifests in the area (see the Astral Plane in chapter 2 of the Dungeon Master's Guide). The winds are carrying perceivable thoughts, emotions, and sensations that relate to the traits or backstory of a random character.
2	Creatures within the region can magically enhance their movement with the power of their mind for the next 24 hours. Each creature that takes the Dash action can try to benefit from this enhancement by making a successful DC 10 Intelligence check. On a success, the creature can Dash for an additional 5 feet x Intelligence modifier (minimum 5 feet), in addition to the movement normally provided by the Dash.
3	Part of the subjective time of a random creature within the region becomes magically frozen, temporarily. For the next seven days, the creature doesn't need to eat, drink, breath, or sleep, and has advantage on death saving throws. However, during each short rest, the first Hit Die the creature spends to heal doesn't make the creature regain any hit point. A creature can make a DC 20 Charisma saving throw at the end of each long rest, ending these effects on itself on a success. The *remove curse* spell or similar magic ends this effect too.
4	Each spellcaster or creature attuned to a magic item that enables the user to cast a spell makes a DC 15 Wisdom saving throw. On a failed save, the target develops dweomer addiction: whenever it's taking an action that is not spellcasting during a combat encounter, the creature needs to make a successful DC 10 Wisdom saving throw. On a failed save, the target needs to cast a spell instead, unless the target has no means to cast spells left. A creature with dweomer addiction that spends 8 hours without casting a spell takes one level of exhaustion (the sixth level doesn't kill the creature, but the creature suffers the same effects of the *feeblemind* spell instead). The addiction can be removed with the *greater restoration* or *heal* spell or similar magic.
5	A random creature within the region becomes infused by the psionic energies of the plane and gains the ability to psionically cast the *mage hand* and *message* spells, requiring no components and using Intelligence as spellcasting ability. This ability lasts until the creature fails an Intelligence saving throw.
6	During the next long rest, the dreams of a random character become influenced by the latent memories of a dead god, with the same effects of the dream spell (DC 17). The DM determines the exact content of the dream (including whether it is dangerous or not) based on the nature of the deity.
7	The consciousness of each creature within the region becomes amplified, as the astral energies open a channel within them. The creature makes a DC 13 Intelligence saving throw, which they can willingly fail. On a failed save, the creature gains telepathy within 60 feet, but also vulnerability to psychic damage. A creature makes a new saving throw at the end of each of its long rest, ending the effect on itself on a success.
8	The character's encounter a color pool (see the Astral Plane on the Dungeon Master's Guide) towards a random destination, or a destination at the DM's choice.

Ethereal Plane

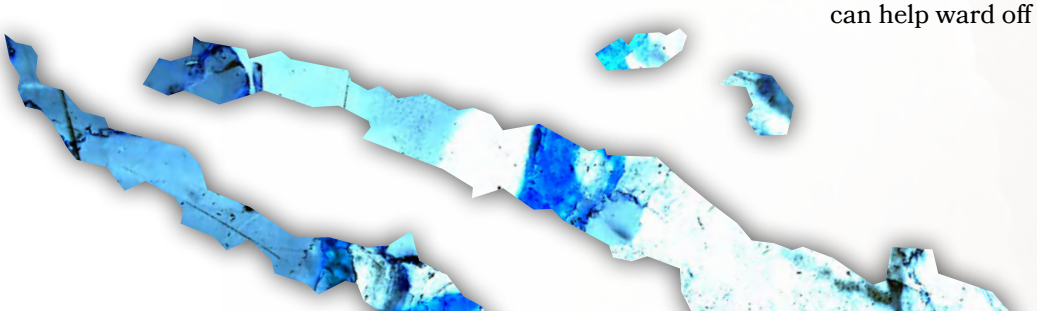
The Plane of Possibility, Imagination, and Figments

Other Names: The Swirling Mists, the Second Layer, the Waveless Sea, the Spirit Realm
Creature Themes: Echo, Weird
Hallmarks: Spirits, dream realms, uncanny demiplanes, constructs of protomatter
Sample Portal Keys: A mental image of an impossible location, the wail of a wayward spirit, a trinket sculpted from nonexistent material, a page recording a forgotten dream

The Ethereal Plane overlays most planes like a skin and is thus the most accessible of the planes for many beings. Those who have encountered ghosts or other incorporeal creatures likely know the plane as an endless roil of obscuring fog through which travelers can explore a realm or observe unnoticed. Such travel on the Ethereal Plane involves passing through the Border Ethereal, a section of the plane connected to a specific Material world or plane. This ephemeral realm is shaped by echoes of the Material Plane, its denizens living as opportunistic ambuscaders or stragglers lost between life and death. Beyond this Border realm lies a much deeper expanse, known as the Deep Ethereal.

Getting from a Border Ethereal to the Deep Ethereal requires simple will and causes the user to pass beyond a Border Ethereal through a unique wall of color known as the ethereal curtain. A prepared navigator can reach any other Border Ethereal or demiplane which they are aware of or which plants psychic visions in their mind. The space between is filled with protomatter, the raw and malleable potential of all materials and concepts which some call Aether. Most magic for Deep Ethereal traversal requires that the subject remain incorporeal for the entire duration, and such effects wearing off causes the creature to "fall' back into a nearby demiplane through the nearest Border Ethereal.

The Ethereal Plane is the subject of many theories about the origins of reality, from the proposition that all the multiverse was once protomatter to the idea that the first exemplars emerged from the Ethereal. The potential of all things to develop from protomatter lends credence to this theory, as does the number of anomalous demiplanes fashioned by unknown crafters or the whims of probability. The Ethereal Plane can be a place where dreams can be made tangible or all connection to moral and physical precepts can be lost. Exploration in the Ethereal Plane takes one through a liminal realm where everything and nothing can be real.



"The last team's casualty reports include references to a blind rhinoceros, a bottle of cleaning solution, a bird with seventy-three eyes, a crab with a flaming sword, a beholder with tiny arms, a sentient temple vomiting sand, a pickled golem, a stampede of hamsters, and a walking cake the size of a house. When I say prepare for anything when exploring this plane, I mean it."

—Veteran fogbroker briefing a new recruit

Common Knowledge

Those familiar with The Ethereal Plane know the following facts:

- The Ethereal Plane coterminous with other planes is known as the Border Ethereal, and it is used by spellcasters and incorporeal creatures to navigate past physical obstacles.
- Beyond the Border Ethereal is the Deep Ethereal, a sea of raw potential whose protomatter is often used to create demiplanes and is subconsciously shaped in dreams.
- Certain materials continue to obstruct beings on the Ethereal Plane, including force effects, heavy metals like gold or platinum, certain types of living plant and animal matter, and any material built with *gorgon-blood mortar* (see chapter 1). Using these materials can help ward off Ethereal invaders.

Ethereal Characters

When creating a character with ties to the Ethereal Plane, consider the following:

What does "real" mean to you? As a denizen of the Ethereal Plane, you have likely seen entire worlds blossom only to vanish by the whims of unknown forces. You likely know how to make figments coalesce into material or detect Ether Cyclones that can return structures to protomatter. The lines between what is, what isn't, what once was, and what could be are all blurred, leaving you to define what is persistent and valuable for yourself. What do you treasure, and how do you communicate this importance with others?

How do you handle grounding? Living in the Ethereal Plane has likely given you an affinity for weightless flight and subjective distance, navigation methods which most planes do not accommodate. Do you feel the ground beneath your feet and the unchanging measure of the horizon to be restrictive, or do you find comfort in the stability such features provide? How do you adapt your combat style to this unfamiliar and sometimes sluggish environment?

Layers

The Ethereal Plane has no true layers, but its regions can be broadly categorized into the Border and Deep Ethereal. Other unique expanses have been categorized amidst the Waveless Sea.

The Border Ethereal. Where the Ethereal Plane brushes up against other planes, it forms a sheen over this intersection known as an ethereal curtain. Beneath this curtain, the protomatter of the Ethereal Plane conforms to an ephemeral and misty reflection of the coterminous reality, creating a realm known as the abutting plane's Border Ethereal. Most denizens of the Material Plane regard the Border Ethereal as all there is to the Ethereal Plane. The realm's many tactical applications in bypassing barriers and observing events undetected are convenient enough that such spellcasters see no need to investigate further. The Border Ethereal is often host to powerful incorporeal undead, many of which are bound by powerful necromancers to fend off ethereal infiltrators.

The Deep Ethereal. While each Border Ethereal reshapes itself to mimic another plane, the Deep Ethereal beyond the curtain swirls endlessly with no template. The protomatter which forms this weightless infinity is raw potential made manifest, taking on every configuration and property which the multiverse can conceive. These improbable structures can collapse as easily as they form, and tend only to last as long as they are stabilized by conscious effort or develop sufficient motivation for their own preservation. Beings and materials brought into the Deep Ethereal take on the volatile properties of this protomatter, allowing travelers to reshape themselves for enhanced movement in a process known as Essence Burning.

Unique Exploration Rules

Zero Gravity. The Ethereal Plane has no gravity. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel.

Border Ethereal

Frosted Vision. Creatures on the Border Ethereal can see into whichever plane the border overlaps with, but that plane appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

Limited Visibility. Visibility in the Border Ethereal is limited to 60 feet. Beyond that, everything is heavily obscured by thick mist and fog.

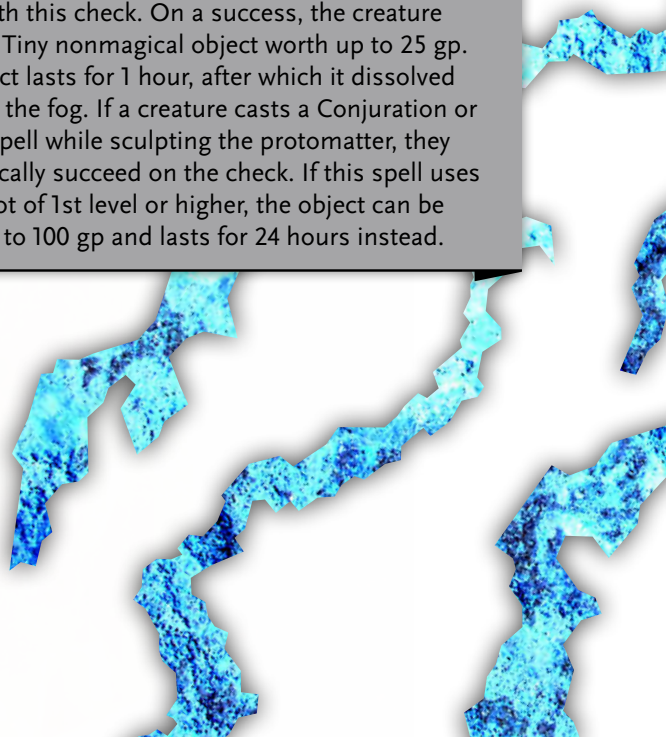
One-Way View. Creatures on the Border Ethereal can't normally touch, attack, cast spells on, or otherwise interact or communicate with anything on the overlapped plane. Solid objects there don't hamper the movement of creatures in the Border Ethereal. Everything on the Border Ethereal is invisible and silent to creatures on the overlapped plane.

Deep Ethereal

Essence Burn. When a creature moves on their turn in the Deep Ethereal and their movement speed is 5 feet or more, they can choose to increase their movement speed until the end of their turn as a bonus action. They can increase their movement speed by up to double its normal amount in this way. For every 5 feet their speed increases in this way, they take 1 force damage.

Limited Visibility. Visibility in the Deep Ethereal is limited to 30 feet. Beyond that, everything is heavily obscured by thick mist and fog.

Sculpt Protomatter. While a creature is in the Deep Ethereal, it can attempt to fashion objects out of the raw potential around them. After 1 minute of grasping and wrangling the mists and fog around them, they can attempt a DC 11 check with artisan's tools. With DM approval, the creature decides what ability score to use with this check. On a success, the creature creates a Tiny nonmagical object worth up to 25 gp. This object lasts for 1 hour, after which it dissolved back into the fog. If a creature casts a Conjuration or Illusion spell while sculpting the protomatter, they automatically succeed on the check. If this spell uses a spell slot of 1st level or higher, the object can be worth up to 100 gp and lasts for 24 hours instead.



Dream and Nightmare Demiplanes. Gazing into an ethereal curtain from the Deep Ethereal, a skilled observer can witness the dreams of every creature on the wall's respective plane. These dreams typically remain simple figments which disintegrate when the dreamer wakes, but magical means exist to enter and modify such dreamscapes through the Ethereal Plane. Powerful beings or exceptional circumstances can create ruptured dreamscapes, which coalesce into persistent demiplanes with their own denizens and rules. Ethereal explorers have also noted a number of Repository Demiplanes, which seem to collect evocative elements from numerous dreams and nightmares.

The Temporal Prime. The Temporal Prime (also known as the Demiplane of Time) is a realm of connections traversed by wizards who call themselves chronomancers. The Temporal Prime can be accessed through a respective plane's Border Ethereal and takes the form of an endless black void filled with floating strands known as lifelines. Each lifeline represents a particular creature from that plane, with the ends of the strand denoting its origin and the moment they are forgotten. Strands are said to glow brighter the more lives they touch, and one can follow threads of influence by tracing overlaps between different strings. Some speculate this realm to be the home of the **time dragons** (see *Planescape: Adventures in the Multiverse*), though such dragons may also hail from any number of other realms associated with time.

Locations

The Black Maw. Travelers in the Deep Ethereal may discover a labyrinth of white stone, its halls filled with well-maintained gardens and the bodies of stranded visitors. Some speak of an obelisk flanked by two statues labeled "Time" and "Space," while others have unearthed script allegedly referencing the Vaati (see Elemental Plane of Air in chapter 3) and Ygorl (see Limbo in chapter 3). As one travels deeper, the caverns deteriorate into crumbling passages and storms of red lightning, eventually coming to a maelstrom of swirling darkness from which the Black Maw derives its name. None know why the Black Maw (also known as the Black Abyss) originated or what lies within its depths, but those who have seen it all say that it appears to be slowly growing.

Cynosure. Cynosure is a neutral meeting ground in the Deep Ethereal where gods, overgods, exemplar lords, and other cosmic beings of the multiverse convene to resolve disputes. Though the Pavilion of Ao is the most notorious for its role in the Time of Troubles, Cynosure is thought to be a multifaceted demiplane with unique structures and arrangements for every variety of negotiation or trial. Allegedly, only those invited to partake can access Cynosure, but none seem to know how large the demiplane truly is or who constructed it.

"I never cared much for all that SODding gravity anyway."

— a **Prime** who's not so **clueless** after all

The Lost Citadel of Magic. A trio of crystalline spires that sparkle like diamond, shrouded in waist-high fog behind golden gates, the Lost Citadel was once the masterwork and nexus of all wizardly study on Krynn until the mages lost control of the powers they wielded. Rent from the Material Plane by the three gods of magic, it has become a fabled touchstone, the foundation of the Orders of High Sorcery, and the divine realm of the three gods. Access to it is forbidden to most mortal mages, though some avaricious renegades have tried to breach the sacred realm to acquire the unfettered magical secrets that lie within.

Neth, The Living Demiplane. Formed of a single folded membrane which encases a breathable liquid atmosphere, this continent-sized demiplane is a living organism. Neth is insatiably curious about existence, having never left the Deep Ethereal, and will telepathically lure travelers into itself before asking them endless questions about the world and their experiences. Neth can absorb invaders into its membrane or create puppeteered replicas of ingested creatures. Periodically, Neth grants these replicas free will, sending these peculiar chaonds (see chapter 1) known as "Nethlings" out into the wider universe to gather more tales.

The Radiant Citadel. In the tempestuous depths of the Deep Ethereal, circled by the planar storm known as the Keening Gloom, there floats the immense skull of an ancient planar titan pierced through by a tremendous diamond a third its size. In ancient times, this mass was colonized by explorers from a multitude of prime material cultures, creating the Radiant Citadel. This floating city is linked to each founding culture by the Concord Jewels which create stable transportation between fixed points on each of the respective worlds. Though the Citadel was abandoned long ago, descendants of some founding cultures have uncovered and rebuilt the structure in recent times, creating an egalitarian, utopian community helmed by the Speakers of the Ancestors. One of the largest draws for planewalkers is the Court of Whispers, where crosstraders and brokers in darks of all sorts barter and trade that most vital of commodities: information. The House of Convalescence's healers are legendary, drawing power from the depths of the Auroral Diamond to alleviate conditions ranging from lycanthropy to Far Realm corruptions. The vast Trade Discal encircles the base of the Auroral Diamond, expanding rapidly as more merchants hear of the city's reconstruction. The fugitives, refugees, and lost of the planes find sanctuary in the Palace of Exile, while the Preserve of the Ancestors contains extinct plants and animals transplanted for a second chance.

More details on the Radiant Citadel can be found in *Journeys through the Radiant Citadel*.

Ether Cyclones and Ether Gaps. Ether cyclones are ethereal eddies which can grow beyond the size of any Material tsunami and outrun all but the quickest travelers, brutalizing any who become trapped and threatening to eject them into the depths or onto a random plane. The strongest of these cyclones can persist for centuries and shred entire demiplanes. Ether gaps are stationary holes in the Deep Ethereal that are no less deadly, gradually pulling material into a circular orbit and inducing erratic magical effects for many miles. Those who cross through the epicenter of an ether gap are thought lost to the multiverse, sent to frontiers unknown.

Denizens

The primary residents of the Ethereal Plane are incorporeal undead, ethergaunts, and myriad strange creatures of all shapes and forms. This section describes major societies and cosmic beings of the Waveless Sea.

Spirits

Undead Society

When a creature dies, its **spirit** (see chapter 4) most often passes through the Ethereal Plane, carried off by a magical current only the dead can feel. A select few have the will to resist this pull, often clinging to a special location in life, but rarely do haunting spirits partake in a larger culture. Exceptions reside in anomalous regions where the Border Ethereal merges with its host plane, creating unique wards where spirits of the dead congregate with the interest of completing their unfinished business. Ward communities are simultaneously Ethereal and Material, the total tangibility of all objects within causing spirits to move through the region much as mortals would in the Material Plane. Though spirits may reside in such wards for extended durations, they may still be reliant on progress towards their goals or continual exposure to certain sensations to avoid passing on.

Ethergaunts

Aberration Society

With nowhere else to go, an ancient people known as the Khen-Zai fled into the Ethereal Plane to escape those beings who sought to control them. To survive in the deep swirling mists of possibility, the Khen-Zai sculpted cities out of protomatter and formed an ideology of total absolutism, suppressing all errant thoughts that would deviate from their comprehensive model of all that should be. Several key omissions were made to this model to stave off the influence of their ancient enemies, namely the rejection of all

transcendent or interconnecting forces beyond empirical observation. This limited mindset also calcified the Khen-Zai's minds to permanently sever them from certain aspects of magic. Over time, contact with other beings threatened the Khen-Zai's doctrine, threatening to compromise their mental barricades and driving them to fight back as the brutal and domineering warlords which other peoples now call the **ethergaunts** (see chapter 4).

The Lost God

Neutral Evil Unknown God

Entrenched in a forgotten corner of the Deep Ethereal is a realm known as the Demiplane of Imprisonment, a crystalline structure that suppresses all magic and ceases the flow of time within it. Any being who contacts this demiplane is quickly subsumed as the indestructible crystals grow around it, trapping them alongside all those who came before. In spite of these measures, the prisoner for which this cell was created still exerts their influence across reality. Despite its title, many scholars believe that the Lost God is a force greater than even the mightiest deity. The Elder Elemental Eye (see *Princes of the Apocalypse*) may be but one facet of this Lost God's immense power, and its ability to grant powers, shape dreams, and subsume minds even in such absolute cosmic torpor speaks to a fraction of the catastrophic potency it might wield upon release.

Lunitari, Night Candle

Neutral Krynnish God

Daughter of Gilean, Lunitari is the mediator between her two cousins, a trickster and mentor in equal measure who uses illusions to inveigle and illuminate. Goddess of beauty, dreams, sleep, illusions, and mystery, she delights in the existence of secrets and the promise of discovery. She is the patron of the Red Robes and watches over children breaking curfew, pranksters, and the irrepressibly curious. The Veiled Maiden is a fierce defender of magic for its own sake and will lash out against any who try to suppress the study of the arcane arts. Arcanists of the Transcendent Order and Society of Sensation often find common cause with Lunitari's ideals, as she asks them only to experience the mysteries of magic, not to do so for any purpose.

Nuitari, the Nightreaver

Lawful Evil Krynnish God

Son of Takhisis and Sargonnas, Nuitari is the youngest of the gods of magic and distrusts all other Krynnish gods of evil, especially his own parents. He chose to align himself with his cousins and abandon his realm on Acheron in open defiance of Takhisis, and while he promotes the use of magic to accomplish selfish aims, he is not actively malicious. God of ambition, desire, secrecy, decisiveness, and conspiracy, the quiet and contemplative patron of the Black Robes protects those who band together against authority and is called the Ungod for his subtle methods. The Fated appreciate Nuitari's views on magic as an avenue to power.

Solinari, Mighty Hand

Lawful Good Krynnish God

Son of Paladine and Mishakal, Solinari is the eldest of the three Krynnish gods of magic. Bound to the principles of arcane study, he allied with his cousins in defiance of their parents to safeguard the Orders of High Sorcery; these three alone chose not to abandon the world during the Cataclysm. God of law, endeavor, wisdom, vigilance, and study, Solinari is the patron of the White Robes and teaches the mastery of magic as an answer to the evils of the world. Night watchmen venerate the Beacon for the light of his moon, which uncovers all secrets. The Fraternity of Order believe that Solinari's teachings on magic reflect their principles.

The Storyborn

Unknown

Among the wildest theories about the Waveless Sea concern the Storyborn, incarnations of narrative archetypes who are confined to the Ethereal Plane and sustained by the repetition of certain characters and tales. Storyborn may be the curators behind the Dream and Nightmare Repositories, the orchestrators of historical events, the species from which the Malaise (see the Shadowfell) and Vivacity (see the Feywild) originate, or even the medium through which faith is transformed into divine power. At the greatest extreme, the Storyborn may predate the multiverse. What is certain is that the **illuminary** (see chapter 4) agents of the Storyborn appear throughout the planes advancing some manner of scheme.

Intrigue Opportunities

- Without water, sunlight, or soil, special plants known as chronolilies are said to bloom within the potential of the Deep Ethereal. Drinking the nectar from inside this 50-foot flower grants visions of a past, present, or future somewhere in the multiverse, depending on the color of the chronolily (orange for the past, violet for the present, and yellow for the future). Cosmic botanists speak of ways to prune a chronolily's petals to attune it to a certain topic, providing details on specific locations or creatures at specific points in time.
- Long ago, a cabal of dragons worked to merge the Ethereal Plane with their Material homeworld, wielding protomatter to create world-sculpting spells and magical structures that replicate the power of greater deities. The death of one such "deity" sparked a chain reaction which sent the entire planet into the Ethereal Plane and sealed it off from the rest of the universe. Only the planet's orbiting garbage field remains to mark its Material location, and the fate of the people on this planet remains unknown.
- While most souls naturally propel themselves towards their intended destination among the planes, a mysterious being has figured out how to ensnare souls from a specific Border Ethereal, pulling them to through multiple planes to an unknown location. Numerous planes have sought to destroy this "Empty Death" and reclaim souls they believe belong to them, but this schemer has so far staved off their reclamations.

Ethereal Supernatural Effects

Consider rolling on the Ethereal Plane Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Ethereal Plane (like the *blink* or the *Leomund's secret chest* spells or an Ethereal Jaunt action).
- A creature deals force damage.
- A ghost is summoned, manifests itself in the region, or is destroyed.
- Creatures use a spell, magic item or other magical effect that interacts with a pocket dimension or demiplane (like a *bag of holding* or the *demiplane* spell).

Ethereal Plane Effects

d8	Ethereal Effect
1	The characters encounter a portion of the Ethereal Plane that is becoming a demiplane in itself, with specific characteristics and properties. The area is the same size as the one created by the *demiplane* spell and can be accessed with this same spell in the future. The DM can generate the content of this area as if it was a dungeon room (see Appendix A: Random Dungeons in the Dungeon Master's Guide), add a supernatural effect from another plane or region at its choice, turn it into the terrain for a random encounter, or any combination of these options.
2	1d4 random creatures in the region become targeted by the *blink* spell. Additionally, each of them can cast it at will during the next 24 hours, requiring no components.
3	The characters meet a lost **ghost** or **spirit** (see chapter 4) that is somehow connected with one of them, driven to the group by the enigmatic powers of the Ethereal Plane. The creature can be confused or amnesiac, but is not necessarily hostile.
4	For 24 hours, one random creature in the region becomes able to magically ignore gravity and walk in any direction (including up and down) at its base speed. If the creature can already do that (as it usually happens in the Ethereal Plane) they can now Dash as a bonus action while within the region. Additionally, the creature's matter becomes less substantial, giving them resistance to bludgeoning, slashing and piercing damage from nonmagical attacks.
5	An ether cyclone starts to appear in the characters' surroundings (see the Ethereal Plane in chapter 2 of the Dungeon Master's Guide).
6	1d4 random creatures make a DC 15 Charisma saving throw, becoming targeted by the *gaseous form* spell (even if they are unwilling) on a failed save.
7	A mass of particularly reactive protomatter appears. Creatures can touch it and make a DC 15 Intelligence check to shape it, obtaining the same effects of the *creation* spell on a success.
8	The characters find an ethereal curtain towards a random destination, or a destination at the DM's choice (see the Ethereal Plane on Chapter 2 of the Dungeon Master's Guide).

The Outlands

The Plane of Neutrality, Counterbalance, and Interconnection

Other Names: The Concordant Opposition, the Passage to Everywhere
Creature Themes: All
Hallmarks: Portals, gate-towns, rilmani, the Spire
Sample Portal Keys: A promise of safe passage from a rilmani; a shard chiseled from The Spire; a poem with verses written in Abyssal, Infernal, and Celestial

The Outlands is a realm equidistant from all other Outer Planes, a vast landscape which acts as the hub of the Great Wheel. Maps often represent this plane as a circle, with different slices of the Outlands each representing an inclination towards specific ideologies and the outer planes which embody them. Such depictions fail to encapsulate the Outlands' infinite size or its ever-shifting landscape, for the evolving state of cosmic belief means that no trek through the "Center of Ideas" will ever follow the same course twice.

With frequent connections to every Outer Plane and infrequent connections to most everywhere else, the Outlands is filled with travelers seeking to navigate the Great Wheel. Though the plane itself contains many repositories of wealth, knowledge, and artifice, many travelers see the Outlands as more often a road than a destination. The denizens of the Concordant Domain's scattered towns are accustomed to every sort of wanderer, and even the most homogenous gate-towns tend to be quite cosmopolitan.

Just as systems of belief emerge out of individual conceptions, the fields of the Outlands are filled with many small towns built around shared ideologies. At the same time, no community that is fully committed to another plane remains in the Concordant Domain for long, with such towns eventually detaching from the Outlands to join a more suitable Outer Plane. Likewise, communities which defy the beliefs of their respective plane eventually moor themselves in the Outlands, some becoming new gate-towns which connect to their original host plane.

The space between Outlands settlements is mostly rugged terrain, promising neither safe passage nor hostile impediment. The circular maps of the Outlands seek to portray the plane's concentric "Rings," divisions of the plane based on proximity to the Spire. At the base of the plane's central Spire, no magic of any kind can operate, creating a peculiar realm which also serves as a potent hideaway. Navigating these lower Rings is often a great challenge, and many settlements have become lost to the multiverse amidst the Outlands' interior. The city of Sigil is the sole exception to this suppression, and beings within possess full use of their magic despite their position above The Spire.

Complementary Content
Sigil and the Outlands are described in detail in *Planescape: Adventures in the Multiverse*. Information presented in this planar entry complements that resource.

Common Knowledge

Those familiar with the Outlands know the following facts:

- The Outlands act as a hub for the Outer Planes, and all of them are connected to the Outlands via portals.
- The geography of the Outlands shifts continually based on belief, and while all known locations are quickly accessible it is possible for places to move to and from other planes.
- At the center of the Outlands is the Spire, an infinitely tall tower which hosts the city of Sigil and has the capacity to suppress magic.

Outlander Characters

When creating a character with ties to the Outlands, consider the following:

How do your beliefs relate to others? The Outer Planes entwine physical proximity with ideological proximity, and nowhere is this more clear than in the mutable Outlands. Just as your values were shaped by your community, the ideas and ambitions you hold dear have likely affected your company. What kinds of thinkers and creatures do you consider your fellows, and what have you learned from such beings? How do you respond to opposing viewpoints, and what can make you reconsider your positions?

How do you define Neutrality? The Outlands is considered the Neutral Outer Plane, but that can mean very different things to different people. Some may view neutrality as appraising all viewpoints without intervening on any one side, while others may see neutrality as providing space for mortal agency and choice as cosmic forces from all sides seek to ensnare followers. One may be neutral simply because they wish to be left alone, while another might strive for an odd sort of balance by incorporating concepts from opposed poles of existence or keeping different impulses in check. What has your character come to accept Neutrality as meaning?

Locations

The Outlands is one of, if not the, most diverse planes of the Great Wheel. The following locations complement those described in *Planescape: Adventures in the Multiverse*.

Ironridge. The mountain town of Ironridge is known to move about the Outlands, shuffling to and from the Spire but always appearing amidst the mountains between Glorium and Xaos. The town's mobility gives it the unique ability to bypass the plane's malleable landscape, and one who departs from Ironridge's gates is said to always find themselves significantly closer to their destination. The penchant for villains to escape through Ironridge or make unsavory deals within its boundaries has given the place an ill reputation, but no traveler will deny its value for navigating the Concordant Domain.

The Marketplace Eternal. Many worlds have a god of craft or commerce, and all of these deities share a single common domain in the Marketplace Eternal. The petitioners of Shinare, Waukeen, and countless other deities are brought here after death to continue refining their art among fellow masters. True to its name, the Marketplace Eternal offers its denizens plenty of opportunities to sell or barter their handiwork, and the greatest makers can draw buyers from across the multiverse. It is said that the greatest prize which can be bought in the Marketplace Eternal is a second chance at life.

Sigil, City of Doors. Above the infinite peak of the Spire (somehow) floats the ever-visible torus-shaped city of Sigil. There is no way in or out of Sigil save for its network of portals, earning the location the moniker of "the Cage" and its denizens as "Cagers." More detail on Sigil can be found in *Planescape: Adventures in the Multiverse*.

Unique Exploration Rules

Antimagic is an iconic part of the Concordant Opposition. You can use either of these two rules to represent that. *Planescape: Adventures in the Multiverse* uses the simpler Antimagic Pockets rule. Traditionally, the Nine Rings rule and variants of it were used in earlier editions of the game.

Antimagic Pockets. Slow-moving bubbles of antimagic drift around the Spire, but don't reach out as far as the gate-towns or as high up as Sigil. The space within these pockets function like an *antimagic field* spell. The DM decides the size and shape of each pocket, such as whether it covers an entire room, building, battlefield, or settlement, or only part of one of these. These usually move on to another location within an hour, regardless of the size.

Within the Spire, anytime a creature casts a spell, there is a 10 percent chance it triggers an *antimagic field* spell, centered on the caster and lasting for 5 minutes.

Nine Rings. Nine invisible, concentric circles are centered on the Spire, known as the Rings. As you travel closer to the Spire (called "spireward'), antimagic properties gradually set in. As you travel away from the Spire (called "ringward'), magic slowly returns to normal functioning.

In the outermost rings, magic functions normally for most spells and magic items, but many powerful magical effects are suppressed, as if within an *antimagic field* spell. In the innermost rings, most magical effects are suppressed in the same way. The Nine Rings table describes which spell levels and magic items function normally within each ring.

Artifact-rarity magic items, spells cast by deities, and interplanar vehicles ignore the effects of the Nine Rings. For magical effects that aren't spells or magic items, such as a dragon's breath weapons or **vampire**'s Charm ability, the DM decides whether each effect functions in a given ring based on how it compares to spells and magic items that do function in the ring.

All gate-towns are in the 9th ring. Sigil floats around the top of the infinitely tall Spire and ignores all antimagic effects of the Outlands. The DM can decide what rings other major landmarks are set in.

Ring	Functional Magic
9th	All spells and magic items
8th	Spells cast at 8th level or lower, and all magic items
7th	Spells cast at 7th level or lower, and Very Rare or less rare magic items
6th	Spells cast at 6th level or lower, and Very Rare or less rare magic items
5th	Spells cast at 5th level or lower, and Rare or less rare magic items
4th	Spells cast at 4th level or lower, and Rare or less rare magic items
3rd	Spells cast at 3rd level or lower, and Uncommon or less rare magic items
2nd	Spells cast at 2nd level or lower, and Uncommon or less rare magic items
1st	Spells cast at 1st level or lower, and Common magic items
Base of the Spire	No spells or magic items
Inside the Spire	Magic functions as normal, but may trigger antimagic fields (see Antimagic Pockets)

Denizens

Humanoids of the Outlands are humans most often, followed by planetouched species such as tieflings, aasimar (see *Monsters of the Multiverse*), and the various options from chapter 1 of this book. Rilmani are the primary exemplars of the realm. This section describes major societies and cosmic beings of the Outlands.

"I TELLS YA TRUE, ITS BLEKKING PEERY! YOU'LL NE'ER SEE ONE OF THEM ALONE, THEY ALWAYS GO OUT IN PAIRS AT LEAST. ITS LIKE THE US. WHAT? YOU DON'T KNOW THE US?! CRANIUM RATS WHAT SHARE A MIND, RUN LOOSE IN THE CAGE. THEM DABUS ARE LIKE THAT, SEEM TO SHARE A MIND. UNSAVORY TO SAY THE LEAST! IT AIN'T NO SALAD-STORY CUTTER. WATCH THEIR EYES."

—VING THE NOSE, A BUBBER IN SIGIL

The Rilmani

Celestial Society

The rilmani involve themselves in the multiverse where needed and however needed to maintain balance between good and evil, law and chaos. The rilmani believe that balance comes from no one alignment exerting undue influence across the cosmos, a prospect which not only risks the reshaping of planes but also the subjugation of mortal agency to extraplanar wills. Their leadership consists more of offices or positions, rather than individual beings holding sway for untold eons. As such, the individuals holding these roles matter less than the roles themselves.

Meetings of this group are known as the Opus, and are held only when some great question must be considered. The work of the Opus is presented to four unique rilmani who take action based on their recommendations, the Tetrachs. In addition to this role, the Tetrachs monitor the Outlands, oversee the rilmani as a whole, contemplate the balance, and select the Philosopher – the rilmani whose vision of the balance will be the blueprint for the cosmos that the Opus follows until the next Philosopher is named.

Primach. The Primach calls the Opus to congregate when a question arises. It is the role of the Primach to present the question and explain its importance to the balance. This office is normally held by an **argenach rilmani** (see chapter 4) or **aurumach rilmani** (see *Planescape: Adventures in the Multiverse*). The current Primach is an argenach named Astromedes.

Hestach. The Hestach attacks and criticizes the issue at hand, attempting to break it down and determine whether it presents a matter that the rilmani should involve themselves with. This office is normally held by an **abiorach rilmani** (see chapter 4) or **cuprilach rilmani** (see *Planescape: Adventures in the Multiverse*). The current Hestach is a cuprilach named Rhazes.

Nerodach. The Nerodach is the Tetrach who represents militant neutrality – the destruction of imbalance. This Tetrach selects the Hestach when that office is vacated, and is sometimes said to be the representative of Evil. The current Nerodach is Magnomelan.

Albedach. The Albedach is the Tetrach who represents deliberative neutrality, considering all positions before taking action. They serve as judge over the Opus and mediate between the Primach and Hestach. This office is sometimes said to be the representative of Good. The current Albedach is Socras.

Citrinach. The Citrinach represents idealized neutrality, the commitment to balance that finds all things a place within the cosmos. This Tetrach selects the Primach and leads the **stannach rilmani** (see chapter 4); they are sometimes said to be the representative of Chaos. The current Citrinach is Ostanes.

Rubedach. The Rubedach represents enlightened neutrality, the absolute comprehension of both balance and imbalance and the understanding of the forces that move between. This office holds the responsibility of nominating new Tetrachs, including its own replacement when needed. It is sometimes said to be the representative of Law. The current Rubedach is Zorosimon.

Philosopher. The Philosopher is the highest authority among the rilmani, at least theoretically. In practice, when a Philosopher is chosen and confirmed by the four Tetrachs, their role is to lay out their vision of the balance and provide the rilmani their mandate for the coming era, after which time their job is largely complete. After taking office and laying out this blueprint, the Philosopher dwells apart and is rarely involved in any other matter.

The period any given Philosopher may reign seems to be commonly understood by the rilmani as a whole but is incomprehensible to outsiders; some have held the office for a millennium, some for a day, and there seems to be no rhyme nor reason to the schedule on which the Tetrachs select a new Philosopher. The current Philosopher, Panasseios (**aurumach rilmani**; see *Planescape: Adventures in the Multiverse*), has held the office for roughly a century.

Gilean, the Gray Voyager

Neutral Krynnish God

The Krynnish god of balance, Gilean is known as the Gate of Souls for his role in ensuring that every living thing on the world of Krynn is given its chance to live and to have its deeds recorded in turn. Standing between his counterparts Paladine and Takhisis, Gilean is the patron of humans on Krynn and the divine force of Choice. He is an impassive observer in most things, the holder of the Tobril (the Book of Souls), and a scribe who records all things that transpire on the world he oversees. Gilean's realm, the Hidden Vale, is hard to find; here, the god's servants welcome those who seek to serve balance and find common ground.

Gond, Wonderbringer

Neutral Faerûnian God

Ruling the Wonderhome, his realm of invention and creation, Gond is the practical counterpart to the gods of inspiration, art, and learning – as Lord of All Smiths, the god shapes the inventions the others devise and the tools they employ to learn, discover, and grow. Sometimes conflated with the gnomish deity Nebelun, Gond is the patron deity of the island of Lantan and plays a dual role as a provider of both new devices and new problems, for his inventions are released into the cosmos with little regard for what might transpire as a result. Doing so, he feels, would unnecessarily limit the creative spirit, and prevent emergent unplanned phenomena.

Gzemnid, the Gas Giant

Chaotic Evil Beholder God

The strange beholder deity of concealment, vapors, and subtle deception, Gzemnid was one of the very first to be born from the Great Mother, and it is believed that his talents for occlusion were the reason he alone survived to attain godhood. Though he is currently on good terms with the alien progenitor goddess, Gzemid is careful to give her a wide berth. His realm on the Outlands is connected to Ilsensine's Caverns of Thought, and the illithid god-brain is generally content to respect the strange peace between them, by which the lawful nature of the one and the chaotic nature of the other may well protect both realms from sliding into the Lower Planes.

Oghma, Lord of Knowledge

Neutral Faerûnian God

Leader of the Faerûnian gods of art, learning, and inspiration, Oghma is generally passive; from his House of Knowledge, he travels frequently, trusting on his curiosity, intellect, and natural charisma to guide him to new experiences and discoveries that he can add to his collection. As such, his realm appeals greatly to the Sensates, who come here to share in what the Binder of What Is Known has enjoyed throughout the eons. Though he formally oversees deities such as Deneir, Milil, and Gond, Oghma has little to administrate in practice, nor would he want to – he is always in pursuit of the new, whatever that may be, and would hate to stagnate dealing with the status quo.

Semuanya, the Enduring One

Neutral Lizardfolk God

The patron of the lizardfolk, Semuanya resides in a vast bog and rarely stirs to take a hand in matters beyond the boundaries of their realm. Concerned with fertility, survival, and propagation, the Keeper of the Clutch ensures the next generation of lizardfolk a chance to thrive but has little regard for those who have already reached adulthood, except insofar as they can contribute to the broader goal of continuity. They are proponents of instinct above thought, and their realm is a site of pilgrimage for members of the Mind's Eye as a result, a place where lizardfolk seek to understand how Semuanya's aspects as Watcher, Breeder, and Survivor work in harmony.

Semuanya was once mated to a god of thought and causality, the progenitor of lizardfolk, a being known as Kecuala. Unlike Semuanya, who values instinct and fundamental purpose, Kecuala obsessively considered all sides of every possibility to the point that they could not act on any matter. Ultimately, the division caused by such thought literally divided Kecuala into the first lizardfolk, and many refer back to this founding myth to explain why Semuanya does not care to have great temples or mighty cities founded in their name.

Shinare, Balance of the Scales

Lawful Neutral Krynnish God

Hated foe of the avaricious Hiddukel, Shinare is a mercantile deity whose worshipers engage in all manner of commerce, though she encourages the integration of trade and industry with the needs of the community. Her mate is the fire god Sirrion, with whom she shares a tempestuous relationship, and she has no great love for the nature goddess Chislev. Her realm on the Outlands, the Marketplace Eternal, is shared with three other deities of coin and wealth; her quarter is known as the Scales of Wealth. The realm is one of the greatest markets for trade in all the planes.

Silvanus, Oak Father

Neutral Faerûnian God

The god of nature in all its forms, Silvanus keeps a vast wilderness known as the Deep Forest for his realm. Sometimes considered the wild counterpart to the agricultural goddess Chauntea, with whom he has occasionally been romantically linked, Silvanus disdains attempts to tame nature and believes there is a place for the ideals of deities as diverse as Mielikki and Malar, though he opposes the latter's violent streak and bloodlust. He is depicted as an elderly figure who is often detached from worldly matters unless the balance of nature is threatened.

Vasthu, Taker of Trails

Neutral Orc God

Patron of the nomadic orcs of the desert lands, Vasthu is the orc god of trade, pathfinding, and scouting. Having ascended to divinity with the sponsorship of Shargaas, Vasthu turned from his mentor's dark example, choosing coexistence and trade instead of theft and conquest. His faithful bear no love for elves, but consider dwarves worthwhile customers; they serve as guides through the badlands and wastes, keepers of oases, and the lone hand of justice in the lawless sands. Vasthu's Moot, his divine realm, lies in a trackless waste between Rigus and Torch; he has passing dealings with the court of Nishrek but desires independence from Gruumsh.

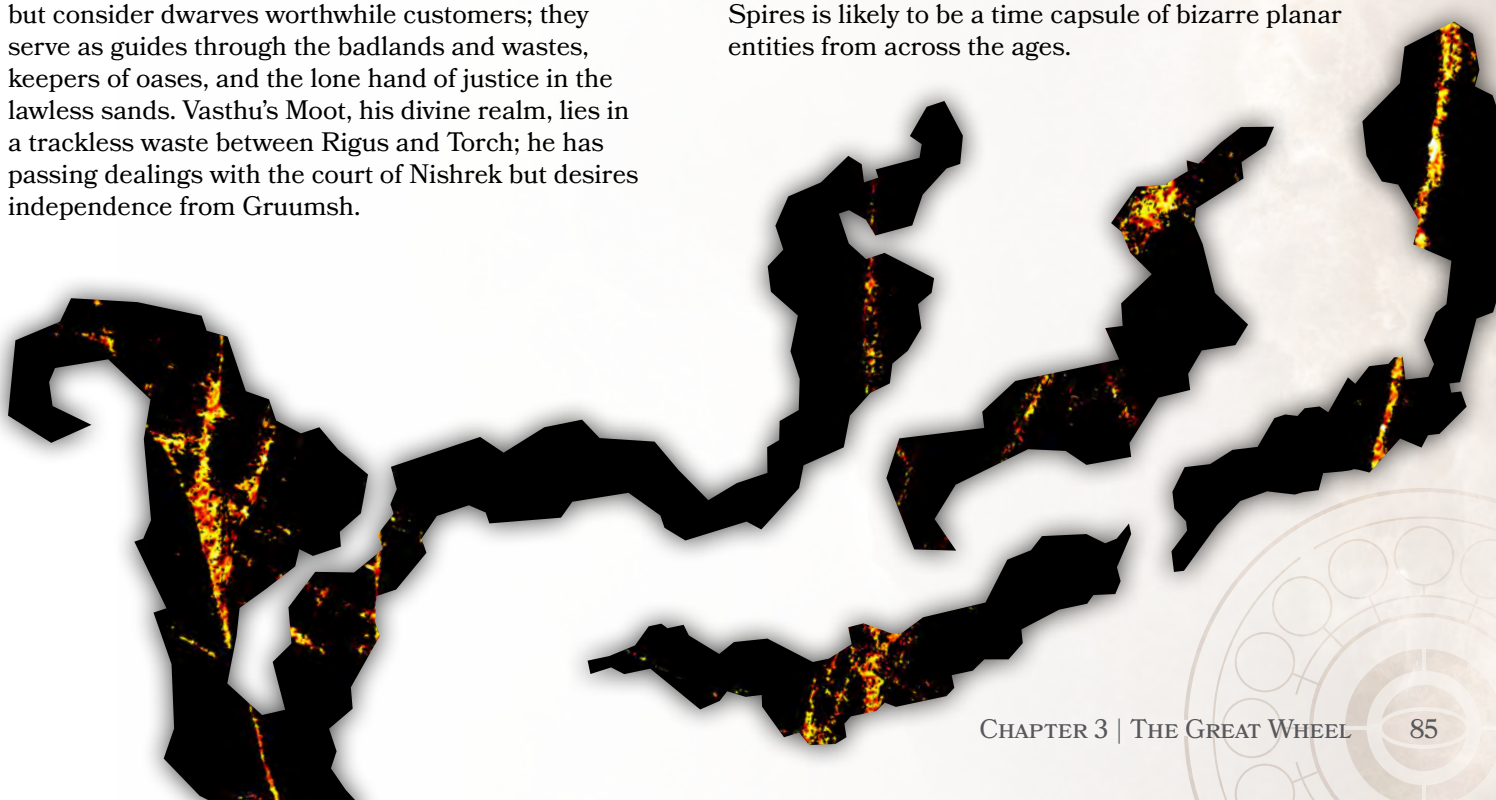
Waukeen, Merchant's Friend

Neutral Faerûnian God

The Faerûnian deity of trade has had an interesting history on the Outer Planes; during an era known as the Time of Troubles, she escaped being trapped on the world of Toril through a deal with the demon prince Graz'zt, only to end up a prisoner in his Argent Palace, where she escaped with the help of adventurers. Now restored to the House of Barter, her quarter of the Marketplace Eternal, Waukeen attempts to limit planar trade to the realms of Azzagrat as retaliation for the demon's schemes.

Intrigue Opportunities

- Records across the Outlands make periodic mention of the Judges, a coalition of exemplars who collected the souls of the fallen from across the multiverse and redistributed them among the planes according to their own internal logic. Such Judges may be a relic of the multiverse's early days, before the planes were so refined as to naturally filter the flow of souls throughout their immensity. On the other hand, the Judges may be a renegade faction who believe that their own allotments to be a superior alternative to natural progression. Such judges may still be active in certain segments of the multiverse, having abandoned their encampments in the Outlands long ago. Then again, perhaps their operations remain concealed among the infinite hinterlands.
- A bizarre trick among planar charlatans and predators involves the creation of "False Spires," cavernous and illusory emulations of the Spire which have minimal influence on magic and prove capable of diverting navigation through the Outlands. These illusions are so potent that they have baffled even the Great Modron March, and any one of these False Spires is likely to be a time capsule of bizarre planar entities from across the ages.



- A hidden route may exist between the planes through the reflections made in mirrors, windows, and other surfaces. It is said that the proper spell can open the gateway to this reflected space, allowing the traveler to exit this Plane of Mirrors through metaphysically connected surfaces on any plane. This realm is thought to have been created by the Kamerel, reclusive outsiders thought to have inhabited the Outlands before the existence of the Rilmani. Though such pathways through the Plane of Mirrors are generally quite narrow, some suspect that the Kamerel constructed a tunnel network beneath the Outlands which would allow them to locate and navigate mirror passageways across the multiverse. Tampering with the magic of mirrors draws the attention of the **nerra** (see chapter 4), entities which may be evolved forms of the Kamerel.
- Certain "spell keys" can extend specific effects into lower Rings, allowing those who wield them to exercise uncontested power in these realms. Spell keys are just as varied as portal keys, and each spell key corresponds to a specific plane beyond the Outlands. For example, a connection to the Elemental Plane of Fire may allow a character to cast *fireball* in the 3rd Ring or *conjure elemental* in the 5th ring. None have yet found a spell key which can stretch an effect all the way to The Spire, however.
- Many settlements exist within the infinite hinterlands of the lower Rings, though most have been lost or forgotten by the rest of the plane. These "forlorn places" may be populated by folk with no need to explore the greater multiverse, but travelers love barking about lost secrets or hidden enclaves within the center of the Outlands. Certainly, the suppressive presence of the Spire could keep a population safe from gods, lords, or any number of planar catastrophes.

Outlands Supernatural Effects

Consider rolling on the Outlands Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with one of the Outer Planes (like reaching the Nine Hells with the *plane shift* spell or banishing a celestial with the *banishment* spell).
- A creature succeeds on a saving throw against a spell or magical effect originating from a cleric or other creature channeling the supernatural powers of a deity.
- A creature makes a Charisma (Persuasion) check to establish an agreement or pact, or a similar ability check.

Outlands Effects

d8	Outlands Effect
1	A random creature currently under the effects of a spell or another magical influence is targeted by the *dispel evil and good* spell and the *remove curse* spell. If no such creature is currently in the region, then a random creature gains the ability to cast each of these spells once as a charm, using Charisma as its spellcasting ability.
2	The relative space of the plane bends in unexpected ways. Choose one random creature within the region: the target and each other creature within 60 feet is magically transported to a location within the region close to where the random creature would like to be the most (in case of doubt, the DM can ask the player of a targeted character what this place would be), as if the creatures were arriving in the location through the *plane shift* spell. If the DM wishes so, the creatures will encounter an NPC or location that is meaningful for the targets.
3	A random creature within the region receives the effects of the *divination* spell (which can consist of visions or similar omens, at the DM's choice) regarding an event about concordance or balance. The target makes a DC 15 Intelligence saving throw, taking 2d6 psychic damage on a failed save because of the mental strain of holding the weight of the cosmos' balance in a single mind.
4	A portal to a random Outer Plane or to the city of Sigil appears. If the DM wishes so, the portal is guarded by a creature that might threaten the characters, ask for payment, or require the characters to fulfill another favor to grant passage.
5	A random creature within the region gains the ability to cast the *knock* spell once as a charm. The creature can use it on a closed portal within 5 feet, and make a DC 20 Intelligence (Arcana) check. On a success, the portal opens. The DM can define a higher or lower DC based on the portal's characteristics and nature.
6	A *protection from evil and good* spell, fueled by the plane's concordant energies, targets a random creature within the region and lasts 8 hours or until dispelled.
7	Roll an effect from the plane related to the closest gate-town, if any. If none are close enough (DM's choice), roll again on this table.
8	The energies of two Outer Planes are clashing. Roll twice as per the table effect above.

The Far Realm

The Unsalvageable Expanse

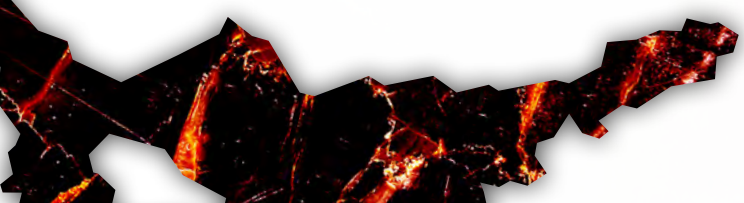
Other Names: Outside, The Corrupted Beyond, The Pulsating Void
Creature Themes: Cosmic Horror
Hallmarks: Aberrations, incomprehensible environments, mutations and corruptions
Sample Portal Keys: A piece of aboleth brain matter soaked in the blood of a mind flayer, which must be consumed; a larval gibbering mouther preserved in amber; the captured whispers of a dead god

Composed of colors you can taste, sounds you can smell, and vocalizations that make your skeleton vibrate, the Far Realm is completely out of sync with any known physical reality. It is a realm so alien to our form of life that our minds can only interpret it as madness while our senses attempt to interpret input they were never designed for. Unlike the pure chaos of Limbo, the Far Realm is neither purely random nor controllable. Based on a form of logic even gods are unable to process or comprehend, it has long fascinated and been the grisly end of those planewalkers with a taste for the forbidden darks of the multiverse. Attempts to perceive the Far Realm directly and unfiltered don't just result in phobias and hallucinations, they also can also transmute one's brain matter into ooze, or fire, or swarms of viridian spiders.

Interworld travel through the Far Realm is possible in the same way that putting a cake back on your plate after swallowing it is possible: the process tends to be prolonged and uncomfortable, and whatever comes out will be neither familiar nor particularly palatable. The best one can hope for in such an excursion is returning as a warped recreation of oneself, perhaps with your physiology twisted and your mind rewired. Nevertheless, something that enters the Far Realm can potentially come out of it somewhere else, and the most desperate or reckless planar travelers may wish to venture beyond the edges of existence in order to reach some specific goal. Entry into the Far Realm typically involves entering a hole torn in reality, gashes typically found in remote corners of the Astral Plane or sites of bizarre magical experimentation. As the Far Realm does not exist as part of any reality, it is effectively "connected" to all realms and planes equally. On the other hand, navigating the Far Realm does not permit the use of one's conscious mind and exiting them requires some manner of pre-existing exit near the desired endpoint.

"Chitin? Tentacles? Herculean hive minds and slime? That's your limited imagination flunking the Far Realm."

—A cutter who's seen too much.



Common Knowledge

Those familiar with the Far Realm know the following facts:

- Every known visitor to the Far Realm has come back mentally unrecognizable, if they came back at all. Rumors of exceptions are unverified.
- Physical laws are constantly in flux, making even Limbo look stable. At times explorers can even be subjected to multiple, conflicting sets of them tearing the individual apart.
- It is assumed that many aberrations across the planes have their ancient roots in the Far Realm.
- Magic is unstable and Wild Magic is the rule rather than the exception. Exceptional amounts of concentration are required in order to make magic function predictably.
- Any attempt at entering the Far Realm must involve extensive protective measures to shield the body and senses from the inconceivable onslaught. Even that rarely proves enough, as is shown by the Imaskari who became the **Kaorti** (see chapter 4) during their explorations, despite heavy resin suits.
- Visits to the Far Realm often result in strange mutations and physical changes. From sprouting tentacles to dissolving into a swarm of crystalline insects, the plane's nature has a warping effect on matter from our multiverse.

Fartouched Characters

When creating a character with ties to the Far Realm, consider the following:

How long was the character's exposure to the Far Realm? Even a brief amount of time in the Far Realm can have permanent effects on a character. There are also very limited areas (see below) where longer term exposure or even struggling attempts at a civilization might linger long enough for someone to be born and grow up within the Far Realm. There is also the classic trope of the character with no memory being found in a mysterious location. They might not know whether they were stranded in the Far Realm or are some piece of it made to look normal for an unknown purpose.

Was protective magic or other methods used to shield themselves from the effects of the plane? If protective magic failed, this could leave them less trusting in magic and more reliant upon their own physical abilities. Also, given the bizarre, unpredictable nature of the Far Realm, such magical protections could potentially become corrupted or altered. This could explain a wide variety of magical class abilities but could also touch on their personality. A spell meant to shield the mind could leave them more closed off emotionally, or a larger abjuration protective barrier could leave them feeling bold and nigh invincible.

What is their opinion of the Far Realm? The Far Realm is so mind-bendingly strange that exposure to it is as likely to leave someone with a fear of the plane and aberrations as it is to leave them with a feeling of kinship with such creatures. An affinity like this is not necessarily an inclination towards evil so much as feeling drawn to the Far Realm, finding slimy, tentacled animals more adorable than furry puppies and kittens. While others might find a forest glen or still lake calming, natural environments like that might seem ever so slightly off-putting and unsettling to your character.

Layers

Much like the Abyss, the Far Realm is composed of an unknown, very large, potentially infinite number of layers. Unlike the Abyss, it exists outside the normal multiversal structure and should be theoretically impossible to access (many a troublesome adventurer has managed to find a way to access it anyways).

Each layer has its own traits and each is hostile to life as we know it. Some of them breathe, some of them continually digest themselves, and most defy conventional perception or description. Visitors can see multiple layers simultaneously, sometimes even dozens at a time, contributing to the disorienting effects of the plane. Native creatures and those foolish enough to visit find they may be stretched across several of these layers at any given time.

Given the incomprehensible nature of the Far Realm's so-called "layers," it is more appropriate to break down the Far Realm into regions based on the relative distance from the point of entry – the closer one is to the point at which they breached the Far Realm, the more the taint of the multiverse seeps in through that breach, offering something akin to stability.

Proxima. The margin of the Far Realm closest to a continuous planar link – and where the Far Realm is disconnected from linear time, any breach could reasonably be "continuous." This is the region most commonly described by those who return, the realm of the Amoebic Sea and of the horrors that invade the other side of the breach in turn.

> "Back where I'm from, 'comprehensible' means 'you look and see things,' not 'it makes any degree of sense.'"
>
> —Large Luigi, beholder bartender

As hospitable as the Far Realm will ever get, Proxima is "filtered' by the incursion of reality to appear comprehensible to mortal senses. This region is most notable for the repulsing current in antireality that slowly drags intruders back out through the pinhole puncture they caused. Ostensibly, this pull-back effect should make Proxima safer; in practice, one rarely survives being dragged backward through a pinhole.

Mesia. The region where reality's incursion begins to fail, where the supposed "facts' of the Far Realm themselves begin to slip away. This region fills with those entities that combine curiosity with caution, presences that are far removed from the penetration point itself but are near to it in thought. Mesia is severely taxing on the mind and body; reality wanes severely here and very little can be done to protect from that.

Distalia. The farthest of what can even semi-seriously be called the "safe" regions, Distalia can run perilously thin at times. This margin often floods with the nothingness beyond, sucking the unwary well outside any possibility of retrieval. Recognition plummets as any veneer of reality shatters, warped abstractions and native existences sloughing off their incursion-inflicted forms.

Distalia is effectively the glimmer of light in the darkness for the lords of the Far Realm, and those that did not project forward into Mesia to observe an incursion will likely impose their presence here, should they be at all interested.

Ultimon. Not so much a region as a borderline, Ultimon represents the terminus of reality's influence and the effective event horizon of the Far Realm. To enter Ultimon is to give up any reasonable hope of escaping back to reality, and marks one for certain doom. The mind cannot interpret the nature of Ultimon.

Locations

Somehow, mortal minds can interpret a few parts of the Far Realm as consistent with traditional understandings of space, time, substance, and existence. This section describes a few of those rare anomalies.

Aaa'a Aaac. This tremendous hive extends its tendrils through hundreds of Far Realm layers, allowing its pseudo-insectile inhabitants – the Aaa'a – to feed off their substance. Unless they or their hive is threatened they seem to have no awareness of intruders. The same cannot be said of the other inhabitants of the hive, which resemble the oozes encountered in other planes. The hive itself is an appealing island of respite from the normal effects of the plane.

Amoebic Sea. Though no being has yet recorded the existence of the Amoebic Sea within the Far Realm, fragments of this mire have been conjured to the Great Wheel on many unfortunate occasions. Though each incarnation lasts only seconds on the Material Plane before annihilating itself, scholars have gleaned that this Amoebic Sea is a vast, twilight-colored mucus membrane with a shared sapience across its entire form. Even when parts of the membrane are separated from the greater sea, divinations and telepathic probings have revealed that these portions retain the entire intelligence and memory of the whole. Such nuances are typically lost on those reduced to a bubbling red foam by the Amoebic Sea's touch.

Sanity. Sanity is a small settlement on the back of a dead god's corpse. Ages ago in the annals of the planes there was a god who died. Who they were and what their domain was is lost to time.

Unlike most deceased deities it did not simply become a floating corpse in the Astral. A planar storm created a momentary crossrip between the Astral, the Dreaming's Realm of Nightmares, and the Ethereal, resulting in a short-lasting contusion into the Far Realm. The god's freshly deceased corpse, still pulsing with divine power, was pulled outside of our multiverse and deposited in the Far Realm. Its lingering divine energy has been just enough to create an island of semi stable forms amidst the gurgling, lurid flux.

The descendents of stranded travelers, mostly elves and tieflings, eke out a rough living on the body's surface as the sky above their island of stability boils. In most cases they are so mutated that their ancestry is not apparent.

Ulutauxi. A persistent cyst amid the layers, Ulutauxi is as close as the Far Realm gets to an oasis. It is a clot of planar integument formed around some sort of foreign artifact from the Prime Material like an immune reaction. The size of a city, it is shot through with semi-organic tunnels that wind through multiple dimensions. Amidst the corrosive, hallucinogenic ooze a few signs exist of travelers stranded here some undetermined time ago: that of surprisingly intact githyanki remains, considering the environment.

Xaxox. Floating among the Far Realm's layers is a titanic, desiccated tree with a stone of power lashed to its trunk. Xaxox is the remains of an attempt by wizards from the Prime Material to stake out a beachhead amidst the insanity. While the structures of their barracks and laboratories still exist among the poisoned roots, the few of their number that remain are lost to violent mental instability.

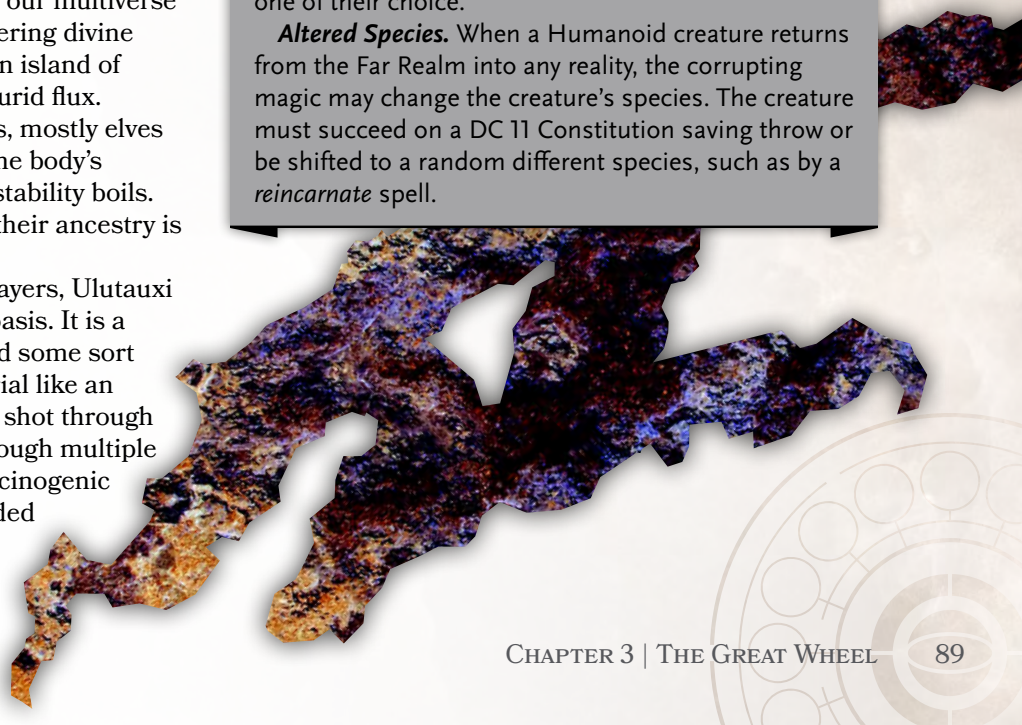
Daruth Winterwood, who was an average elven wizard (lawful neutral mage) before his legs melted and his braincase filled with ten-legged spiders, works sleeplessly to craft the proper ritual to bring Xaxox back to the Prime Material. These efforts sometimes manage to open small portals to the Prime or Outer Planes that leak Far Realm strangeness, warping the flesh and dreams of those nearby. If Daruth ever manages to succeed, the damage to our reality would be incalculable.

Xoriat. Closest to our worlds of the Far Realm locations, Xoriat is connected to the Prime world of Eberron through a poisoned Astral conduit. As a result, denizens of Xoriat, especially those born of dreams of madness like the **Daelkyr** (see *Eberron: Rising from the Last War*), show the closest to perceivable organization of all the known Far Realm manifestations. This long-term proximity and relative stability has led some scholars to question Xoriat's degree of separation from existence. Some suspect that the so-called Realm of Revelations was created or otherwise fortified by powerful beings who seek to study the construction of what is and what could be, in which case it would represent not the uncanny of the Far Realm or the familiar of the Multiverse but rather a strange interstice between..

Unique Exploration Rules

Altered Proficiencies. When a creature returns from the Far Realm into any reality, they can switch a skill, language, or tool proficiency they have for a different one of their choice.

Altered Species. When a Humanoid creature returns from the Far Realm into any reality, the corrupting magic may change the creature's species. The creature must succeed on a DC 11 Constitution saving throw or be shifted to a random different species, such as by a *reincarnate* spell.



Denizens

Just as the Pulsating Void is far from reality, it is far from uninhabited. Strange creatures, a mockery of life, appear to prowl and hunt but no victims have been observed. This section describes major societies and cosmic beings found in the Far Realm.

Pseudonatural Creatures

Aberration Society

Pseudonatural creatures, that present to mortals as warped and tentacled reflections of known animals and monsters, form the base of an escalating food chain of horrors. Swarms of strange, omnivorous blue spheres dripping ichor, city-sized fish consuming their own rotting flesh, and myriad other inconceivable forms of pseudo-life move from layer to layer feeding on each other. When conjured to the Great Wheel by misguided magic, these entities strain against reality, their unfathomable essence temporarily constrained by physicality into a functional being.

Uvuudaum

Aberration Society

Of the Far Realm creatures who have been encountered by denizens of other planes, the dreaded Uvuudaum are the most terrifying. Standing on an array of six arms rather than legs and having a spike-tipped tentacle in place of a head, these primal aberrations can short circuit the minds of those who merely catch a glimpse of them from afar. Theories abound about the Uvuudaum and their self-proclaimed title of "lords of the Far Realm," though the lethality of communication with these beings has stymied any further inquiry. Perhaps the Uvuudaum were ancient planar mages who have deluded themselves into thinking they understand the truly uncanny, or perhaps they were once physical laws or forces that somehow gained twisted sapience upon re-exposure to reality. The Uvuudaum see little purpose in informing others of their true origin or purpose, if they themselves even remember.

"I KNOW WHAT WENT WRONG AND HOW TO FIX IT! THE FORCES BEYOND ARE NOW MINE TO WIELD! SURELY IT'LL GO BETTER THIS TIME!"

—EVERYONE WHO'S EVER STUDIED THE FAR REALM

Bolothamogg, Who Watches from Beyond the Stars

Elder Evil

In the extreme reaches of every plane, there are said to lie boundaries at which their fundamental makeup begins to fray and their construction gives way to the abjection of the Far Realm. Planar explorers have breached the Far Realm through mediums ranging from the Astral Sea to the Prime Material to the Ethereal Plane to the Shadowfell, each realm becoming impossible and uncanny in its own way. The aboleths have long characterized the threshold between the Great Wheel and the Far Realm as a single all-encompassing shroud called Bolothamogg, an insulation which they claim is also all-knowing. Though some might see it as a cosmic immune system against Far Realm breaches, the aboleths view Bolothamogg as more of an ensconcement, protecting all other possible realities from the pollution by the Great Wheel's anomalous and dangerous structures.

Intrigue Opportunities

- What happens to a soul which crosses over to the Far Realm? In all recorded history, the only being known to devote themself in such a way was Zceryll, a mortal sorceress who became obsessed with incarnating herself as a being who could understand and traverse the uncanny. Zceryll's grand ambitions ultimately failed, transforming her into a quasi-real presence entombed in the interstice between the Far Realms and the Great Wheel. Seemingly preserved by Bolothamogg, Zceryll joins a number of other cosmic impossibilities stranded in a liminal realm which "Binders" are known to invoke for power.
- Those who have escaped the Kaorti's transformations are often plagued by nightmares which grow to overtake their own memories in detail. Sensations of drowning in oceans of flesh or landscapes that sputter and heave as if diseased plague the minds of these survivors. Though these visions match no known locale in the Far Realms or the Great Wheel, some scholars suspect that such hallucinations are the result of some larger scheme, a psychic malady from the Far Realm which aims to cultivate belief through affliction and sow the seeds of a divine birth. Scholars have named this nascent deity Zurguth, and none are sure how many more psyches it must ravage before it begins to exert true power.
- Those who war against aberrations share a legend about the Topaz Crusader, a mortal who spent their entire existence battling against the Far Realm. As they eventually attained power to match the gods themselves, this warrior charged into the Far

Realm in one final mission. Some still say that the Topaz Crusader has made an impact on the grand battle, sealing off some cosmic rift or stopping some major threat from the other side of reality. Any such accomplishments are strictly a matter of speculation, however.

- Some believe that the Far Realm is evidence of a ruined macro-reality, a long-lost conception of a unified existence with many more facets and elements than the Great Wheel knows today. In such an idealized age, scholars speculate, the disparate laws of the Far Realm and known reality were unified with many other lost mechanisms to form an ultimate universe in which all things had a place and nothing was impossible. According to such theorists, some ancient cataclysm or war tore apart this reality, leaving only bubbles of existence that are irreconcilable with each other. Perhaps there are some forces out there which still remember the time before.

Far Realm Supernatural Effects

Consider rolling on the Far Realm Effects table when the following circumstances occur in the region:

- A creature uses a spell or other magical effects that interacts with the Far Realm powers (like the *hunger of Hadar* spell or using the *contact other plane* spell to reach for a Great Old One of the Far Realm).
- A creature uses a teleportation effect.
- A creature fails a Wisdom saving throw.
- A creature rolls a 1 on the d20 for an Intelligence or Wisdom ability check.
- A creature deals force damage.

Chapter 4 or *Tasha's Cauldron of Everything* includes an alternative Far Realms supernatural region, with different effects and triggering events. You can use one or both of them, based on your needs and tastes.

Far Realm Effects

d8	Far Realm Effect
1	One random creature within the region hears otherworldly whispers revealing knowledge about things that are too disturbing to be accepted as real, at the DM's discretion. The creature learns the Deep Speech language and gains proficiency in Arcana or History. If the creature already has proficiency in both, they gain expertise in one of the two of their choice instead. However, whenever the creature uses the Deep Speech language or makes an Arcana or History check, they make a DC 17 Wisdom saving throw, taking 1d12 psychic damage on a failure. When the target rolls a 1 on a saving throw, these effects end for them and the target takes 5d10 psychic damage as a mental scar left by Far Realm knowledge.
2	Beings from the Far Realm magically filter through the region, generating the same effects of the *hunger of Hadar* spell (DC 15) centered on a random creature. This same effect manifests again as centered on any creature that rolls a 1 on the d20 for an ability check, attack roll or saving throw while in the region within the next 24 hours.
3	The subjective time of the creatures within the region fluctuates significantly. Each creature makes a DC 15 Wisdom saving throw, becoming affected by the *haste* or *slow* spell (determined randomly) on a failed save. A creature affected by the *slow* spell has resistance to all damage while the spell lasts, and a creature affected by the *haste* spell can immediately spend Hit Dice up to their proficiency bonus to heal, as during a short rest.
4	The next character that makes a successful ability check, attack roll or saving throw gains a glimpse of awareness of forbidden knowledge. The player of the character reveals something that its character wishes wasn't true or real, and the DM describes a vision or over similar divination that the character instantly receives about it. Then the character makes a DC 20 Wisdom saving throw, taking a level of exhaustion and 3d10 psychic damage on a failed save.
5	The *arms of Hadar* spell (DC 13) manifests from a random creature within the region, affecting also the creature itself. The creature can psionically cast the spell at will, using Intelligence as its spellcasting modifier and with no components, but is always affected by the spell too. The creature loses this ability when they roll a 1 on any saving throw.
6	Space bends and becomes erratic within the region. Over the next 24 hours, creatures taking the Dash action move 1d12 x 5 feet instead of up to their speed, while creatures using teleportation effects make a DC 15 Charisma saving throw. On a failed save, each target affected by the teleportation ends up in a random space within range of the effect and takes 1d10 force damage.
7	A creature becomes overwhelmed by the unfathomable horrors of the Far Realm and makes a DC 15 Wisdom saving throw. On a failed save, the creature takes 2d10 psychic damage, becomes frightened and must repeat the saving throw at the end of each of its next turns, taking another 1d10 psychic damage on a failed save and ending the effect on itself after three successful saves. A *greater restoration* spell or any effect that can end a possession ends this effect.
8	One random creature within the region gains the same effects of the *contact other plane* spell, receiving its answers from a Great Old One (see the warlock class description in the Player's Handbook).

Inner Planes

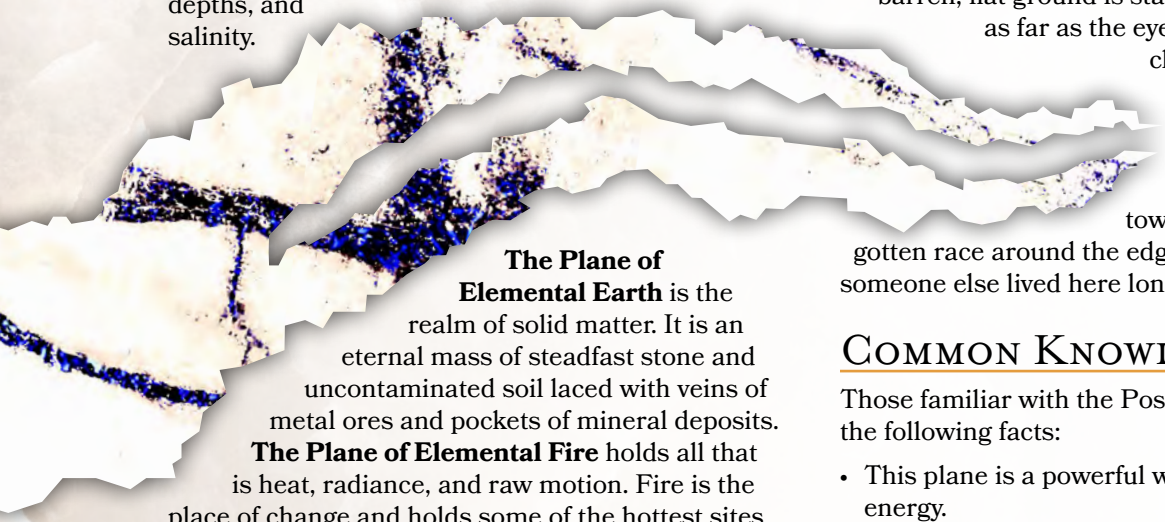
Existence is what the Inner Planes are all about. While the substance of the Outer Planes is belief and philosophy, the Inner Planes are undeniable reality. The real, tangible, fundamental worlds of the utterly physical Inner Planes never change their true nature, no matter what even whole societies of intelligent creatures think or hold dear. As the Inner Plane natives say, "Believe what you want – fire still burns and wind still blows."

The Positive Energy Plane is the wellspring of life, resurrection, magic, and light energy.

The Negative Energy Plane is the final destination of death, undeath, antimagic, and dark energy.

The Plane of Elemental Air is the source of all things gaseous. This plane is a limitless expanse of crisp, sweet air, surrounded on all sides by blue sky. Flying islands drift between the clouds.

The Plane of Elemental Water is the origin of all liquid substances and of fluidity itself. It is a massive ocean of water, with regions for all temperatures, depths, and salinity.



The Plane of Elemental Earth is the realm of solid matter. It is an eternal mass of steadfast stone and uncontaminated soil laced with veins of metal ores and pockets of mineral deposits.

The Plane of Elemental Fire holds all that is heat, radiance, and raw motion. Fire is the place of change and holds some of the hottest sites in the multiverse. The blazing flames here consume everything they touch.

The Elemental Chaos manifests between the energy and elemental planes, with distinct regions shaped by the realms at its borders.

"The Inner Planes' rule of threes? Yeah – try to stay alive, don't forget to breathe, and try to stay alive."

—Veeranth Munnicas of the City of Glass

Positive Energy Plane

The Plane of Life

Other Names: Life, the Soulsource, True Light
Creature Themes: Dawn
Hallmarks: Life energy, deadly radiance
Sample Portal Keys: A lit match, a magnet, a newborn lamb

Power incarnate. Radiance beyond compare. Life realized to the fullest. This is the Positive Energy Plane.

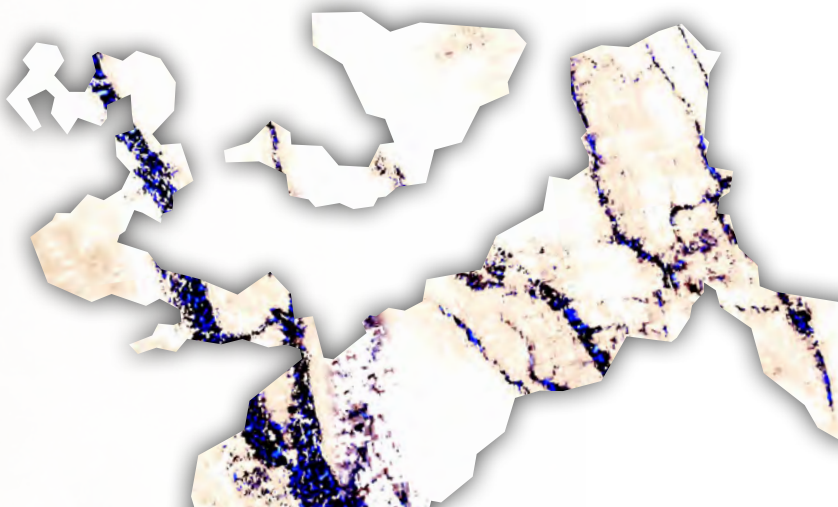
Planewalkers wouldn't expect survival here to be difficult. The plane is filled with so much of this vibrant, energizing force that anybody coming here quickly gets overwhelmed and overloaded. Too much energy, even energy bursting and seething with life, is just as bad as none at all. The fragile physical bodies of most creatures just can't handle the influx of energy and are quickly burned from the inside out.

For a plane of life, there's not much living here. The barren, flat ground is stark white and featureless for as far as the eye can see in most parts. The closest thing this plane has to native life is the **xag-ya** (see chapter 4), an energy being of unknown origins, but distant, titanic towers built by a long-forgotten race around the edges of the plane suggest someone else lived here long, long ago.

Common Knowledge

Those familiar with the Positive Energy Plane know the following facts:

- This plane is a powerful wellspring of magical life energy.
- Entering too far into the plane will overpower most creatures with radiant energy, killing them quickly.
- The plane is largely unpopulated, but strange radiant energy creatures do thrive here.
- There are few portals straight to this plane. Getting here is most easily done by powerful magic or traveling here through the Elemental Chaos.



Positive Characters

When creating a character with ties to the Positive Energy Plane, consider the following:

What is their opinion of life and healing energy? The Positive Energy Plane is overflowing with life-giving energy and can cause a character to be in awe of the mystical beauty of life itself and the underlying connections between all life. Alternatively, they could see the ironically deadly consequences of such over-abundance and take that lesson to the Material world and see the destructive power of life left unchecked. This possibility would not lead them to be anti-life, especially since they have experienced better than most how life energy is fundamental to the multiverse itself, but they have also experienced how too much of that can be just as harmful as too little.

Is your character a healer in either a literal or metaphorical sense? Being exposed to the power of healing energy so much more than most others have ever experienced, your character might certainly be inclined towards wielding healing magic. However, this might also impact their personality to be a healer in a less literal manner. Perhaps they are very diplomatic, seeking solutions that ease conflicts.

Locations

The Positive Energy Plane is largely featureless and barren, with few exceptions. These are most of those few exceptions.

Abandoned Towers. At the furthest edges of the positive energy plane, where the radiant power of the plane's Overpowering Destruction is less potent or entirely absent, rise tall, abandoned towers left behind by some unknown, forgotten society. Most towers are empty and derelict, but some have had new residents move in (see Epic Recluses below).

"Life is like anything, Berk. Too much is just as bad as too little."

—Kansmaath Hugh, planewalker

Bastion of Unborn Souls. This marvelous crystal cathedral is rumored to be the font of preincarnate souls. Older than even the gods and existing without divine influence, some planar philosophers believe every soul, every spark of life, originates from this fractal building. Inside, crystalline pine trees create a forest populated by beast-shaped **xag-ya** (see chapter 4). The xag-ya here make frequent reference to a caretaker they call "the Gardener," but there's no evidence to be found of such a being.

Crystal Outcrops. Occasionally, magnificent inverted geodes erupt from the primarily barren soil of the plane. These hillocks bear many crystals of every color and size, appearing as glass but as strong as adamantine and sharp as a dagger. Scavengers who have managed to break off these crystals find the shards transform into pure positive energy after an hour when removed from the plane, and then dissipate into the atmosphere around them. Sometimes these crystals are animated by the ambient magic of the plane, taking the form of any number of creatures. These are Constructs, but otherwise use the statistics of such monsters. Crystalline **otyughs** are surprisingly common.

Unique Exploration Rules

Overpowering Destruction. The Positive Energy Plane is a wellspring of pure energy. Most creatures that enter it die almost immediately to overwhelming surges of magical power. A creature or object that isn't being worn or carried that starts its turn on this plane takes 11 (2d10) radiant damage. This effect lessens and even disappears at the furthest edges of the plane.

Strong Magic. Spells are twice as potent here. A spell that deals damage deals double damage, and a spell that heals or provides temporary hit points heals or provides twice as much as normal.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Fortress of Life. Feudal Didam-Hurus is a toad-headed **ardling heavensage** (see chapter 4) who has built a remarkable citadel near the center of the plane. She's used powerful spells and magical items gathered from the farthest corners of the multiverse to keep her fortress intact against the onrush of positive energy. Creatures inside the fortress aren't affected by the plane's Overpowering Destruction unique exploration rule. Feudal conducts secluded experiments on the nature of life, souls, and positive energy here at her fortress.

Hospice. Located near the border of this plane lies the only known town in the plane, populated mostly by **ardlings** (see chapter 4) dedicated to the healing arts. The local order of knights and mages is legendary for taking badly wounded individuals and restoring them to health, and the members know spells and procedures that allow the healing of otherwise incurable ailments and curses.

Hospice is guarded by a small fleet of golems and other constructs animated by the energy of the plane. While the order will treat even evil creatures that come to them for assistance, untrustworthy patients are kept under constant surveillance by the golems.

"HE JUST KEPT STABBING ME AND SAYING IT WOULD PROTECT ME FROM ALL THE POSITIVITY. IT WORKED."

—LORD SORTLYN THE PESSIMIST, REGARDING HIS MERCYKILLER GUIDE

Denizens

Beyond the **xag-ya**, the Positive Energy Plane has no widespread societies or long-term cosmic residents. Its sparse population is primarily explorers, mages, and powerful creatures who have immigrated from other ends of the multiverse. This section describes some of those creatures.

Epic Recluses

Varied Creatures

Powerful wizards, druids, devils, demon princes, and other interplanar movers and shakers have taken up residence in abandoned skyscrapers (see Abandoned Towers above) that dot the borders of the plane. Each has their own reason for recluding to this plane – you can choose from the options below or use them as inspiration for creating your own.

Epic Recluses

d6	Epic Recluse
1	A powerful druid tends to sick animals, hoping the restorative powers of the plane will quicken their healing process and engender miracles.
2	A **pit fiend** conducts vile experiments on xag-ya, hoping to find ways to weaponize the energy of the plane in the Blood War.
3	An infamous rogue tries to lay low and wait out the inquisition scouring the Material landscape to bring them to justice for recent theft of priceless art pieces, historical artifacts, and (rumor has it) even a piece of the legendary Rod of Seven Parts.
4	A young **empyrean** has had visions for millennia of seeking out a wise teacher hidden in this plane. While searching abandoned towers for traces of this teacher, the empyrean has discovered whispers and writings of long-lost secrets. They don't yet know these are the traces of a Far Realm horror seeking to corrupt the Celestial and use them to open an all-consuming portal from the Far Realm into the Great Wheel.
5	A **bardic dean** (see chapter 4) collects broken, sometimes even dangerous, magic items from around the Great Wheel and brings them to their workshop in one of these towers, intending to eventually fix at least one of them.
6	A singular **quarton modron** (see chapter 4) who once had a stray thought of individual liberty was replaced in its duties and exiled from Mechanus, sent to wander the planes alone. It eventually found its way to this tower, where it mocks up minor modrons to pretend to boss around, as if still in its former glory. Some of these modron statues have even been animated by the ambient energy of the Positive Energy Plane, but the quarton doesn't seem to have noticed.

Intrigue Opportunities

- Rastinon, a skilled alchemist from the Shadowfell demiplane of Mordent, has come to visit the Fortress of Life to learn how to incorporate the plane's energy into a powerful magical device he calls "the Apparatus." He avoids discussing what he's creating such a machine for, who's sponsoring the project, and why his suitcase radiates dark, necromantic energy.
- Ashardalon, a legendary **dracolich greatwyrm** (see the Astral Plane and chapter 4) has brought his most trustworthy followers to the Bastion of Unborn Souls in an attempt to increase his power yet further by gorging himself on the flow of soulstuff. If the sages are right about the nature of the Bastion, this may prevent new souls from being born into the multiverse. If they are wrong, Ashardalon will surely find another way to increase his already prodigious power here and destroy the Bastion in the process.
- Like any normal geode, the crystal outcrops are hollow within. If any adventurers have managed to pierce the exterior mineral carpet to discover what awaits inside, either none are telling or none have survived to tell. They're empty. Probably.

Positive Energy Supernatural Effects

Consider rolling on the Positive Energy Plane Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that heals wounds, cures conditions, resurrects or has a similar effect (like the *healing word* or *greater restoration* spells).
- A creature deals radiant damage.
- A creature succeeds on a death saving throw.

Positive Energy Plane Effects

d8	Positive Energy Effect
1	A random creature within the region becomes infused with a brilliant, inspiring source of energy. The creature gains 4d10 temporary hit points. While these temporary hit points last, the creature has advantage on ability checks and attack rolls and vulnerability to radiant damage.
2	A surge of positive energy strikes the region. Each creature within the region regains 4d10 hit points, but each creature that would go beyond its maximum hit points in this way also takes 2d10 radiant damage.
3	A random character feels the chance to realize its potential to the maximum. The character gains inspiration and receives the effects of the *divination* spell (the DM can use visions or similar omens instead of a prophecy) on a topic of its choice regarding its most desired achievement.
4	Healing is reinforced inside the region. Over the next 24 hours, all dice rolled to regain hit points (like with the *cure wounds* spell or by spending Hit Dice during a short rest) are considered as if they rolled the highest number.
5	A 30-foot radius burst of brilliant light explodes, centered on a random creature within the region. Each creature in the area makes a DC 13 Constitution saving throw, becoming blinded until the end of its next long rest on a failure.
6	Over the next 24 hours, creatures within the region pulse with radiant energy and gain resistance to necrotic damage.
7	A random creature within the region emits bright light for 10 feet and dim light for an additional 10 feet for the next 24 hours.
8	Over the next 24 hours, every item that emits light can be used as an improvised weapon that deals 1d4 radiant damage per 5 feet of bright light emitted (max 6d4).

Negative Energy Plane

The Plane of Death

Other Names: Death, the Black Barrier, the Great Void, the Cold Land
Creature Themes: Shadow
Hallmarks: Antimagic, undead, deadly deterioration
Sample Portal Keys: A burnt piece of paper; a hollow metal sphere; a humanoid corpse, which is reanimated as a **zombie** when used as a key

Blackest night. Heart of darkness. Hunger that devours souls. This is the Negative Energy Plane.

Heralds of Dust preach reverence for the True Death. Well, this is it, the plane of death. Life-sucking, soul-destroying, wish-you-were-anywhere-else plane of Death. Everything that is contrary, antithetical to life, antiexistence, or just plain destructive ultimately comes from here. This isn't a matter of good or evil; the Negative Energy Plane doesn't reflect the realms of order or chaos. It's a matter of life and death, existence and annihilation, being and nonbeing.

The Doomguard love this place.

How's this for a grand planar irony: there are more creatures residing in the plane of Negative Energy than in the Positive. The barren, flat ground is mottled shades of dark red, blue, and brown marbled together. The only native life is the **xeg-yi** (see chapter 4), an energy being of unknown origins, but plenty of undead and dark mages have migrated here from other realms.

Common Knowledge

Those familiar with the Negative Energy Plane know the following facts:

- This plane is a powerful wellspring of antimagic and necromantic power.
- Entering too far into the plane will decimate most creatures with necrotic energy, killing them quickly.
- The plane's primary residents are the undead and the dark mages that attempt to control them. Those who cannot withstand the necrotic atmosphere base their lairs at the edges of the plane.
- There are few portals straight to this plane. Getting here is most easily done by powerful magic or traveling here through the Elemental Chaos.

"The Negative Energy Plane is the most terrible place there is, bar none. Don't give me "the nine hells," don't give me "the Abyss." Even the fiends won't come here, my friend – 'cause they're afraid."

—Tarsheva Longreach, whose identity doesn't matter

Negative Characters

When creating a character with ties to the Negative Energy Plane, consider the following:

What is your experience with the undead? Undead thrive here more than most any other place in the multiverse, so any character that has spent significant time in the Negative Energy Plane has likely encountered them and likely has strong opinions of them. Does your character see them as misunderstood creatures just trying to survive? Has your character had harrowing experiences with them and has developed a deep hatred for undead? Alternatively, especially if your character has a necromantic aspect, they might work with undead the way a druid views ordinary animals, viewing those relationships as analogous.

How do you view life and death? Your character might not have experienced death as it manifests in the loss of a family member or cherished pet but being surrounded by such antilife energies they experienced death as a fundamental property of reality. This inevitability of the end of all things can lead a character to be melancholy or lead them to view existence as precious. Whether it is a person's life, a nation, a belief, or even, potentially, the multiverse itself, all things that begin have an end, and that understanding can have a profound impact on your character.

Locations

The Negative Energy Plane shouldn't have anything inside. It blatantly refuses to by its very nature. But some very ardent planewalkers have fought tooth and nail to bring life to the realm of nothingness and the end of everything. This section describes the fruits of their labors.

Death Heart. Formerly known as the Heart of the Void, this is an entire city constructed within a mile-wide lead dome, magically enchanted to protect the inhabitants from the necrotic aura of the plane. That protection failed to save the city's inhabitants.

Originally intended as secession from traditional magical academia, the Heart of the Void was supposed to be an experimental utopian university untainted by philosophies or schools of thought the teachers wanted to hide from their students. In reality, it was quickly overrun by the undead, who feasted on the flesh of the students and staff within. These students and staff are still around, as are the invaders, but now as mindless zombies.

As a large bastion protected from the plane's decaying destruction, obscure factions have taken up root in Death Heart and compete with each other and the **zombie** horde for territory and other resources.

Unique Exploration Rules

Decaying Destruction. The Negative Energy Plane is a vacuum for magical energy. Most creatures that enter it die almost immediately to overwhelming suction of their life force. A creature or object that isn't being worn or carried that starts its turn on this plane takes 11 (2d10) necrotic damage. This effect lessens and even disappears at the furthest edges of the plane.

Weak Magic. Spells are half as potent here. A spell that deals damage deals half damage, and a spell that heals or provides temporary hit points heals or provides half as much as normal.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On a failed check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Fortress of the Soul. With great effort, the Heralds of Dust maintain a citadel here, at the focal point of all that they hold dear. As their philosophy surrounds the potency and value of True Death, the Negative Energy Plane exemplifies their most holy of places. A trip to the fortress is one of the greatest rewards a Herald can imagine. The building is mostly empty, except for the ascetic accommodations provided for Heralds who come here to contemplate.

Although the Fortress usually only holds a few dozen Dusters at a time, it has the capacity to comfortably fit hundreds. The faction knows that Sigil's peace is always strained, and if war ever were to break out, they would take refuge here. The local leader is Komosahl Trevant, a **Heralds of Dust remnant** (see *Planescape: Adventures in the Multiverse*) who makes careful preparations for the inevitable day of calamity.

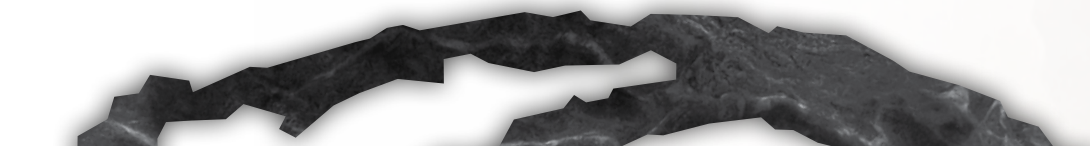
The Dusters of the fortress are surprisingly helpful to those lost in the plane and in need of shelter. However, rather than harboring visitors for long, the faction prefers to send them through a portal to Sigil.

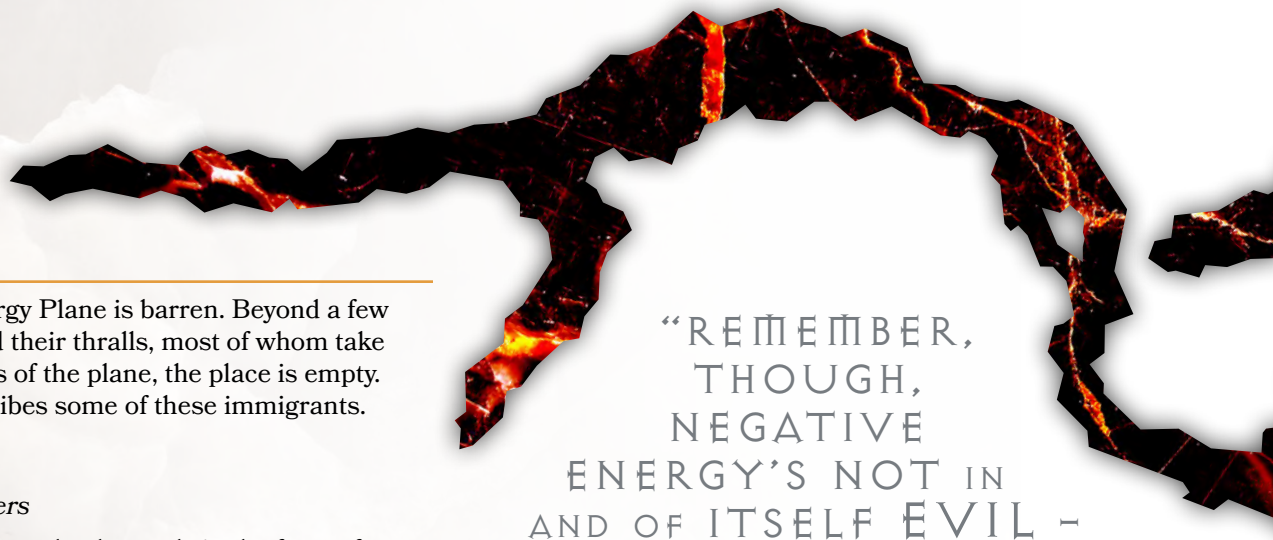
Voidstones. In some parts of the Negative Energy Plane, the collapsing intensity of its necrosis is so great that the negative energy folds in on itself, stabilizing into solid chunks of utterly black matter. These chunks of voidstone function as *spheres of annihilation* that cannot be controlled, but vary from several inches to 15 feet in diameter. Voidstones drift lazily through the plane, usually at 5 feet each round, and sometimes appear in large clusters called "voidstone fields." If a voidstone is removed from the plane, it transforms into pure negative energy after 1 hour and dissipates into the atmosphere.

When two voidstones collide, they are both destroyed. When a voidstone of any size comes into contact with a positive energy outcrop crystal (see Positive Energy Plane), the voidstone implodes while the crystal explodes. Creatures within 60 feet take 11 (2d10) radiant damage. Creatures within 30 feet take an additional 11 (2d10) necrotic damage. Creatures within 10 feet take an additional 11 (2d10) force damage as reality tears. At the DM's choice, a random supernatural effect from the Astral Plane or Far Realm may then occur in the region (see Astral Plane or Far Realm), or a hostile **mind flayer**, **reality snarl**, **pseudonatural crab** (see chapter 4) or other cosmic horror creature may appear, angered for being disturbed.

"I KIND OF LIKE IT."

—LORD SORTLYN THE WEIRD





Denizens

The Negative Energy Plane is barren. Beyond a few necromancers and their thralls, most of whom take refuge at the edges of the plane, the place is empty. This section describes some of these immigrants.

Dark Mages

Undead Spellcasters

When wizards turn undead, mostly in the form of liches, they often become enthralled with the Negative Energy Plane. This isn't surprising – many mages obsess over their favorite topics in life, so it's not terribly suspicious that they go well past that in death. The only thing that limits such creatures from existing in this plane indefinitely are the availability of prey and experimentation subjects, so many of these mages may be on their way out when encountered.

The most common dark mages are first and foremost **liches**, but **death knights**, **demiliches**, spellcasting **vampires**, and even **death tyrants** can be found here. Humanoid mages can also be found, but any who can't protect themselves or their lairs keep to the edges of the plane where the constant decay will not quickly kill them.

"Remember, though, negative energy's not in and of itself evil – destruction and death are as much part of the multiverse as creation and life, even if we don't like to admit it."

—Tarsheva Longreach, whose identity doesn't matter

Negative Energy Plane Effects

d8	Negative Energy Effect
1	A random creature within the region becomes infused with the draining powers of Negative Energy. The creature gains the ability to cast the *vampiric touch* spell at will, requiring no components. This ability lasts until the character rolls a 20 on the d20 for a saving throw.
2	A surge of negative energy strikes the region. Each creature within the region makes a DC 15 Constitution saving throw, taking 2d10 necrotic on a failed save. This damage reduces the target's maximum hit points by an equal amount until the end of their next long rest.
3	A random character feels sudden emptiness in the meaning of its own existence. The player describes what event in the character's past suddenly weighs on its hopes for the future. If the character has inspiration, they lose it. The character gains the ability to cast the *bane* spell at will and with no components, choosing between Intelligence, Wisdom or Charisma as its spellcasting ability, but is always an additional target of the spell (the character makes the saving throw against the spell normally). This ability lasts until the character rolls a 20 on the d20 for a saving throw.
4	Healing is hindered within the region. Over the next 24 hours, each creature that is about to regain hit points in any way must succeed on a DC 10 Constitution saving throw to do so. Regaining hit points through a short or long rest doesn't require this save, but each creature only regains half the hit points they normally would from spending Hit Dice on a short rest or healing at the end of a long rest.
5	A 5-foot square voidstone (see "Locations" earlier in this section) temporarily solidifies in the character's vicinity, magically levitating 3 feet above the ground.
6	Creatures have disadvantage on death saving throws for the next 24 hours while in the region.
7	Negative energy influences the result of every action within the region. Over the next 24 hours, a creature rolling with both disadvantage and advantage still rolls with disadvantage.
8	Over the next 24 hours, creatures within the region are shaded with dark energy energy and gain resistance to radiant damage.

"Anyone who's seen a rotten, decayed piece of wood that was once part of a vibrant, living tree tumbles to the forces embodied in the Negative Energy Plane."

—Tarsheva Longreach, whose identity doesn't matter

Intrigue Opportunities

- Though souls are thought by many to be essential to the existence of life, planar explorers claim to have found enclaves across the planes where intelligent and philosophical beings have no soul. Some are born that way, some made that way by voluntary ritual. A trio of a **lich** (the arrogant Kelpie Thumblemane, who was a halfling in life), **death knight** (the tyrannical Monotony Burgess, who was a tiefling in life), and **death tyrant** (the paranoid Xanathar, who was one of many beholder crime lords with that title in life) plot to invent new ceremonies that can strip a creature of its soul against their will, allowing the trio to feed off the souls and empower their own sadistic visions.
- Various evil factions within Death Heart have been at war with one another for years, but a particularly dangerous vampiric **goristro** named Jumbled has brokered a tenuous peace. He organizes coordinated research into the nature of negative energy and Death Heart's protections, with the goal to somehow magically teleport, move, or shift the city into another plane and use the undead minions to wreak havoc there.
- Jalesta Brightshield, a neutral evil dwarf **Society of Sensation muse** (see *Planescape: Adventures in the Multiverse*) believes the downfall of the Heralds of Dust is necessary to promote the ideals of the Society. She intends to secure geode outcrop crystals from the Positive Energy Plane, voidstones from the Negative Energy Plane, and combine them together at the base of the Fortress of the Soul. This would collapse the building, killing everyone inside and destroying the Heralds' stockpiled resources and most sacred temple. If the leadership of the Society was to find out about these plans, even though they disagree with the Heralds on almost every principle, they would immediately condemn Jalesta, banish her from their ranks, and coordinate with other ascendant factions to send armed forces to apprehend her.

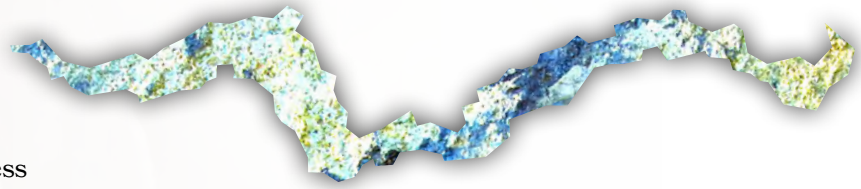
Negative Energy Supernatural Effects

Consider rolling on the Negative Energy Plane Effects table when the following circumstances occur in the region:

- A creature casts a spell of the school of necromancy (like the *animate dead* or *circle of death* spells) or uses a similar magical effect that imitates it.
- The maximum hit points of a creature are reduced.
- A creature deals necrotic damage.
- A creature dies.

Elemental Air

The Plane of Changing Winds and Open Skies



Other Names: Beneath the Azure Vault, Boundless Blue, Eternal Sky
Creature Themes: Air
Hallmarks: Djinn, flying creatures of all sorts, openness, movement and change, light
Sample Portal Keys: Breath caught in a bottle, dust or dirt blown out of your hand, falling feather

The endless expanse of Air embodies freedom, motion, and unbounded possibilities. There are few constraints and confinements on the Plane of Air. However, the Inner Planes are still harsh and not all idyllic for everyone. In the Plane of Air, creatures can easily breathe. The overall temperature is comfortable. It is constantly well lit from all directions. But one truism of the Plane of Air is that all within is all free to fly... or fall.

Flying creatures can soar through the endless clouds, but others must either be on a floating island or they will fall, endlessly whipped around by wind currents. Where the border between the Plane of Air and the Material Plane is thinnest, islands of earth and even floating bubbles of water or fire are plentiful. Deeper down into the depths of Air, these islands are rarer, and with that, elementals become the most common life found. Far enough down, there is believed to be a border with the Elemental Chaos.

Air offers freedom and possibility, but little comfort or aid. Furthermore, Air is usually peaceful, with gentle breezes and constant daylight, but it can also be stormy with weather systems far larger and far more severe than anything in the Material Plane, and potentially most any other plane.

For those who can fly – either naturally or with one of a vast array of airships and vehicles in this Plane – or find a home on a verdant landmass, the Plane of Air can be serene. They must always be wary, however, that eventually the winds always change.

Common Knowledge

Those familiar with the Plane of Air know the following facts:

- The Plane of Air is a vast open sky where flying creatures thrive and djinni rule.
- Floating pockets of earth and water can be found here, but they are rare and one should always have a means of traveling by flight available.
- There is no night in the Plane of Air, just constant pleasant sunshine except when storms strike, which is a rare occurrence, but can be worse than any storm on a Material world.

"Welcome to our home of a thousand deep breaths."

—A djinni

Auran Characters

When creating a character with ties to Elemental Air, consider the following:

Do you travel or remain in one place? Those who live in the Plane of Air tend to either find a safe place to call home, or they live a nomadic life going where the winds take them. Interestingly, this is not necessarily divided between people who can fly naturally and those who must use artificial means. A homesteading aarakocra who rarely strays far from their home is as possible as a dwarf doing the same. Caravans are as likely to be composed of flying contraptions as they are elves riding giant owls – and often include both types of transportation.

Do you embrace or fight the winds of change? Although the Outer Planes are the home of deep philosophical themes, by their very nature, the Inner Planes still include some of these themes as well. Air is ever shifting, and those within it typically either fight against that, resisting the changing influences of the environment, or they can let the wind take them where it will, metaphorically as well as possibly literally. For your character, think about whether they would be more likely to go with the flow or be the wall the wind must bend around – or possibly live a life trying to balance both.

What is your preferred mode of transportation? Although some rarely leave their homes, it is extremely rare that one's needs are entirely taken care of within walking distance – especially for those with the spirit to become an adventurer. Given how different the environment is from typical countryside where one can get by with a horse drawn wagon, how does your character prefer to travel through Air? Consider working with your DM about how much access your character does or does not have to that form of transportation. Are they a natural flier? Do they ride a flying animal? Do they have a flying vehicle, and if so, is it a rickety, smoke-sputtering gnomish-copter, a simple balloon-style craft, or an elaborate airship similar to those on Eberron?

Locations

Despite its name, Elemental Air is not a singular, massive, planar balloon. There is more inside than just air, there is even life. This section describes some of the major settlements of Elemental Air.

Blurophil. The Harmonium first rose to power on a Material Plane world called Ortho. They brought peace and order to all the people of the world, or else. In the case of the engineering-focused culture of the Riven, that "or else" meant exile to the Plane of Air. For generations, the Riven survived as a ragtag fleet of airships wandering the Boundless Blue until they found a new home in a floating metal disk large enough to build a city upon.

Blurophil now hosts a moderate population, most of which are descendants of the original Riven, and the rest have settled in the city over time, drawn by the peace of this safe haven. However, over the generations, most everyone apart from newcomers has multiple ties to the Riven either through blood or marriage. The city is made of glass and shining metal spires surrounding a large circular park overflowing with vegetation and animal life. Around all of this is a hemispherical *wall of force* covering the entire city except the final 20 feet from the ground. This *wall of force* is powered by hundreds of windmills that line the edge of the city and convert the wind of the Plane of Air to magical energy via arcano-technological inventions.

Blurophil serves as a major trade port for multiple civilizations in the Plane of Air, and King Birus VI (neutral good human noble) also highly encourages artists, poets, and other creatives to take up residence in the city in order to spread the word of its tranquility far and wide. Members of the Harmonium are legally tolerated within the city, but should expect poor service and cold receptions everywhere they go.

Citadel of Ice and Steel. Most minor djinni nobles rule over a small number of landholders on a floating island, and the Great Caliph of the djinn is no exception. His stronghold is the Citadel of Ice and Steel, a large chunk of elemental ice and earth sculpted by winds into an aerodynamic oval. It constantly hurtles through the plane, creating a permanent rush of strong wind throughout the court. The chambers of the court are secured by steel doors set into the ice, and the air is only still when all the doors are shut. Whenever the doors open, a blast of wind stirs the curtains, banners, and clouds of incense throughout the room. There are no stairs, and hallways are just as likely to be vertical shafts as horizontal ones.

Visitors who are not djinn are usually escorted everywhere to ensure their safety and to allow the Great Caliph's attendants to keep an eye on them.

Unlike the dao's great trading house of the Sevenfold Mazework or the efreet's massive City of Brass, the Citadel of Ice and Steel is primarily a political center. From here, the court produces decrees and rulings and collects taxes, but produces little tangible wealth. Some nobles enjoy weaving silk or creating beautiful feather headdresses, sashes, and cloaks in their free time, occasionally selling them to visitors from other realms.

The Citadel is protected by several legions of djinn soldiers, protecting it from efreeti raiding parties and other malicious incursions. The Teeth of the Wind are comprised of skilled archers, the Azure Legion consists of lightning mages, the Monsoon Legion are heavily armored melee combatants, and the Silver Turban Legion are an elite fighting squad of **griffon**-mounted special forces.

Floating Islands. Giant globes of elemental forces drift through the endless sky of the plane. The most iconic are those made of earth, which djinn, wind dukes, and others build their castles and cities upon, but others exist as well. Great flaming spheres, oceanic donuts or cubes, flying icebergs, chunks of magma or mud, and even smoking hazes that act similarly to a *stinking cloud* spell can be found here.

Unique Exploration Rules

Constant Daylight. The sky is filled with endless daytime, although stormclouds and floating islands may partially or entirely block the light. This light is bright light and radiates from the sky in an even glow.

Extreme Weather. Strong winds, tornadoes, and thunderstorms on the Plane of Air can frequently be far stronger than on the Material Plane. Some of these even form into Maelstroms, swirling vortices of air that can last years or longer.

Floating Motes. The plane of elemental air is not one landmass with an open sky above. It is a series of floating islands drifting through clouds and a clear blue sky. A creature that falls off one of these islands and can't fly might fall forever, if a lucky strong wind doesn't blow it back to safe ground.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Great Maelstrom. Countless storms blow across the Plane of Air and some build into raging maelstroms. These maelstroms are swirling, tornado-like vortices which curl into a twisting loop that feeds on itself. They range in size from hundreds of feet to hundreds of miles across and can last anywhere from minutes to centuries or perhaps longer. Anything that draws too near is pulled in and damaged by striking all the other debris within.

One maelstrom deserves special mention – unsurprisingly, the one that is dubbed the Great Maelstrom. Rumors of its existence go back to the earliest recorded history of the Plane of Air. The Great Maelstrom is unimaginable in size, capable of encircling entire nations and moons of the Material Plane. Also, rather than a rough loop-like shape, the swirling vortex twists and ungulates, wrapping around itself in a bewildering and even more devastating knot of terrifying wind.

One fortunate facet of the Great Maelstrom is that it has seemingly avoided engulfing settlements in the Plane of Air despite soaring rapidly through the plane, although travelers and even large caravans have not been so fortunate. This does worry some sages, however, as even with how expansive and open the Plane of Air is, something that large moving that fast should hit some town by pure chance. Since it apparently has not yet, the theory is that it does not move randomly, but is directed. Having an intelligence behind such a massive force of devastation is a blood chilling prospect.

Others who have encountered it and survived all tell of something even more frightening – the deafening wind speaks to them. It speaks of being in pain. It speaks of countless people and creatures trapped within, entire societies rising and falling in the center of the vortex. Worse yet, it calls out by name to all who approach, and beckons them to enter the winds and help ease its pain.

Zephyrhome. One of the greatest collections of knowledge in the Plane of Air is Zephyrhome, a **cloud giant** town built upon solidified clouds. The focal structure of the town is the Edifice of Whispers – a marble hall that is imposing even by cloud giant standards. Grand colonnades surround a fortified inner courtyard, which in turn contains a simple yet massive block building with only one entrance and no windows. The entrance is a set of marble doors weighing several tons but swing near effortlessly when touched by a cloud giant.

Inside this building are secrets, tens or even hundreds of thousands of secrets all etched in a crystal (harvested from the Positive Energy Plane and magically fortified to prevent its disappearance) that is unbreakable except in the most extreme conditions. The cloud giants of Zephyrhome collect these secrets by any means they can find – magically pulled from the winds, scrying, spy networks, and even good old bribery. The secrets that interest them most are ones that could impact entire communities, organizations, or even divine domains. Secrets of individuals are often discarded unless they are in a position of power.

Interestingly, although the Edifice of Whispers may be one of the greatest sources of blackmail material, the cloud giants have, so far, avoided using it for that purpose. They seem more driven to collect the secrets like a dragon covets a hoard, rather than really use it for any practical gain.

On rare occasions, they will let outsiders view one or more of the inscribed secrets, but only after intense negotiations and interviews and the final fee being a memory from the individual. They do not want any random memory, but use the interview process combined with their own means of information gathering to find a specific memory that either directly contains a secret they could collect or a key to finding such a secret. Once taken, however, that memory is forever lost to the individual.

—LORD SORTLYN THE FLIGHTLESS

Denizens

Elemental Air acts as home to creatures that fly, glide, and soar through space. A few terrestrial creatures exist here as well, carving out lairs and cities upon the many floating islands. This section describes major societies and cosmic beings of the Boundless Blue.

The Djinn

Elemental Society

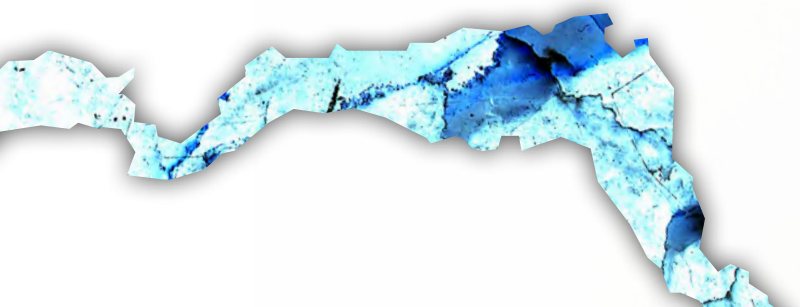
Typically chaotic good, these air genies build cities on floating islands. These cities are crammed with buildings, courtyards, gardens, fountains of elemental water, and moving sculptures of elemental fire. They revere Akadi as their true queen, but have intermediary caliphs that serve as local leaders.

Djinn hate the efreet of Elemental Fire and will cooperate in any attempt to harm them. Despite their haughtiness, djinn respect individual achievement and will cooperate with other creatures of the Elemental Plane of Air. The djinn's retainers may leave at any time, but many stay because they consider it an honor to serve.

The Great Caliph. Husam al-Balil ben Nafhat al-Yugayyim (**djinni monarch**; see chapter 4) is the Master of the Clouds, Son of the Breezes, and ruler of the djinn. He is always to be found in the company of at least a dozen djinni dancers and consorts, rarely leaving the Citadel of Ice and Steel. When he does leave, it is generally to go hunting creatures in the Plane of Elemental Air or in the Elemental Chaos.

Infrequently, the Great Caliph will demand that a procession be held in his honor, such as at the anointment of a new noble djinn or before a noble marriage. These processions are always grand affairs and take looping, rolling, diving paths through the plane for days or weeks at a time. During these processions, hundreds of birds are released. Genie mages use wind magics to send clouds racing across the sky, while artists make grand cloud sculptures to view and towers to view from.

Husam is perpetually called upon to decide matters of state, law, and politics among his nobles. Although fickle and easily bored, he is neither weak-willed nor incompetent. When great tasks are urgently required, he can rouse genie armies to victory and he can wrestle the fiercest monsters into submission. However, the Great Caliph prefers to win his battles by his wits rather than by the strength of his armies or his magic.



Husam's court itself lies at the center of the Citadel of Ice and Steel, with clear shafts running to the outer surfaces in all directions. Creatures who gain an audience with the Great Caliph must hover before him. If they cannot fly under their own power, the whirlwinds of djinni guards support and buffet them as long as they remain before the Caliph. The chamber seems to be in perpetual motion, as its many layers of silk streamers constantly flutter in and out. In dealing with visitors, Husam is merciful and often ends his recitation and judgment within a few minutes.

The Vaati Wind Dukes

Elemental Society

Among the last surviving remnants of a pre-mortal multiverse, the Vaati of Aaqa still hold the title of Wind Dukes for their role in the ancient war between Law and Chaos. The tenuous structures of reality in this era meant that no being or force had its properties established, and the predecessors of the demons, slaad, and eodath fought to preserve this cosmic mutability. The Vaati rallied the entities which would become the elementals, battling against this universal ambivalence to establish constants such as the heat of fire, the solidity of earth, and even the forward flow of time.

For themselves, the Vaati established the element of air, viewing its combination of flexibility and persistence as mirroring their own communal values. As their numbers were thinned irreparably from their continual battles, the remaining Vaati have mostly retreated from the planar stage, sequestering themselves in their pastoral islands of Aaqa to further their contemplations.

Akadi, Queen of Air

Neutral Air Archomental

The most mighty of air elementals, Akadi dwells within a great whirlwind called the Great Funnel. This impressive force drifts about, moving where she wills it, and all the winds that sweep the plane are said to spiral outward from it. Those whom Akadi wishes to see can pass through the tornado-force winds without harm. Those who would visit the Elemental Queen uninvited risk being torn apart.

Akadi is neither good nor evil. She is the mistress of air and has little or no interest in things that don't affect her realm. Despite her centralist outlook on the multiverse, Akadi is noted for her stormy temper and changeable disposition.

Over the years, the Queen of Air has gathered around her a dozen elite female warriors called the Azure Guard, each specially trained for battle in the Elemental Plane of Air. They wear magical blue armor, crafted from solidified air by Akadi herself. Half of the Azure Guard is assigned to stay at the Great Funnel to protect it from incursions, while the other half travels about the plane enacting Akadi's will.

Chan, Glorious Zephyr

Neutral Good Air Archomental

Like her evil foe Yan-C-Bin, Chan is an invisible entity of softly churning air. The Prince of Good Air Creatures is the master of calm breezes and gentle sounds, though she can rage like a harsh wind or even a violent tornado when she must. Her steady surveillance of Yan-C-Bin often forces him to curb his activities for fear of her intervention, although she must in turn regard her own actions carefully, else Yan-C-Bin interfere back. This war of quiet threats has gone on for years and will most likely continue for many more.

Chan spends some of her time in the Palace of Unseen Contemplation, her floating stronghold made of purest glass. Otherwise, she wanders the Elemental Plane of Air, watching Yan-C-Bin and attempting to further the cause of good.

Chan's rules her subjects (good-aligned denizens of the Plane of Elemental Air) more by reputation than word. Her servants do what they know she would want them to do rather than obeying actual orders.

Often called the Silent One, Chan can be a gracious host within her palace, but she's not one to give away the lost secrets of the plane.

Sardior, the Splendid

Neutral Dragon God

The Ruby Dragon is less well-known than his counterparts, yet dragonkind as a whole does not divide evenly between Tiamat and Bahamut. The patron of the psionic gem dragons, Sardior is believed to have died eons ago in the breaking of the First World; however, he continues to send omens to his children, and delights in the continual misdirection as to his survival and whereabouts both.

His Ruby Palace floats majestically through the Plane of Air upon a solid cloud, where five minarets each house one of the gem dragon Thanes who serve him as intermediaries and help keep his existence secret. However, as a noted prankster and free spirit, Sardior tends to move his whole realm at a whim.

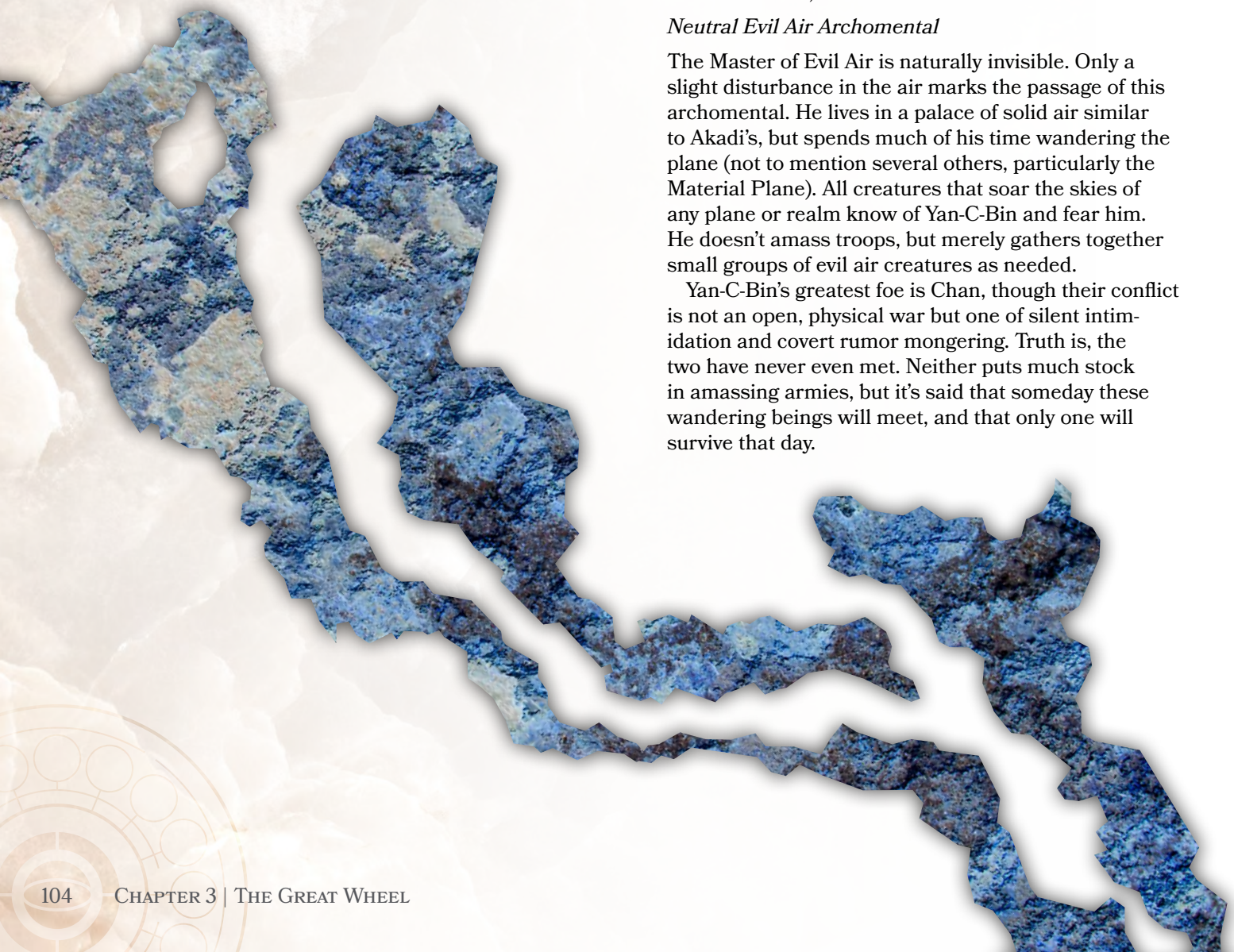
He is most often found visiting the Great Caliph of the Djinn, Jazirian's realm on Mount Celestia, and from time to time he neighbors the flying castle of Stronmaus in the depths of the Beastlands. Sardior promotes the development of the powers of the mind among mortal races, and holds a special fondness for the dragonborn.

Yan-C-Bin, the Howling Hatred

Neutral Evil Air Archomental

The Master of Evil Air is naturally invisible. Only a slight disturbance in the air marks the passage of this archomental. He lives in a palace of solid air similar to Akadi's, but spends much of his time wandering the plane (not to mention several others, particularly the Material Plane). All creatures that soar the skies of any plane or realm know of Yan-C-Bin and fear him. He doesn't amass troops, but merely gathers together small groups of evil air creatures as needed.

Yan-C-Bin's greatest foe is Chan, though their conflict is not an open, physical war but one of silent intimidation and covert rumor mongering. Truth is, the two have never even met. Neither puts much stock in amassing armies, but it's said that someday these wandering beings will meet, and that only one will survive that day.



Intrigue Opportunities

- Haalifith (lawful evil **storm giant**) is using a fleet of armored flying ships – buoyed up by gas-bags filled with heated air – to conquer Air communities. From his heavily fortified Palace of Tempests, he has already gained control of over a dozen villages and small towns, many voluntarily, over a wide range of the plane. He is now eyeing larger cities to find a candidate for his next major conquest.
- The Citadel of Ice and Steel has occasionally been sighted on other planes. Foreign genie intelligence agencies speculate what purpose the Great Caliph has that is important enough to risk endangering his court by leaving the protections of his home plane.
- An ancient seal supposedly grants power over all djinn, vaati, and other air elementals to the one that wields it. Others say the seal merely protects the bearer against attacks from such creatures. Regardless, all djinn and vaati have heard these rumors and will attack or steal from anyone they believe may have possession of the seal or information on its whereabouts.
- There are legends of a Gargantuan **gynosphinx** whose voice tears into the minds of all who hear her, causing severe psychic damage. However, many still seek her out because according to these legends, every feather of her expansive wings has the knowledge of a different spell carved into it, including hundreds that have been lost to ages past. Being able to study even a small area of her wings could grant spellcasting knowledge beyond any others.
- A secret society of djinn bards, scholars, and mystics known as the Invisible College weaves illusions that defend the Citadel of Ice and Steel and confound invading armies of efreet, usually in very embarrassing ways. Visitors who stumble across sure evidence of the College are said to disappear, but the djinn assure investigators that such people simply, accidentally, fell off the side of the Citadel, never to be seen again. Investigators are bluntly directed to give up their searches or else such may happen to them as well.

Elemental Air Supernatural Effects

Consider rolling on the Elemental Air Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of the Plane of Air (like the *conjure elemental* spell or the *plane shift* spell cast to reach the Plane of Air).
- A creature casts a spell or uses a magical effect to fly or manipulate wind, fog, or gas.
- A creature deals lightning or thunder damage.
- A creature succeeds on a saving throw to free themself from a condition or another kind of limitation.

Elemental Air Effects

d8	Air Effect
1	Creatures currently in the region can cast the *fly* spell up to three times as a charm, requiring no components. When a creature does so, they grow feathers making them resemble an **aarakocra** for the spell's duration.
2	Strong winds (see chapter 5 the Dungeon Master's Guide) strike the region for 2d12 hours.
3	A random creature within the region becomes targeted by the *freedom of movement* spell, which lasts 8 hours.
4	An overwhelming gust of wind suddenly strikes the region. Each creature in the region makes a DC 12 Strength saving throw, being knocked prone and thrown 1d6 x 10 feet in a random direction on a failed save. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet they were thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.
5	A random creature within the region gains the ability to cast the *gaseous form* and *wind wall* spells, each once as a charm and requiring no components. The creature can choose among Intelligence, Wisdom, or Charisma as their spellcasting ability.
6	Creatures within the region can cast the *levitate* spell at will for the next 24 hours, choosing among Intelligence, Wisdom, or Charisma as their spellcasting ability.
7	Winds of change, inspiration and renewal blow in the region. Each creature within the region gains inspiration and can immediately make a new saving throw against all effects currently affecting them, unless the effect didn't require a saving throw in the first place, is instantaneous or permanent.
8	Over the next 24 hours, each creature within the region can take an action to make a successful DC 15 Wisdom check to change their subjective gravity, deciding where is "up" and "down" for them until they change it again, they leave the region or the aforementioned 24 hours pass.

Elemental Water

The Plane of Welcoming Depths

Other Names: The Bottomless Deep, the Endless Sea
Creature Themes: Water
Hallmarks: Marids, abundant plant and sea life, freedom of movement, stability
Sample Portal Keys: Sweat of your brow, vial of seawater with a plant living within, a waterlogged book

The Plane of Water rivals the Plane of Air in habitability. For water-breathers, in particular, it is easily the safest and most livable environment among the Inner Planes. Freshwater and seawater creatures both survive equally well as the Plane of Water has vast regions of both kinds of water, as well as some that magically can support both. Temperatures are, in general, comfortably warm, although this can vary significantly between regions.

In addition to the near endless depths of the Plane of Water, there is an expansive surface beneath a blue sky of fresh air. Islands of earth float atop this ocean surface, and air-breathing life flourishes across these archipelagos and on sailing vessels of all shapes, sizes, and seaworthiness.

Life is abundant in the Plane of Water, as water is fundamental to life, supporting more life than perhaps any other elemental plane. But water also holds secrets, as the depths are reluctant to give up what they take. This leads to a greater constancy and stability than with Air or Fire, but unlike Earth, Water allows great freedom rivaling that of Air.

"Take a nice, deep breath of fresh water. You'll feel better."

—Wien Taugh, triton

Common Knowledge

Those familiar with the Plane of Water know the following facts:

- For those who can breathe water, the Plane of Water is the easiest for more creatures to live in. In some regions, both freshwater and seawater species can thrive in the same waters, and there are no issues with increased pressure like in the oceans of Material worlds.
- Marids are common here but often keep to themselves, seeing others are beneath them. However, when they become angered, their power can be devastating.
- The City of Glass is one of the largest cities in the Inner Planes, and by far the safest with peoples from all over the multiverse interacting there.

Aquan Characters

When creating a character with ties to Elemental Water, consider the following:

Do you naturally take to the water or do you work at it? Many creatures are naturally adapted to the water, while others, especially air-breathers, must take steps to aid in their survival. Also, more informally, some find being underwater comfortable and relaxing while others struggle with the concept of being surrounded by such endless water in every direction.

Are you a solitary creature of the deep or do you prefer a community? Aquatic creatures differ in preferring either a largely solitary life or the companionship of entire schools of beings like themselves. People can be much the same way, and with the Plane of Water so capable of supporting life, it is viable to live a solitary life if one prefers or stay with a larger community.

How much do you like to explore? Like the Plane of Air, Water is very freeing and not nearly as constraining as Earth, or to some extent even Fire. Unlike Air, this freedom is often not driven by winds or currents, but in the vast openness of possibility. Does your character embrace that wide-open freedom to travel or is that too vast and they prefer to remain in places they are familiar with.

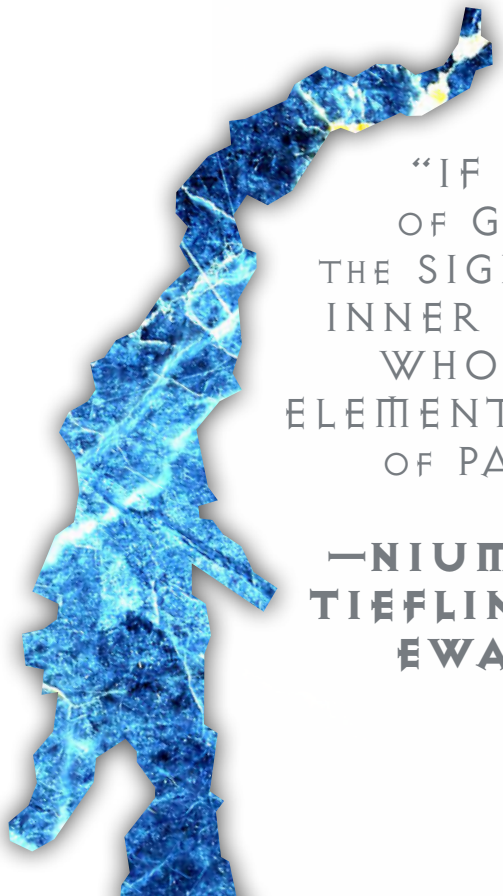
Locations

Whether under the sea or floating on the ocean surface, many visitors come to the Plane of Elemental Water. Here are some of the sites most often seen by explorers, adventurers, dignitaries, and tourists.

Citadel of Ten Thousand Pearls. The court of the Great Padisha of the Marid, the Citadel of Ten Thousand Pearls is an elaborate and graceful circular reef in warm waters of the plane. It is full of bright corals, corroded copper doorways, giant clams, bubbling air fountains, curtains and carpets of kelp, and awakened schools of every sort of fish. Some of these fish are guardians and others are servants, but all here are entirely loyal to the marids.

The courtiers of the Padisha are adventurers, storytellers, and braggarts. Few of the nobles are actually at court at any given time – most of them are out in the seas seeking new adventures, new riches, and new sights to report to their ruler. When they are at the Citadel, the noble marids strive to outdo each other in their gifts and stories. Duels, wrestling matches, and even deaths among the highest nobles are common.

Shafts of sunlight pour into and out of the citadel apparently at random, but no area is without light unless the Padisha wishes it. Some of the deepest interior portions are said to contain the hoarded treasures of the deep, given to the Padisha as tribute: gold, shells, corals, the scales of great sea monsters, and over ten thousand pearls of great price. These pearls are of all colors, principally pink, white, gray, and black, and most are said to be the size of a human fist and lumpy rather than small and perfectly spherical.



"IF THE CITY OF GLASS IS THE SIGIL OF THE INNER PLANES, WHO'S THE ELEMENTAL LADY OF PAIN?"

—NIUMASDED, TIEFLING PLANEWALKER

City of Glass. Often referred to as the "Sigil of the Elements," the City of Glass is a true planar wonder to behold. Rivaling the City of Brass in size and certainly surpassing it in hospitality, the City of Glass is the largest travel hub of the Inner Planes. The City of Glass gets its name from the massive glass dome containing a bubble of air that the city is built within. All of it rests on a gigantic slab of ice.

Historical records speak little of the early difficult years establishing the city, but rather quickly it reached a critical mass of usefulness to all who pass through here, that all aquatic peoples and more co-exist here. Supporting and maintaining the peace of the city greatly benefits **sahuagin** and **merfolk** alike, for example. Encounters can be tense at times but given the general habitability of the Plane of Water, those who come to this city usually have an interest in doing so, and are therefore self-selected to be more inclined to look beyond ancient prejudices and accept all as individuals to be judged on their own actions.

Stability also arises from a council of fifteen elected representatives, no two of which can be of the same species. This leads to a diverse array of voices to be heard at the highest level of government. It is not a glorious utopia that one might find in an Upper Plane overseen by a kind deity, but it is functional and sufficiently beneficial to the citizens of the city that peace is maintained, and disagreements with the ruling council typically result in grumbling to neighbors over a drink, rather than any form of significant dissent or violent protests.

Numerous portals to locations throughout the Inner Planes, and even some Material worlds abound in the city. This leads to at least a quarter of the population at any given time being travelers passing through, rather than long term residents or visiting merchants. Even significant numbers of individuals of non-aquatic ancestries pass through or even live here permanently.

Demiplane of Filth. While debatable whether this is a true demiplane or only a magically isolated region of the Plane of Water, it is accepted by all who know if it that this region is disgusting. Juiblex's eternal nemesis Zuggtmoy succeeded in banishing him from the Abyss across numerous planes in hopes that it would finally kill him. Unfortunately, it did not, and his corrupted mass of ooze eventually reassembled itself in the Abyss.

The largest portion of his splintered form was transported to the Plane of Water, where his inherent toxicity corrupted the area around it creating a region of slime and polluted water beyond mortal comprehension. All creatures within a mile of Juiblex's arrival were twisted into vile, gelatinous forms, and the water was turned toxic to all creatures but Fiends and Oozes. To prevent the spread, powerful spellcasters and divine proxies of the deities of water managed to isolate and prevent the corruption from spreading but could not eliminate it fully.Individual creatures are able to

push through the barrier, but the toxic water remains contained. Fortunately, the mutated creatures feel more comfortable remaining within the corrupted zone than spreading out into the pure water.

With Juiblex gone, many wonder if the corruption can be eliminated, but inside are still countless spawn of Juiblex that attempt to convert any who enter the region into a similar evil oozing form. All want the corruption gone, but all also want someone else to be the first to do it.

Drifting Waypoint. Floating on the surface of the Plane of Water is a flotilla of ships lashed together into a town. The ships range from large galleons, to house boats, to yachts, and more than a few small rowboats with little more than a tent atop. Ships visit frequently for trade or repairs and are welcome to join their vessel to the town for as long as they wish.

The town was originally founded by the crew of the Rose Compass from the Material Plane world of Krynn who were pulled into the Plane of Water in a mystical storm. Finding it difficult to navigate without their usual references, they sought to mark the central point of the Plane of Water's surface as a navigational marker for all to reference. They secured their ship in place through the use of an *immovable rod*, renamed their vessel the Waypoint, and began using various magical means each day to create a signal in air above their vessel, to act as a beacon to other ships in the vicinity.

Several centuries later, other ships joined in to become a small town with many permanent, lifelong residents. With each generation of new leadership, debates always ensue over whether the chosen location is truly the center of the ocean, or if such a concept is even possible in the Plane of Water. The supposed location of the center of the Plane of Water has been "corrected," and the entire town moved, enough times that people refer to the town as the Drifting Waypoint, much to the chagrin of the current leaders, as each ruling body has a pet theory of the proper location to mark.

The tradition of signaling the location of the Drifting Waypoint has grown, and spellcasters informally compete at midday and midnight to cast their flashiest, typically gaudiest, illusions as high as possible into the sky, to signal the latest location of the Drifting Waypoint.

Isle of Dread. This Feywild realm is frequently found appearing in the Plane of Water. For more information on the Isle of Dread, see "Feywild."

Shelluria. This region, several days' journey across, was once the divine domain of Eadro, deity of locathah and **merfolk**. It was once a bountiful and pleasant place to live with locathah, merfolk, and Eadro's petitioners living together in harmony and comfort. Coral reefs were carved into opulent manors and astonishing towers. Food and tranquility were both in abundance. That ended when Eadro left. He told his proxies only that an important matter must be dealt with and set up a council to rule in his place.

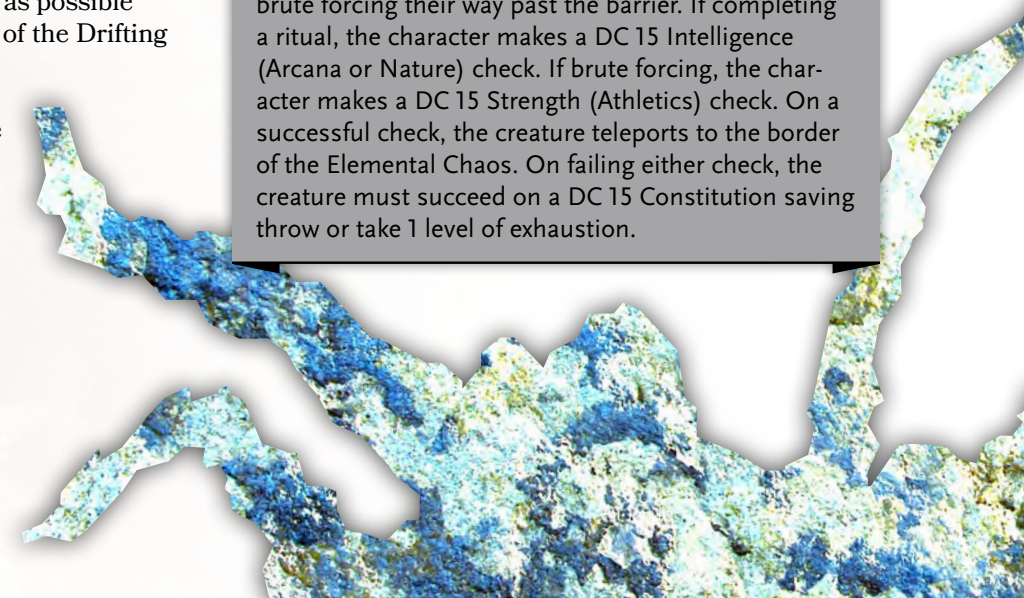
Now, nearly a century later, Eadro still has not returned and Shelluria has fallen into dreadful times. Debate over how to handle Eadro's absence, which was originally kept secret, started to cause dissent among the council. They drew back to maintain oversight over only a third of the domain each and no longer combine their efforts.

Fallen Shelluria. No one knows where the first zombies and other undead came from, but they arrived in wave after wave. Without a unified defense, two of the three city wards fell to their onslaught before their spread could be contained. Shelluria is now a war zone, with the surviving citizens trying to defend their area and keep hope for Eadro and Shelluria alive. But hope is waning. An undead horde occupies much of the domain, there is still no sign of Eadro, and many are starting to call for abandoning the area altogether and rebuilding elsewhere.

Unique Exploration Rules

Ocean. The Plane of Elemental Water is not one landmass with an open sky above. It is a massive ocean, the surface of which is scattered with a few isles and archipelagoes. The deeper beneath the surface someone goes, the greater the water pressure builds around them. It is unknown how deep this ocean goes, but only the most rugged horrors of the deep can survive where no light reaches.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.



Denizens

Those who breathe water do best in the Bottomless Deep, but occasional islands and perpetually sailing boat cities exist on the ocean surface. This section describes the major societies and cosmic beings of the Endless Sea.

The Marids

Elemental Society

Marids have the least impact on others of any of the genie races; their attitude toward the rest of the world is that all other creatures are lesser beings. The marids' own concerns take up so much of their time that they have little effort to waste on what they see as the trivialities and irrelevancies of others.

This usually includes the affairs of common marids as well, which is why almost every marid declares itself a "noble" in order to get the attention of the truly noble marids. Their absorption in their own affairs is a blessing for others, given the dangerous level of power of the marid monarchs. When they do want something, noble marid stop at nothing to get it – entire fleets may disappear from the oceans, storms may rage, and rivers may dry up or overflow.

Marids are champion tale-tellers, though most of their tales emphasize their own prowess and belittle others. Their love of song and story leads nobles to kidnap the greatest of performers for private shows at the citadel. When talking with a noble marid, bards should take care to prevent themselves from taking opportunities to relay anecdotes, lest they be obliged to provide the marid court with entertainment — and offered no payment or choice on the matter. Most marids consider it a crime for a lesser being (meaning, any non-marid creature) to interrupt them. Depending on how jovial the marid is and their relationship with the offender, interrupting may invoke the marid's wrath.

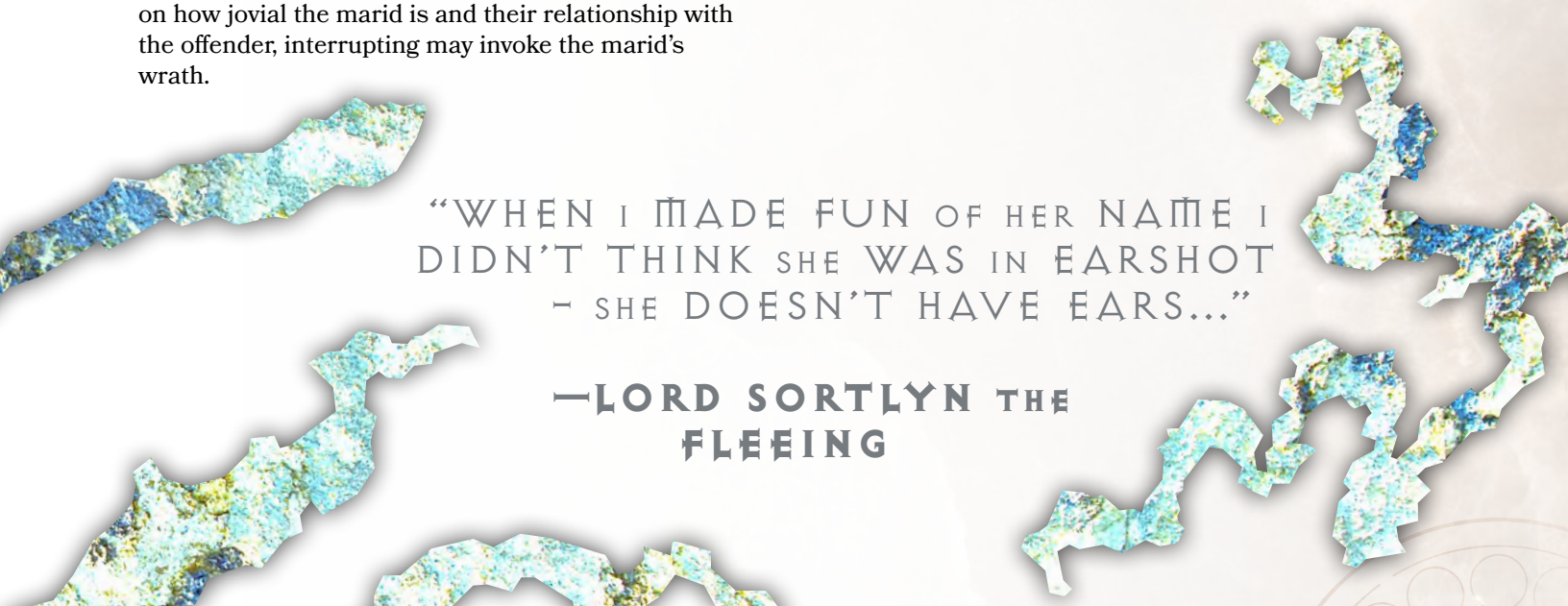
The Great Padisha. Kalbari al-Durrat al-Amwaj ibn Jari (**marid monarch**; see chapter 4) is the Great Padisha of the Marid and has hundreds of other titles, including the Pearl of the Sea, Mother of Foam, and General of the Whales. Her royal court is the most diverse of all geniekind, including **sahuagin**, **merrow**, and other intelligent aquatic denizens as equals to the marids.

Kalbari can detect spoken lies, but that doesn't stop her from enjoying outrageous flattery. She simply recognizes it for what it is and doesn't allow it to influence her actions as a ruler.

The Padisha's mood determines the type of audience her supplicants receive. Some are richly rewarded for merely reciting her titles and honorifics; others are cast forth from the citadel and told never to return. Those she takes more seriously (such as noble marids or commoners who can boast well) are given her undivided attention and probed and questioned on every statement they make.

She always appreciates unusual gifts, though she feels no sense of obligation to grant favors in exchange for treasures freely given. Gifts need not be material ones; beggars capable of spinning rich tales and richer compliments have won her favor, as have ancient mystics who have little wealth but great understanding.

Although Kalbari loves display for its own sake, she rarely joins processions beyond the confines of the Citadel of Ten Thousand Pearls because of the political danger of leaving her nobles to scheme. The mitigations of the whales and salmon and the blooming of the red tides are state occasions however, requiring the presence of both the Padisha and her nobles. At these times, and others when she must travel, she relocates her entire court, thus preventing any coup while she is away.



"When I made fun of her name I didn't think she was in earshot – she doesn't have ears..."

—Lord Sortlyn the Fleeing

Ben-Hadar, the Valorous Tempest

Neutral Good Water Archomental

Ben-hadar rules his kingdom of good-aligned water creatures from a hidden fortress in the coral reef of Ssesurgass. Those who have met him describe Ben-hadar as rude and boorish. His arrogance, they say, is second only to that of the evil fire prince Imix. He pushes the limits of what might be considered "good."

Still, he does occasionally battle the evil water creatures commanded by Olhydra. Further, he seems to be interested in the wellbeing of his followers. He's caught up in long-running feuds with both Chan (see the Plane of Elemental Air) and Zaaman Rul (see the Plane of Elemental Fire), who both find him personally repugnant. They accuse him of being both narrow minded and having no interest in the fate of good-aligned forces outside his plane.

Ben-hadar appears as a tall humanoid figure made of sparkling blue-green water. He has massive lobster claws in place of hands, and his eyes scintillate like the sun on a breaking wave.

Blibdoolpoolp, the Sea Mother

Neutral Evil Kuo-Toa God

Blibdoolpoolp, matron of the **kuo-toa**, makes her home in an expanse of gloomy water known as the Murky Depths. The region stretches across many miles and is lightly obscured by sediment and pollution. At will, she can cause part or all of the region to become infused with toxic red algae. When this happens, only those she wishes to harm suffer the algae's effects. Petitioners of Blibdoolpoolp often appear as evil or chaotic thoughts that drift about the Murky Depths and invade the minds of unwanted visitors.

Blibdoolpoolp would rather avoid all contact with the agents of her greatest enemies, the Dark Seldarine and illithid gods. Despite this, she is quick to act when her own realm is intruded upon. Rumor has it that no one who enters the Murky Depths emerges again unless they can offer the Sea Mother some new secret or magical power. Even then, of course, there are no guarantees.

Eadro, Lord of the Sunlit Shallows

Neutral Locathah and Merfolk God

Most of the multiverse's locathah and **merfolk** pay homage to Eadro, the greatest of their kind. Although his exact origins are lost to history, his kingdom of Shelluria was a bountiful and pleasant place to live until becoming overrun by **zombie** hordes. Normally, living locathah and merfolk mingle freely in Shelluria with the spirits of Eadro's petitioners, who usually take the form of insubstantial, brightly colored fish. These gossamer creatures radiate all the colors of the rainbow and fill the place with a natural sense of peace and tranquility.

Istishia, the Water Lord

Neutral Water Archomental

Every drop of water everywhere in the multiverse, say Istishia's followers, marks a place where his tears have fallen or his blood has been spilled. They believe he makes up the whole of the great ocean of the Plane of Elemental Water. But when Istishia has dealings with his subjects or others, he manifests as a towering waterspout with two pinpoints of light that perhaps are his eyes. Whether this is truly him or just some manner of emissary, no one can say.

Istishia looks upon the battle between good and evil as a passing fancy. In time, all such things are worn away just as the river's edge gradually consumes the land it abrades. He is a patient being, one who recognizes that even the highest mountain can be destroyed one pebble at a time.

Presumably, Istishia would enter the theoretical clash between Olhydra and Ben-hadar if one side or the other were about to seize control of the plane. Because those two seem more interested in battling extraplanar enemies, it seems unlikely that Istishia will ever need to intervene.

Olhydra, the Well of Endless Anguish

Neutral Evil Water Archomental

Olhydra may be the Prince of Evil Water, but she isn't particular about those who worship her. As such, she counts among her followers a great diversity of evil aquatic creatures, including even renegade sects of amphibious demons.

Olhydra dwells in a coral castle guarded by an army of **water weirds**. She spends a great deal of time hidden away within the confines of her palace, presumably plotting her next attack against Imix, the Prince of Evil Fire. She considers him her greatest enemy and almost ignores Ben-hadar, who would seem to be a much more obvious foe.

The Prince of Evil Water usually takes the form of an endlessly breaking tidal wave. She is said to have other forms, but this is the guise in which she greets visitors to her realm.

Persana, Justice of the Depths

Neutral Good Triton God

The patron power of the tritons, Persana is a being of great intelligence and an artisan's eye. He is a masterful sculptor, but his talent truly shines when he turns his efforts to architecture. Legends say that no structure designed with his help ever falls unless he wills it to do so.

Persana is a nomadic god that wanders the plane, lending his aid to those building any number of magnificent structures. It is said that he himself laid the cornerstone of the Citadel of Ten Thousand Pearls.

Intrigue Opportunities

- The Citadel of Ten Thousand Pearls is occasionally abandoned in its entirety during certain seasons, such as the blooming of red tides or swarming of salmon to their home streams, which the court deems important to attend and support in person. While the court is gone, powerful water creatures controlled by an archmage named Hatim al-Rakal seize the citadel and begin grandiose plans of conquest and plunder. During these interregnums, Hakin hosts visiting dignitaries and poses as the Padisha. He always attempts to form a new branch of the Cult of Elemental Evil, but these plans are always swept aside like seaweed when the marid court returns. Padisha Kalbari finds Hatim amusing. As such, instead of being killed for his arrogance and subterfuge, he is always banished and told never to return. The Padisha mildly reprimands anyone who attempts to enforce the ruling.
- Eadro is missing. He disappeared over a decade ago and left a council of three representatives to rule in his absence, saying that he would return once a certain important but unspecified matter was resolved. In recent months, these representatives' invested power has begun to wane, hinting at the worst. Merfolk believe that the key to Eadro's whereabouts are within Fallen Shelluria and are seeking anyone brave and skilled enough to infiltrate the undead-infested city and recover the information.
- Gralantylothep, an **ancient black dragon** that claims to be a direct heir of the draconic deity Chronepsis, is said to bring her moving castle to the Citadel of Ten Thousand Pearls from time to time. These are grand events and all marids or visitors present are required to attend a banquet in the dragon's honor. Toasting and gifting the dragon might impoverish even the richest of Prime Material creatures, but would also be the subject of great poetry and storytelling.

Elemental Water Supernatural Effects

Consider rolling on the Elemental Water Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of the Plane of Water (like the *conjure elemental* spell or the *plane shift* spell cast to reach the Plane of Water).
- A creature casts a spell or uses a magical effect to manipulate liquids, ice, or water in any form.
- A creature enters a body of water.
- A creature resonates with the persistence of the Plane of Water by succeeding on an ability check for an effort that took 1 minute or more.

Elemental Water Effects

d8	Water Effect
1	The region becomes flooded by 5 feet of water. After 24 hours, this extra water magically disappears.
2	A random character and each creature within 30 feet of them makes a DC 15 Constitution saving throw, which a creature can willingly fail. On a failed save, the target gains the ability to breathe underwater and gains a swim speed equal to its walking speed, but also develops slimy, moist skin and has disadvantage on saving throws against effects that deal fire damage.
3	Heavy precipitations of rain strike the region for the next 24 hours. During this time, spells and other magical effects that can be used as an action and create, shape, transform, or destroy water, can now be used as a bonus action instead.
4	A container carried by a random character gains the same properties of a *decanter of endless water* until the item or the creature carrying it takes fire damage.
5	A random character takes a more liquid form, like a balloon full of water. The character gains the Amorphous trait (can move through a space as narrow as 1 inch wide without squeezing) as well as resistance to acid and fire damage and advantage on ability checks and saving throws to avoid or end the grappled or restrained conditions, but also gains vulnerability to piercing damage. This transformation lasts 24 hours.
6	A 10-foot radius bubble of water appears in the space of a random creature within the region, floating mid-air. Each creature within the bubble's area counts as having been engulfed by a **gelatinous cube**, except that they don't take any damage from it.
7	The region becomes infused by the smooth steadiness of water. Over the next 24 hours, each creature within the region has advantage on ability checks for any activity that requires 1 minute or more. Additionally, any creature completing such a task successfully (including casting a spell as a ritual) gains inspiration for doing so, but only once until the end of this effect.
8	A sudden tidal wave strikes the region. Everything within the region makes a DC 15 Strength saving throw. On a failed save, the target takes 2d10 bludgeoning damage, is knocked prone and pushed 30 feet away (the DM can choose the direction or determine it randomly, and is the same for every target). If a pushed target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet they move. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Elemental Earth

The Plane of Unyielding Stability

Other Names: The Anvil, the Big Rock
Creature Themes: Earth
Hallmarks: Dao, constraining environment, solidity, mazes
Sample Portal Keys: Handful of dirt from a Material world, stone that has never had sunlight shine upon it, unrefined metallic ore

The Plane of Earth is a mind-numbingly large expanse of stone and soil and sand. The majority of the plane is in the depths – a network of scattered caverns that stretch for miles upon miles . Only **dao**, **xorn**, and other beings that can glide through stone can easily explore these caves. These depths do not follow any sensible geology, and contain all manners of intermingled stone, metal, and mineral, and even pockets of soil and sand surrounded by rock.

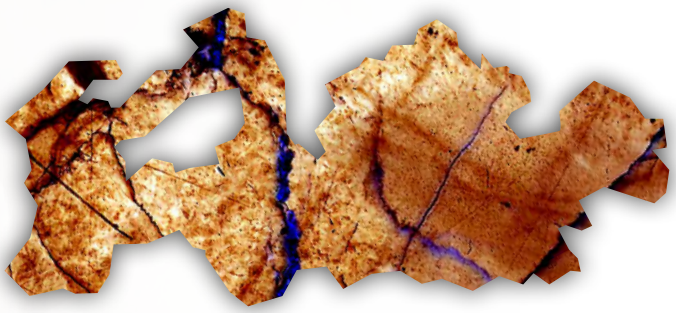
As with the other elemental planes, there is a surface here. The Up Top is covered with an assortment of environments that like the geology below, do not follow any natural progressions. Massive mountain ranges can be found among equally massive sand dunes. The air is typically extremely dry, and the sky a hazy, dust-filled orange. The haze does help with one dizzying aspect for travelers from the Material Plane. Unlike most Material worlds, the Plane of Earth is not a curved surface. On the rare clear days, from a mountain top, mountain ranges, hills, dunes, towns, ruins, and burial mounds expand in every direction, never curving away out of view. Such a sight can make anyone feel very, very tiny.

Many still attempt to carve out space in the depths of the Plane of Earth, however, because it does not consist just of the seemingly endless rock surface, but houses massive streams of precious metals and gems. It is possible to make fortunes here that are unheard of in Material worlds. More often, however, the Plane of Earth closes back in on any tunnels and openings, leaving those seeking treasure trapped, unmoving and unbreathing, encased in solid rock.

Common Knowledge

Those familiar with the Plane of Earth know the following facts:

- Although much of the Plane is solid rock, there is a lot of variation between different all of the myriad types of rock, as well as different forms like mile after mile of soil or sand.
- The contents of the Plane of Earth virtually never move, except to occasionally settle and fill in openings that have been carved through it.
- Dao are extremely dangerous and best left alone if one wants to avoid becoming conscripted into serfdom.



"My favorite word is "mine," in both senses of the word."

—The Great Khan of the Dao, Kabril Ali al-Sara al-Zalazil

Terran Characters

When creating a character with ties to Elemental Earth, consider the following:

How do you handle confinement? Consider whether your character is comfortable with tight places, or being surrounded by endless tons of solid rock, or whether time in such places leads them to feel some mild claustrophobia knowing that it could all collapse at any moment. Alternatively, has the spirit of the plane spread to your character, and they enjoy controlling and constraining others, especially those who oppose them?

How do you feel about wide, open spaces? Living in the Plane of Earth, it would be rare if ever not to be able to see walls in every direction. Such experiences, however, can lead people to be extremely uncomfortable on the shore of an ocean or even disoriented under an open sky. Others instead view these experiences with an awe and wonder that others might find bewildering. Your character might be amazed that occasionally water just falls out of the sky while everyone else just stays indoors or puts hoods up and ignores it.

Is stability and constancy important to your character? It is common across cultures to view the ground beneath their feet as the foundation and source of stability throughout time. Living where one is surrounded by eternal stone can lead one to appreciate that stable foundation, or even tend to be that for their companions.

Locations

Elemental Earth is not kind to strangers. At least, not when they're underground. Through frequent earthquakes and tremors, the walls of tunnels shudder, shake, and tumble down. Surprisingly, these shocks don't seem to affect the surface much, if at all.

Ancient Dwarven Burial Grounds. Before the dao rose up and conquered this plane, Moradin's special children dominated Elemental Earth. It was their natural habitat. As the dao slowly rose in prominence, their forces gradually overcame and drove the dwarves of the realm to the surface, where their population dwindled. Small villages still exist across the surface of the plane, but most dwarves Up Top are dead. Corpses, rotting in the ground, are guarded by angry **spirits** (see chapter 4) who want revenge on their destroyers and to see dwarves and any others interested in smithing, mining, crafting, and masonry spread fill the plane with industry and refinement.

Deathdelve. The ore veins are rich here but always demand a sacrifice. Whether it is the sacrifice of long days laboring or the sacrifice of one's own life, the **orc** miners of Deathdelve do not back down. It is a deadly environment to mine in, with collapses an ever-present danger regardless of efforts to combat it, and pockets other elements in dangerous forms such as caustic fumes, magma bubbles, and bodies of water ready to flood any tunnel that breaches it.

For the orcs who work here, those dangers create a greater challenge to face and prove their strength as the environment itself tries to kill them. Countless have died in the mines of Deathdelve, but over centuries, the miners have managed to carve out untold amounts of useful ores and valuable gems. Miles of tunnels have been carved out, and several small towns have sprouted up within the caverns to support the miners.

Generations of mining Deathdelve have trained these orcs with a unique knowledge of mining the Plane of Earth. They learned the hard way to decentralize all operations and living residences. They know better than most how to anticipate the random, unnatural shifts in rock content. The eldest of the miners even claim that the mining songs they sing not only help them with the work, but that the ringing of the echoes can tell them where the best veins and greatest dangers are ahead.

Revered Digger Caer Rhond the Ancient (lawful good **orc Eye of Gruumsh**) is the closest the Deathdelve has to an individual leader as most decisions are made by local supervisors. She has no official role and still mines with the rest, but when facing particularly challenging obstacles or when the plans of two divisions conflict, they always seek out the advice of the Revered Digger.

Gargoyle Aeries of the Sculptor King. One extremely jagged mountain range on the surface of the Plane of Earth is the home of nine gargoyle clans all serving Tonnor, the Sculptor King (chaotic evil **stone giant**), and his vizier Utroka (lawful evil awakened **roc**).

Utroka was awakened as a hatchling by a band of planewalking adventurers that slew his family. They kept him as a pet and mount until the roc avenged his family by dumping them off his back far above a jagged mountain range in the Plane of Earth. The **gargoyles** that descended upon the fallen adventurers were in awe of the gargantuan flying beast and swore fealty to him. Unfortunately, Utroka knew little of ruling so the clan fell into bickering and chaos.

This changed when Tonnor arrived. A stone giant shunned by his community for both his cruelty and lack of artistic skill, he traveled the planes searching for those who would respect his genius. He found that with Utroka and the gargoyles. Although Tonnor fancied himself a sculptor of the stone flesh of the gargoyles, his true artistic calling was in goading the gargoyles into attacking each other and nearby communities in ever more ferocious assaults, but always holding them back from completely destroying their enemy.

Through this evolution by aggressive selection, Tonnor and Utroka have shaped the gargoyle clans into terrifying creatures of destruction. The most impressive gargoyles are also "blessed" with Tonnor's direct sculpting of their forms, granting them wicked spikes, bladed wings, additional limbs, or other weaponized mutations. These mutations are often as awkward as they are deadly, but every gargoyle still finds them a great honor to receive.

Unique Exploration Rules

Cave Systems. While Elemental Earth has a surface covered with vast mountains, blazing deserts, and rolling hills, most of the populace dwells underground in massive caverns and tunnel systems, both naturally occurring and dug by hand.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Great Dismal Delve. Most dao live in the Great Dismal Delve, a continent-sized underground mazework filled with all manner of elemental materials. The Great Khan of the dao calls forth allied powers or unusual resources from the Delve at his leisure, and rules the region from his palace – the Sevenfold Mazework.

The underground roads and tunnels that lead to the Delve are populated primarily with the toiling serfs of the dao. These serfs live in small shantytowns of huts and hovels and pay heavy taxes to a landowning dao household in exchange for protection from invaders and the opportunity to farm their own food. Tunnel serfs patrol corridors, kill vermin, dig out ores and gems, cart stones and rubble to use as fill elsewhere, carve new tunnels, improve decaying tunnels, and close any unauthorized tunnels. In their free time, they laboriously tend to fields of mushrooms and thick lichen, which form most of their diet.

The servants who work within dao estates enjoy a higher quality of life but face harsher punishments for disobedience. They room in cramped servants' quarters and spend their days cleaning up after dao nobles, cooking their meals, and tending decorative gardens. Unlike the serfs, who are permitted to do as they please as long as they perform a bare minimum of duties, household servants that regularly displease the local nobility are exiled from the estate.

Serfs are commanded to drop these troublemakers in abandoned cave systems, where **umber hulks**, **purple worms**, and other subterranean foes wait to devour them. Serfs secretly, regularly pretend to fulfill this duty but hide away the servant and invite them to the grueling-but-safer lifestyle of serfdom. New identities are a thriving trade in Dismal Delve black markets.

When unexpected visitors arrive in the Great dismal Delve, they are treated as exiled servants unless they can bribe, force, or bluff their way past dao guards. Those who fail are conscripted as serfs and set to work.

If travelers can win their way past the outer reaches of the Delve, they may meet with the tamed regions of outlying estates and manor houses. Here the dao home servants grow food and rare gems. Gem gardens are well hidden, though servants might be willing to betray their location to outsiders in exchange for aid escaping the cruel dao overlords.

During the occasional societal rebellion or attempt at revolution, dozens of dao patrols wind their way across the Great Dismal Delve as nobles, merchants, and captains attempt to protect their estates from infringement by rebels, looters, and anarchists. The typical dao's response to danger is to ensure the safety of their own holdings first, and this results in poor coordination in attempting to put down rebellions or stop invasions.

Sevenfold Mazework. The Mazework is a trading center, court, and palace at the center of the Great Dismal Delve. Most of its halls and wings are reserved for the business and comfort of wealthy merchant princes and noble dao.

The Sevenfold Mazework is a great maze, which keeps it safe from invasion or even scrutiny by anyone unfamiliar with its winding tunnels. It is riddled with gates leading to distant regions and has hidden exits, concealed entrances, spy chambers, and storage areas. The innermost passages are those of the Great Khan.

The outermost fold of this grand structure includes interwoven arches, balconies, and chasms where even common dao may transact business and bring forth petitions to the functionaries of the Khan. Great shining gems mounted high on the columns of each archway provide bright light, and stealing a single such gem is punishable by death. All that is known beyond the first region is founded on rumor; only the noble genies and their servants know for sure.

Deeper Layers. The second layer features great stone puzzle doors that block passage from wing to wing.

The third area is built to impress special visitors, a set of huge identical halls mirrored with polished metals. Some of these mirrors are rumored to be portals to hidden treasure rooms, often guarded by **nerra** (see chapter 4).

The fourth area is rumored to be a reverse maze – it can only be solved by walking through its walls, not along its corridors, which all lead to dead ends.

The fifth maze is made entirely of glass and walls of force; the exit is always visible, but the walls are not.

The sixth layer is characterized by shifting walls and floors, with spatial puzzles like tesseracts that confuse the visitor. Light bends here, implying impossible geometries that lie about the true shape of barriers. Truesight is said to bypass these illusions.

Finally, the seventh maze's tunnels are miniscule – as short as one foot high in some places. Only the smallest of visitors or dao can crawl through. Many cracks and fissures bewilder the uninvited. The Great Khan's most trusted servants include creatures that can fit comfortably in these tunnels, such as gnomes and awakened rodents.

"AT LEAST IN CARCERI I DIDN'T HAVE TO DIG TO GET AROUND."

—BEDISS STINGLOOK, PLANEWALKER

Denizens

Up Top live settlements of creatures with an affinity for earth but reliance on sunlight or open skies. Down Below is the domain of the cruel dao and their serfs and servants. This section describes major societies and cosmic beings of the Anvil.

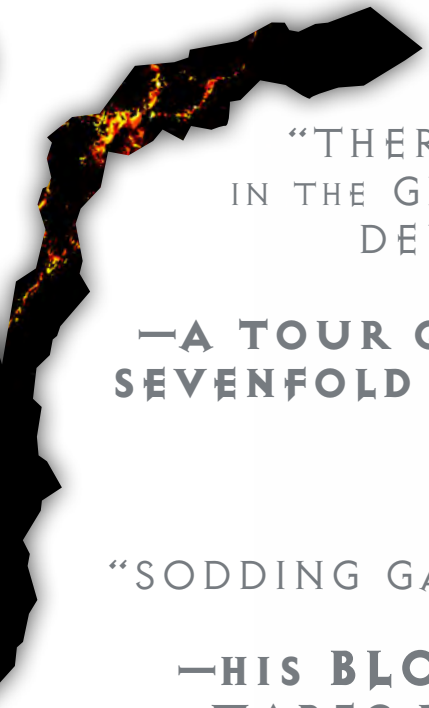
The Dao

Elemental Society

The **dao** are genies of elemental earth and have little sympathy for anyone but themselves and their profits. They live in a wretched underworld beneath the surface of the Plane of Elemental Earth, where they toil for wealth as merchants and miners. They lie, steal, and kill as they contend with each other for position, and have wrested one of the richest sites of the plane from all contenders – the Great Dismal Delve. Dao serfs mine it, and their masters reap the riches.

Dao hate marid and djinn, but they remain on speaking terms with efreet, who trade worked metal to them in exchange for minerals. The earth genies are interested in other elemental creatures only insofar as they can be exploited.

Although they broadly claim to have no interest in riches beyond Elemental Earth, the dao regularly seize land and wealth in other planes for themselves. The common dao of the Great Dismal Delve believe their leaders' rhetoric of contained peace and uninvolvement with interplanar affairs.



"There is no war in the Great Dismal Delve."

—A tour guide of the Sevenfold Mazework,

"sodding gaslighters."

—His Bloodiness Marec de'Torn, Acheronian goblin ambassador to the dao

The Great Khan. Ruler of the dao is Kabril Ali al-Sara al-Zalazil (**dao monarch**; see chapter 4), whose formal title is the Great Khan. He holds many other honorifics, such as the Stone Sultan, Master of Traders, and Balancer of All Earthly Accounts, and he rules out of the Sevenfold Mazework.

Kabril is always planning new engineering projects, and his followers surround him with new ideas for additions to the Mazeworks, new caravans, financial tricks to turn greater profits on his trade routes, and inventions to increase the efficiency of his serfs. His royal demesne is vast, profitable, and continually expanding.

Kabril has great interest in mechanical improvements, alchemical research, metallurgy, and mining technology. When supplicants come before him, he demands they offer any riches they have as gifts to himself, and interrupts any pleading and presentations of visitors with constant questions.

Securing audience with the Khan is a difficult task. Unless you have unusual connections to the upper echelon of dao nobles, it usually takes a bribe of at least 1,000 gp to be informed (within a month) that a few minutes of the khan's time have become available. To preserve security and secrecy, visitors are blindfolded and led through the Mazework in a looping, indirect path that requires several hours to traverse. The khan has cunningly seen to it that his audience chamber, the Hidden Fulcrum, is set with mirrors that reflect his image all round the supplicants who visit him, so that his true location is very difficult to determine.

Grumbar, Boss of Earth

Neutral Earth Archomental

Grumbar is by far the most powerful earth elemental one will ever meet. He is known as the Living Mountain and Earth Father, and is the master of all neutral earth creatures.

Few outsiders have had the honor of standing in the presence of Grumbar. Those lucky enough to have met with him report that they were guided to the side of a mountain or into a massive underground cavern, where a vast wall of rock was present. Suddenly, two gigantic eyes and a mouth that can swallow a whole adventuring party at once appear in the wall. This is the face of Grumbar.

As Sunnis and Ogremoch wage their endless battle for supremacy and ultimate domination of the Plane of Elemental Earth, Grumbar just sits by and watches. From time to time, the balance of power is about to tilt too far in either direction, and a miraculous event occurs to aid the weaker party. The hand of Grumbar may be suspected at these junctures, but it is never visible or admitted.

Ogremoch, Tyrant of the Black Earth

Neutral Evil Earth Archomental

Appearing as a rocky humanoid standing 10 feet tall, Ogremoch is the Prince of Evil Earth. His eyes gleam like chipped obsidian and his body sparkles with flecks of mica.

Ogremoch's home is an immense fortress known as Stonemire, standing upon a giant plateau on the surface of the plane, near the border with the Fountains of Creation in the Elemental Chaos. Fountains of molten stone, clouds of searing hot smoke, and geysers of scalding steam are scattered about as decorations. The plateau upon which Stonemire rests is said to contain the bodies of countless poor souls who ran afoul of the prince.

When Ogremoch is not planning a fresh scheme of evil, he often wanders the plane looking for new subjects to intimidate, new slaves to command, or new opponents to challenge. Fear of his sudden appearance pervades all of Earth, though few can actually claim to have seen the Stone Tyrant.

Sunnis, Lode Mother

Neutral Good Earth Archomental

The Prince of Good Earth takes the form of a tall, muscular woman with features chiseled out of stone. Mercy and understanding shine in the deep blue of her scintillating sapphire eyes.

Also known as the True Stone or Lode Mother, Sunnis does not really concern herself with amassing followers. This does not mean she lives an isolated existence, however, for a number of earth creatures serve her at all times.

The Prince makes her home in the Sandfall, a fortress built within a cavern underneath a perpetually falling column of sand. The sand eventually drains down into what appears to be a bottomless pit not far away from Sunnis's stronghold. It is unknown where this pit leads, for the rare individual who tumbles inside is never seen again.

When she is not in her home, Sunnis travels the Anvil in search of exotic treasures, worthy heroes, and other things of great value. It is said that anyone who brings her a truly unique treasure will find a special place in her heart and win a mysterious boon. The exact nature of this reward is a subject of much speculation, but considering the power Sunnis commands, it could be quite magnificent.

"THIS PLACE ROCKS."

—MARTIN, GENASI BARD

"I HATE YOU."

—LORD SORTLYN THE VEXED, TO MARTIN

Intrigue Opportunities

- **Minotaur** servants of the dao, among the only creatures who can be trusted to reliably navigate the royal mazeworks, are forming a secret opposition: a rebel force that will one day rise against their cruel leaders. Visitors to the Great Dismal Delve may find subtle clues inviting them to join the cause.
- It is said that Ogremoch constantly watches for the rise of a truly mighty villain. Should he ever find a creature of sufficient wickedness and energy, he will supposedly carve that being into a juggernaut of evil the likes of which the Plane of Elemental Earth has never seen. This is the plan, wise sages say, by which Ogremoch ultimately hopes to destroy his hated rival, Sunnis.
- Rumor has it that the heart of Sunnis's Sandfall is built around a gleaming crystal dozens of feet across. Those who claim to have seen it say that it gives off a blinding light, and that any shard chipped away from it can replace costly material components of spells without being consumed. It is said this gem is the heart of a star, the finest gem ever gleaned from the Treasure Trove of the Elemental Chaos, or the source of all earthly magical power.

Elemental Earth Supernatural Effects

Consider rolling on the Elemental Earth Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of the Plane of Earth (like the *conjure elemental* spell or the *plane shift* spell cast to reach the Plane of Earth).
- A creature casts a spell or uses a magical effect to manipulate earth, stone, or other minerals.
- A creature uses a burrow speed or digs into the ground.
- A creature succeeds on a Strength, Constitution, or Wisdom saving throw.

Elemental Earth Effects

d8	Earth Effect
1	A sudden earthquake shakes the region. Each creature on the ground makes a DC 15 Strength saving throw, being knocked prone on a failed save. Spellcasters that are currently holding concentration are forced to make a concentration check against the same DC. Structures take 5d10 bludgeoning damage.
2	A random creature within the region must succeed on a DC 17 Constitution saving throw (which they can choose to fail) or be targeted by the *stoneskin* spell, which lasts 8 hours. For the duration of the spell, the target's speed is reduced by 10 feet, and the target can't be knocked prone.
3	The ground under one or more random creatures within the region collapses, revealing a chasm that is 30-foot deep, 10-foot wide and 60-foot long. Each creature on top of it is forced to make a DC 15 Dexterity saving throw, jumping to safety on a success. At the DM's discretion, this chasm might host creatures, like an **earth elemental** or another creature from the Earth Creatures table in chapter 2, be the beginning of a larger system of caves or similar dungeon, or both.
4	Creatures within the region gain the ability to become one with stone by casting the meld with stone spell at will, requiring no component and choosing among Intelligence, Wisdom, or Charisma as their spellcasting ability. Creatures have this ability only while in the region and for the next 24 hours.
5	The characters find random gems emerging from the ground, with a global value equal to a treasure for the character's level. Roll 1d6: on a 1, a random encounter appropriate for the Plane of Earth is connected to these gems and might interfere with the characters.
6	Earth obeys a random creature within the region, who gains the ability to cast the *move earth* spell once as a charm, using Wisdom as their spellcasting ability.
7	The stability and resolve of the Elemental Earth enhances the region. Whenever a creature spends inspiration over the next 24 hours, the creature gains 2d10 temporary hit points, plus advantage on Constitution, Wisdom and Charisma saving throws for 1 minute (temporary hit points last until the end of the next long rest as normal).
8	The ground under a random creature within the region angrily erupts towards the sky, in a sudden explosion of gravel that is a 30-foot radius, 60-foot tall column. Each creature in the area makes a DC 15 Dexterity saving throw, taking 2d12 bludgeoning damage on failure, or half as much damage on a success. The area becomes difficult terrain until cleared from the rubble.

Elemental Fire

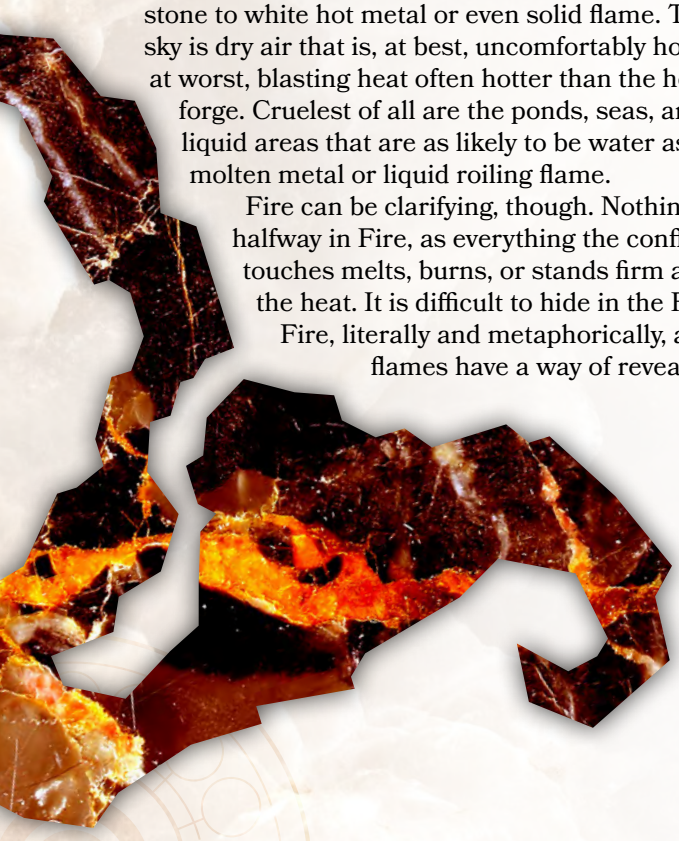
The Plane of Revealing yet Unyielding Flame

Other Names: The Crematorium, the Endless Inferno, Flame Incarnate
Creature Themes: Fire
Hallmarks: Efreet, crucible forcing change and revelation, harsh environment
Sample Portal Keys: A burning lock of hair, an extinguished but still smoking candle or torch, a ring drawn in ash around one finger

The Plane of Fire is the least hospitable of the primary Inner Planes, with extreme heat ever present, and raging fires never far. Even the land and seas are occasionally composed almost entirely of flames including solid and liquid flame, most of it, fortunately, merely uncomfortably warm to the touch. When other elements blend in, it is typically in the form of molten rock and metal, scorching air, plasma storms, and blistering steam. Only those protected from heat can survive and thrive here in the long term.

Some pockets of pure fire exist that are immediately fatal, but much of the plane is varying degrees of discomfort that, while not instantly deadly, pose nearly as much risk the longer one remains in the plane. Settlements, including efreeti-ruled cities that are merely sweltering, are scattered throughout the landscape. The majority of the plane, however, is a blazing mockery of the Material Plane. There is often a surface and horizon, but the ground ranges from eternally warm stone to white hot metal or even solid flame. The sky is dry air that is, at best, uncomfortably hot, and, at worst, blasting heat often hotter than the hottest forge. Cruelest of all are the ponds, seas, and other liquid areas that are as likely to be water as they are molten metal or liquid roiling flame.

Fire can be clarifying, though. Nothing is done halfway in Fire, as everything the conflagration touches melts, burns, or stands firm against the heat. It is difficult to hide in the Plane of Fire, literally and metaphorically, as the flames have a way of revealing all.



"It's not the heat, it's the- hmmm. No, it's the heat."

—Haimich Tallshins, halfling planewalker

Common Knowledge

Those familiar with the Plane of Fire know the following facts:

- Contrary to the popular belief that the Plane of fire is an endless inferno, it has a complex landscape of seas, islands, and skies composed of substances ranging from condensed fire itself to molten metals.
- Efreet rule many cities on this plane, including the City of Brass, perhaps the largest city in the Inner Planes. These genies are cruel and domineering.
- Azer communities are difficult to find, as they frequently hide from the more powerful efreet, but are often sources of well-crafted metal goods and can even be temporary safe havens from the fires of this plane.

Ignan Characters

When creating a character with ties to Elemental Fire, consider the following:

How does Fire change you? Fire, even more than the winds of Air, is in constant motion and changing, but unlike Air where one can harness the wind in different ways, Fire is constraining, forcing change by burning away weakness and no other means. How is your character changed and changing by their time in the Plane of Fire? Are they forged into something stronger or melted into something unrecognizable from their youth?

What is your relationship to Fire, especially when on other planes? When living on the Material Plane or in other temperate realms, are you glad to be away from the ever present flames and heat, and therefore savor cool breezes, a refreshing drink, and green plants? Or is your attention always pulled back to the flames, with every flickering candle, warm campfire, or even explosive fireball a fond reminder of home?

"My fault for expecting anything different."

—Lord Sortlyn the Charred

Locations

Under the unrelenting heat and light of Kossuth's Flaming Sphere rises a grand metropolis, exotic biomes, and scattered settlements. Most of the residents outside the City of Brass either pledge devoted fealty to it or quietly eke out a meager existence, resisting the tyrannical conquest of the efreet and Imix. Here are some of these sites of interest.

City of Brass. The rulers of the efreet have successfully pursued a policy of conquest and expansion over everyone and everything on their home plane, and this policy has made enemies of all other intelligent races there. The capital city of the efreet is the City of Brass, a huge and terrible cosmopolitan center in the center of the plane, perched upon a brass sphere dozens of miles wide that is set into the ground. Its golden towers and ebony ramparts rise above a sea of flame and its palace is surrounded by moats of fire. Only the most central part of the "city" is heavily populated – most of the surface is open for the cultivation of strange, fiery crops.

Efreeti palazzos, the homes of their nobles, are filled with rich works of gold, priceless ceramics, and masterfully woven rugs and tapestries created out of metallic thread. Poorer households attempt to impress visitors with temporary illusions of such decorations. These palazzos are large, imposing, and swarming with servants. They operate as small fortresses, able to keep out spies, assassins, rival nobles, and the merely curious while providing spacious quarters for the resident family.

The efreet have strong opinions on the political state of Elemental Fire. It is reflected in their architecture and religious worship: Kossuth has only one temple in the City, but Imix has dozens of churches and shrines. Kossuth's is the oldest of the temples, but Imix's are better funded and more well attended. Zaaman Rul has no formal or widespread worship in the City of Brass, and efreet officials discourage his worship and destroy any of his shrines they discover.

The City itself is a huge, glittering haven for avarice and malice. From the upper terrace rise the minarets of the great citadel of the Sultan's palace, where great riches are said to be kept. The streets are kept clean and the palaces showy in a gaudy way, but an air of blood and suffering hangs over everything, due largely to the numberless glum servants found on every street and in every hallway.

Crucible. Crucible is a massive azer tower is located on an obsidian island as large as a Material city, surrounded by a sea of molten, boiling platinum. Across this island is a thick forest of trees that have bark and leaves of pure metal. Azer blacksmiths cultivate these leaves to use in their legendary forges. This tower is lead by the Smithking Shanmakeen (lawful good **azer**) whose skill with hammer and anvil is near mythical. Many among the azer whisper of Shanmakeen's eminent ascension to godhood, although none dare speak of it in his presence as he mocks such talk as foolish nonsense.

The smiths of Crucible can forge nearly any magical weapon possible, and Shanmakeen is said to have forged even a couple impossible ones, creating at least two artifact-level weapons. The prices of the weapons they forge are steep, often preferring extremely obscure and dangerous-to-acquire components for their magical crafting, but the quality of their work is well worth it for those who can pay.

Crucible is also known as a safe, albeit temporary, refuge for those unprepared for the challenges that face them in the Plane of Fire. The azer welcome all who are not hostile to their island, but the visitors best get themselves in order and set back out within a day or two, or else Shanmakeen will find work for them, often leaving the island anyway in order to find the ever-needed magical components for the forges. Shanmakeen gives these quests with a sly gleam in his eyes, stating that these tasks are like a crucible, burning away what's unneeded to get to the pure core metal.

Unfortunately, sometimes the ingot is lacking and after the impurities are burned away, not enough remains to be of use. Either way, the Crucible will find the truth – of the ore and the person – and Shanmakeen always teaches that it is better to find the truth of the materials and find it lacking than it is to trust in a sword forged from unknown ore.

The Plain of Burnt Dreams. If the Plane of Fire is challenging for most living creatures, the Plain of Burnt Dreams stands out as downright dangerous, both due to the environment and the residents. The Plain is a vast region, hundreds of miles across, of solidified fire among the Blazing Sea, where the Temple of Ultimate Consumption, a volcano carved into a fortress and the home of Imix, resides. The Prince of Elemental Evil Fire has an entire host of evil fire elementals and similar creatures amassed around his obsidian pyramid Temple. The only people who approach this Temple and army of blazing evil are worshipers of Imix, powerful creatures with necessarily cunning plans, or, as is usually the case, tribute gifts soon to be ash and memory.

The rest of the Plain of Burnt Dreams is rarely patrolled beyond the vicinity of the Temple, where the ground upon which to walk will still burn those unprotected from fire. There are rolling hills and vast fields of grass made of wisps of smoke. Even some minor elemental wildlife live here, although all of it tends towards aggression given the proximity of Imix's temple. The one reason to come to the Plain, however, is that it was the site of a battle between Imix and Zaaman Rul, Prince of Elemental Good Fire.

During that battle Zaaman Rul wielded an artifact of holy power that even Imix feared. Unfortunately, it was lost into the Blazing Sea offshore before it could be used. Occasional explorers sneak onto the island for expeditions along the coast in attempts to find it, but so far have been unsuccessful. Imix has done nothing to prevent this yet – either because he knows where the item is and lets fools search in incorrect locations, or, as some theorize, is so unnerved by its power and inherent desire to destroy him, that it might help itself be found if Imix intervenes too directly.

Scalding Skies. In the high altitudes of the Scalding Skies are clouds of thick, black smoke. Few travel to these heights as they touch on the Plane of Air and have dangerously high winds. But from below, many see creatures of fire flying between the clouds like great birds of fire. Some speak of that realm as the home and potential origin of the **phoenixes** (see *Monsters of the Multiverse*) or perhaps fiery **rocs**. There also appear to be entire societies of intelligent firebirds and similar creatures living out their lives far above the fiery lands below.

Slag Plinths. Rising out from a sea of scorching hot waves and thousands of feet into the Scaling Skies, are 5 massive rough slabs of cast-off slag material. No one knows what they were cast off from, and given their massive size, the amount of pure metal that would have been smelted from them would be beyond imagination. Even more curious is that from a distance, it alarmingly resembles the fingers of an immense hand reaching up toward the sky. Others claim this is a trick of the eye, and they are merely enormous piles of waste rock.

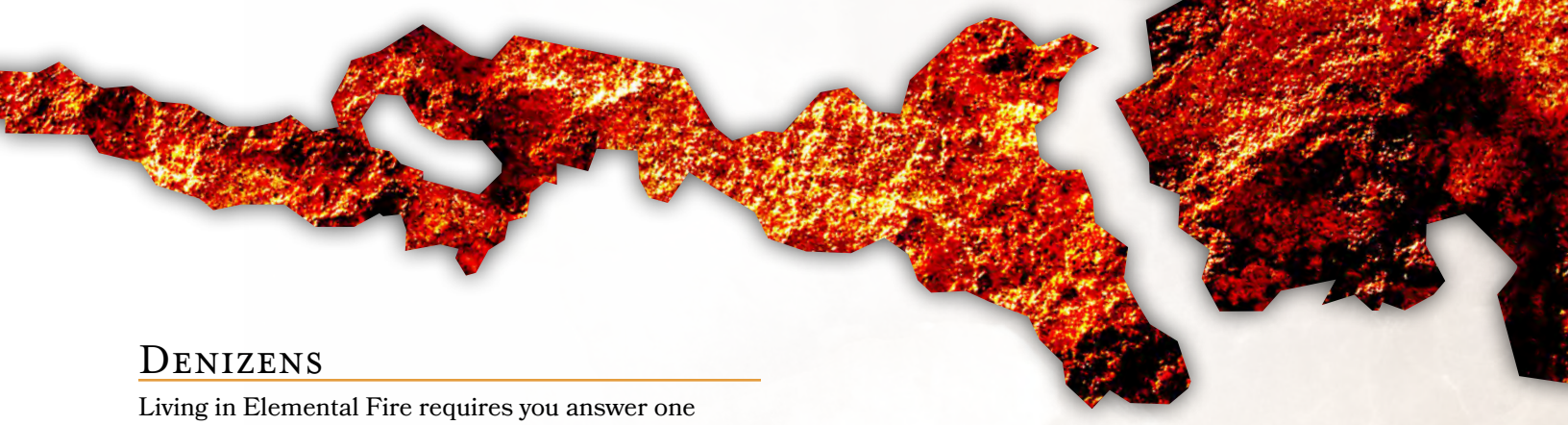
Unique Exploration Rules

Kossuth's Flaming Sphere. The archomental Kossuth reigns from a massive globe of fire that floats high in the sky at the center of the plane. At dawn, daytime, and dusk, it burns brightly and fills the plane with near-blinding bright light. At night, it rests and sheds only dim light.

Heat. The Plane of Elemental Fire is extremely hot (see "Extreme Heat" in chapter 5 of the *Dungeon Master's Guide*). Wind blows constantly in most of the plane, and occasionally swells to great storms of cinders and ash.

Finite Borders. The edge of the plane has distinct borders where, with the proper training and a bit of luck, you can teleport to nearby borders of the Elemental Chaos. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the Elemental Chaos. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

These Slag Plinths (or Slaghand as some informally call it) are riddled with countless caverns and tunnels weaving through them. These tunnels shield the interior from the heat of the Plane of Fire, leading many to find refuge within. However, deadly creatures, including fiery undead, hunt through these caverns. Over the centuries, thousands upon thousands have survived inside the plinths nonetheless with even an occasional village-sized settlement barely eking out an existence for a generation or two. In time all fall though, as Fire burns away everything within it.



Denizens

Living in Elemental Fire requires you answer one question and answer it definitively: are you for or against the efreet and Imix? This determines where you can live – in safety or in hiding. This section describes major societies and cosmic beings of the Crematorium.

The Azers

Elemental Society

The **azer** are a dwarflike race of honorable creatures who dwell in fiery elemental planes. They reside upon great mountains sculpted from the volcanic stone of the Plane of Elemental Fire. These master metalworkers make their homes in towers of iron, brass, and steel. Beneath most towers is a catacomb of tunnels and mines dug through the rock in which the azer work.

The azer swear fealty to Amaimon, the king of their kind. His government has no seat, however, for Amaimon and his host of advisers travel throughout the Plane of Elemental Fire visiting each azer tower for a brief time, then moving on to the next.

The Efreet

Elemental Society

These are the genies of fire. **Efreet** see all living things as either their servants or their enemies – and they acknowledge no one but their monarchs as their masters. Their usual reaction to other intelligent species is either to force them into servitude or to destroy those who cannot be subdued. This has made them greatly feared by other creatures of the Elemental Plane of Fire, but it has not won them any friends. Most **salamanders**, **fire elementals**, and other natives of the plane will gladly help those who wish to embarrass the efreet. Common efreet are less concerned with subjugating others, but they have little choice but to obey their rulers.

The efreet are have spread cruel tyranny across Elemental Fire. They revere their Sultan as the greatest among them and actively promote evil cults that honor Imix as a cosmic patron. When the efreet invade a settlement within Fire, they make the next steps clear to the locals: they are to continue working their jobs, coming and going as they please, and living their lives, but they must disavow any gods, pay taxes and fealty to the Sultan, and replace any local languages with the Ignan dialect of Primordial.

This widespread cultural erasure has led to the formation of secret bastions dedicated to preserving lost languages, religions, and historical artifacts that the efreet would rather be eliminated. When the efreet discover such holdings, the caretakers are quickly killed, either by burning at the stake or, when they are immune to fire, evisceration.

The Sultan. The master of the efreet is Marrake al-Sidan al-Hariq ben Lazan (**efreeti monarch**; see chapter 4), also called the Lord of Flame, Potentate Incandescent, and the Crimson Firebrand. He rules from the Charcoal Palace at the center of the City of Brass, and his holdings include several realms across the various Material Planes.

Marrake observes few pleasures. Though he has a hundred-and-one legal spouses, he rarely visits them. Instead, he lavishes his affections on two prize **nightmares**: Eversmoke and Black Onyx. It is whispered that he even sleeps in their stalls from time to time before important races, for good luck. The Sultan loves to gamble and play games, and wagers heavily. His losses sometimes beggar the city's treasury, but he always pays what he owes.

The Sultan's courtiers are sycophantic to the point of comedy. They push one another aside to bend the ear of the Sultan, shoot fireworks to gain his attention for but an instant, and enter complete and utter silence whenever the Sultan chooses to speak. However, laughing in the presence of these efreet is almost always fatal; they take themselves very seriously indeed.

Audiences with the Sultan are held in an iron chamber at the center of the Charcoal Palace, filled with superheated air that burns humanoids not magically prepared. Ornaments of alloyed gold and brass are everywhere, and chained fire elementals provide the heat and subtle dim lighting.

In fulfilling his military duties, the Sultan often organizes drills, marches, and parades of polished precision. These occasions require the entire population of the City of Brass, visitors and all, to turn out and watch. The spectacle of the Sultan's might marching by is impressive: thousands of efreet and other fiery soldiers march through the streets, turning the squares in courtyards into drillgrounds.

Imix, the All-Consuming Fire

Neutral Evil Fire Archomental

The Prince of Evil Fire rules over his domain from a mighty fortress carved out of a powerful volcano that rises from the heart of the Plain of Burnt Dreams. Supposedly, his home contains many portals to the Plane of Elemental Earth and to the Elemental Chaos. This may be true, for the archomental is said to have powerful allies in those planes.

A vast army of **fire elementals**, **efreet**, **salamanders**, and other fiery creatures call Imix master, but that is not enough for him. The Prince constantly strives to destroy everyone who refuses to bow down to him, consuming them as a fire consumes a forest. This often includes his allies, whom he sees merely as passing conveniences.

Imix has led an undoubtedly successful conquest against Zaaman Rul, but is distracted by a violent, endless war against Olhydra, Prince of Evil Water. As Imix is unable to allocate his full attention to Zaaman Rul, it seems likely that the Prince of Good Fire will be able to survive for at least a short time.

Imix appears as an 18-foot tall column of flame, radiating powerful waves of heat at all times. At will he can send forth tendrils of flame to manipulate objects or attack his enemies. A continuous crackling and hissing fills the air around Imix.

Kossuth, the Firelord

Neutral Fire Archomental

Kossuth is the greatest of all fire elementals, but unlike the neutral archomentals of other elemental planes, does not intervene in the battle between good and evil in his plane. His hands-off approach has allowed Imix to nearly annihilate the forces of good Zaaman Rul, and has permitted the tyrannical efreet to run rampant.

Kossuth does, however, protect the plane as a whole from invasions from beyond the plane. Any who would dare attack this place must be ready to deal with him and the dread forces at his command.

Kossuth's home is an immense globe of elemental Fire that burns brightly in the sky, high above the center of the plane. This orb shines a brilliant blue-white in color and throws off heat so great that the rest of the Elemental Plane seems chill in comparison.

Zaaman Rul, the Resilient Ember

Neutral Good Fire Archomental

The azer and efreet disagree on most matters, but all believe that the Prince of Good Fire is the bastard son of none other than Imix, his archenemy. This may be mere rumor, as Zaaman Rul bears little in common with Imix.

Zaaman Rul gathered together a great army of his followers, including even some renegade efreet, to engage in battle against the rising power of Imix. On the battlefield of the Plain of Burnt Dreams, his army attacked the fortress of Imix in the greatest skirmish the plane had ever known.

Zaaman Rul failed remarkably.

The army of good was all but swept out of existence. As a result of this defeat, Zaaman Rul and his followers have gone into hiding. His supporters claim that he's biding his time, working to rebuild his army and amass allies from beyond the plane, but he might instead be fleeing for his life and abandoning all who relied on him.

Zaaman Rul is a 10-foot tall, red-skinned humanoid with long black hair and shining black eyes. At will, he can conjure forth a great flaming sword that has become his symbol.

"Good must triumph over evil and villainy. This is the will of the multiverse."

—Benhorven, a Elysian sage who is blissfully unaware of the political situation in Elemental Fire

Intrigue Opportunities

- Lambent Firegrass, a plant composed of purple flames that are cool and offer resistance to fire to those who cover themselves with it have been spreading throughout the Plane of Fire. Natives of Fire see it as a weed, infesting and corrupting their land, and seek to destroy it wherever it is found. That is easier said than done, as it is hardy and difficult to fully eradicate. Even a single blade of this Lambent Firegrass will quickly replenish an entire field. Outsiders see this as only a good thing and try to intentionally spread it as far and wide as possible. Both groups seek answers to how it originated, whether natural or intentionally created, and how best to control it.
- The court of Sultan Marrake is said to traffic with devils at times, exchanging treasures of the efreet for the use of devilish troops. Indeed, powerful devils are said to spend much time behind closed doors with certain of the noble efreet, whispering and guiding them into ever greater tyranny and ever harsher and more oppressive rule.
- Rumor says that the azer laid the foundations of the City of Brass and were driven out by the Efreet millennia ago. Some azer believe passionately in these rumors and have started diplomatic relations with the djinn of the Plane of Elemental Air, seeking to invade the city and overthrow Sultan Marrake to take back their homeland.
- Zaaman Rul recently launched a great war against Imix. Despite the belief that good always triumphs over evil, this battle was clearly won by the forces of evil. Imix continues to press his advantage, routing Zaaman Rul's forces wherever he finds them. This has tipped the scales of the entire plane of Fire from no affiliation with any alignment to domination by evil powers, and the **rilmani** (see chapter 4) keep careful note of this. Zaaman Rul's followers seek allies to aid in his fight and will gladly support adventurers who can help them request aid from within or beyond this plane. Zaaman Rul himself has not yet been found or seen to support his followers.

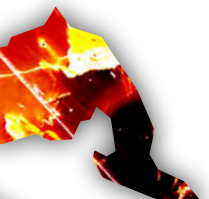
Elemental Fire Supernatural Effects

Consider rolling on the Elemental Fire Effects table when the following circumstances occur in the region:

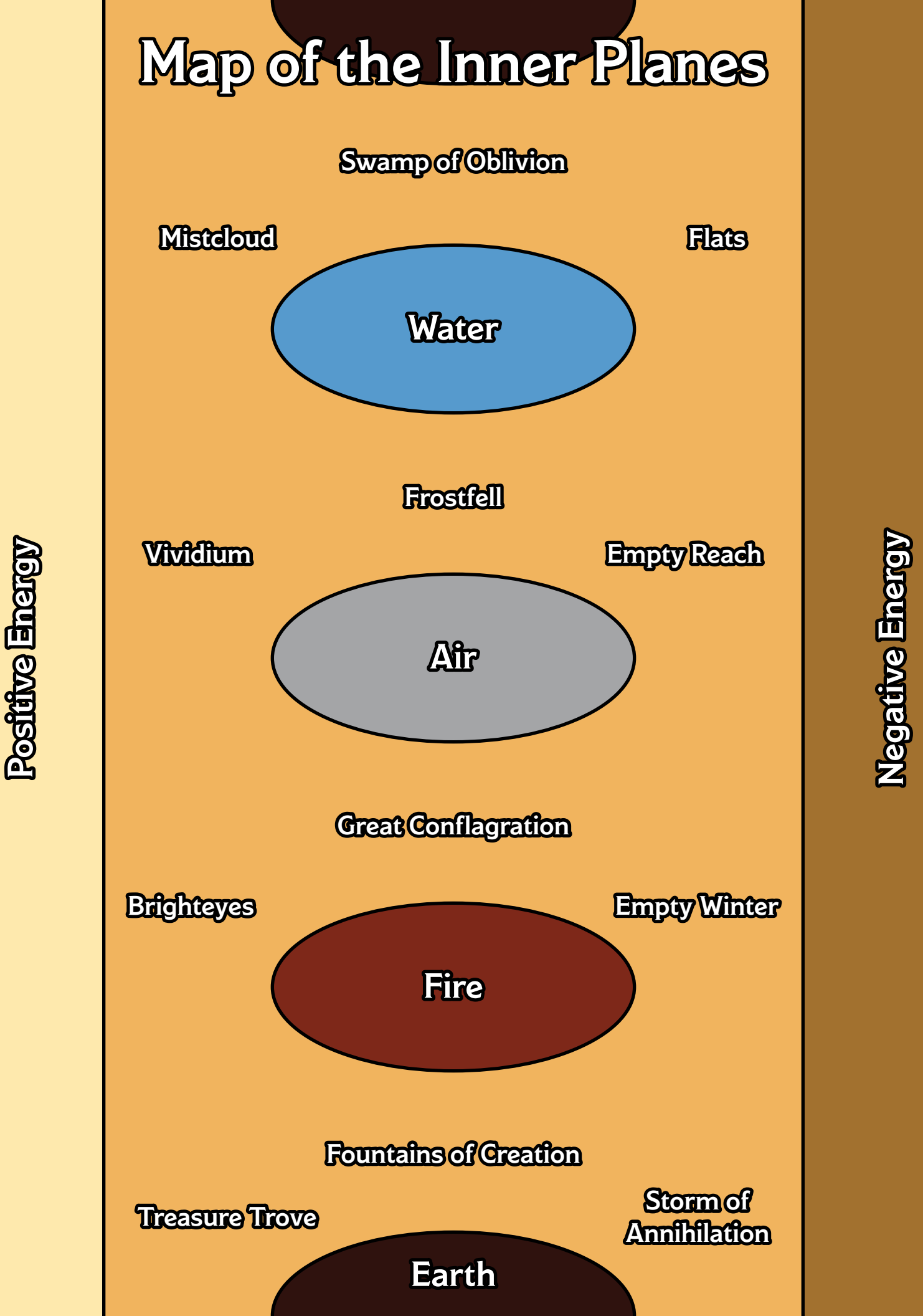
- A creature casts a spell or uses a magical effect that interacts with the powers of the Plane of Fire (like the *conjure elemental* spell or the *plane shift* spell cast to reach the Plane of Fire).
- A creature deals fire damage, starts a fire, or uses magic to manipulate fire.
- A creature succeeds in achieving something they vibrantly desire.

Elemental Fire Effects

d8	Fire Effect
1	A random creature within the region gains the following traits for 24 hours: • They have immunity to fire damage. • Any creature that touches them or hits them with a melee attack while within 5 feet takes 1d10 fire damage. • They emit bright light for 10 feet and dim light for an additional 10 feet.
2	Fire burns hotter in the region. Over the next 24 hours, effects that deal fire damage ignore resistance to fire damage and deal an extra 1d10 fire damage.
3	The region becomes affected by extreme heat and creatures have disadvantage on saving throws against effects that deal fire damage. These effects last 24 hours.
4	Over the next 24 hours, each creature that takes or deals fire damage becomes ignited with motivation and gains advantage on their next ability check or attack roll.
5	Fire becomes more difficult to control in the region for the next 24 hours. A creature dealing fire damage or starting a fire is forced to make a DC 10 Dexterity saving throw, taking 1d4 fire damage on a failed save.
6	A wall of fire with the same effects of the *wall of fire* spell (DC 15) appears in the region, engulfing in its area as many creatures as possible.
7	A 15-foot radius burst of fire explodes in the region, engulfing a random creature (or more) within it. Each creature in the area makes a DC 15 Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.
8	The flame of desire ignites within a random character. The character gains inspiration. Over the next 24 hours, each creature within the region can see what the character desires the most inside of any open flame (the player of the character decides what this is, with the help of the DM).



Map of the Inner Planes



Elemental Chaos

The Plane of Unleashed Elemental Fury

Other Names: Paraelemental Planes, Quasielemental Planes, the Plane Below
Creature Themes: Air, Earth, Fire, Water
Hallmarks: Elemental diversity, elemental creatures, mixture
Sample Portal Keys: Portal keys from the elemental planes used in conjunction with each other

The Elemental Chaos is in some ways the opposite of the Material Plane. The Material Plane is comprised of the elements combined in orderly arrangements, behaving as one would expect them to behave. In the Elemental Chaos, the elements mix in haphazard, ever-shifting, and even impossible ways. The Material Plane is when elements are obedient and follow certain laws of reality, and the Elemental Chaos is when all of that goes awry leading to dangerously unpredictable interactions. Unfortunately, unlike the chaos of Limbo, this plane is disconnected from belief and does not shape itself to the will of those within it.

This plane is also where the various Inner Planes border and seep into each other, making it a useful crossroads to travel between Inner Planes, if one can find a relatively safe region or highly protective mode of transportation.

Common Knowledge

Those familiar with the Elemental Chaos know the following facts:

- The Elemental Chaos is where the elemental planes intermix with each other and with the energy planes.
- Some of this intermixing is completely random and unpredictable, but much of it is in stable pockets.
- Nearly all of the forms of intermixing planes make long-term survival without magical protection a challenging prospect.
- The region between two nearby planes combine the traits of both planes, although scholars debate whether these regions are true layers of the Elemental Chaos or simply exciting locations.

"Oh come on, I just saw all of this individually separated. I refuse to catalogue this."

—Lord Sortlyn the Overruled

"All chaotic regions are equally dangerous. Some are just more equal than others."

—Krahk, storm giant

Primordial Characters

When creating a character with ties to the Elemental Chaos, consider the following:

How do you survive? Given environments that are often harsher than some of the most inhospitable places on Material worlds, long-term survival is challenging in the Elemental Chaos. Beyond the practical issues, it can also be telling in how the character faces such an adverse environment. Do they remain in a relatively stable and safe location? They might prefer magical means of protecting themselves, or perhaps technological means.

How have the elements shaped you? Unlike Limbo, this chaotic plane is not shaped by the individual, and consequently it often shapes them. Many of the regions of the Elemental Chaos have distinct characteristics that can strongly influence the personality of a character. For example, a character from Brighteyes might have an even greater fear of darkness and might take the radiance aspect to heart and be a cheerful, radiant person.

Layers

The Elemental Chaos is a massive, spherical landscape bordering the four true elemental planes and the planes of Positive and Negative Energy. It absorbs the nature of these elements at the borders and combines them in a tangled mess of regions, realms, and pockets. Some sages have called these realms planes unto themselves, rather than part of one whole Elemental Chaos. Such distinctions are hazy at best, however, as traveling between realm to realm within the Chaos is a mere matter of distance and speed, not magical or philosophical trickery.

Listed below are the twelve most common labels and understandings of these regions within the Elemental Chaos.

Brighteyes, the Realm of Radiance. The region of light and color borders the planes of Fire and Positive Energy. Light is the revealer, the solver of mysteries and the key to finding what is lost. Radiance embodies both aspects of light: illumination and heat. All of existence stems from illumination and heat, the senses we use to perceive the multiverse tell us that. Light is truth; it shows us existence. Light is existence itself.

Empty Reach, the Realm of Vacuum. The region of nothing occupies the space between the planes of Air and Negative Energy. Everything dies, fades, or decays. In the end, even the greatest of "somethings" becomes a part of nothing. The End always wins. The realm of vacuum is the End.

Empty Winter, the Realm of Ash. The region of absorption, cold, and curious contrasts sits between the planes of Fire and Negative Energy. The rocky ground here is buried beneath several feet of gray-white flakes and dry powder. Here and there it thins out, and in other places it piles high into massive dunes. No matter what form it takes, though, the Empty Winter draws the heat right out of everything within it.

Flats, the Realm of Salt. The region of insatiable thirst lies between the planes of Water and Negative Energy. The barren, cracked, salt-covered ground draws moisture from everything and leaves only desiccated corpses behind. It is a plane of endless need. It hungers for your water.

Fountains of Creation, the Realm of Magma. The region of heat and pressure is positioned between the planes of Earth and Fire. It is a bubbling, churning mass of molten stone, volcanic rock, sulfurous fumes, and searing heat. Lava splashes and clings to most who travel through here. Islands of basalt or obsidian resist the naturally destructive nature of the realm, but most everything is consumed by the swirling lava and deadly atmosphere.

Frostfell, the Realm of Ice. The region of snow and cold sits between the planes of Air and Water. Anything brought here unprotected will eventually freeze. Flesh freezes, blood freezes, stone freezes, air freezes. Even thoughts, words, and ice itself will freeze. It shares little in common with its parent elements. It has none of the fluidity, flexibility, and resilience of Water, nor the speed, lightness, and loftiness of Air.

Great Conflagration, the Realm of Smoke. The region of poisonous, obscuring gasses sits between the planes of Air and Fire. It embodies all of the qualities of super-heated air and wind-blown fire. It is an endless stream of hot, choking vapors, all of which are foul smelling and occasionally quite toxic. Most of the ground is covered waist-deep in broiling cinders.

Mistcloud, the Realm of Steam. The region of wisps and clouds borders the planes of Water and Positive Energy. Locals can't decide if the realm is a shallow lake or a deep puddle, but the air above is filled entirely with the wisps and clouds of mist and steam. The lakebed is rocky, with occasional muddy or sandy spots. Although steam of the Material Plane scalds flesh, the fog that fills this realm is cool and clammy. It seeps into everything that passes through, making it damp and wet.

Storm of Annihilation, the Realm of Dust. The region of loneliness and deterioration lies between the planes of Earth and Negative Energy. It is an expanse of darkness awash with minute particles. These are carried through the most tenuous of atmospheres on winds so frail you cannot even feel their caress. The negative energy coursing through the plane causes all matter to decay, eventually destroying everything.

Swamp of Oblivion, the Realm of Ooze. The region of murk, filth, and disease sits between the planes of Earth and Water. Presumably, there must be one place in the multiverse that's more revolting and loathsome than any other. Many planewalkers agree – the Swamp of Oblivion has got to be it. This disgusting realm ranges from clear, gelatinous goo to putrid, green sludge. In some places, it's almost thick enough to be solid, and in others, it's runny and watery. The ooze teems with worms, insects, grubs, and other pests.

Treasure Trove, the Realm of Mineral. The region of precious gems and powerful metals is positioned between the planes of Earth and Positive Energy. Every sort of valuable rock someone can think of lies in the plane of Mineral. There's iron, gold, silver, adamantine, diamonds, and more. You can't just go in and take whatever you want, though. Most of the time something will stop you.

Vividium, the Realm of Lightning. The region of electrical power and massive storms is positioned between the planes of Air and Positive Energy. The interaction between the fundamental material of air and positive energy creates the visible phenomenon of lightning. This realm exhibits the broad spectrum of the phenomenon, including billowing storm clouds, churning winds, brilliant electrical discharges, and deafening thunder. Its skies brew constantly with black storm clouds that rumble with thunder and flash with inner fires.

Unique Exploration Rules

Planar Conglomerate. The Elemental Chaos is a massive globe the size of a planet, and each of its distinct realms is the size of a large country or even an entire continent. If a creature were to walk in a straight line long enough around the plane (potentially crossing through Elemental or Energy planes along the way) they would eventually arrive back at where they started.

Finite Borders. The Elemental Chaos has massive, roughly circular patches surrounded by mystical barriers, beyond which lie the four Elemental planes and two Energy planes. With the proper training and a bit of luck at one of these barriers, you can teleport to nearby borders of the plane on the far side. A creature can cross a border by spending 1 minute completing a simple ritual or brute forcing their way past the barrier. If completing a ritual, the character makes a DC 15 Intelligence (Arcana or Nature) check. If brute forcing, the character makes a DC 15 Strength (Athletics) check. On a successful check, the creature teleports to the border of the adjacent plane. On failing either check, the creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion.

Brighteyes

Bright. The Brighteyes is extremely bright. Any nonmagical darkness there becomes dim light, and any dim light becomes bright light. A creature exposed to the region's brilliance must succeed on a DC 10 Constitution saving throw at the end of each hour they spend here or become blinded for one hour. Creatures with darkvision have disadvantage on this saving throw, and creatures who have resistance or immunity to radiant damage automatically succeed. Once a creature succeeds on this saving throw once, their eyes adjust and they are immune to the blinding light until they leave the Brighteyes for at least 1 hour.

Empty Reach

Empty. The Empty Reach lacks naturally occurring light, air, or water. Creatures that need to breathe will suffocate here without proper equipment.

Empty Winter

Cold. The Empty Winter is extremely cold (see "Extreme Cold" in chapter 5 of the *Dungeon Master's Guide*).

Flats

Thirst. The Flats are extremely dry. A creature exposed to the air without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Oozes and water-based Elementals have disadvantage on the saving throw.

Fountains of Creation

Heat. The Fountains of Creation are extremely hot (see "Extreme Heat" in chapter 5 of the *Dungeon Master's Guide*).

Frostfell

Cold. The Frostfell is extremely cold (see "Extreme Cold" in chapter 5 of the *Dungeon Master's Guide*).

Great Conflagration

Toxic Atmosphere. The Great Conflagration is extremely polluted. A creature exposed to its air must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to poison damage or immunity to disease automatically succeed on the saving throw, as do creatures wearing protective gear (face masks, magical filters, and the like) and creatures naturally adapted to toxic environments or who don't need to breathe.

Storm of Annihilation

Disintegration. The Storm of Annihilation disintegrates whatever it can. If a creature dies in the Storm, they are reduced to a pile of fine gray dust. If a nonmagical object is left unattended for at least a week, it gradually decays into gray dust as well.

Swamp of Oblivion

Toxic Waters. The Swamp of Oblivion is extremely polluted. A creature exposed to its waters must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to poison damage or immunity to disease automatically succeed on the saving throw, as do creatures wearing protective gear (diving suits, any magical armor, and the like) and creatures naturally adapted to toxic environments.

Locations

The Elemental Chaos second perhaps only to the Material Plane and the Outlands in ecological diversity, but holds an equal amount of mysterious ruins, deadly foes, and bastions of survival. This section describes sites and settlements explorers are most likely to encounter during their adventures here.

Canaughlin Bogs. This is the name for sections of bog scattered across the Elemental Chaos, especially in the hazy, indistinct borders between realms. It is superficially similar to a Material Plane swamp but is made of a far wider range of elements. Hillocks of iron can be surrounded by magma pools, and trees are as likely to be crystal or tightly swirling air as they are wood. Icy ponds bubble flaming swamp gas as it rains pebbles and rocks. The only thing worth entering the Bog for is the Elemental Peat, a form of moss that can absorb acid, cold, fire, lightning, poison, and thunder damage.

Citadel Cavitius. A massive castle built in the shape of a skull, Citadel Cavitius was once a mighty bastion of the Doomguard in the Empty Winter. But then in a matter of mere minutes, a powerful mage strode past the heavily guarded doors and commanded the inhabitants to follow him or die. Many resisted at first, but quickly fell to the mage's spells. They rose again quickly, now his zombified servants.

Who was this mage? Vecna, the one-eyed, one-handed Lich God.

He set up his headquarters in this stolen fortress, imprisoning countless enemies in its dungeons. Within Cavitius, Vecna continued to research dark magic and planned to become the patron god of all evil undead. Only a few years ago, Vecna and his sycophants suddenly vanished in the night. They left behind no trace of their departure, but rumor has it the castle is still haunted by evil **spirits** (see chapter 4) with special connections to the Negative Energy Plane.

"Things falls apart – particularly here, and particularly hope."

—Chinchebe, Doomguard bard

Doomguard Citadels. Four grand fortresses are run within the Elemental Chaos on the borders of the Negative Energy Plane, operated by the Doomguard. The Doomguard believe that these regions – the Empty Reach, the Empty Winter, the Flats, and the Storm of Annihilation – represent what they base their whole belief system on, namely, decay and decomposition. If anyone ever wanted to prove that all things decay as part of the natural order, they'd only need to visit these citadels and the regions around them for proof. Each citadel is led by a **Doomguard Doom Lord** (see *Planescape: Adventures in the Multiverse*).

Citadel Alluvius. A potent series of *wall of force* spells protect this citadel from the decaying effects of the Storm of Annihilation. Of all the Doomguard citadels, none is so heavily populated as Alluvius. Doom Lord Pereid welcomes visitors of all kinds. His loyal guards often engage in reconnaissance missions into the Storm, searching for things not yet disintegrated. Recently, they've discovered the remains of some ancient city unconsumed. Expeditions to explore it haven't returned.

Citadel Exhalus. Also known as the Portal of the Last Breath, Exhalus is built around a special gateway to the Negative Energy Plane. This citadel allows the Doomguard to commune directly with the ultimate destroyer – that very plane. Doom Lord Nagaul believes that the disintegration of the multiverse proceeds on schedule and sees no reason to hurry things along. She welcomes those who see Exhalus as a temple to Negative Energy, such as pilgrims from the Heralds of Dust. They often make polite and trustworthy guests.

Citadel Sealt. Carved from salt, this citadel is nothing less than a giant sculpture. Every room, every turret, every archway is an integral part of the whole object. There are no bricks or other components that stand upon each other, only the material of Salt itself. Citadel Sealt is nothing short of an architectural and artistic masterpiece. Doom Lord Roth oversees this place and invites those who would actively accelerate the entropic death of the multiverse. Slaadi and fiends are especially welcome.

The Crumbling Citadel. When the Doomguard were driven from Citadel Cavitius, at first they sulked. Eventually, they built the Crumbling Citadel out of the best bricks they could form from the ash around them. The structure is constantly breaking apart and falling down. While the Doomguard like things to fall apart, if they didn't maintain their home they would be out in the ash again in a matter of weeks. So, they constantly rebuild sections and fortify others. Doom Lord Devland believes everything in the multiverse is falling apart too fast, and that his organization must take steps to slow the rate of decay so that the multiverse doesn't fall apart ahead of time.

"Keep your wits about you, and for gods' sake, keep moving – anything that stops might freeze that way."

—Tarsheva Longreach, whose identity doesn't matter

Second Chances, the Hidden City. Second Chances was a grand city once built upon the shores of Mount Celestia's Silver Sea, but fell from grace after granting refuge to too many criminals, deserters, and other untrustworthy sorts who had no intention of changing their ways, nor ascending the slopes of the Seven Heavens. Eventually, the usurpers revolted violently against the town's ruling family and the city burned. Much as Nemausus departed from Arcadia for Mechanus when that realm strayed from perfection by too much for too long, Second Chances began to slip into the Abyss. Only a few hundred were able to flee before the philosophies of the Outer Planes sucked it into the All-Devouring Chasm.

But it was consumed by Smoke instead.

Planewalking adventuring bands speak of a town hidden in the Great Conflagration, obscured by the heavy, toxic clouds that drift about and prevent any mere mortals from seeing it or finding their way there. It is populated mostly by **ardlings** and **archons** (see chapter 4) and their stories of the Fall of Second Chances are consistent with those told by the original catastrophe's refugees.

The residents claim to be the survivors of the Fall. They claim that after everyone and everything had been consumed by the fires, those who had perished slowly woke up, one by one, underneath a sky of unyielding gray fumes. They claim the rioters were gone and saplings had grown in their place, eventually bearing wood that allowed the town to rebuild anew. They claim the ever-smoldering corpse in the center of town wasn't there when the riots began.

The spiritual leaders of the town preach that Hakrava, a member of the Hebdomad and then-patron of the Mount Celestia layer Lunia, sacrificed herself to save the people. They preach that she absorbed the fires into herself and redirected Second Chances from becoming a concept of unrelenting and unreliable evil in the Abyss, to a definite site of undeniable fact in the Inner Planes. It was thought made manifest, belief incarnate, and spiritual made physical.

The process had killed one of the greatest Celestials of the multiverse, but it was a miracle that saved her people from eternal torment. The priests believe Hakrava chose the Realm of Smoke as the final destination, instead of another Elemental region, as its obscuring and choking vapors would hide them from future invasions.

Skeptics call it all an incredibly fortunate coincidence.

Today, the residents pray regularly to the Hebdomad in gratitude for their salvation, for giving the rioters a second chance at life as wood-providing and fruit-bearing trees, for shielding the city from the vapors of the Great Conflagration, and even for that same dangerous smoke, which keeps them safe from mass conquest.

The city and its surrounding rocky landscape is protected by a miles-wide aura that prevents most smoke and toxic fumes from entering, but allows any creatures to pass by. Despite this protection, the buildings are perpetually sootstained and everything smells of campfire. This protection is centered on what is believed to be the body of Hakrava at the town square. A small memorial guardrail protects the cadaver from wandering passersby, and pale perennial flowers mark the gravesite. Although the city still welcomes friendly visitors inside, they no longer let their guard down quite as easily.

Nevermore. A remarkably safe haven, a town called Nevermore has formed in the Fountains of Creation around an artifact called the Chillsword. Once stabbed into the ground, the powerful artifact freezes all around it. The magic of the sword and the surrounding magma environment canceled each other to an area of solid, warm rock. Although the toxic fumes are still present, the locals have adapted protective clothing as part of their daily garb.

Ninth Bastion. A rigidly militaristic dwarven fortress-city that attempts to maintain a lawful presence and force order upon the Vividium. Originally built thousands of years ago, the Bastion has fallen to the chaos only to be stubbornly rebuilt at least eight times (hence the name). Built of massive layers of iron with a lightning dome to shield it, the Ninth Bastion is impregnable to nearly all hostile forces but the Elemental Chaos itself. Raging storms, searing flames, corrosive rain and wind, and more slowly erode the bastion's walls. The people of the bastion have to constantly repair and rebuild the defenses in an endless war against the plane itself, but they have not been driven off yet.

Positive Towers. Four great, mysterious towers border the Plane of Positive Energy. They are of mysterious origin and purpose, but some scholars believe they each have a unique, important connection to the planes that allows positive energy to flourish throughout the multiverse. Others believe they are remnants of an ancient, powerful, magical society, such as the Sleeping Ones.

The Tower of Ice. Like all the Positive Towers, this mysterious structure has existed on the far reaches of the Mistcloud longer than even the eldest elementals can remember. The tower is made entirely of ice. Those who can gain entry find that it harbors grand, arcane laboratories that enable even beginner artificers to create advanced and miraculous potions, poisons, magic items, and automaton servants.

The Tower of Lead. A big, gray tower juts up right out of the ground right by the border between the Treasure Trove and Plane of Positive Energy. Inside lies the best forge in the multiverse, rivaling even Moradin's own. Those who have worked this forge say the work done here is twice as good as anyplace else. But there's a catch: people who spend a lot of time here tend to disappear. This tower also holds massive tools that no one knows how to use or what they're for. It's as though the place was equipped to work materials that don't exist, at least not any more. Those interested in forge lore suspect that whatever force makes smiths disappear is the same reason that these mysterious tools have never been carried away by greedy hands.

The Tower of Light. This site at the edge of the Brighteyes is known mostly as a place where wounds and injuries heal faster and more completely than normal, where diseases fade and afflictions disappear. It is fashioned from blue light made solid, and nothing more. The tower holds no permanent occupants. Those who have attempted to stake a long-term claim and set up permanent residence have disappeared. For a short term stay, the tower may prove incredibly helpful and valuable.

The Tower of Storms. This ancient tower literally projects out of the magical border between the Vividium and the Plane of Positive Energy. The glistening, electric blue structure, which is composed of an unidentifiable material, offers no egress within. The locals have no doubt that someone or something dwells within this tower, but none know how to enter.

Trash Heap, or the Sargasso Sludge. All the waste produced by the city of Sigil has to go somewhere, and ages ago they set up a means of disposing it all in the Swamp of Oblivion. Now there are miles of trash, filth, and waste growing every day in this secluded corner. Being the final destination of all detritus in the multiverse, the Trash Heap hides remarkable treasures for those willing to rifle through the muck.

Ytharior, or the Bloodmire. Many icey creatures call the Frostfell home, including frost giants and trolls adapted to the intense cold. Although the scattered giant communities live in relative harmony with each other, the trolls are divisive between their small clans and constantly wage war against each other and the giants. One such battle created a frozen lake of blood and weapons that remains to this day. Formally known as Ytharior but more commonly referred to as "the Bloodmire," it is a place of utter horror and grisly beauty. Combatants froze before they fell in battle, and now they're part of a strange, eternal ballet, dancing within the lake of frozen blood.

"HEY, BERK, DON'T LOOK NOW BUT THAT STUFF STUCK TO YOUR SHOE'S TRYING TO TALK TO YOU."

—A TRAVELER TO THE SWAMP OF OBLIVION

Denizens

Everyone and everything of the physical, undeniable world of fact and action has a place in the Elemental Chaos. This section describes major societies and cosmic beings of the Plane Below.

Genie Soldiers

Elemental Societies

Many genies traverse the Elemental Chaos in pursuit of riches, prestige, or battle. Genies invariably think of themselves as honorable warriors, though they may not always act accordingly. Pointing out a genie's underhanded tactics is risky – the genie may apologize or might go into a berserk frenzy.

Djinn and **efreet** hate each other and will often invade each other's realms, passing through the Great Conflagration in the process. For the djinn, the rivalry is earnest but not all-consuming. For the efreet, it is a completely grim and serious war, conducted without mercy nor the expectation of it.

Marids occasionally go on punitive expeditions against the other genies, just to remind them of their power. When they organize a war party it is usually led by a single noble marid, accompanied by dozens of common marids and just as many other creatures from the Elemental Plane of Water.

Dao rule absolutely within their Dismal Delve, but they proclaim not to invade other realms the way the efreet do. This is a blatant lie. While most dao citizenry look inward to promoting their own status and wealth, the Great Khan and other dao leaders have great interest in conquering other planes. The travels of common dao are almost always simply motivated by the desire for greater material riches, while militant and politically powerful dao want to raise an empire for its own sake. As a whole, the dao will steal, lie, pillage, and even break out in small skirmishes, but they don't go to full out war willingly.

Bwimb the Second, the Slime Baron

Neutral Evil Ooze Archomental

This revolting creature is the newest and weakest Prince of Elemental Evil and rules the Swamp of Oblivion. She inherited the position from her father, Bwimb the First, who was recently slain. Some folks say she was formed from the remains of her father's sludgelike corpse, but most agree this is no more than morbid gossip.

While the true Oozes and muddy elementals of the region obey her, most of the other inhabitants of the Swamp have no interest in Bwimb the Second at all.

Rumors have it that she's looked beyond the borders of the Swamp for allies, recognizing it will take hundreds of years to reach the same power level as the other Princes. You might think that an undulating mass of splotchy, violet sludge would have difficulty in finding friends. Bwimb the Second has proven herself to be very resourceful, and it appears she's come to an understanding with the demon lord **Juiblex** (see *Monsters of the Multiverse*). Although the exact nature of their relationship and shared goals remains hidden, it doesn't take much to know it can't be pleasant.

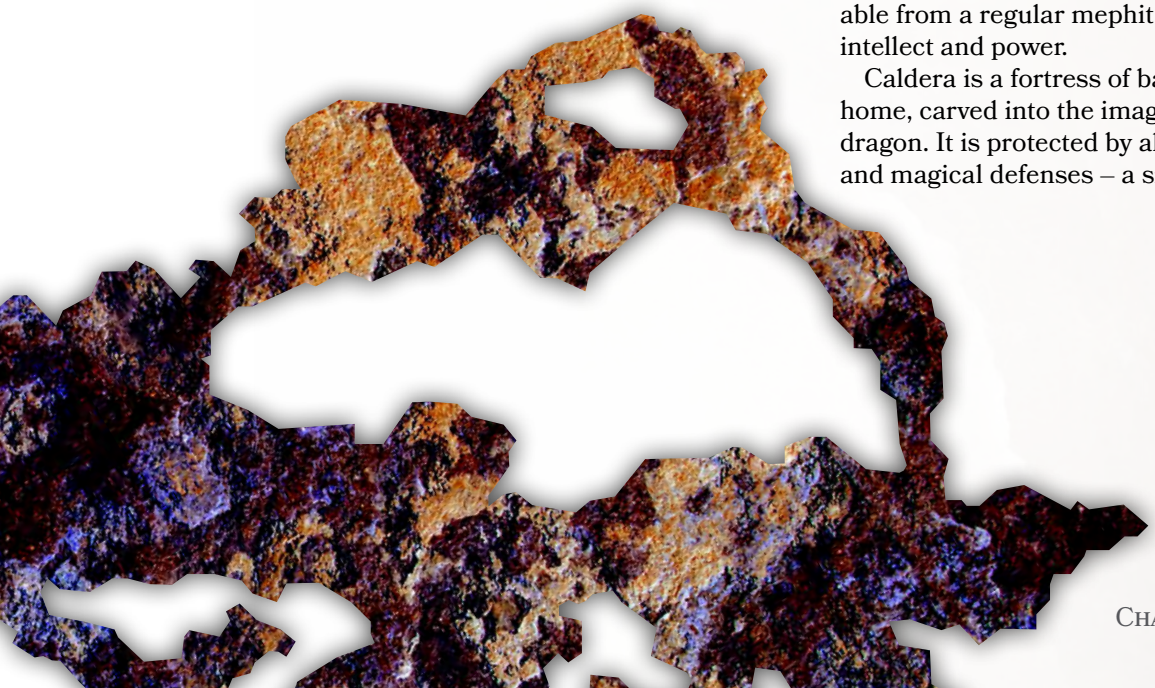
Chlimbia, the Magma General

Neutral Evil Magma Archomental

A well-trained and powerful tyrant, Chlimbia is the closest thing the Fountains of Creation have to a ruler. He is paranoid and tends to have guests to his fortress killed as soon as they step through the gate. If a planewaker isn't ready to present their case in a speedy and convincing manner, they might wish to visit Nevermore or another location in the Elemental Chaos instead.

Chlimbia's caution is perhaps to overcompensate for his diminutive stature. He began life eons ago as a magma mephit that learned the art of combat and torture under the guidance of a particularly nasty pit fiend. By the end of his training, it is said, he was even teaching the fiend new ways to inflict pain and suffering. Today, he remains physically indistinguishable from a regular mephit, but wields much greater intellect and power.

Caldera is a fortress of basalt that Chlimbia calls home, carved into the image of an immense red dragon. It is protected by all manner of conventional and magical defenses – a sign of Chlimibia's paranoia.



Cryonax, the Ice Lord

Neutral Evil Ice Archomental

Cryonax appears like an abominable yeti with four tentacles in place of two arms. The greatest of all icy elementals, he claims to be an equal of the Elemental Princes. Those who disagree would be wise not to dismiss him as a lesser creature, at least not where Crynoax can hear them.

Cryonax plans to bring the whole of the Frostfell under his rule, and no force strong enough to oppose him has yet surfaced. He eventually may accomplish this lofty goal if he continues unchecked. If Cryonax succeeds in conquering the entire Frostfell, he plans to separate it from the Elemental Chaos to become its own true Elemental Plane.

Most philosophers don't think this goal is possible, they argue that the nature of the inner multiverse is fixed and can't be disrupted. On the other hand, others claim that the archomental could freeze adjacent regions of the Elemental Chaos and the true Elemental Planes, effectively expanding the boundaries of the Frostfell and changing the fundamental laws of nature and establishing ice as the one true element. All other things would be considered lesser forms of matter. Eventually, he wishes to see the entire multiverse frozen and under his command.

No small dreamer, this Cryonax.

Chiseled Estate. The ice-carved fortress of Cryonax rises a mile above the surface of the glacier and four times that beneath. It sits at the center of the Frostfell. Nestled within its deepest chambers, Cryonax broods. Rumor has it that he has enslaved a coven of mortal mages to endlessly produce new cold-based monsters to add to Cryonax's armies. Stories circulate of frost-covered **umber hulks**, snowy **ropers**, and even icey **rocs** with razorblade wings.

"THE PLANE OF ICE IS VERY, VERY, VERY COLD. GOT THAT? GOOD. NOW TRY TO KEEP UP."

—SANCTIMARIN, A PRETENTIOUS ICE MEPHIT

"ALL THAT COUGHING'S JUST NATURE'S WAY OF SAYING YOU'VE GOT TOO MUCH LUNG TISSUE."

—DOSS GEWART, A SMOKE MEPHIT WITH NO MEDICAL TRAINING

Ehkahk, the Smoldering Duke

Neutral Evil Smoke Archomental

Ehkahk is a gaunt creature that appears as a human child with ash-gray skin. Smoke leaks constantly from his eyes and mouth, leaving trails in the air when he moves. It pours from his back and gives the impression of flexing wings. He spends most of his time writing voluminous journal-like works and philosophical treatises, or studying tomes from his vast library.

Those who bring the Duke gifts and flattery quickly gain his favor. He is particularly fond of books not yet in his collection, rare incense, smoked meats, and eversmoking bottles.

Although not more powerful than the other Princes of Elemental Evil, he is considerably more intelligent and charismatic. He has the easiest time of the Princes in persuading many others to take up his banner. Not only does this include smoke-based elementals, but even djinn, efreet, and humanoid visitors to his realm.

His ultimate goals are unknown, if he even has any, but he seems mildly interested in gradually expanding his influence in the Great Conflagration. His servants have started investigating rumors of the appearance of the Hidden City, Second Chances, lost in the densest clouds of smoke, but those who have returned from their expeditions are empty-handed. Politics and events outside the Conflagration do not interest him.

Choking Palace. Looming out of a foundation of black clouds, a fortress of uneven walls and jagged towers rises from the soil of the Great Conflagration. At first glance it appears to be a dark, gothic twist of a djinn bastion, but on close examination it seems to be constructed of ash-blackened steel. On even closer examination, you are likely to breathe in the foundational black clouds and realize, too late, you are burning, suffocating, and dying to toxic fumes. This is the Choking Palace, home of Ehkahk and his court.

Intrigue Opportunities

- Kuo-toa of the multiverse whisper of the Sleeping Ones, an ancient and venerable race that roamed the planes long before any other species were born. These titans perhaps even caused the multiverse itself to come into existence. Eventually, for a reason that none can guess at, this forgotten race decided to end their contact with the cosmos. According to the kuo-toa, they sealed themselves in the depths of the Frostfell, only to stir if their incredible powers are needed again.
- A massive monolith floats in the Fountains of Creation. It is 90 feet high, 30 feet across, and 10 feet thick, and constructed of a black, unidentified material that is somewhere between metal, stone, and glass. It is impervious to damage and cannot be moved. Some suggest that the Monolith exists outside of time, or that it is a relic of the Sleeping Ones. Most agree it looks like a tombstone.
- Don't think the Trash Heap is uninhabited. Some of the unwanted refuse that Sigil throws away lives and breathes. Most are unsavory criminal types, but some are good-natured innocents who simply were in the wrong place at the wrong time. Most who are banished to the Swamp of Oblivion die quickly, drowning in the ooze, but those who don't have to breathe or who are awfully lucky can tread sludge long enough to make it to shore.
- Stories say that once there was a **cloud giant** of fair temper who dwelled in the Mistcloud, but was cursed for falling in love with a married woman. Banished to the Great Conflagration, the giant built an ashen fortress out of the cinders strewn across the Conflagration's soil. He calls himself Reinsong and becomes violent if angered. The curse he bears makes him possessed by a powerful and evil **elder spirit** (see chapter 4). Creatures who uncover this truth can ask him about it, but Reinsong always ensures he has bargained with the spirit to allow him control over his body once more. It is unknown if this is true, and if so, what that bargain entails.

Elemental Chaos Supernatural Effects

Consider rolling on the Elemental Chaos Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of an Elemental Plane (like the *conjure elemental* spell or the *plane shift* spell cast to reach an Elemental Plane).
- A creature uses an effect that deals two or more types of damage that are not bludgeoning, piercing, slashing, psychic, or force.
- An elemental creature is destroyed.
- A creature succeeds on an ability check to unite two or more things that are distinct.

Elemental Chaos Effects

d20	Elemental Chaos Effect
1	Roll a d4, then roll for a random effect from the supernatural table of the Elemental Plane of Air (1), Water (2), Earth (3) or Fire (4).
2	Over the next 24 hours, whenever an effect deals damage of one of the types in the following list, it deals another random one instead (roll a d6): 1. Acid 2. Cold 3. Fire 4. Lightning 5. Poison 6. Thunder Energy sources will change their appearance to match the substitution, like torches giving out blue flames of cold or the *lightning bolt* spell looking like a streak of acid.
3	The region becomes infused by the molding ideals of creation. Over the next 24 hours, each creature successfully uniting or fusing two or more things that would be different or opposite, gains inspiration. A creature can gain inspiration only once in this way in the 24-hours period.
4	A random creature in the region gains the ability to cast a random cantrip, determined by rolling a d4. On a 1: *acid splash*. On a 2: *fire bolt*. On a 3: *ray of frost*. On a 4: *shocking grasp*. After each use, the creature rolls the d4 again, possibly changing the cantrip. This ability lasts until the creature rolls a 1 on the d20 for attacking with the cantrip, or until a target rolls a 20 on the d20 for the saving throw against it.
5	The freezing winds of the Mistral Reach manifest in the region. The region becomes affected by extreme cold for 2d12 hours. If an encounter happens in the open during this time, roll a d20 on initiative count 20 each round. On a 1-4, the effects of the *sleet storm* spell (DC 15) manifest in an area at the DM's choice including one or more characters.
6	A rain of ash from the Great Conflagration hits the region for 2d12 hours. Creatures and unattended objects in the open take 1 fire damage per 10 minutes of exposure. Additionally, the area becomes difficult terrain after 30 minutes and stays as such until cleared.

d20	Elemental Chaos Effect
7	A layer of slippery mud from the Silt Flats infests the region. Each creature taking the Dash action while on a surface must make a successful DC 10 Dexterity (Acrobatics) check, being knocked prone on a failure. Additionally, each creature failing a Dexterity or Strength saving throw while on the ground is knocked prone in addition to any other effect. After 24 hours, the mud solidifies into crusty dirt and the region goes back to normal.
8	The region suffers the conditions of the Frostfell, falling into extreme cold for 2d12 hours. Whenever a creature rolls a 1 on the d20 for an ability check, attack roll or saving throw during this time, a magical barrier of ice equivalent to the effects of the *wall of ice* spell (DC 17) appears in front of or around the creature (DM's choice).
9	Hot lava from the Furnaces starts to seep through the ground within the region. When a creature stops moving on their turn, roll a d8. On a result of a 1, a thin layer of ground beneath the creature breaks and reveals hidden lava beneath. The creature is forced to make a DC 15 Dexterity saving throw to avoid touching the lava. Each creature touching the lava takes 2d10 fire damage. After 24 hours, the lava in the region solidifies and creatures are no more at risk of revealing more lava.
10	The stagnation of the Swamp of Oblivion affects the region for the next 24 hours. Most of the region's ground becomes a swamp, which is difficult terrain. Now and whenever a creature rolls a 1 on the d20 for an ability check or saving throw, roll 1d6 to see what emerges from the muds. On a 1-2, it's a **swarm of insects**. On a 3-4, it's a **blight** (see the Monster Manual or chapter 4 of this book). On a 5, it's a **gray ooze**. On a 6, it's a random magic item from the Magic Item Table F (see Dungeon Master's Guide) but it was thrown in the mud for a reason (it might be cursed or hide a sinister story).
11	All bodies of water in the region, except the ones carried by a creature, become made of lava because of the influence of the flaming oceans of Elemental Fire. All waterborne creatures within them are also transformed by the Plane of Fire, gaining immunity to fire damage and becoming able to breathe lava as if it was water. Touching the lava deals 2d10 fire damage, while full immersion deals 10d10 fire damage. Water appearing in the region at a later time, like the one from the *create or destroy water* spell, as well as the water carried by creatures as part of their equipment, is not transformed by this effect. These effects end after 24 hours.
12	A volcano from the Fountains of Creation rises within the region in a location at the DM's choice. The volcano is between 15 to 100 feet tall, with a slope of 45 degrees and a caldera full of magma. Roll a d20 each round at initiative count 20. On a 20, a heated projectile with the same effects of the *fireball* spell (save DC 15) is spat out of the caldera in a random direction, landing 1d12 x 10 feet away from it. After 24 hours the volcano cools down and stops shooting projectiles, but the mountain remains.
13	The region shines with the light of Brighteyes, the Realm of Radiance. Over the next 24 hours, creatures that become invisible or take the Hide action immediately receive the effects of the fairie fire spell (DC 13), just as if they were in the area of the spell. Additionally, Intelligence and Wisdom ability checks have advantage, as the light reveals the truth.
14	The storms of Vividium, the Realm of Lightning, start to brew in the region. Over the next 24 hours, all targets making a saving throw against an effect that deals lightning damage, do so with disadvantage, and each creature that rolls a 1 on the d20 for an ability check, attack roll, or saving throw is hit by a sudden arc of electricity, taking 1d10 lightning damage.
15	The fogs of Mistcloud, the Realm of Steam, rise in the region. The region becomes lightly obscured because of the fog for the next 24 hours, and creatures have resistance to fire damage while within it.
16	The land of the region becomes filled with the precious gift of the Treasure Trove, the Realm of Mineral. Each creature casting a spell with an expensive material component up to 1000 gp worth can ignore the component, but only while on the ground, as the component is provided by the region itself. A given creature can do so only once during the next 24 hours. Additionally, any gem or precious metal found as part of a treasure during the next 24 hours, has additional gems or metals equal to 1d10 x 100 gp.
17	The heat void of the Empty Winter, the Realm of Ash, afflicts the region. Over the next 24 hours, the region becomes extremely cold (see "Extreme Cold" in chapter 5 of the Dungeon Master's Guide). Additionally, each effect dealing fire damage deals only half damage, and each creature dealing cold damage to another creature gains 2d10 temporary hit points, as they drain the heat of the target.
18	The region becomes drained by the Empty Reach, the Realm of Vacuum. Over the next 24 hours, any ability check to find food or water, as well as any Constitution saving throw or death saving throw, is made with disadvantage, as everything necessary to sustain life (including air) becomes thinner.
19	The desiccation of the Flats, the Realm of Salt, takes over the region. Over the next 24 hours, creatures need to drink double the required amount of daily water to survive. Additionally, each creature casting a spell or activating a magical effect to create or summon a liquid is forced to make a DC 20 saving throw of their spellcasting ability. On a failed save, the effect fails and the creature can't use the same effect until the aforementioned 24 hours run out.
20	The decaying energies of Storm of Annihilation, the Realm of Dust, infuse the region. Structures and unattended nonmagical items immediately take 2d10 necrotic damage. Over the next 24 hours, each creature within the region takes 1 necrotic damage at the end of each hour.

Outer Planes

The substance of the Outer Planes is belief, philosophy, societal expectations, and alignment. These planes are traditionally divided into the Upper (good-aligned), Lower (evil-aligned), and Neutral (neutral-aligned) planes, or into the planes of Law (lawful-aligned), Chaos (chaotic-aligned), and Conflict (neutral-aligned). They are surreal, intangible thought-realms of the metaphysical; in a word, malleable. They are the direction, thought, and purpose given to the construction made of the Inner Planes.

The Abyss is the Chaotic Evil home of demonic fiends. It has infinite layers (or at least as many as anyone's been brave enough to count) of terrifying tortures.

Acheron is a plane of Law between evil and neutrality. There is only one thing on Acheron – battle. Conflict, war, strife, and struggle dominate the plane.

Arborea is the Chaotic Good home of many gods and the heavenly **eodath** (see chapter 4). It is a place of personal freedom, independence, and individuality.

Arcadia is the plane of Law between good and neutrality. It thrives with perfectly lined trees, straight-flowing streams, and orderly, pristine fields. Arcadia is based around the common good, conformity, and temperance.

The Beastlands is the good plane of Conflict between neutrality and chaos. It is filled with sapient animals, even including species long thought extinct on the Material Plane, and brings out the wild side of its visitors.

Bytopia is the good plane of Conflict between law and neutrality. It is the home of hardworking, ethical, moral towns and villages scattered between forests, babbling brooks, and elegant mountains. Its most prominent feature is that its two layers are upside down, each acting as the other layer's sky.

Carceri is the evil plane of Conflict between chaos and neutrality. Nobody is here that wants to be. The exiled, shunned, and defeated are sent to this prison plane to be lorded over by demodands, dragons, and other immovable guards. Few portals lead out of Carceri.

Elysium is the Neutral Good home of idyllic **guardinals** (see chapter 4). The plane of peaceful rest, its residents live their lives in calm relaxation, happy and secure at no one's expense.

Gehenna is the evil plane of Conflict between law and neutrality and home of chthonic fiends, also known as yugoloths. There is no escape from pain, no agency, and no mercy in this forsaken land of steep, volcanic slopes. It is dark self-interest incarnate.

Hades is the Neutral Evil land of gloom. Apathetic, uncaring malevolence crushes all spirits who enter here. Color leaches out of everything and visitors can feel the plane slowly sapping their will and draining their memories.

Limbo is the Chaotic Neutral home of slaadi and githzerai. Hot and cold become meaningless here, the senses become unreliable, and both energy and matter combine into a single, seething mass of everything.

Mechanus is the Lawful Neutral home of modrons. It is also the home of law, order, and clockwork precision. Massive gears hold cities and deific courts, turning slowly to operate some unknown cosmic machine.

Mount Celestia is the Lawful Good home of exalted **archons** (see chapter 4). It embodies the ideals of ultimate loyalty, kindness, and grace.

The Nine Hells is the Lawful Evil domain of devilish fiends. Each of its nine layers has its own unique take on eternal punishment, but they're all inhospitable and deadly. Eight archdukes rule the top layers, with Asmodeus controlling its foundation.

Pandemonium is the plane of Chaos between evil and neutrality. It is invested with chaos of the mind. Howling winds and horrible darkness await travelers to this seemingly unending series of tunnels and caverns beneath no sky.

Ysgard is the plane of Chaos between good and neutrality. Unlike Acheron's singular and unending battlefield, the Lower Planes' eternal Blood War, or the tightly-sealed infinite fortress of Arcadia, Ysgard promotes its heroes and the glories of battle and valor. The martial people are more driven by honorable causes. Glory is the goal, death means nothing.

The Abyss

The Plane of Rage and Violent Destruction

Other Names: The Infinite Layers, the Birthplace of Nightmares, the Endless Terror, the All-Devouring Chasm, Demonholme, Jurgarten, Naraka
Creature Themes: Chaos
Hallmarks: Demons, carnivorous environments, endless variety
Sample Portal Keys: Broken glass shard, flowerless thorny stem, freshly removed bone still bloody and warm

The Abyss wants to kill you. Technically, it wants to tear you to pieces, bathe in your blood, and chew your bones to dust. Your death is a welcome bonus. The Abyss is bloodthirsty rage personified and fosters brutal violence. The environment of the Abyss is among the most inhospitable of all the Outer Planes. The only minor saving graces are that the Abyss does not discriminate in wanting to destroy every living thing within the plane, visitor and demon alike, and that it does not hide this fact. Deception is rare, and the deadly nature of the environment is typically all too clear. Unfortunately, with a potentially infinite number of layers, nearly every deadly environment and every terrible way to die can be found somewhere in the Abyss.

The best way to survive in the Abyss, other than leaving as quickly as possible, is to be useful to someone powerful. As brutally violent as demons and other Abyssal denizens can be, they are always looking for ways they can overpower their peers and superiors. Unlike the devils, there are no contracts with loopholes to use against you. If you are useful and do not offend, you are more likely to survive than not, and possibly even earn some protection and safe passage. If you are no longer useful or cause offense, your survival is likely coming to a brutal end very quickly. No scheming. No secret dealings. Just the simple fact that the useful might survive, but the useless will certainly die.

"Keep telling yourself that you've figured us out, mortals. We have an eternity to watch your ambitions implode."

—Shelerath, a nalfeshnee

"If there's anything you don't like, you'll find it here."

—Demon saying

Common Knowledge

Those familiar with the Abyss know the following facts:

- A terrible plane of nightmares and horrors beyond counting, the Abyss is the home of demons in all their multitudes, a mustering ground for armies of the Blood War, and a place of constant turmoil and uncertainty.
- The powerful Demon Princes squabble amongst one another for power, status, and oftentimes survival.
- The plane can be traversed by leaping into the apparently bottomless pits that give rise to its name, though any such traversal is perilous.
- Gods of evil and chaos from across many worlds make their homes in the Abyss, though many of them are younger and less malevolent than the oldest of demonkind, who fester in reaches mortals would be foolish to brave.
- No two layers are alike, but each is perilous in its own right.
- Safety is rare. Violence is common. Terror is assured.

Abyssal Characters

When creating a character with ties to the Abyss, consider the following:

Are you an example of your community or exception? Although exceedingly rare and often short-lived, some individuals and even some communities can survive in the Abyss within a morally gray mindset. You might be an anti-hero born into a brutal community where you have to be strong to survive, but not necessarily cruel. Alternatively, you might have a noble spark in your soul that caused you to be disgusted by those around you, but you managed to keep it hidden away until you could escape.

What is your relationship to your rage? Anyone who spends a significant portion of their lives in the Abyss will likely have some form of rage burning with them. You might embrace it and channel that rage to protect yourself and defeat your enemies, either in a clear way, such as a barbarian's rage or a subtle way, such rage motivating you to pursue your class specialities. It can manifest as bloodlust barely held in check by directing it only at the most deserving, or it can be a righteous fury thinking that if villainy is vanquished

elsewhere, it might finally die within your heart. Or it could be more subtle like unstoppable ambition, or that rage could be something you constantly struggle to suppress.

What is your opinion of demons? Demons are ever-present throughout nearly all of the known Abyss, and anyone from the Abyss cannot avoid forming strong attitudes towards these fiends. Do you see demons as horrifying monsters needing eradication? Are demons more like predators and other wild creatures, to be feared and often slain to protect others, but no more to be blamed than a shark or a tornado for acting upon its nature? Or have you seen a different side of demons, maybe easily manipulated to your purposes or possibly tragic outcomes of wasted lives trapped in a monstrous form of their own making?

Layers

The Abyss has an untold number of layers. Unlike the other layered Outer Planes, it has no special term for these layers. "Layer" is an externally imposed moniker, as demons would never settle on a unique label of their own accord. There are many more than just the few layers described here, such as those described in the Denizens section or in chapter 2 of the *Dungeon Master's Guide*, but these are the most commonly traversed ones.

Pazunia. The arrival layer of the Abyss is a barren wasteland broken up by vast chasms, each descending to another deeper layer. Here, petty demon lords clash against one another from their iron fortresses, sending forth wave after wave of armies to die with no tangible victory to be had. Not for nothing is Pazunia known as the Plain of a Thousand Portals – beyond the massive pit that connects to the Grand Abyss, the uncountable rifts that scar the land all descend toward horrors unknown.

The Grand Abyss. If Pazunia is the first exposure of most travelers to the Abyss as a plane, the fourth layer is the abyss – an eternal crevasse whose winding walls rise up toward no known surface and down toward no known terminus. Carved into these walls are nests for all manner of foul demonkind and small points of purchase where survivors of an Abyssal journey have made temporary shelters. If one knows how to fall – and to avoid the deadly rock spires that rise out of the darkness – one can plummet down a section of the Grand Abyss that leads to another layer. It is theorized that every other layer can be reached from here, but testing that theory is costly.

Unique Exploration Rules

Abyssal Corruption. A malicious atmosphere pervades the Abyss. When the DM deems appropriate, though usually not more than once per day, a character must succeed on a DC 11 Wisdom saving throw or choose one of the following paradigms to incorporate into their roleplaying and decisions:

- The character believes they can only achieve their goals by making sure their companions don't achieve theirs.
- The character enjoys killing for its own sake. Once they get started, it's hard for them to stop.
- The character believes they are destined to rule the Abyss, and their companions are tools to that end.
- The character enjoys seeing pain in inferior creatures.

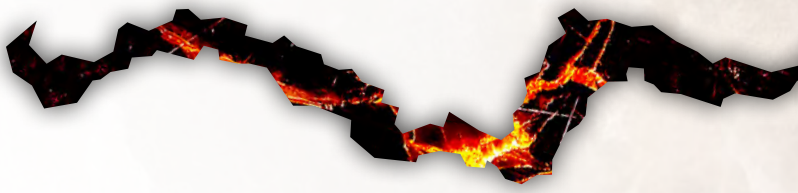
Whenever the character finishes a long rest, they can attempt a DC 11 Wisdom saving throw, overcoming and ending the paradigm effect on a success. A *calm emotions* or *remove curse* spell or similar magic also ends this effect.

Locations

The infinite layers of the Abyss begin at the intersection of Pandemonium and Carceri, and descend from there. Its portals and planar breaches occur most frequently with those two planes, the Outlands, or even with other layers of the Abyss. These portals appear as bottomless pits, usually on the surface of Pazunia. Pray to the god your choice that you have the proper portal key, though, as the screams of those who enter without a way to get back out again can be heard forever. Or at least, until they fall out of hearing range. No one has heard the splat of a body hit a bottom.

Much like the crimson disk portals of Arborea, the locals are usually too busy arguing, fighting, or scheming to keep careful track of which pits go where.

With infinite layers, the Abyss has infinite destinations to die in. The following are a few of the safer locales visitors begin at.



"YOU'RE GOING TO MAKE ME EXPLORE ALL OF THEM, AREN'T YOU?"

—LORD SORTLYN THE SUFFERING

Azzagrat. The Triple Realm constitutes the 45th, 46th, and 47th layers of the Abyss, all connected by a molten River of Salt and the vast city of Zelatar, whose twisting streets defy logic and reason as they wind up and down through the layers. The realm of Graz'zt the Dark Prince, Azzagrat is a magnet for unscrupulous merchants willing to deal with demons.

On Rauwend, the 45th layer, forests of trees whose branches are living vipers writhe over a wasted steppe under a windy gray sky, and all sounds are faint and muted, even the most terrible screams.

Shadowsky, the 46th, is a place of luminous ground, the uneven glow from the earth rising into a black void.

Voorz'zt, the vivid 47th layer, is bathed in the light of a blue sun that makes it difficult to recognize faces. Here, heat and cold reverse – flames "burn" with a lavender hue and emanate cold, and magic such as *cone of cold* instead deals damage like a raging fire.

Broken Reach. This fortress town is a port of call for adventurers on Pazunia; ruled by a **succubus** named Red Shroud, the Reach is a hive of tunnels concealed beneath a haphazard keep that holds the armies of the demon lords at bay. Weapons, supplies, and services can be acquired here for scandalous cost (often twice to three times what they would cost elsewhere). The price of admission is to swear to uphold – and, when called upon, help enforce – the tenuous "peace" of Broken Reach, which generally involves trudging into the deepest warrens of the town to roust out and slay a demon or other powerful upstart hoping to topple Red Shroud.

Plunge. A most unusual town, Plunge hovers in the endless darkness of the Grand Abyss, and can only be reached by leaping into a pit and hoping to get caught by one of the thousand hooks ringing the town's perimeter. Overseen by the cryptic purple-skinned elf Majat the Seeker (chaotic evil **drow mage**), Plunge is a ramshackle ruin of some fifty permanent inhabitants and rarely more than twice that in travelers – almost none of whom are demons.

Plunge has but one portal that leads to Sigil, and its key is only offered by Majat himself for an exorbitant cost. The hooks can be lowered down to reach other layers of the Abyss, a service which offers adventurers a rapid escape should a foray prove overly hazardous; however, one must trust that neither Majat nor any other interested party will have decided to withdraw the lifeline in the interim.

Few goods pass through Plunge and merchants are uncommon, save those who deal in supplies brought up from Abyssal explorers, but the small population of service people include those offering healing, scrying, and the odd bit of rumor and lore about the horrors below. It has been rumored that the town's hooks deliberately fail to catch – or sometimes intentionally impale – would-be visitors whose thoughts bear insufficient negative emotions to intrigue Majat. For this reason, paladins tend to shy away from Plunge as a potential safe haven.

Onlyhope. Located on the 78th layer of the Abyss, Sirensky, Onlyhope is built around a fortified keep and secured by a strange ring of kite-shaped marble stones. The whole sits in the shadow of one of the vast mushroom-like rock formations that shield those below from the wandering song of the terrible silver sky, the shadows protecting those living beneath from calling the attention of the weird music and the slaying wind that follows it.

Founded by paladins and boasting a portal to Belierin, third layer of Elysium, which opens once a month and floods the town with a mist that seems to keep the demons at bay, Onlyhope is a respite for those traversing the Abyss who need succor and safety. The town sits close to a winding stone stair that reaches up to Azzagrat, the Demonweb Pits, and Darklight, while a canyon some miles away contains pits that descend to the Shadowsea, Thanatos, and Hollow's Heart. The triad of paladins who govern Onlyhope worry constantly about the morale of the town and that the nature of the Abyss may slowly be corrupting the inhabitants in subtle but inescapable ways.

"THE ABYSS COMBINES ALL THAT IS EVIL WITH ALL THAT IS CHAOTIC TO PRODUCE AN UGLY, VIOLENT PLANE WHERE THE STRONG SURVIVE ONLY ON THE BACKS OF THE WEAK. OH, HOW I MISS IT."

—JUMBLED, A VAMPIRIC GORISTRO, OFF IN THE NEGATIVE ENERGY PLANE

Denizens

The Abyss has one iconic type of resident: demons. These are the exemplars of the realm. This section describes major societies and cosmic beings of the Endless Terror.

Demons

Fiendish Society

Demons rule the Abyss in all their myriad forms, from the throngs of lowly dretches who scrabble to hide from their betters to the mighty Demon Princes who rule from twisted palaces. With all the infinite variety of layers to this plane, virtually any kind of creature might be encountered (generally always in some corrupted form), but no layer is completely free of demonkind. The vast majority of demons arise from the petitioners of the Abyss, known as **manes**, and transform into new and more powerful types as they grow in malice, violence, and corruption. These demons bear the epithet "tanar'ri," an Abyssal word meaning "carved," for their shapes were created by the terrible sibriexes (see *Monsters of the Multiverse*).

The most horrific of all demonkind are the obyriths, primeval nightmares of tainted chaos who waged an ancient war against reality itself. They were toppled by the vaati (see Elemental Air), the eodath (see Arborea), and their own created demons, and today hold little sway over the plane they once ruled.

Demon Lords and Demon Princes. Demons of unique power and nature may assume the title of "demon lord," which chiefly pertains to their relative infamy more than any official position. In general practice, demon lords who can demonstrate sole rule of an entire Abyssal layer are dubbed "demon princes," though again this title is as arbitrary as any other. In fact, many powerful demons use titles such as baron, queen, chief, duke, and so on. The only title that has any specific meaning in the Abyss is "Prince of Demons," which is the mantle claimed by the most powerful demon of the plane – currently Demogorgon.

Obyriths

Ancient Powerful Demons

Before the first mortal souls descended into the Abyss, before the breaking of the First World, there was Law – the Inner Planes, the building blocks of existence – and there was Chaos: inspiration, unpredictability, terror.

Primeval demons whose very existence defied the cosmic order, the obyriths lacked a physical form as the mortal mind could comprehend it – each embodied a kind of terror, a fundamental dread come alive. The efforts of Law to create a multiverse with physical laws and consistent principles forced the obyriths to be embodied in corporeal forms, like puppets of other-worldly flesh animated by horrific truths with their own will and hungers. They disdained the touch of Law upon the multiverse, and while some grudgingly chose to entertain themselves in the defilement of what Law had wrought, others would not go quietly.

Thus began the War of Law and Chaos in the Age Before Ages – the vaati, the Wind Dukes, mustering the forces of cosmic order to contest the armies of the Queen of Chaos, who sought to tear it all down. The obyriths were nigh-unstoppable, but they reckoned without the possibility that they had sown the seeds of their own defeat. The eodath grew disgusted with the depravity of their erstwhile allies and turned on them. The slaad grew tired of remaining committed to the War and absconded. Their own creations, fiends such as Demogorgon, rose up against them.

When the Queen's general was banished, her control over the fractious forces of Chaos shattered once and for all, and the remaining obyriths scattered across the Abyss. Today, while their numbers wane, the obyriths continue to represent an ancient and terrible threat to the multiverse, possessed of lore from the dawn of time, the mind-shattering terrors that each embodies only barely restrained by their fleshly confines. The greatest of their number are named here.

"If there are laws that govern the Abyss, I don't want to know them."

—Master-Scrivener Jarvel of the Fraternity of Order

Dagon. Prince of the Darkened Depths and Sage of the Shadowsea, Dagon refused the call to join the War of Law and Chaos, electing to stay out of it to dream of the myriad futures to come. Ruling the Shadowsea, the 89th layer, Dagon is about as personable as an obyrith can get, having built a cult among marine-dwelling species including **kuo-toa**, **sahuagin**, and evil locathah. A master of ancient Abyssal lore, Dagon teaches inscrutable lessons on the nature of chaos and evil to Demogorgon, who in turn ensures that Dagon is left alone by other ambitious demons.

A towering figure of marine nightmare, Dagon's incarnation resembles a horrific cross between an eel, a carnivorous fish, and a kraken; his true form is the fear of the ocean's infinite depths and the lightless world of drowning, of pressure, and of sinking inexorably beneath the waves. Though he has his tentacles in many different schemes across the Material Plane and beyond, Dagon does not appear to have any designs on Demogorgon's throne.

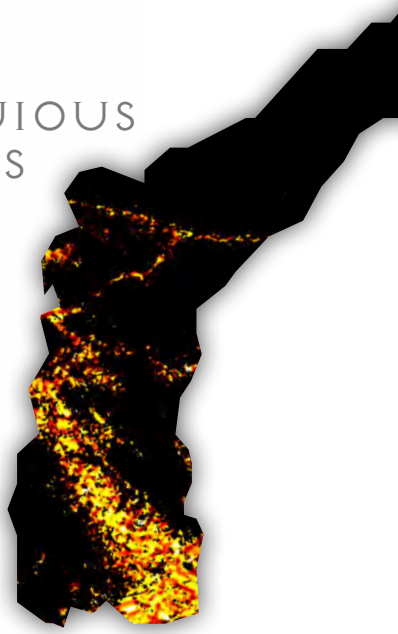
Dwiergus. The Chrysalis Prince has been considered many terrible things by those who have suffered from his work, but perhaps the most nightmarish thing about Dwiergus is that he considers himself to be a teacher first and foremost, an instructor in the methods of shaping life and flesh with the power of chaos. The patron of sibriexes, Dwiergus served the Queen of Chaos by shaping the demonic armies that she led against the vaati. Now, he lurks in his Chitin Palace on the 558th layer, Fleshforges, a molten mass of skin, bone, and protoplasm.

Intensely curious, inventive, and wholly lacking in empathy, Dwiergus passed on many of his methods to his prized student Baphomet, and a portal between their two layers exists in the Tower of Science at the heart of Baphomet's realm. Still more portals connect to the layers of Demogorgon and others, allowing such lords to freely shape new hordes with which to conquer. Dwiergus has no set shape, resembling a writhing mass of flesh, but his true form is the horror of incarnate life as a mockery of itself – onlookers see in him a twisted parody of some part of their own anatomy and become determined to remove it by whatever means necessary.

Kvas'au. The Hiemal Death, Kvas'u is one of the rare obyrith lords to have survived the War of Law and Chaos. Once a lieutenant to the Queen of Chaos, the Queen of Killing Cold was the first to flee from the War after the lieutenant's banishment. Exiled to the Black Blizzard, the 340th layer, Kvas'au stalks the wintry dunes, hunting rivals to slay. Her stronghold, the Kibe, is a pustulent and fleshy boil on the surface of the icy slopes, resembling a swollen and inflamed ulcer that has ruptured and then frozen over. Kvas'au dreams of revenge against everyone she feels has slighted her – the vaati, the eodath, the Queen of Chaos, and so on. Meticulously cruel, she is slowly building a network of allies including Cryonax, the archomental of ice.

"YOUR OBSEQUIOUS MANNER MAKES ME WANT TO KILL YOU."

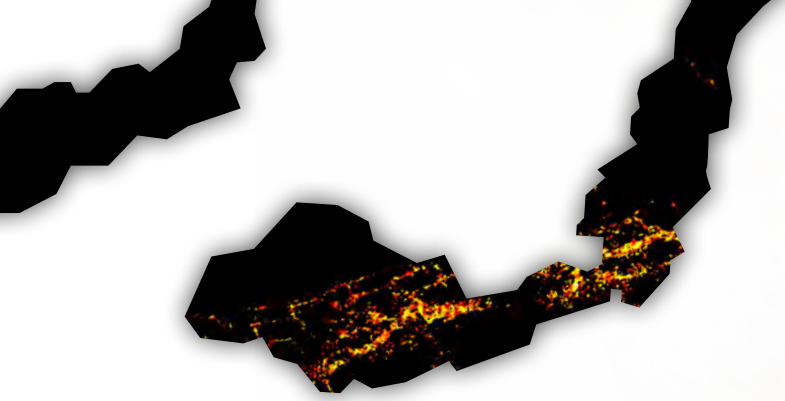
—A DEMON LOOKING FOR ANOTHER EXCUSE



Kvas'au resembles a giant pale blue slug with five slender humanoid arms walking precariously on two long red spidery limbs too thin to carry her bulk, though they somehow do; her head resembles a bald human woman's face with a cobra's hood. Her true form is the terrible fear of a death from cold, which causes those who see her to seek warmth, crave ever more heat, and eventually die by self-immolation, still shivering and begging for more fuel to be added to dispel the terrible freezing chill that they hallucinate.

Obox-ob. The fall of the obyriths may not have involved Obox-ob, but he encapsulates their diminished status more than any other. The Demon Prince of Vermin, Obox-ob writhes among all manner of crawling and scuttling things in his oozing, resinous realm of Zionyn, the 663rd layer of the Abyss, a remote and little-known corner of the plane where colossal hive-towers stretch toward a maggot-white sky. Betrayed in an ambush by the Queen of Chaos so that she could lead the obyrith armies unchecked, the onetime Prince of Demons managed to drag himself back from death but lost his title and the bulk of his power in the bargain.

One of the three greatest obyriths to ever exist, Obox-ob is weakened and hungry to regain his past glories. His physical form is a hideous mix of millipede and scorpion, the "tail" bearing three faces with toxic corkscrew tongues. His true form is a primordial cancer of the very soul, a nightmare that poisons the mind and slowly rots the body from within as the fear of crawling things and many legs encroaches on one's every sensation and prevents any kind of rest. Though he has been lessened from his full power, Obox-ob remains a grave threat to the cosmic order and is just biding his time until he can arise from the darkness once more.



Pale Night. The Mother of Demons, a venerable figure within the Abyss, Pale Night is the crowning glory of horror made real. Although she appears as a glowing white, vaguely feminine humanoid form concealed behind a gauzy veil, her true form is such a violation of the multiverse that any mind which perceives it dies immediately. Reality fails before the incarnate dread she represents, and the wind that flutters around her forever is the silent scream of the multiverse condemning her to remain forever concealed, lest old Night reveal her full and terrible majesty.

Quite possibly the first obyrith to exist, and certainly among the oldest fiends in the multiverse, Pale Night reserves a special contempt for the eodath, who inspire mortals to acts of bravery, creativity, and beauty. Her Bone Citadel lies in Baphomet's maze, but her special interest lies on the 471st layer, Androlynne, a hunting ground where her hordes fight an eternal war against invading eodath over the fate of trapped eodath children. These innocents are kept forever young due to a cursed bargain struck between the demon and the former consort to the Queen of Stars, Ascodel, who was the first to fall defending the children from old Night's embrace. His successor, Vaeros, likewise fell to the Mother of Demons.

Pale Night is connected to several prominent demon lords; she is rumored to be the mother of Graz'zt, Lupercio, Vucarik, and many others. Some sages suggest that she is also, or exclusively, the creator and/or mother figure for several kinds of Material Plane monster. Knowledge of her is limited outside of the Abyss, however, and few cults exist to spread her fame. The White Lady is one of the few subjects that no demon lord wishes to broach, commanding a grudging respect even from the likes of Demogorgon and Orcus.

The Queen of Chaos. Festering in her own rage, the Queen of Chaos nurses wounds to her ego from a millennia-old defeat. One of the oldest obyriths, she was the mastermind behind the War of Law and Chaos, desiring to break the cosmic order and liberate her kind from the imposition of flesh that a lawful reality demanded. In pursuit of this ambition, the Queen approached many of her kindred to join her cause. Some acceded, others refused. To anchor her army, she ambushed and slew Obox-ob, stealing away his title as Prince of Demons and gifting it to her consort and general, Miska the Wolf-Spider.

With Miska's defeat and the decisive loss of Chaos to Law, the Queen of Chaos has retreated to marinate in her own malice on the 14th layer, the Steaming Fen, a trackless ocean from which rises an impossible mountain riddled with labyrinthine passages. She resembles a foul cross between a blue-skinned ogress and a kraken, her mauve tentacles concealing a vicious beak beneath. Her true form is a mind-shattering terror of any kind of order, a suffocating dread felt toward any kind of loss of freedom or imposition of another upon the will of the self. Those who see her are doomed to have their own minds and bodies reject order, dissolving into shapeless beings of chaos.

Sertrous. The Prince of Heretics is dead but not yet gone. One of the obyriths who resisted the call of the Queen of Chaos, he was slain for his insolence, his essence cast onto the Astral Sea, yet Sertrous has returned to life once already by binding his transgressive and insidious nature to living flesh on other planes. While he fell once more in battle against a mighty solar, the insidious whispers of the Prince of Heretics caused that celestial champion to lose faith and fall from grace, becoming a new vector for the obyrith's return.

Known for whispering an awful truth about the limitations of the gods, this foul serpentine being uses a cult known as the Vanguard of Sertrous to spread knowledge of how veneration of ideals and passions can bring about divine magic independent of any deity. Somehow he is fed by the twisting of faith into faithlessness, growing in strength the more mortals turn away from the gods. A monstrous five-sided serpent in his fleshly form, Sertrous's true essence is the terror of slithering things, a poison to the soul that can invade through all five senses.

Ugudenk. The Squirming King is a being of simple hunger, devoid of any more substantial goal, but the vast size of this devouring entity gives pause to those who think him an easy target or trivial to avoid crossing. Some whisper that the 177th layer, the Writhing Realm, is in truth just the antechamber through which his maw twists and probes, with the truth of his endless body occupying some other Abyssal layer entirely. Ugudenk's intrusion is particularly evident in the layer of Hollow's Heart, where an indelible crater known as the Spiral of Ugudenk defies all efforts of Fraz-Urb'luu, the master of the layer, to eradicate the connection.

When Ugudenk emerges, he resembles an enormous worm with a mouth large enough to devour whole buildings. His true form is the terror of being devoured from beneath, a fear of the ground itself that causes the mind to perceive the slightest shifting of soil underfoot as the certain doom of Ugudenk's approaching hunger.

Beshaba, the Maid of Misfortune

Chaotic Evil Faerûnian God

The wicked goddess of ill fortune shares the 13th layer of the Abyss, the Blood Tor, but as far as she is concerned all of the dry land and its barren rocky wastes are her domain and hers alone. Black stags here warn of her attentions, and she has called succubi and incubi to her service.

Chemosh, the Black Goat

Lawful Evil Krynnish God

The Krynnish death god enjoys the solitude of Lifebane, the 142nd layer, where he keeps a collection of damned souls who spurned his offers of "immortality" in life, studying from his mistakes to learn how to better seduce the living into undeath. The god of fatalism, Chemosh will welcome visitors to peruse his Chronicles of Certain Doom, the better to draw them into despair and a thorough understanding of the futility of life. A group of Heralds of Dust assist in maintaining the Chronicles.

Diinkarazan, the Enraptured God

Chaotic Evil Derro God

Brother to the derro power Diirinka, the Enraptured God was betrayed by his sibling to Ilsensine, a mind flayer god, and bound here in the 586th layer of the Abyss as a prisoner at the heart of a vortex of screaming winds. The layer itself is horrifically unstable, held in the Abyss less so of its own nature and more from being constantly torn between Carceri (as a prison) and Pandemonium (as a place of mind-altering winds). On but one day a year is the Enraptured God lucid, though these days are no less perilous.

Eshebala, the Vixen Queen

Chaotic Evil Lycanthrope God

The vain patron of werefoxes rules Vulgarea, the 193rd layer, where she dwells surrounded by magically charmed servitors in a palace of mirrors. Relatively few demons reside on this layer, as the Vixen Queen despises all things she considers brutish or ugly; however, she permits an embassy of the Fated on her layer, as she appreciates the admiration some members show for her absolute narcissism. Most of her free-willed subjects are **nerra** (see chapter 4).

Grankhul, the Striking Shadow

Chaotic Evil Bugbear God

The hunter god divides the 241st layer, Palpitatia, with his counterpart Skiggaret. As the god of swift death, Grankhul has unleashed both traps and beasts to haunt the dark caverns, and his bugbear followers enjoy hunting in the reaches governed by their patron, though they have a care not to stumble into the territories of the other deity for fear of being claimed by the darkness itself.

The Great Mother

Chaotic Evil Beholder God

The sixth layer of the Abyss, the Realm of a Million Eyes, is a vast and terrible hive whose very walls are covered in pustulent, staring eyeballs that alternately seem insensate and terribly fixated on those who foolishly visit. The deity sees through each of these eyes, though its vast and terrible madness (or intellect; it is hard to say for certain which is true) means it rarely acts on what it perceives unless intruders get too close to its true body. Abominable mutant **beholder** strains wage war against one another through the sticky, humid caverns.

As for all beholders, even the Great Mother dreams, and her dreams can change reality even more drastically then for other members of her species. Frequently, her dreams create ruptures in the weave of space that connect her layer to the impossible landscapes of the Far Realm, where all beholders originated from.

Hiddukel, the Broken Scales

Chaotic Evil Krynnish God

The cold-eyed god of avarice and treachery, Hiddukel entertains those in need of desperate bargains from the Broken Scales, the 333rd layer. The silver tongue of this swindling power is responsible for countless deals struck to his favor with other gods of evil, to say nothing of countless mortals who have sold their souls to him. His palace is guarded by an **ancient red dragon** named Brander, whose breath is said to heat the irons Hiddukel uses to burn his mark into those who sell themselves over to his service.

Kanchelsis, the First Vampire

Chaotic Evil Undead God

Seductive, evil, and thoroughly despicable, Kanchelsis remains a being of two natures and two worlds, though he revels in this dual aspect. As the Beast, he appears nearly lycanthropic, roaming the horrible wilds of twisted trees in search of prey to rip apart. As the Rake, he rules from a vast mansion made of living flesh, decorated with fountains of blood doped with opiates and herbs. His layer, the 487th, is accorded a name to match – the Lair of the Beast & Mansion of the Rake.

Kiaransalee, the Vengeful Banshee

Chaotic Evil Drow God

The drow goddess of necromancy holds a small realm within Lolth's domains, still nursing her wounds from a failed power play against the demon prince Orcus that would have secured her place as an ascendant power of evil across the known planes. At one time the mistress of that fiend's layer of Thanatos (see chapter 2 of the *Dungeon Master's Guide*), she secured that now-lost throne by taking Orcus off guard and slaying him, only for his shade to rise as a demigod and send her fleeing back to Lolth's clutches. Wounded, vengeful, and having had a brief taste of power and status, Kiaransalee is not to be underestimated in her ambitions.

Laogzed, the Eater of Souls

Chaotic Evil Troglodyte God

The somnolent god of the troglodytes is the ostensible ruler of the Rotting Plain, the 181st layer, though his descent into near-mindless gluttony over millennia has resulted in little resembling "rule" to be found. Indeed, the rot of the layer seems to be only exacerbated by the neglect of its would-be ruler, and ambitious demons have taken note of Laogzed's disinterest in maintaining his territory in order to use it as a platform for their own schemes.

Lolth, Demon Queen of Spiders

Chaotic Evil Dark Seldarine God

Ruling the Demonweb Pits, which cover the 65th and 66th layers of the Abyss, Lolth is malicious, capricious, and revels in the terror and violence of the plane. Her vast realm is an endless spiderweb in which are trapped fragments of worlds she has torn apart in her hunger to unleash her cruelty and amass greater power. Her foul handmaidens, the **yochlol** and **driders**, can be found here in great numbers.

Umberlee, Queen of the Depths

Chaotic Evil Faerûnian God

The merciless ocean goddess shares the 13th layer with Beshaba, but is content to reign over the vast seas that erode the latter's domain over time; their passive-aggression results in occasional crumbling cliffs and erupting spires of jagged rock from the depths, presenting perils for adventurers, but the dry land is arguably still safer; the depths hold Umberlee's wicked court of wastriliths, krakens, and things far worse.

Urdlen, the Crawler Below

Chaotic Evil Gnome God

The hateful burrowing thing that is Urdlen can barely be called a god, for though its power is vast, it barely registers its own clergy or worshipers; indeed, those who come to the Worm Realm, the subterranean 399th layer, find that the incarnation of Urdlen devours even its own petitioners. The realm is tainted and corrupted by something that heaves and shudders within the very soil, as though the plane itself desired to purge Urdlen as some kind of horrific parasite – and that may well be the true nature of the bestial god, for some brave and foolish sages have dared to descend to the layer and come away with hints that its ruler's essence originates from outside the multiverse – perhaps even the Far Realm.

Vaprak, the Destroyer

Chaotic Evil Ogre and Troll God

The patron of ogres and trolls, Vaprak is a foul and brutish deity whose realm, Shatterstone, is a place of crags and caverns. The 524th layer of the Abyss is wracked by the petty whims of the ogre deity, with gorges ripping open where mountains once stood and then closing up just as rapidly, forcing visitors to brave ogre-infested caverns if they do not wish to risk being crushed by walls of stone.

"I know it's alive, I know it hates us, and I know it's amused to see us suffer. But understanding that the place is shaped by the worst imaginings of mortals, what terrifies me is that the Abyss is proud of us."

—Tasha, author of the Demonomicon

Intrigue Opportunities

- It is claimed that one of the layers of the Abyss contains a fixed portal to Mount Celestia which can only be used by mortals; supposedly, a pair of twin demon lords are bound to its charge, and subject those who would use the gate to trials that few have overcome.
- Deep within the Abyss, a small group of young **eodath** (see chapter 4) were stranded centuries ago. Unable to yet exit the plane under their own power, they are protected by invading celestials who fight the hunters dispatched by a particularly horrific demon lord.

Abyss Supernatural Effects

Consider rolling on the Abyss Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Abyss powers (like the *planar ally* spell to summon a demon or the *plane shift* spell cast to reach the Abyss).
- A creature enters a rage, harms an ally, or rebels against a superior.
- A creature summons the name of a demon, performs a dark ritual, or uses evil magic.
- A creature that draws power from fiends or chaos, like a warlock of the Fiend, rolls a 20 on an ability check, attack roll, or saving throw.

Abyss Effects

d8	Abyss Effect
1	A random character becomes touched by the corruption of the Abyss. The character makes a DC 15 Charisma saving throw, developing one random Abyssal Corruption effect on a failed save (see Unique Exploration Rules). A *dispel evil and good* spell or any magic that removes a curse ends the effect.
2	Harmful substances rain in the region for 1 minute, dealing 1d4 damage to everything exposed to it on initiative count 20 (losing ties) unless the target succeeds on a DC 12 Dexterity saving throw. The damage is determined randomly, rolling a d4: it can be (1) acid, (2) fire, (3) necrotic or (4) poison.
3	The region becomes infused with unholy energies, as per the *hallow* spell (DC 17) for the next 24 hours. The extra effect is Energy Protection (radiant damage), or another at the DM's choice.
4	Pools of demonic ichor appear in the region (about one 5-foot square pool within each 30-foot square of ground). When a creature comes in direct contact with the ichor, they must make a DC 10 Constitution saving throw. Fiends, oozes, plants, and undead automatically succeed on the saving throw. On a failed save, the creature is magically warped by the ichor, suffering the same effects of the *bestow curse* spell until cured (see below). Alternatively, you can use the Flesh Warping table from chapter 3 of Descent to Avernus or from the sibriex description in Monsters of the Multiverse. A spell that removes a curse ends all ichor-related warping effects on a creature. Any weapon coated in demonic ichor delivers this same effect to the next creature damaged by the weapon. The pools are reabsorbed into the ground and disappear after 24 hours.
5	The region's geography and aspect twists to imitate the landscape of a layer of the Abyss, determined randomly or chosen by the DM (see above or chapter 2 of the Dungeon Master's Guide for some examples). Creatures within the twisted region have disadvantage on Wisdom ability checks and saving throws, being disturbed by the unsettling landscape. The region goes back to its ordinary aspect after 24 hours.
6	The chaotic energies of the Abyss twist the personality and motivations of a random character. The character makes a DC 15 Charisma saving throw. On a failed save, they gain inspiration whenever they do something opposite to their nature, once before the end of their next long rest. This effect can be removed with the *dispel evil and good* spell or any effect that removes a curse. If the character succeeds on the saving throw, this effect will affect the next character that fails an ability check, attack roll, or saving throw, until a character becomes twisted in this way or 24 hours pass.
7	Over the next 24 hours, creatures within the region can become possessed by violent instincts. Whenever such a creature rolls a 1 on the d20 for an ability check, attack roll, or saving throw, the creature immediately makes a melee attack with advantage against another random creature within reach. Attack rolls against the creature that rolled the 1 have advantage until the beginning of the creature's next turn.
8	A powerful demon (maybe even a demon lord) whispers temptations to a random character, offering power in exchange for violently taking the life of a creature with Intelligence 3 or higher that is not a Construct or a Fiend. If the creature satisfies the request within 24 hours, they gain inspiration, temporary hit points equal to their maximum number of Hit Dice and the ability to cast the *fireball* spell (or another spell of their choice from the expanded spell list of the warlock of the Fiend; see the *Player's Handbook*) three times as a charm, using Charisma as their spellcasting ability. The DM is free to propose a different request, a different reward, or both.

Acheron

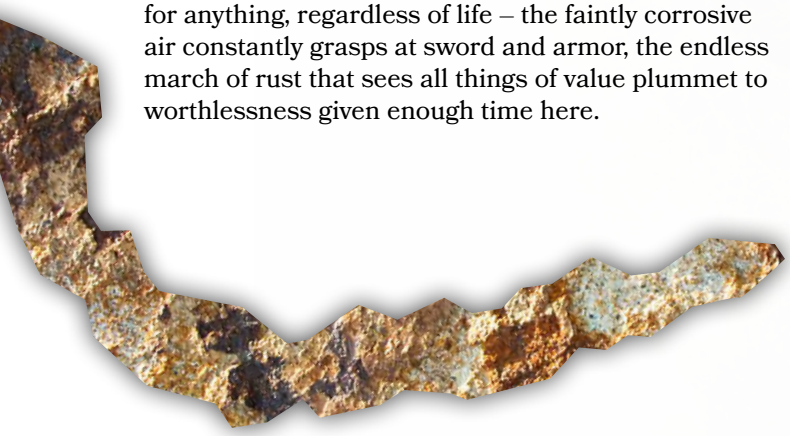
The Plane of Brutality, Pragmatism, and Destructiveness of War

Other Names: The Infinite Battlefield, the Ceaseless Conflict, Glory's End, the Battleplains
Creature Themes: War, Air
Hallmarks: War, iron geometric bergs floating in a void, rust
Sample Portal Keys: Rusted knife, piece of a broken shield, the impaled skull of an orc or goblin

There is no glory in war. There is only wading through the dead to kill your enemy before they kill you. War destroys all it touches – people, homes, principles. All of it will eventually be sacrificed in the name of war. At best, it is a zero-sum game. At worst, hollow victories and monuments to the futile folly are all that can be aspired to. Conflict, meaningless effort, the constant din of steel on steel, and violence devoid of passion – these are Acheron, a plane where every ideal of order is contaminated by the desire of those who envision it to be in the absolute right, to the detriment of all others.

Far from the glorious battles of Ysgard where the fallen share an ale and prepare for another skirmish the next day, Acheron is a gristmill grinding down everyone and everything in the plane. Everywhere that war takes place on this plane, the petitioner armies fight not to gain ground but to gain numbers – a finite amount of petitioners are allowed to manifest as soldiers at any given time, and so the only way to swell the ranks is to hire mercenaries, conscript travelers, or reduce the population of an opposing force. Faced with this intractable limitation, each army has an innate need to fight all others, regardless of any other reason why.

The very environment of Acheron echoes this brutality; massive cubes and other geometric shapes float in cloudless voids, crashing into one another and crushing anything between them into dust. Armies muster and build fortifications in full knowledge that any hour might bring a pointless, inescapable, and arbitrary death from an approaching cube large enough that there is nowhere to run. The plane lacks mercy for anything, regardless of life – the faintly corrosive air constantly grasps at sword and armor, the endless march of rust that sees all things of value plummet to worthlessness given enough time here.



"No plan survives the first minute of battle."

—A goblin officer

Common Knowledge

Those familiar with Acheron know the following facts:

- Acheron is a plane of battle without glory, conflict without passion, strife without victory.
- The most well-known layers are composed of massive cubes and other shapes that float in the endless gray void, their collisions eradicating all those unfortunate enough to be crushed between them.
- Deeper within the plane lie the ruins of countless battles, the debris of the multiverse.
- Gruumsh of the orcs and Maglubiyet of the goblins command their petitioners in an eternal war for control over one of the cubes.

Acheronian Characters

When creating a character with ties to Acheron, consider the following:

Do you have a rank and role within an army? The majority of people in Acheron are enlisted in the great wars raging across the cubes of Avalas. Even in the civilian population, values of duty and hierarchy have become ingrained in the culture. Which army would you fight for and are you a willing or a reluctant recruit? What are your duties and obligations to those you fight alongside, whether army or adventuring company?

What are your views of war? Is it a necessary evil to defeat those who would destroy you and those you care about? Is it a glorious path to honor and betterment, showing the true character of those who wage it? Is war a tragedy that destroys and takes so much? How did you come to develop these views and how have they been tested?

What have you lost? Acheron embodies the cost of war and even time itself with its unending corrosion. Consider what your character might have lost, whether to war or not. Possessions, home, family, freedom – the armies of Acheron and the environment itself are uncaring and brutal.

Layers

Acheron has four layers, also known as "Strifes." As the plane of conflict bereft of purpose, each of its layers is a different form of hardship and challenge that must be met purely to survive.

Avalas. The Strife of Conflict, Avalas is known as the Battlefields with good reason. Here, vast armies comprising petitioners, mercenaries, and fiends clash across the many faces of innumerable iron cubes floating in an airy void. Each cube moves of its own accord through the pale gray sky, and collisions between cubes occur with regularity, crushing anything unfortunate enough to be caught between. For the armies of Avalas, an impending collision is one of the few things that might cause a temporary ceasefire – assuming that the incoming cube doesn't bear an invasion force of its own.

Though Avalas has the most troops, it also has the fewest leaders – those of any cause or purpose will find their talents and drives best served elsewhere. Only those who lose sight of the purpose of conflict in pursuit of the abstract idea of victory end up commanding the armies of Avalas. Beyond these clashing forces, Avalas has a startlingly large population of birds – particularly crows, vultures, and others that feed on carrion. The greatest flocks can block out the soft gray light of the plane's "day," and some use them as an early warning sign to track the movement of the cubes and anticipate a crash.

Many of the cubes here are heavily populated and excavated, with whole barracks, fortress-cities, and countless lines of trenches carved into the iron surfaces. The most prepared armies have riddled their cubes with tunnels so that they can withdraw into an armored redoubt when a collision is imminent, emerging within minutes to swarm over anyone deposited during the meeting of cubes. Of course, too much excavation can weaken the structure of a cube, and those that crack or shatter plummet into the next layer. Many would consider this fate worse than the swift death of being crushed.

"ACHERON IS THE HOME OF DREAMS GONE WRONG."

—DEVA ISAB OF THE BENT WING

Thuldanin. The Strife of Toil, Thuldanin is the scrap heap of the multiverse, whose rusting and pitted cubes are hollow oubliettes filled with the detritus of a million pointless battles. Treasure hunters come to Thuldanin hoping to excavate mysterious riches or long-lost relics, but their avarice must vie with the terrible preserving effect of the layer. On Thuldanin, all things slowly turn to an iron-like black stone, similar to the substance of the cubes of Avalas. Gold, crystal, steel, even flesh is not immune, as far too many visitors have discovered too late.

The pits and tunnels leading from the surface are sometimes home to hazardous creatures such as **rust monsters** or **achaierai** (see chapter 4), but by and large only **duergar** petitioners are a regular sight on this layer, protected by the aegis of their god Laduguer. The labyrinths are complicated by those pieces of detritus that have already been preserved and now form part of the terrain, ranging from sunken ships to broken war machines and even some colossal gears and cogs that seem to have drifted here from Mechanus. The whole could almost seem like the toybox of some cosmic titan, were it not so gray and despondent.

The armies of Avalas rarely descend to Thuldanin of their own volition, and their main purpose in doing so is reflected in the layer's epithet – excavation of materials through backbreaking toil, hoping to mine something of worth that can be returned for the war effort. This hard labor is made more frustrating when one can see something of value that is just beyond reach and already beginning to show signs of petrification – to say nothing of the dread that comes from knowing that tomorrow might see a new statue where once was a living miner.

Tintibulus. The gray skies of Tintibulus are broken up by rust-red clouds and distant flashes of orange light. Wherever the dust settles it takes on an ashen shade that matches the color and texture of the basalt-like stone that makes up the solid parts of this layer. Unlike the prior two layers, the solids here are mostly tetrahedra, octahedra, and even dodecahedra, to say nothing of less regular shapes that can be found here.

The Strife of Clamor, Tintibulus is deafening to traverse – despite the dusty rock that makes up the solids, each collision rings out like a bell, cracking the land along hidden fault lines that reveal hexagonal patterns. The collisions between solids are far more frequent than on the prior two layers, resulting in a neverending bombardment of pebble "hail" and the attendant cacophony from countless crashes. The sounds can range from high-pitched chimes to a deep resonant gong. Those who have been here too long tend to begin talking to themselves; this could be due to the influence of the **chronotyryns** (see chapter 4), the only known beings native to the layer, or if could simply be down to one's own voice being the only thing one can hear.

"GOING TO OCANTHUS? MY SYMPATHIES."

—LORD SORTLYN THE OFT-IMPALED

The least inhabited layer, Tintibulus is mainly of interest to scholars and arcanists - "sages and mages" is a common derisive phrase heard to describe those curious about the noisy place. Some come to study the fracturing of the solids, seeking insights into cosmic order through the fault lines. Others seek to capture the mysterious dust from the clouds, which seem to pour down from some impossible height and may possess magical properties. Some, of course, simply choose the place for its remoteness. The only battles fought here tend to be over the rare places that offer shelter from the mind-numbing din.

Ocanthus. Though ancient documents suggest the sky was once snow-white, no trace of light can be found now in the black void of Ocanthus. The least subtle of the layers of Acheron, it is known as the Strife of Violence for good reason – the solids here are razor-thin shards of black ice that whip about in an endless blizzard. Some are large enough to hold entire civilizations; most are between a few inches and a few feet in length. The rest are like deadly snowflakes or needles, and while they are mercifully less numerous than snow, they are far more hazardous.

Unlike the other layers, Ocanthus does have one finite boundary – at its deepest point, the shards break off from an endless sheet of black ice that forms the foundation of the layer. Some sages believe this ice to be the ultimate terminus of the River Styx, but if Charon or any other has ever traveled here, they have certainly never disclosed such a route to any passenger. The ice shards that are large enough do have their own gravity and can be walked on (and in some strange cases even host structures) but by and large the few who reside on this layer live on the eternal glacier at the bottom.

It is difficult to come away from Ocanthus unscathed – many travelers report an itch or sting that lingers in a single part of their body and sharpens at times, as though a fine filament of razor-thin wire had lodged like a splinter in their flesh. This "kiss of Ocanthus" is its own kind of battle scar for those who have had the unpleasant experience of visiting. Only the locals, a kind of axani (see chapter 1) known as bladelings, are known to avoid the kiss of Ocanthus. Perhaps they are immune to the dust, or their own bladelike bodies can deflect the miniscule razor shards. It is rumored that forests of strange, fleshy gray trees grow with their roots in the ice sheet, their trunks pulsing with a subtle and disturbing warmth.

Unique Exploration Rules

Floating Shapes. Acheron is not one landmass with an open sky above. It is a series of floating, massive shapes of iron-stone floating through empty air.

Gravity. Gravity always pulls toward the nearest face of the nearest floating shape.

Bloodlust. Acheron rewards creatures for harming others. While on Acheron, a creature gains temporary hit points equal to half their hit point maximum whenever they reduce a hostile creature to 0 hit points.

Thuldanin

Ferrous Petrification. When a creature finishes a long rest in Thuldanin, they must succeed on a DC 11 Constitution saving throw or have all of their movement speeds reduced by 5 feet (minimum of 0 feet). If a creature's movement speeds are all already 0 feet, they instead are petrified indefinitely as black iron-stone. A *greater restoration* spell removes this effect and restores a creature's movement speeds back to their normal amount. Constructs and Monstrosities automatically succeed on this saving throw.

Unattended nonmagical objects also slowly petrify over the course of a week.

Ocanthus

Thick Ice. On Acheron's fourth and final layer, the shapes drift high above a thick sheet of black ice that no creature has successfully bored through. While nearer to the ice than to a floating shape, gravity pulls down toward the ice.

Vorpal Blades. The floating shards of Ocanthus act as a vorpal sword when they collide with a creature or object. Such a collision has a +10 bonus to hit and deals 10 (2d6 + 3) slashing damage.

Locations

Acheron joins together the uncaring order of Mechanus with the tyranny of the Nine Hells. Its portals and planar breaches connect primarily to those two planes or the Outlands. These portals tend to hang in a fixed point in space while floating shapes orbit about it, and the exceptions are usually well guarded by the shapes' surface dwellers. Portals are spherical and most make a sound when touched by a living creature. A harmonious chord indicates the sphere leads to Mechanus, while a discordant one leads to Avernus in the Nine Hells. Silent spheres lead to the Outlands.

Creatures that enter one of these portals will fall toward the nearest source of gravity, potentially taking damage upon landing. Creatures cannot use the portal when its space is occupied, such as when the portal is inside a floating shape.

Battling armies and hermit wizards compete for control over Acheron's floating platforms and wreckage, which is only rarely valuable. The following are just some of the many locations of interest in this plane.

Clangor. Headquarters for Maglubiyet and other goblinoid gods of war, Clangor hosts deafening drills, frenzied preparations for war, and the constant arrival and departure of scouting parties and patrols. The realm is a single great set of barracks and training grounds for the goblin nations and their eternal war, built on and tunneled under the face of an iron cube bearing the same name. It floats opposite of Nishrek.

The goblin armies here dig two sizes of tunnel: main access tunnels for size Medium creatures, and thin crevices that Small creatures can barely walk through single file. They raise wolves in these caverns, fed the bodies of infirm or disorderly goblins who cannot or will not heft a lance, draw a bow, or march with the ranks.

Although Clangor has several settlements on and within its faces, Grashmog rises mightiest among them. The Heart of Battle, this warrior's retreat boasts the most sacred temple of Maglubiyet and his mysteries. Its priests rule from behind every great army and its elite wolf-riding calvary, the Steelbiters, are held accountable only to Maglubiyet and his highest priests.

Hopping Tower. The tower of Lysander the Hopping Mage, a former Society of Sensation member who now believes he can control the shards of Ocanthus with his mind, oscillates slowly in Tintibulus. Lysander's imaginings are completely impossible, but his research here has led him to create some very powerful related spells.

Mines of Marsellin. Scavenging sites exist all over Thuldanin, but this one shines with the brightest lures. Its pits are treasure-troves of magic and machine, most of which has been fused into lumps of solid black iron. These objects and vehicles aren't crash-landed in the Mines, but generated from its depths on a daily basis. No one knows where they come from, but the Athar suspect the multiverse dumps all objects targeted with a *disintegrate* spell into the Mines.

The mines are riddled with thousands of maze-like shafts, some of which lead to a rumored hollow core of the cube that is the source of the detritus. The treasures here have not yet been consumed by the iron, but are guarded by a powerful metallic dragon rusted by the layer's energies who has aligned herself with the Mercykillers. If only roving bands of outlaws didn't take up residence in these caves, it would be a prospecting spelunker's heaven.

Nishrek. Orc gods dwell on Nishrek, a cube floating in Avalas opposite of Clangor. Nishrek has one law: the strong rule and the weak must die, for the good of all. The One-Eyed God demands it.

Gruumsh rules three of the cube's six sides, while Bahgtru rules two and Illneval the last. Mother Luthic sends for plagues from her realm deep within the heart. Great trenches line the edges and cross the centers of these faces, in which the poorest, weakest, newest, and least impressive orcs dwell. Ghouls, zombies, and other undead haunt the dark lower passages of these trenches, putting the resident soldiers in constant danger. Those who prove their mettle in battle are lifted out of the trenches and placed into the proper cities among their fellows.

Seven clans rule Nishrek under the careful eye of its gods. Rotting Eye, White Hand, and Three Fang clans are blessed with the patronage of Gruumsh himself, while Bahgtru watches over the Iron Fist and Broken Skull clans. Ilneval's warriors comprise the Blood Armor clan, and Luthic's tiny following of the Black Claw clan dwell on a massive globe of goblin bones floating at the center of Nishrek. The Black Claw controls healing, fertility, recruitment, and other methods of retaining soldiers and gaining new ones. Thus, it is arguably the strongest and most important of the seven.

Tenth Hell. A loose confederacy of **rakshasa** have taken up lairs on a cube on Avalas, standing apart from the devils of the Nine Hells and their internal politics. They seek to carve out little fiefdoms of their own. Each rakshasa master rules over their own fleet of indentured humanoids or lesser fiends. Currently occupying one face of a particularly large cube, the masters have only just discovered that this part of the cube will be crushed against another cube in only a month's time. They're scrambling to move all their riches (and as many indentured servants as reasonably possible) out of the way before this collision occurs.

Wreychtmirk. A miles-wide cube that has the River Styx flowing across its six faces, Wreychtmirk floats in Avalas. Demons and devils often invade from the river, and each of the other Lower Planes magically connects to one of the faces. In these regions, supernatural effects from those other planes are just as likely, if not more likely, to occur than Acheron's supernatural effects.

When the River Styx flows from plane to plane, it is usually random which connecting plane you travel to next. It does not flow in a straight line, nor does it flow in the same line every time. But that's not how it works on Wreychtmirk. When you travel along the River Styx on a face connected to a specific Lower Plane, you travel to that specific Lower Plane. Wreytchmirk, the most lawful of the evil planes, provides order and structure – a reliable way to travel the Styx.

Zoronor, City of Shadows. This bladeling axani city (see chapter 1) sits upon the icy bottom of Ocanthus, but the Blood Forest protects it from flying vorpal shards. This forest is made of thick, iron trees watered with the blood that rains down from the higher layers. Occasionally shards still make it into the city, but previous vorpal projectiles have plunged straight into the ground around the settlement's perimeter. This disjointed, gaping wall adds further protection. A powerful bladeling druid named Iron Feather presides over the town and ensures the surrounding forest is maintained to protect the town.

Denizens

The most common humanoid residents of Acheron are **orcs** and **goblins**, closely followed by axani, yugoloths, **rakshasas**, and **rust monsters** corrupted by the energies of the plane. The hassitors, a unique species of fiends, were the original exemplars of Acheron but died out eons ago. Now, monstrous creatures such as **achaierai** and **chronotyryns** hold more territory on the plane than any fiendish population. The plane's nature as discrete masses separated by gulfs of space favors winged entities who can more easily avoid collisions between the solids; dragons and all manner of avian monsters thrive where landbound beasts can only lurk and cling to survival.

Bahgtru, the Leg-Breaker

Lawful Evil Orc God

The son of Gruumsh and Luthic, Bahgtru is the orcish power of pure physical strength, the living embodiment of every negative stereotype about orcs, and a source of constant frustration for his father. Bahgtru is as unbelievably stupid as he is unbelievably strong, and it is for these reasons that Gruumsh cannot dispense of him but still detests having to make use of him. As part of the Tribe of Gruumsh, Bahgtru's realm is part of Nishrek, a cube of Avalas that is eternally at war with the goblins and hobgoblins of Clangor.

"If you stay here long enough, you realize that all hope dies."

—Two-Deaths, an ice devil

Gruumsh, the One-Eyed God

Chaotic Evil Orc God

Patron of the orcs, Gruumsh is an ancient and deeply cunning power whose boundless grasp is stymied only by spite and vengefulness – his feud with Maglubiyet, his enmity with Corellon, his distrust of Ilneval, each of these endless conceits draw his attentions from more concrete goals. Though he is foremost among all of the orcish gods, only his own tribe – his mate Luthic, his son Bahgtru, and his lieutenant Ilneval – reside with him on Avalas in his realm, Nishrek; he allows the others to maintain realms far from Acheron.

Gruumsh is motivated by his fiery hatred of Corellon and the elves above all others, for it is said that he lost his eye to the elven god.

Ilneval, the Horde Leader

Lawful Evil Orc God

Best and most capable lieutenant of Gruumsh, Ilneval is the patron of orcish leaders and captains. He would certainly have supplanted Bahgtru to be first in Gruumsh's favor were he not an interloper, but Gruumsh distrusts the younger deity and fears his ambitions (and rightly so). As a result, Ilneval must contend with Bahgtru's direct and blunt approach to warfare interrupting Ilneval's best-planned strategies. Though his realm is shared with the watchful eye of Gruumsh, Ilneval still seems to find a way to work schemes without the One-Eyed God perceiving them.

Khurgorbaeyag, the Overseer

Lawful Evil Goblin God

Only survivor of the purged goblin pantheon, Khurgorbaeyag lives under Maglubiyet's fiery gaze, making his realm part of Clangor and driving vast armies of goblins in an endless war against the orcs of Nishrek. Maglubiyet insists on his lieutenants remaining together in Clangor with him, both to ensure he can foresee any attempt at a coup and to keep Khurgorbaeyag and his despised rival Nomog-Geaya at one another's throats.

Laduguer, the Gray Protector

Lawful Evil Duergar God

Chief patron of the gray dwarves and eternal foe of Moradin, Laduguer is a dour and stern god whose realm, Hammergrim, stands against the petrifying grasp of Thuldanin – not that this makes it a good place to go, merely less unsafe than much of its home layer. The harsh conditions imposed by Laduguer are responsible for many exiles fleeing his clutches and ending up part of the forests of statues beyond his borders.

Hammergrim contains several towns with magical protections against the petrification of Thuldanin. They also produce some of the finest weapons on Acheron, which Laduguer bans from being sold directly to either the orcs or the goblins. That said, it cannot have escaped the Gray Protector's notice that many merchants will buy from the duergar and go on to sell to the clashing armies of Clangor and Nishrek. Whether they are doing so with his tacit approval or carefully obscuring the flow of arms to avoid his wrath is unknown.

Luthic, the Cave Mother

Lawful Evil Orc God

Mate of Gruumsh and patron of healing, Luthic's realm is a cavern deep within Nishrek, guarded by her pet bears, from which she watches over the orcish people. Sometimes she dispatches divine aid to those wounded on the battlefield or ensures a healthy birth, but often her attention is diverted to scrutinizing those who would take her name lightly, unleashing curses and plagues in vengeance. Luthic is aware that Gruumsh has low regard for their son and subtly manipulates her mate by fueling his suspicions of Ilneval in order to ensure that the One-Eyed God will not cast Bahgtru aside for his lieutenant.

Nurva, Snakebinder

Lawful Neutral Orc God

Eldest child of Gruumsh, Nurva was born in the wake of Gruumsh losing his eye, born of his rage and pain and Luthic's desire to see that her mate was provided with that which he needed most to take his revenge. Serving in place of the eye that Gruumsh has lost, she provides a window into the future of the orcish race, for she possesses foresight and a keen perception of needs to come. This foresight makes her an ominous shadow at the court of Nishrek, perceiving threats to Gruumsh's rule before they arise and giving her the epithet "Snakebinder" for how her presence is a check on potential treachery.

She Who Sees has few shamans, and they have a bad reputation for sabotaging their warchiefs – in reality, of course, they choose such courses of action as will best benefit the orc band, even if it would undermine the warchief. Unthanked, unloved, and often deeply resented, Nurva is nonetheless a crucial custodian of her people and is called on when all else fails.

Maglubiyet, Lord of Depths and Darkness

Lawful Evil Goblin God

Chief of the goblin pantheon, Maglubiyet's realm of Clangor dominates a cube of Avalas, a massive iron warren of armies readying to join the ceaseless conflict against Gruumsh and the orcs of Nishrek. Maglubiyet's throne lies beneath the greatest falls of the River Lorfang, in a steel cavern dripping with moisture.

Ever paranoid of being toppled as he previously toppled other gods to attain his current position, the Fire-Eyed God has allowed the bugbear gods their freedom as he believes they ultimately sow more strife and division amongst one another if left to their own devices. The goblin and hobgoblin deities that he has allowed to survive, however, he distrusts in the extreme, and so both are forced to reside within Maglubiyet's domain.

An ancient, calculating, and suspicious deity, evidence suggests that Maglubiyet may in fact be the true original creator of goblinkind, biding his time in a shadowed realm as he let lesser gods teach and strengthen his children. Whether or not this is true, the presence of the Shattered Cube embedded in the ice of Ocanthus remains a horrific demonstration of his power and cruelty; yugoloths continue to scour the battlefield where Maglubiyet used them to slaughter the goblin and hobgoblin pantheons, searching for any loose scraps of divinity that were not devoured by the Lord of Depths and Darkness.

Nomog-Geaya, the General

Lawful Evil Goblin God

Patron of hobgoblins, Nomog-Geaya detests both his master and his counterpart Khurgorbaeyag, with whom he is forced to share the realm of Clangor. A grim, taciturn, but courageous combatant, Nomog-Geaya pairs honorable traits with a deep love of torture and pain. Though he despises weakness, the General recognizes his own limits and those of his people, and his lack of ego and quiet, careful demeanor are why Maglubiyet uses him to oppose Gruumsh's lieutenant Ilneval.

Nomog-Geaya is fond of answering the prayers of his followers. When his clerics cast *augury*, *commune*, or perform similar divination magic, the god sends his omens through the tortured cries of prisoners.

Intrigue Opportunities

- A force rapidly growing in influence within Acheron are a massive contingent of thousands of malfunctioning modrons who left Mechanus after the recent errant March. Something evil and powerful corrupted them, leaving them all with a bone-white, corroded, almost undead appearance. They are brutally efficient at destroying armies that confront them. The bulk of them are fortifying a single location, but scouting parties are traveling from cube to cube across Avalas by any means they can find as if searching for something or someone.
- Supposedly there exist "silent reaches' of Tintibulus, places where the endless ringing is entirely muted but other sounds can still find purchase. Some believe that these silent areas offer some manner of control over the movement of the vast solids that make up the plane.
- When Laduger was cast down from the dwarven pantheon's home in Mount Celestia, Moradin split Laduger's most prized anvil in two. Rumors state it retained its divinity and is a place where powerful magical items, even artifacts, can be unmade. Some duergar priests deny such rumors, claiming the Broken Anvil is merely a monument for their god's hatred of Moradin.
- Dao forces from Elemental Earth have come to the Mines of Marsellin. They lay claim to the massive mazework as their own and give the occupants one week to vacate, else be conscripted into serfdom. Thanks to the dao's ability to smoothly glide through solid metal and stone, as well as their immunity to petrification, the locals will have a difficult time defending themselves.

Acheron Supernatural Effects

Consider rolling on the Acheron Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Acheron powers (like the *planar ally* spell to summon a local fiend or the *plane shift* spell cast to reach the Acheron).
- A creature reduces an enemy to 0 hit points.
- A fight starts.
- A creature succeeds on a Charisma (Intimidation) check to issue orders, or on a similar ability check.

Acheron Effects

d8	Acheron Effect
1	Over the next 24 hours, each creature that reduces a hostile creature to 0 hit points gains inspiration.
2	A random character feels overwhelmed by the memories of bloody battles they experienced in the past. If the character never experienced anything like that, the magic of the plane draws the memories of the battle of the character's ancestors instead. The player describes what these events are, in accordance with the DM. The battle's sounds become hearable, as if they were originating from the character. If these experiences can be considered traumatic for the character, they gain inspiration and make a DC 20 Wisdom saving throw, taking 1d10 psychic damage on a failed save.
3	The thundering echoes of the clashing cubes of Acheron shake the region. Each creature in the region makes a DC 12 Constitution saving throw, taking 1d10 thunder damage and becoming deafened on a failure. A creature is deafened until the end of their next long rest, or until the condition is removed by the *lesser restoration* spell or similar effects.
4	Over the next 24 hours, creatures within the region have disadvantage on Wisdom and Charisma saving throws against creatures with a CR or level higher than theirs.
5	A random character in the region is telepathically contacted by a powerful being that wishes to employ the character in a battle as a mercenary. The being offers a consistent reward (comparable to the total value of the treasures for the encounters that the character would be facing in this battle). If the character accepts, they gain inspiration and immediately receive half of the promised reward, but are targeted by the *geas* spell (9th level, no saving throw) to guarantee that they will follow their duties.
6	Weapon wounds become more lethal in the region, as nobody is safe from a fate brought by iron. For the next 24 hours, creatures within the region lose any resistance or immunity to bludgeoning, piercing or slashing damage.
7	Each creature within the region suffers the influence of Acheron and feels a sudden urge to fight. The creature makes a DC 15 Wisdom saving throw, becoming charmed on a failure as long as they stay in the region. While charmed, the creature fights to the death the closest creature they can perceive, or searches for a target if there's none in sight. Whenever the charmed creature takes damage, they can repeat its saving throw, ending the effect on themself on a success. Otherwise, the charmed condition ends when the creature kills another creature, or after 24 hours.
8	Over the next 24 hours, when a creature within the region deals damage to an enemy, the creature gains advantage on its next attack roll and advantage on saving throws against being frightened for 1 hour.

Arborea

The Plane of Passion, Discovery, and Inspiration

Other Names: The Olympian Glades, the Boundless Vasts
Creature Themes: Chaos, Fey, Nature
Hallmarks: Passion and adventure, extreme natural environments, eodath
Sample Portal Keys: A song, an apple blossom, a conch shell, an intense memory

A land of boundless beauty, Arborea is the embodiment of passions and discovery. The first layer is famously home to two well-known pantheons, and each layer of the plane bears names given by both, a source of (friendly) argument between the two and frustration for those who would wish to more clearly catalog the plane. Beyond the lush and verdant first layer can be found an endless sea and an endless desert of white sands, each daring the adventurous spirit to explore further and discover all that can be found. Beings of inspiration known as eodath make their realms on Arborea, maintaining close contact with the powers of the Feywild.

"If they let you do it, it isn't worth doing."

—Arborean saying

Common Knowledge

Those familiar with Arborea know the following facts:

- Each of Arborea's layers is a completely different landscape – an endless verdant realm of mountains, lakes, meadows, and forests; an eternal sea with countless wonders beneath the waves; and a mysterious desert of white sands.
- Mount Olympus is a fixture of the first layer of the plane, which shares its name. The mountain can be used to traverse the planes.
- Passions run deep on Arborea. The plane's perils arise from those that have given into these deep and powerful moods, who may wish to drag travelers into their celebrations and will not take no for an answer.
- As a plane of adventure, discovery, and heroism, Arborea also plays host to dreadful monsters whose lairs invite challenge from the truly dauntless – and present their own risks to those who believe all Upper Planes are perfectly safe.
- The air of the plane smells sweet and fresh, full of possibility and excitement – it's hard to sit still or let life pass you by.
- Each layer represents and engenders different emotions in visitors: joy and reckless bravery on Olympus; wonder and eager curiosity on Ossa; nostalgia and sorrow on Pelion.

Arborean Characters

When creating a character with ties to Arborea, consider the following:

What are you passionate about? What drives you to action? What provokes you to behave impulsively when you know you shouldn't? What emotions do you feel most strongly, and how do you act when you feel that way? Is there a cause that you would fight for? Is there a cause that you would die for? Arborean characters are natives of the plane that is governed by passionate emotions; more than most others, they are immersed in such fulsome feelings that it is hard for them to keep their moods in check.

How reckless have you been? When did your passions last land you in trouble? What might prompt you to act recklessly in the future, and how far might you go because of it? Has anyone ever been hurt by your impulsive actions?

Layers

Arborea has three layers, also known as "Frontiers." More than any other plane, Arborea celebrates being uncharted and discoverable – its landscapes are monumental and each fantastical in its own ways. All are invited to see them as such.

Arborea's locals are so free-spirited they can't even firmly decide the proper name for each layer – not that they mind using either of the prevailing options for each. The influence of two major local pantheons has provided common names, with those hailing from the Seldarine (the pantheon of the elves) generally considered secondary outside Arborea.

Olympus (Arvandor). An endless tapestry of flora, fauna, geography, and climates all enhanced to their wildest and most beautiful forms, Olympus is lush and rugged in every aspect. The hills are the size of mountains, the mountains split the skies to reveal the stars above. Untamed orchards and sprawling grapevines weave their way into colossal forests whose trees are as pillars holding up the heavens. The glades and streams are each the fief of a nature spirit or fey, and the price of passage is generally an exchange of a grand story or a worthy jest.

The Ardent Frontier is a place where passions run freely – roaming bands of drunken revelers may attempt to rope travelers into their cavorts, limerent swains may sigh in melodious melancholy that stirs listeners to tears, and an impassioned speech may stir whole towns to take up arms and go charging into the wilds to fight a common foe. Flowers and fruits coexist on every bough, and the great canopies are so thick as to allow traversal on foot. Some trees are even settled with incredible structures that beggar the greatest wonders of the Material Plane.

Ossa (Aquallor). The Abiding Sea, the Endless River, the Dauntless Frontier of Ossa is a boundless sea of shimmering waters that run from rich greens to crystal blues. Mighty ocean chasms host the realms of deities and strange maelstroms funnel the unwary to Elysium or the Elemental Plane of Water. The terminus of the River Oceanus, Ossa is the most shallow region of that planar pathway, with many stretches reaching a depth of no more than a few feet.

The spirit of discovery drives those who come here, and many succumb to a dangerous fixation that draws them to chase a single star, certain of an island at journey's end.

Such explorations may indeed prove rewarding, whether above or below the waves. The locals enjoy not knowing the whole of the realm, and no sea serpent or kraken will scare them away from the chasms and kelp forests. It is suspected that Ossa's willful nature – and how quickly it can send would-be cartographers on unexpected tangents – is what has garnered it a reputation for being little more than a shallow sea, when in truth its wonders and perils are the equal of the other layers. The trick to discovery on Ossa is to be fearless and show optimism – the layer rewards the bold and intrepid with its secrets.

Pelion (Mithardir). The Nostalgic Frontier, the Sands of Silence, Pelion is one of the most mysterious layers of any plane on the Great Wheel. Endless dunes of white sand and powder snow shift across the landscape, dooming the hopes of any to chart the land and its lost cities. Whole civilizations seem to have crumbled into the dust of Pelion, leaving scattered ruins that dot the Half-Remembered Land. It is said that the snow that falls in parts of this layer is made of unrealized hopes and the sands are eroded remnants of old dreams.

Locations

Arborea fills the cosmological region between the Beastlands and Ysgard. Its portals and planar breaches connect primarily to these two planes and the Outlands, and such portals usually appear as great, spinning, crimson disks floating in air. There is no way to determine where the portal leads to without magic or going through yourself, and the locals are usually too busy with celebrating, exploring, or frolicking to keep clear signs of which portals lead where.

The plane seems to always move interesting locations, even if only slightly, to encourage adventurers to enjoy getting lost and appreciating the beauty of its wilderness before relaxing for a proper long rest. This section describes several major landmarks, which tend to stay in place and be easier to find.

Brightwater. Freewheeling and exotic, Brightwater is a new, sprawling town that prides itself on taking chances, drinking deep from life's cup, and seizing each day as if it were the last. Reckless, daring, and luckier than three normal towns rolled into one, Brightwater gets away with risks and follies more often than not, and is respected for pure courage even when it fails.

Brightwater is diverse in wealth. Rich and gaudy buildings stand beside shacks, and the streets are filled with merchants dressed as princes and workers dressed as paupers, and vice versa. Fine archways line broad streets, and street corner platforms made of spare wooden crates or elegant marble bricks provide stages for orators, preachers, and gamblers alike.

Although Brightwater holds no formal government, the de facto mayor is the halfling Winifred "Winny" Jestergiggle, an enormously fat halfling priest (chaotic good) of Tymora. She has cultivated many friendships with both long-term residents and short-term visitors of the town, and the citizenry would surely rise in riot against anyone who dared seriously threaten or harm Winny. She corresponds with leaders of all factions, gods of all types, demons of any alignment, and anyone else who can write a decent letter. As a result, she's remarkably well informed.

Unique Exploration Rules

Intense Yearning. Keep track of how many days a visitor spends on Arborea. When the visitor leaves, they must make a Charisma saving throw with a DC of 5 + the number of days spent on the plane. On a failed save, the creature becomes afflicted with an all-consuming desire to return to Arborea. Whenever the creature finishes a long rest, they can attempt the saving throw again. On a failed save, the creature continues to yearn but the DC for the next time it makes the check reduces by 1. On a successful save, the effect ends for that creature.

Winny's dinner parties are always lively and diverse, sometimes even dangerous. These get-togethers are one of the few places outside Sigil where devas and devils will converse as friends over drinks. Invitations to these parties are coveted, stolen, forged, and demanded, but Winny invites whomever she chooses and commands any unwelcome visitors to depart (although unexpected guests are not always unwelcome).

The gods Sune, Llira, and Tymora call Brightwater home. They are united by a sense of adventure, but each serves their role in the city. Sune is the eldest and most respected of the three, and the others often defer to her judgment. Tymora provided the majority of planning and administration that created the realm only a few decades ago, and Llira is simply happy to be included.

Each of the gods has a district of the city dedicated to them. Tymora's Quarter of the Great Wheel functions as a great adventuring guild, where explorers, daredevils, and heroes of the Outer Planes gather to boast of the feats they aim to accomplish and, for those that succeed, show off trophies to their peers. Llira's worshipers spread joy in a continuous festival within the Quarter of the Orange Lanterns, where music fills the air and enormous sums are spent on wine, dance, jewels, and song. Sune's small, quiet Heartfire Quarter is a realm of passion, beauty, and sometimes even romance, where professional matchmakers are common, sages offer counsel for young couples, and diviners bargain for spare change to tell visitors details of their future spouses.

Coriandor. An important portal links Pelion to the Flats of the Elemental Chaos. Travelers may not see the so-called Crystal Triangle right away – it is nearly invisible when contrasted to the white sand, snow, and salt around it. The magnificent structure appears to be cut or composed of one solid piece of glass, but attempts to chip or otherwise mark it have always failed. The Crystal Triangle glows with faint light at all times of day.

"THE TOWN'S GLAMOR IS JUST GLITTER, GILT, AND CANTRIPS, BUT THE AURA OF YOUTH AND EXCITEMENT ARE REAL."

—AN ELDERLY BRIGHTWATER RESIDENT, WHO HAS A GLINT OF GUMPTION IN HER EYE

An elven village known as Coriandor has sprung into existence on both sides of the gate. They maintain a perimeter of magical protection, inside which lies a perfectly manicured lawn that spreads out to form an island of green in the seas of white. There is nothing immediately unusual about this gated community, unless you try to use the Crystal Triangle against the wishes of the local elves. The grassy field then comes to life, grabbing even the strongest creatures and dragging them beneath the surface to an early grave.

The portal key to this gateway is the act of scattering a handful of flower seeds around its base. A brilliant array of blooms have arisen from this practice, flourishing on the buried remains of the elves' enemies.

Elshava. This is the largest town of Ossa, a tropical island where sea elves and land elves meet to trade. Its people are superficially friendly, but they maintain a deep reserve of caution and suspicion when dealing with outsiders. Elshava has many docks that spiral out from the center island, floating on enormous logs and beds of seaweed. It is covered with coral bricks and mother of pearl embellishments, and shells replace cobblestones to pave the roads. Green crabs and poisonous snakes skitter and slither along shadows much as rats do in land-dwelling cities.

The town is ruled by a Fisher Queen, a mage with the power to shapeshift into a giant octopus. The current queen, Elothien the Silent (chaotic good), was initially met with opposition when she took the throne almost a decade ago, but her quiet and fair decrees have made her popular with the people.

Elothien has two potential contenders for her position: her lover and her political opponents.

First, her lover Kelstrom the Wave Captain is a sea elf scout (chaotic good) and leader of Elshava's militia. He is as universally loved as Elothien and rumors abound that the two will soon announce plans for a royal wedding. Kelstrom is expected to serve as an equal partner and responsible co-ruler with Elothien if these rumors prove fruitful. Marshall Cinnabus, Kelstrom's provost, adviser, and second in command would then take up the mantle of Wave Captain and lead the militia.

Second, the same egalitarian manner and decrees that win Elothien public favor make her extremely unpopular with rich, powerful, and predatory merchants. These merchants once ruled by proxy through Elothien's weak-willed predecessor. Although the merchants haven't dared oppose her publicly, rumors say they're only biding their time before violently overthrowing the monarchy and bringing one of their own to power.

Lolth's Grove. Once an autumn grove of silver-stemmed trees, Lolth's Grove has become a silent place of dead trees, blackened stumps, and uprooted giants since the Demon Queen of Spiders fell from glory and earned that title. A spring at the grove's center was once the site of merriment and introspection, but is reduced to a trickle of foul, muddy sludge.

Most animals know instinctively to stay away from such a place of darkness, but spiders feel the call of their queen. They flock to the grove in droves, where they fight among themselves and feast on their siblings. The survivors grow to giant sizes and are regularly hunted down by the elves brave enough to live nearby, to keep the threat of gargantuan spiders sequestered to the grove.

Lolth's grove has two primary forms of intelligent life: **banshees**, the departed, vengeful spirits of elvish women; and innocent travelers who stepped too far off the path. Lolth's Grove is situated dangerously close to the portal that leads from Sylvania, Arborea's gate-town in the Outlands, to this layer. The intrepid souls who pursue rumors of danger and darkness often learn their lesson too late, when banshees shriek them into husks or hulking spiders suck their fluids dry.

"NATURE SPIRITS ARE LIKE ANYONE ELSE – THEY HATE TO BE IGNORED, AND THEY WON'T LET YOU IGNORE THEM."

—AN ARBOREAN SATYR

Denizens

Celestial beings may be encountered across Arborea, most prominently the eodath, the exemplars of the plane. Elves and humans are also common, as are bariaurs. Monsters prowl the lands to challenge those of heroic spirit; among those that have been encountered are various kinds of fey such as **satyrs**, mighty **chimerae**, and the inscrutable **sphinxes**.

The Eodath

Celestial Society

There is little hierarchy to eodath society; their leaders, the Court of Stars, exist largely to protect the plane and serve as constant stewards of the collective hopes and desires of Arborea.

Queen Morwel. The highest authority of the eodaths and first-among-equals, the Queen of Stars and Sovereign of the Twilight Realm rules from a crystalline palace in a concealed realm that is connected to all three layers of Arborea. She takes many consorts (sometimes at the same time, as is the case for the polyamorous triad relationship she currently enjoys with Faerinaal and Gwynharwyf) and is known for both her passions and her pride, though she exercises her rule with great subtlety unless she is combatting the encroachment of evil in her realm. Morwel's physical form resembles an impossibly beautiful **tulani eodath** (see chapter 4) robed in hazy, shimmering light. Her true form is believed to be an aurora filled with motes of starlight.

Faerinaal. Known as the Starblade or the Queen's Consort, Faerinaal is a wise but mischievous lord who prefers the form of a handsome **tulani eodath** (see chapter 4) in midnight-blue robes. Having lost his former lover Vaeros to the demons in the War of Law and Chaos, Faerinaal has maintained a keen interest in the ultimate destruction of the Abyss and its hordes. He coordinates the defense of the eodath children of Androlynne against the ancient terror Pale Night (see the Abyss).

Gwynharwyf. The Whirling Fury, Gwynharwyf is a patron of good-aligned barbarians and a relentless combatant against the forces of law and evil. As a tireless warrior for Arborea, she is considered a personal foe by demon princes such as Graz'zt and Kostchtchie (see the Abyss). Silver-haired with tan skin and jade eyes in her corporeal, elven form, Gwynharwyf's true appearance is a mighty and awe-insipiring sandstorm. She is a consort of Morwel, a leader among the bralani, and has never forgotten the death of her great friend Vaeros, her predecessor in the polyamorous relationship with Morwel and Faerinaal.

Cionnla. The Candle Maiden, the Torchlighter, is an unfailing beacon of hope and inspiration. Cionnla eschews the violent campaigns in the Abyss and focuses on exploring the dark depths of Pandemonium, Carceri, and Hades, seeking to find and liberate those of good intent who have become lost in the perils of the Lower Planes. She resembles a fiery coure with golden wings that can expand to fill an entire cavern, always garbed in a simple white tunic that allows her maximum freedom to sprint and fly faster than the forces of evil could dare.

Shelire. Patron of the noviere, the Princess of the Morning Dew resides in a fantastical palace of seashells and rainbow jade suspended over an eternal waterspout on Ossa. She is a wellspring of knowledge on the paths of the Planes and can assist with finding a route into – or out of – anywhere. Having made the acquaintance of the archomental Ben-Hadar, she works with water elementals to bring oases to deserts and renew barren wastelands by unleashing untapped groundwater, bringing it to the surface.

Elenaradia. The Daughter of Lightning garbs herself in a gown made of snowflakes and storm clouds, resembling a particularly tempestuous ghaele with flashing eyes. Though her outward personality is calm, Elenaradia is a powerful sorceress who commands fierce lightning and winter storms. Her servants strike into the most terrible and perilous reaches of the Planes to confront shadowy and insidious evils, and her recklessness is matched only by her valor. She disdains honor and oaths, believing them to be tools that order uses to compel the just to act unjustly; as a result, she is an unpredictable combatant, though she does not break faith without good reason.

Corellon Larethian, First of the Seldarine

Chaotic Good Elven God

The creator of elvenkind established the great shared realm of Arvandor on the topmost layer of Arborea, which has come to be so associated with their own home that it has become another name for the layer of Olympus among planar travelers. Corellon maintains cordial relations with the Seelie Court of the Feywild and with the Court of Stars, leaders of the eodath. Their people keep watch over the borders of Arvandor for possible attacks by Lolth, their onetime consort turned most hated enemy.

Deep Sashelas, the Dolphin Prince

Chaotic Good Elven God

Patron of the aquatic elves, Deep Sashelas makes his home in Ossa, residing in a great undersea palace of corals known as Elavandor. His realm connects with Arvandor, and the ocean god sometimes visits with his terrestrial kin. Elavandor is one of the most highly-traveled cities of Arborea, welcoming noviere, marids, the goddess Trishina, the archomental Ben-Hadar, and even redecorating the corals via occasional visits from the slaad lord Rennbuu. The deity leads a loose pantheon of sea and sky gods that are called the Asathalfinare.

Erevan Ilesere, the Green Changeling

Chaotic Neutral Elven God

A spirited trickster deity, Erevan Ilesere hides a fierce warrior spirit behind a veil of good humor and mischief. Compatriot to the greatwyrm Aasterinian, he is a good friend of the Seelie Court and of all the Seldarine is the deity who has the closest ties to the gnome pantheon. He is a patron of rogues and disdains fixed temples and shrines – he would rather his worshipers not be so tethered. He wanders Arvandor, the shared realm of the Seldarine.

Hanali Celanil, Lady Goldheart

Chaotic Good Elven God

The elven goddess of love and beauty, Hanali Celanil is less vain than many of her counterparts – her fascination is with how beauty elicits emotion in others, whether it be a pretty face, an artistic masterpiece, or the natural splendor of a waterfall. Her blessing is marked by drawing forth the inner beauty of those she favors. She is the patron of love and limerence, of passion and wedlock, and opposes social structures that limit the simple expression of affection. She shares the realm of Arvandor with many of her peers but often visits Brightwater to spend time with the Faerûnian goddess Sune.

Iallanis, the Ever-Blossoming

Neutral Good Giant God

From her splendid garden realm of Florallium on Olympus, Iallanis is a deity of love, beauty, and peace. A daughter of Annam All-Father, her all-encompassing kindness and mercy is of such importance to giantkind that only the most depraved of societies prohibit her worship – generally those who follow Grolantor or Karontor. Her domain is replete with fountains, meadows, and clear-flowing springs. It is used as a place of mediation and negotiation under Iallanis's watchful eye.

Labelas Enoreth, the Sage at Sunset

Chaotic Good Elven God

At once part of elvenkind and apart from them, Labelas Enoreth is the ancient deity of time, of history and longevity. So old that he might be a brother of Corellon, or perhaps even older than the chief god of the Seldarine, Labelas keeps a private realm called the Vanishing Tower within the gates of Arvandor. This foreboding outpost is rarely visible to the naked eye, and those times when it appears are considered moments of great significance. He is the patron of old elves, those who have already lived a full life and have the time to ruminate on everything they have enjoyed and experienced.

Lliira, Lady of Joy

Chaotic Good Faerûnian God

Bright, kind, whimsical, and altogether good-natured, Lliira is a minor deity of Faerûn without whom no life would be well-lived. The goddess of joy, her worshipers work to encourage festivals and celebrations, to spread good cheer and raise spirits. A friend to many of her counterparts, she was involved in Waukeen's attempt to escape Faerûn during the Time of Troubles and protected the trade goddess's faithful while she was trapped by Graz'zt the Dark Prince. Lliira shares the realm of Brightwater with Sune and Tymora.

Rahgash, the Roaming

Chaotic Good Orc God

A wandering deity who roams the dunes of Pelion, Rahgash is the orc god of time. Though he is possibly the only orcish god to be on good terms with any member of the Seldarine – he sometimes visits with Labelas Enoreth – Rahgash takes a different view of time to that of the elves; he sees time as precious and fleeting, and encourages orcs to act without delay to better themselves and their worlds, for there may not be a tomorrow. Rahgash largely ignores Gruumsh and is ignored in turn.

A god of restorative justice, second chances, sudden opportunities, and above all impatience, Rahgash is always accompanied by two wolves, each a starry void of pure time; these are Hurth and Horag (History and Memory), the wolves of the past, the force which eternally dogs the heels of the present and hungers ever to devour it.

Sehanine Moonbow, Daughter of the Night Skies

Chaotic Good Elven God

One of the most important deities of the Seldarine and the current consort of Corellon Larethian, Sehanine Moonbow is the goddess of death, of dreams, and of journeys. A keen archer with ties to the mystical arts, she saved Corellon from the dire plot of Gruumsh and Lolth, driving off the latter goddess by uniting with Hanali Celanil and Aerdrie Faenya to form the triune goddess Angharradh. In the eons since that dark time, she has become a leading figure in elven religion and a protector of the elven way of life. She resides in Arvandor alongside her kindred.

Solonor Thelandira, Keen-Eye

Chaotic Good Elven God

A god of hunting, survival, and the untamed wilds, Solonor Thelandira makes his home atop the Pale Tree in Arvandor but frequently roams the farthest reaches of Olympus to hunt and scout. He and Sehanine have a friendly rivalry over their archery skills; while she has bested him on rare occasions, he has good-naturedly grumbled that the moon goddess is not above trickery. Capable of fiery anger when provoked, the passionate deity has a hatred for those who would hunt for sport or out of cruelty, rather than for necessity; he pursues the balance between hunter and game, predator and prey, to protect the cycle of nature.

Sune, Lady Firehair

Chaotic Good Faerûnian God

A goddess of beauty, love, and passion, Sune embodies the best and worst of her portfolio. She is vain, flighty, and superficial, but is also zealous, inspiring, and charismatic. The most hedonistic of the goddesses who share the realm of Brightwater, Sune trusts in Tymora and Lliira to rein in her worst impulses, an excuse she uses to wave off any notion that she herself might bear some responsibility for checking the rougher parts of her character. Where beauty is being desecrated or love denied, Sune will dispatch her faithful to retaliate in kind, making her quite dangerous when riled to action.

Tymora, Lady Luck

Chaotic Good Faerûnian God

A patron of adventurers with a particular soft spot for halflings, Tymora was "born" alongside her sister Beshaba from the division of Tyche, a goddess of fate corrupted by an ancient and terrible evil. The deity of good fortune, Tymora is a favorite of the bold, the daring, and the foolhardy, and favors them all in turn. While gamblers also call upon her for aid, they know that they cannot rely on Lady Luck to smile on them and them alone, though Tymora claims it's not because she's fickle – she's simply called on to divide her attentions in so many directions that it's not fair to pick and choose favorites. Tymora resides in the realm of Brightwater on Olympus.

"AT LAST, A PLACE WORTH VISITING."

—LORD SORTLYN THE MERRY

Intrigue Opportunities

- A long-dead race of titanic beings once made its home on Pelion; the white sands conceal the ruins of this lost people, and it is whispered that dangerous magics older than the gods themselves can be found if one dares to search for them here.
- A spelljammer veered off course and tumbled through a wild eddy on the Astral Sea into a rift to Ossa, quickly sinking in a roaring storm. Now its crew ply their ghost ship across the seas, searching for a truly great beast that they may challenge so that they can find their rest as heroes. Of course, their vessel was built to contend with Astral foes, not nautical ones; they may need help to accomplish their ambitions.
- Three tulani lords are arguing over which of the layers of Arborea is the greatest; they have been recruiting adventures to explore the most perilous reaches and return with the grandest tale or the most wondrous treasure. One among them has little interest in playing fair, however, and will meddle in such explorations to ensure that they go awry.
- Marshall Cinnabus, second in command of the Elshava navy, is a chaotic evil **werewolf** who plays the part of a chaotic good bureaucrat and military administrator. Although he proclaims to be a member of the Hands of Havoc, Cinnabus seeks to weaponize chaos to establish himself as ruler rather than a tool to break down oppressive regimes and build promised lands. He is an arrogant creature who enjoys playing with his prey, but none yet suspect him of treachery or malice. Regardless of whether Kelstrom becomes the Fisher King and rules jointly with Elothien, Cinnabus plots to overtake the throne and assert dominance over the many trade routes of Ossa.

Arborea Supernatural Effects

Consider rolling on the Arborea Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Arborea powers (like the *planar ally* spell to summon a local creature or the *plane shift* spell cast to reach Arborea).
- A creature succeeds on a Charisma (Performance) check with a total result of 20 or higher.
- Bardic Inspiration or a similar feature that gives one or more bonus dice is used to turn a failure into a success.
- Strong emotions overwhelm one or more creatures.

Arborea Effects

d8	Arborea Effect
1	Over the next 24 hours, creatures in the region become filled with strong emotions in times of stress. The next time that a given creature fails a saving throw, roll a d4. On a 1, the creature becomes charmed by the closest creature until the end of its next turn. On a 2, the creature becomes frightened by the source of the saving throw until the end of its next turn. On a 3, the creature gains inspiration. On a 4, the creature gains temporary hit points equal to its number of maximum Hit Dice.
2	A random creature within the region gains the ability to cast the *charm person* once as a charm, regaining this ability at the end of each long rest and using Charisma as its spellcasting ability. The ability lasts until the creature rolls a 1 on the d20 for a Charisma check or saving throw.
3	A dangerously capricious ray of moonlight affects the region, and the effects of a *moonbeam* spell (DC 13) appear in an area including a random creature. Each creature failing their saving throw against this spell becomes infused by it and gains the ability to cast *moonbeam* once as a charm, using Charisma as its spellcasting ability.
4	The plane's energies enhance the sensations and self-awareness of the body and mind of the creatures within it. Each creature within the region is targeted by the enhanced ability spell, each on a different random ability. The spell has a duration of 24 hours.
5	A random character relives in their mind a past life (their or somebody else's) just as a young elf does during trance. The DM can define the details of this vision, or can ask the player about it. The character gains three d6s that they can spend at any time to improve the result of an ability check, after rolling the check but before knowing if it's a success or a failure, improving the result by the number rolled on the d6.
6	Music starts to play, compelling creatures in the region to join the dance and have a party. Each creature in a 50-foot cube is targeted by the *Otto's irresistible dance* spell (DC 17). Each creature being influenced by the spell for its full duration consumes one daily Hit Die and gains inspiration, as they become tired but filled with bliss.
7	A random creature within the plane develops the Fey Ancestry trait as if they were an elf, which lasts 24 hours. If the creature already has that trait, they gain resistance to psychic damage for this same duration instead, feeling lighthearted and more resilient to the worries of life.
8	Artistic inspiration flows in a random creature in the region, who gains the Bardic Inspiration feature as a 1st-level bard. If the creature is already a bard, then their targets can roll two Bardic Inspiration dice and keep the highest result when they receive this class feature. After using this feature a number of times equal to their Charisma modifier, the creature loses it.

Arcadia

The Plane of Harmony and Perfection

Other Names: Peaceable Kingdoms, the Proper Valley, the Plane of One Thousand Patterns
Creature Themes: Order, Nature
Hallmarks: Cooperation, perfectly aligned landscapes, formians, the Harmonium
Sample Portal Keys: Chimes an octave apart, two people entering simultaneously making identical hand gestures, white hyacinth flowers

People can achieve far more together than they can individually. To that end, it is important to focus on how to best serve the group. Arcadia welcomes those who are on the journey towards self betterment and those who work to the greater good, but has little mercy for the complacent or self-centered.

Arcadia is like a choir whose harmonies intertwine and build upon each other to create a thing of utter beauty. A choir is not a collection of soloists, but a unified whole. Arcadians do not work together simply because they are stronger that way, but because working together is, in Arcadian morality, simply the right thing to do. According to the Arcadians, the multiverse is better off when people unite and put their efforts towards a common good. They believe that through striving towards a common good, all who help will improve themselves, and, with determination, find perfection in achieving greatness together.

The plane itself is idyllic, with gentle fields and lush forests, all arranged in perfect alignment with one another. Trees growing in exact rows and columns. Blades of grass blow in the breeze with a unified motion. Hills, rivers, and lakes are all placed so that they are there when needed, but do not present an obstacle to travelers.

"Birds in the forests, flowers in the meadows, and everything in its place. Why argue with perfection?"

—Arcadian petitioner

Common Knowledge

Those familiar with Arcadia know the following facts:

- Arcadia is a peaceful plane that focuses on the greater good. Everyone there works in harmony towards the betterment of all. It is composed mostly of grassy fields and forests that strangely grow in perfect alignment with each other.
- **Formians** (see Denizens and chapter 4) and the Harmonium (the self-appointed enforcers of order) are common in Arcadia.
- The weather is governed by a quartet of powerful beings who each claim a cardinal direction as their territory. Together they maintain the pleasant climate, but disagreements can result in storms that disrupt the calm of the plane.
- Night and day are of the exact same duration and governed by a single sphere high in the sky: the Orb of Night and Day. Half of the plane is always cast in darkness, the other in light, and the delineation between the two offers no twilight, no dawn, and no dusk.
- Unlike neighboring Mount Celestia, each of Arcadia's layers is gently downslope from the previous.
- The third layer has recently shifted to Mechanus. Rumors abound about the cause, but in the spirit of the plane, most Arcadian residents are focused on working together to prevent more of Arcadia shifting, while hoping to find a way to recover the third layer. Either way, many Arcadians are shocked at the occurrence. Gate-towns are known to shift into other planes, but a shift as large as this has only happened in legends.

Arcadian Characters

When creating a character with ties to Arcadia, consider the following:

Are you naturally in harmony or must you work at it? Whether it is in harmony with others or with oneself, it can come more naturally to some than to others. Arcadians do not see one being as better than the other, as it is the results that matter. Additionally, struggling to be in harmony with oneself or others can be a stronger demonstration of character than when it comes easily.

What greater good are you a part of? Arcadia fosters being a part of something greater than oneself. Think about what your character is a part of, and whether that is what they wish to be a part of or not. Interesting stories can arise from a disconnect there, even while still being in accord with Arcadia and service to a greater good. Some may contribute to a town but long to be part of a sailing crew. The classic farmer who longs to be a soldier is another example of this disconnect between present service to the greater good, and the longing for a different form of service.

Layers

Arcadia has two layers, also known as "Triumphs." It used to have a third, but the Harmonium inadvertently shifted Nemausus (known as the Triumph of Accession) to the Mechanus plane. Ancient Arcadian records suggest other layers have existed there as well, which were gradually absorbed by other planes or dissipated into nothingness as the multiverse's definition of "perfect" slowly changes, and Arcadia is dedicated to perfection.

Abellio. The only part of Arcadia most travelers will ever see, Abellio is primarily flat and covered with fields and forest of perfectly aligned trees. Hills, mountains, rivers, and lakes break up the terrain at perfectly ordered intervals, always in alignment with each other and well-spaced so as to never make travel difficult. Food, water, and arable land is overly abundant here, and even the wildlife works together for the betterment of all. There are no twists and turns, no erosion, not a speck of decay. The sky is luminous and untroubled, resembling polished moonstone.

Service to the common good is a must for those who wish to remain on Abellio, and the "common good" is often defined as the pursuit of perfect order. Every form of life native to this layer takes part – the trees with their golden, silver, and copper bark and leaves that never fall; the grasses with perfectly straight blades; the herd animals of all metallic hues clustering in square numbers or perfect circles, evenly distributed so as to never overtax any part of the land with their grazing.

Abellio is known as the Triumph of Rule, and this can be seen in every facet of its approach to perfection and harmony – there is peace, enforced by roaming militias who never stray from their own patrols. There are great fairytale castles of splendid white stone, each representing both structured authority and, implicitly, the martial force involved in enforcing and protecting that authority. The petitioners here all appear to be young, in the prime of their lives, and they operate with the zeal and convictions of youth, untroubled by nuance.

"ALL I ASKED WAS WHO DEFINED PERFECTION."

—LORD SORTLYN THE BANISHED

Buxenus. Sloping gently downward compared to the more level terrain of Abellio, Buxenus is the Triumph of Discipline, a land without extremes. The waters are almost eerily placid, the trees never excessively tall, and the only mountains are the vast range that is said to divide Buxenus from Abellio. How infinity could have such a dividing border is a fundamental mystery of the planes.

A rolling land of hills, Buxenus nevertheless has limestone plateaus and grassy plains to break up the monotony and provide a semblance of balance. Perfectly round lakes, perfectly geometric watersheds, perfectly straight rivers... everything on this layer seems to exist in a restrained and orderly fashion, never straying from its place. Wildflowers grow in rows arranged by color, box shrubs naturally grow to form trim hedges and topiary.

The climate of Buxenus generally tends to be pleasantly warm, though it does have seasons which run exactly opposite to those of Abellio. The transition between the two can sometimes be a shock, stepping from bright sunlight into thick snows. Buxenus contains more rugged terrain and environments, with anything that fits its disciplined nature present here. Deserts with smooth dunes, glaciers with even dustings of snow, even volcanoes that cast spectacular geometric flows of lava without belching a mote of smoke.

The petitioners of Buxenus appear as adults, and their composure is etched into their very body language. They have provided a powerful foundation for the Harmonium's efforts to channel the discipline of this layer into a military force that can move to reclaim the lost third layer. Their mustering grounds jostle against non-militant realms that still try to hold true to the character of Arcadia, the spirit of its laws rather than the mere letter.

Unique Exploration Rules

Orb of Day and Night. Instead of a sun or even glow in the sky, Arcadia has a massive sphere floating in the center of the plane. On one side of the sphere, it is dark and illuminates nothing. On the other, it radiates bright light for half the plane. This sphere slowly turns, completing one rotation every 24 hours and basking each point in the plane in light or dark for half of that. There is no twilight in Arcadia, and the shift from day to night is very sudden.

Seasons. Arcadia experiences distinct seasons: Spring, Summer, Fall, and Winter. Each lasts exactly 3 months, and the transition is not gradual. One day at dawn, one season will very suddenly shift to another.

Beasts. Beasts of Arcadia have metallic scales and coats, with white, pupiless eyes that grant them truesight for 120 feet. Golden snakes, coppery cattle, and silver-wooled sheep are common here.

"STILL BETTER THAN GEHENNA."

—A DWARF HIKER WHO PREFERS THE INSIDE OF MOUNTAINS

Nemausus. The third layer of the plane is concealed from view by an ocean of mist no matter where one attempts to look down from Buxenus. In truth, Nemausus is no longer where it was – it has shifted to Mechanus due to abuses by the Harmonium. The Triumph of Accession, Nemausus was formerly the end goal of all petitioners in Arcadia – the destination of their spiritual journey, where their diligence would be rewarded with an understanding of harmony and perfection transcending the material.

Now, however, the petitioners are lost – many of them wander back into Buxenus and Abellio, appearing aged and wizened by their journeys. The sense of futility that encroaches on the plane as a result is already beginning to cause cracks in its cosmic structure. The layer still exists as an impossibly vast part of neighboring Mechanus, but the Harmonium take great pains to conceal the truth of its migration.

In its heyday, Nemausus was the realm where the rigid geometries and unbending lines of Abellio and Buxenus gave way to more subtle and elaborate forms of perfection. The golden ratio manifested itself in the flora of this layer, its snowflakes would fall unmelting to tessellate into perfect filigrees of ice, and any seemingly random geography would reveal itself under sufficient study to be governed in truth by a complex but rigorous formula. In short, Nemausus embodied perfection and harmony that shunned easy answers in favor of a beauty that could be either appreciated for itself or appreciated for the underlying rigor at work to make it so.

The Harmonium believed they could seize on the properties of this layer to force chaotic and evil creatures to accede to the tenets of law and good. Their efforts were so widespread as to compromise the structure of the layer itself, their lack of concern for the morality of their efforts ultimately ripping the layer away from Arcadia entirely. For more details, see Nemausus under Mechanus.

Locations

Arcadia bridges the cosmological gap between Mechanus and Mount Celestia, and its portals and planar breaches connect most frequently to those two realms or the Outlands. These portals are usually arched trellises, made of ivory if connected to Mount Celestia, made of silver if they lead to Mechanus, or made of black steel if they go to the Outlands.

Arcadia has several major landmarks and settlements, some of which are described below.

The Boundary Mountains. Infinity shouldn't have an end, as that is the very definition of infinite: somewhere endless, without borders, stopping for no one and nothing. But somehow, Arcadia has a massive mountain range between its two layers. This boundary functions similarly to the River Styx, Infinite Staircase, and other interplanar landmarks, where it doesn't require any sort of portal key or special instructions. Like a simple open doorway, all you have to do is walk through.

From the Abellio side, travel to Buxenus is easy. Simply follow the Pure and Great River that runs its course through Abellio, over the waterfall called the Lip of Purity, and down into a pleasantly cool lake at the base of the Boundary Mountains you'll splash.

The inverse is much more difficult. Traveling up from Buxenus into the higher layer of Abellio takes hours of grueling hiking up steep, glacier-carved slopes. These mountains are riddled with rugged, long-unused paths both over and underneath the mountains – and those that are easy to find are guarded by fearsome **hell hounds**. No one is quite sure how so many fiends managed to make their way to Arcadia, why no one's gotten rid of them, or why they're so interested in defending the way from Buxenus to Abellio.

"NOPE, NEVERMIND."

—THE SAME DWARF, WHO BARELY ESCAPED A PACK OF CAVE HELL HOUNDS

Harmonium Training Camps. Across Buxenus, Harmonium troops have created secret "training camps" where they bring criminals and destructive creatures to be "rehabilitated." They do this all in the name of good and occasionally have some success in leading their captives onto a path of redemption. Most people, unfortunately, continually resist and look for ways to escape or lead a revolt against their Harmonium captors.

Some enforcers of the camps will use tools beyond regular schedules, honest work, and a camp-enveloping *calm emotions* spell. Some resort to violence, and graveyards outside certain camps are growing bigger. But most of the guards and trainers are conscientious – they believe it's in the best interests of everyone to be good and lawful, and someone can't be good, lawful, and dead. They don't want to exterminate their enemies; they want to make them see the light.

Although most chaotic beings imprisoned here are from Arcadia, some claim to be kidnapped from Sigil, where the Harmonium has promised to turn lawbreakers over to the Fraternity of Order and dabus for trial. If these claims are true, the Harmonium's methods have been too subtle for anyone still in the city to notice.

Even more dangerous is the fact that the Harmonium agents that operate these camps clearly did not learn their lesson with the loss of Nemausus. They simply moved their operations to Buxenus and learned to be more secretive about it so that they will not be blamed if things go wrong again.

Mandible. This **formian** (see Denizens and chapter 4) city on Abellio is open and welcome to all, at least the above ground portions are. It is one of the major trade hubs in Arcadia with peoples from across the multiverse working together in harmony for the good of the city and each other. All are friendly, the streets are clean, it is well organized with services easy to find, and above all, quite a spectacular display of formian architecture. In fact, it is so well run and friendly that most believe it must be hiding some dark secret, especially beneath the surface.

Below ground is a mind-boggling network of tunnels where the formians primarily live with few outsiders to be found. The truth is there is no dark secret. Others are welcome in most areas of the subterranean tunnels with mostly just the Royal Chamber and Egg Nurseries strictly off limits. However, non-formians often find the tunnels confusing and easy to get lost in, and so are kindly escorted back to the surface. Queen Mother K'l'th'thra (called Clarity by non-formians) rules the city for the betterment of all who reside and pass through here. Not everyone is perfect, including the Queen Mother, but with the coordination of others, faults are largely compensated for, and the overall system works amazingly well.

"They made us bathe in water imported from Mount Celestia every day to wash away our "moral impurities." Didn't seem to do much for most people, but at least we smelled good."

—A supposedly reformed graduate of the Harmonium training camps

Melodia. This settlement in Buxenus is the home town of the Harmonium, the self-proclaimed enforcers of Sigil. It's also one of the nicest places you can find in the planes – if you like law and order, peace and quiet, and a secure knowledge that criminals will be caught sooner or later.

The whole town is like a great big family and everyone seems to know everyone else. In reality, they know each other's faces and can spot a new visitor immediately. They'll follow visitors and scrutinize that soul until the Harmonium is satisfied they mean no harm. This satisfaction can come in minutes, but sometimes it takes years.

There's little entertainment, merriment, or mirth to be had in Melodia. The town's idea of fun is to listen to jingoistic speeches of Harmonium dogma in the central square, sing hymns to lawfulness in the local church, or round up law breakers. Thankfully, community engagement is popular and volunteer work common. Many Hardheads of Melodia are generous, good, and friendly, seeking to aid the sick and needy; they're just particularly strict and stubborn.

At the center of Melodia lies a temple to strict enforcement – the Harmonium Headquarters. Even larger than their base in Sigil, it's an imposing palace dozens of stories tall with just as many levels of basement. Inside are mostly prison cells, but meeting halls and reeducation centers are also common.

The Misty Valley. Just as the steep Boundary Mountains line one side of Buxenus, shallow hills slowly drift downward into obscuring mist on the other side. The mist wasn't always there, it drifted in as Nemausus drifted away. Walking through this valley once brought you to that third layer of Arcadia, but now those who enter the mists find themselves quickly turned around, reemerging minutes later only feet from where they entered.

Denizens

Arcadia's primary residents are the formian exemplars. This section describes the major societies and cosmic beings of the Peaceable Kingdoms.

The Formians

Celestial Society

Formians are intelligent, insectoid exemplars of Arcadia, and are its primary residents. They range in size from dwarf height to ogre-sized queens and are bent upright with their front limbs acting like arms rather than legs. They are organized into castes by physical type with defined roles of workers, warriors, elite myrmarches, and queens. Formians exemplify the ideals of Arcadia well, with each being an individual that chooses to work for the greater good of their hive in harmony with each other. With their amazing level of coordination, they are capable of building architecture beyond what's possible on the Material Plane.

The Storm Kings

Lawful Good Archomentals

The weather of Arcadia is controlled by the Storm Kings, four mortals who've mastered the vagaries of the clouds, wind, rain, and lightning and ascended nearly to godhood. Each of the kings controls one of the elements of the weather, and they work in tandem to produce peaceful skies most of the time, or startling displays when feeling intense emotions. Thanks to them, when it storms in one part of Arcadia, it storms across the whole plane.

The Storm Kings follow their own laws, laid down eons ago by some forgotten cosmic being. They follow three simple rules for generating storms, however: a storm can't last more than 24 hours, a storm can't start within three days of the last storm ending, and there must be a storm at least once a week.

The Kings live in citadels spaced evenly around the Orb of Day and Night, one at each of what would be the cardinal directions of a compass on the Material Plane. The citadels float high in the air and disappear into a mysterious haze after only a dozen stories. Each citadel is surrounded by the weather of the King's portfolio. This weather permits welcome guests to pass by with ease, but proves dangerous for unexpected intruders.

The four Kings are not the original beings to have these titles. Despite magically prolonged lives and special powers over atmospheric phenomena, they can still be killed. Each King has a circle of special servants, each of whom can take up the mantle if their King passes away. At first, the original four Kings were all men, but beings of all genders have held these titles in the eons since. Today, half the Kings are men (Cloud and Lightning) and half are women (Rain and Wind).

The Cloud King. This diamond-skinned **dao monarch** (lawful good; see chapter 4) is constantly distracted. There are almost always clouds somewhere in Arcadia, so he is always exerting himself and has little time to rest. With a pinch of elemental dust and a gentle breath, Harmatan the Cloud King can transform the clear air anywhere in the plane into thick fog. If the Cloud King dies, his crystalline powder scatters on the wind. When he creates or controls earthen, stone, or petrified objects and creatures, he can make them out of floating, solidified clouds instead of rock. He was a half-elf in life and also speaks Elvish.

The Lightning King. The most volatile of the Storm Kings, Kalbaisakhi the Lightning King is an **efreeti monarch** (lawful good; see chapter 4). He has a quick temper and when he strikes, it's hard to anticipate where he's going to hit. It's best not to cross him. Though he abides by the rules established for his dominion, he's still the most likely of the Storm Kings to use his powers to impress and attract attention. Whenever the Lightning King would deal fire damage, he can choose to deal lightning damage instead, and he is immune to lightning damage as well. He was a human in life and also speaks Common.

The Rain King. Tsin'uk the Rain King's demeanor changes like a summer rain becomes a hailstorm, like the sleet of winter becomes a gentle spring shower. This **marid monarch** (lawful good; see chapter 4) commands all manner of water. She and her acolytes appreciate bards more than any other adventurers, often hiring the most talented planar performers to serenade her and her court in the hissing fall of rain. The Cloud King works closely in tandem with the Rain King to create weather in most cases, and they have an excellent friendship. She was a tiefling in life.

The Wind King. Like the Cloud King, Buran the Wind King is almost always called upon to enact her duties and ensure air is flowing en masse somewhere in Arcadia. Rare is the day with still air in this plane. Without her winds, the other Storm Kings would be hard pressed to move their weather effects across the realm. Friendly and benevolent, and sometimes a tad pretentious, the Wind King is a **djinni monarch** (lawful good; see chapter 4) who is well respected by the courts of all the Kings. She was a human in life and also speaks Common.

Azuth, the Lord of Spells

Lawful Neutral Faerûnian God

The servant of Mystra who focuses on magic as a skilled craft has a divine domain named after him. This realm is hidden to all but those who are capable of wizardly spellcasting, but such creatures can lead others inside. Even the most fledgling wizards can see the entrance – a stairway between three split oaks, descending deep into the ground to a vast cavern with countless nodes branching off. The craggy rocks glow faintly while within this cave, granting just enough dim light to see your way down the stairs.

Once you reach the bottom of this stairway, the illusions part and the majesty of the Magister is revealed. Lights flash, shadows dance, and a medley of noises alerts every passerby to magical spectacle. At the center of this cavern lies Mage's Rest, a haven for all who practice the arcane art, so that they may share knowledge and learn from one another. The whole city has an air of ritual and mystery – that same intangible enticement that gets so many people involved in magic in the first place.

Although magical items and services are available in Mage's Rest in abundance, their currency is strange. Some merchants certainly accept gold coins, but most request favors in return for their goods.

Clangeddin Silverbeard, the Father of Battle

Lawful Good Dwarf God

The dwarven deity of battle's divine domain is Mount Clangeddin in Abellio. This large, perfectly conical mountain is riddled with tunnels and caverns populated with innumerable dwarves and others looking to train and serve within the glorious regimented ranks of Clangeddin's army. The standards for entry are nigh unattainable, but all those who continually strive to improve themselves and devote themselves to their fellow soldier can remain.

Whenever a rock falls from its place or is hewn by mortal hands from the surface of Clangeddin's mountain, the magic of the plane slowly grows back the missing stone, restoring the mount to its perfect shape.

"THERE'S NO GREATER TRIUMPH THAN THE TRIUMPH OF RIGHTEOUS BATTLE!"

—A DWARF PETITIONER

"COLORED LIGHTS. LOUD BANGS. FIREBALLS. ICE STORMS. CAN'T YOU DO ANYTHING IMPRESSIVE?"

—AN UNGRATEFUL PETITIONER IN AZUTH'S CAVERN

The dwarf armies that train here conduct daily mock battles with the goal to raid Lower Planes to destroy fiends and all other forms of evil. This is a tad hypocritical, as these same armies turn a blind eye to the dark underside of their kingdom, for not all of the dwarves who come to Mount Clangeddin are pure of heart. The dregs of society and those rejected by raiding forces drift here as well, angry and bitter about their lot. They work hard and play harder, but their play isn't nice. Most of these hooligans' idea of recreation is drink-fueled fights, but there are rumors of darker deeds.

Reorx, the Forge

Neutral Krynnish God

A god of creation and craft worshiped by the dwarves and gnomes of Krynn, Reorx is well-meaning but fallible, prone to bouts of selfishness or distraction despite his attentiveness to the process of smithing. His realm on Abellio, the Anvil of Creation, is a mountain surrounded by plateaus that bear great works of dwarven architecture. Magma flows within the mountain proper, behind the Steel-Shod Gate that guards the depths where Reorx's capital Arnathordin prospers. His greatest secret is the truth of the artifact known as the Greygem, which contains a primordial chaos that may actually be the raging deity Ionthas.

Intrigue Opportunities

- A few members of the Harmonium have become revolted by the training camp efforts on Buxenus. Not only did it clearly fail with Nemausus, but the increased secrecy and more aggressive tactics are signs that those running the camps are going rogue and abandoning all goodness for law alone. With the strict regiments and tight security, they are unable to leave to tell others of what is happening in the camps. These defectors hope to release some prisoners, find another scapegoat, or hire some adventurers to get the word out to the public on the camps. Queen Mother Clarity of the formians, and Factol Sarin in Sigil have both the power and ability to intervene, if only they can be provided evidence of the camps.

- Very few outside of the Harmonium are aware of why Nemausus was lost to another plane, but there are whispers of ancient records that name still more layers of Arcadia that have been lost in the past. The names Rudianos, Artaius, Ambisagrus, Acionna, and Gobannus have all been discovered on ancient plinths that the peoples of Arcadia seem to try to forget and conceal. Traces from formian history suggest that Arcadia's lower layers are shaped by mortal beliefs and ideals of "perfection," and that as these change, the plane sheds the previous ideal to replace it with a new one. In fact, the formians' own records suggest that their natural function is to swarm over the layer to be replaced, helping facilitate its sloughing as they ride it to colonize the destination plane. If these are to be believed, then the Harmonium's meddling likely accelerated a natural process by centuries if not millennia. Where might these older lost layers have ended up, and might one be able to replace lost Nemausus?
- The Hands of Havoc have infiltrated Melodia. A small network of sympathizers and informants have arisen, led by Galli Springer (chaotic good tiefling **Hands of Havoc firestarter**; see *Planescape: Adventures in the Multiverse*). Galli can't bear the thought of anyone being imprisoned. He and his fellow Wreakers wear magical medallions that hide their true alignments from divination magic, and they play along in the deadly dullness of the town. While here, Galli has learned two things: how to truly hate the Harmonium, and how to spring someone out of the central Headquarters prison cells. He provides both of these services for free, but donations and magical aid are welcome.

Arcadia Supernatural Effects

Consider rolling on the Arcadia Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Arcadian powers (like the *planar ally* spell to summon a local creature or the *plane shift* spell cast to reach Arcadia).
- A creature spends inspiration.
- A creature receives temporary hit points.
- A creature confesses its flaws, infractions, or failures.

Arcadia Effects

d8	Arcadia Effect
1	Creatures within the region are magically cured of any disease or poison that is currently affecting them, and gain 4d10 temporary hit points each.
2	A random character within the region becomes elected to be purified of its imperfections. Once within the next 24 hours, the character can openly confess its impurities and flaws, and its intention to amend them, as an action. By doing so, the character becomes targeted by the *geas* spell (9th level, no saving throw) to ensure it's declared intentions, gains inspiration, and is also targeted by the *greater restoration* and *heal* spells.
3	The whole region becomes under the effect of the *zone of truth* spell (DC 13) for the next 24 hours.
4	A random creature within the region becomes a watcher of the purity of Arcadia and gains the ability to cast the *detect evil and good* and *detect poison and disease* spells three times each, using Wisdom as its spellcasting ability and regaining the expended uses at the end of each long rest. This ability lasts until the creature rolls a 1 on an ability check, attack roll or saving throw.
5	A random creature within the region gains the ability to cast the *aura of purity* spell once as a charm, choosing among Intelligence, Wisdom, and Charisma as their spellcasting ability.
6	Creatures within the region feel the urge to look as flawless as possible. For the next 24 hours, ability checks to hide or deny an action, thought or intention are made with advantage, as well as saving throws against Divination spells and similar effects.
7	The influence of the plane punishes creatures for their failures: over the next 24 hours, each creature failing an ability check, attack roll, or saving throw while in the region takes 1 radiant damage.
8	The Arcadian energies reward those who struggle to improve themselves for the next 24 hours. During this time, creatures making an ability check, attack roll, or saving throw with advantage, or spending inspiration on it, roll an additional d6 and add the rolled number to the result.

The Beastlands

The Plane of Nature Untamed

Other Names: The Indomitable Wilds, the Perfect Wilderness
Creature Themes: Nature
Hallmarks: Animals, beast lords, uncultivated natural environments
Sample Portal Keys: A menacing growl, tooth of a predator, wild flower seeds

The archetypal image of the Beastlands is of vast, thick forests filled with animals red in tooth and claw ready to hunt every clueless traveler. This is a fair interpretation of the plane, especially as a warning to those who would travel here unprepared. However, the Beastlands are far richer in varieties of life and environments than that warning implies.

The plane is highly compatible with all forms of natural life. Plants grow in abundance, often to sizes far greater than in the Material Plane. Animals of all sorts, large or small, carnivore or herbivore, spend their afterlives here. Although a significant amount of the plane is a wide variety of forests, there are also vast swamps, rivers, lakes, plains, deserts, and every natural environment imaginable.

One might think this a druid's paradise, but even they find that the Beastlands do not bow down and obey their understandings of the natural order. Environments that would never be possible together on the Material Plane neighbor or even intermingle. Some animals roam far from their habitats. Through it all, the Beastlands defy mortal understanding because it is not for them.

Scholars inevitably debate what separates "natural" life from "unnatural" and many a book has been written trying to define the necessary and sufficient conditions of those categories. Canny travelers know better – the Beastlands define that distinction with no regard for scholars or books or debates. Animals and plants thrive in the Beastlands, but people, settlements, magical creations, and especially scholars and their categories, are trespassers who best respect the raw power of nature. Those who do not will often find themselves belonging to the category of meat.

"HEY BERK, NICE BEAK!"

—CAINE, A CLUELESS ABOUT TO BECOME A HEADLESS

"THE ANIMAL WITHIN FINDS EXPRESSION WITHOUT, HERE IN THE BEASTLANDS."

—LYSANDER, A DRUID SPEAKING OF PRIMAL CHANGES

Common Knowledge

Those familiar with the Beastlands know the following facts:

- The Beastlands consist of three layers, each locked eternally to a single time of day.
- The souls of animals make their way to the Beastlands, where they exist as echoes of their former selves, playing out nature's own pattern.
- Magical flight is impossible on this plane, and intricate devices seem to fail and rust with alarming frequency.
- The spirit of the plane imparts slightly bestial traits to visitors for the duration of their stay.
- Patrons of every kind of animal are the rulers of these lands, insofar as they deign to rule.

Bestial Characters

When creating a character with ties to the Beastlands, consider the following:

If you could be any animal...? Time spent on the Beastlands is known to confer slightly animalistic qualities to the appearance of visitors, and the locals are affected even moreso – it can be hard to tell a human from the Beastlands apart from an **ardling** (see chapter 4). Which animal do you share traits with? Are these traits behavioral, part of your appearance, or both? Do you in fact lack any such traits, and if so, how has that influenced how your peers relate to you?

How do you relate to nature? Are you predator or prey? Herbivore, carnivore, or omnivore? Do you favor the mountains or the sea, the forest or the plain? Do you have a favorite season, and why? What would you do to protect nature if it were threatened?

How do you relate to civilization? Even the largest cities on the Beastlands are barely more than towns, and the locals generally prefer it that way. Did you grow up fascinated by the crowds in such a town and long for more such contact, or do you find yourself alienated when in an urban setting?

Layers

The Beastlands has three layers, also known as "Wilds." It invites with a roar the departed spirits of any beasts, plants, rangers, druids, scouts, primal ragers, or any other creatures with a special connection to their primeval side. Each Wild is permanently bathed in light, twilight, or darkness.

Krigala. The Wild of Eternal Noon, Krigala is bathed in the light of the great sun Selera, which never sets on this layer and maintains the environment in an eternal noon. Here, diurnal animals of all kinds bask in the warmth of the sun, which diminishes at high altitudes but is never dimmed. The geography features every known biome and then some, with the layer itself divided by the River Oceanus cutting through its heart.

Krigala is often considered by visitors to be the most active layer, as many herd animals reside on this layer and move in vast numbers across the plains, hills, and savannahs. This is also the layer that plays home to most reptiles, who covet the warmth of Selera, as well as an incredible diversity of birds and mammals from across the myriad worlds. Besides the Oceanus, Krigala is also known for the massive encroaching branches of Yggdrasil, for the World Tree's boughs lurk near the highest peaks and in the densest forests.

The safest layer to travel, Krigala is home to fewer predators on average than the other wilds. Even herbivores pose a risk in numbers, however, and the thundering herds recognize those who might do them harm. The seas of Krigala run deep in places, but the light of Selera can be seen even from the coldest depths. While Krigala's terrain can often seem extreme, food and water are never far from any traveler who is willing to search them out.

Brux. The Wild of Twilight's Embrace, Brux is an artist's dream, a land stretching as far as the eye can see, bathed in the fiery glows of sunset (or sunrise, depending on one's point of view). Here live the beasts of dawn and dusk, and the biomes of Brux have more active predatory species than those of Krigala. Insects of all kinds seem to particularly thrive on this layer, and some extraordinary beasts may be found wandering the lands.

Besides the deep shadows and perpetual twilight, visitors may take note of the foliage, which is all oriented eternally toward where Selera sits low in the sky, opposite her brother Noctos, visible on this layer as a fixed half-moon. Many beast lords make their residence on this layer, as it best embraces all of the creatures in their dominion, offering light and shadow in equal measure.

Though the fauna are less hospitable, the terrain of Brux is the easiest of the three wilds to cross. The seas are shallower, the forests less dense, the winds less biting, the heat less sweltering. As the middle ground between night and day, Brux offers a pleasant ambivalence that attracts visiting **rilmani** (see chapter 4) and accommodates travelers of all descriptions. If Krigala is where one comes to explore, Brux is where one comes to rest and relax.

Karasuthra. As the Wild of Night Imperishable, Karasuthra has never known sunlight. Only the cool glow of Noctos, the moon of the Beastlands, is allowed to provide illumination here, and the moon itself impedes magical sources of light. Even mundane illumination falters – torches cannot be lit, campfires do not catch, flint does not spark.

Pity the adventurer who hoped to burn away the thick undergrowth, for even in the endless night of this layer, a thriving ecosystem of plants has sprung up. These plants feed on the light of Noctos, among other things, and a careless traveler may find themselves snapped up by a lurking **umbral banyan** (see chapter 4). Karasuthra is the most hostile wild for outsiders to visit, with nocturnal predators waiting in every shadow and every geographic feature taken to its wildest extreme. Despite the lack of light, much of Karasuthra is temperate, if not actively hot – the jungles and rainforests in particular are often sweltering.

This tendency to extremes extends to the waters, compared to the sunlit seas of Krigala and the shallow seas of Brux. Here, the Ocean of Night is formed from the cataracts of the River Hubur, which forks from the Oceanus on Krigala. Rumors persist that it is filled with gems that capture the essence of starlight. Rumors also persist that greedy travelers deserve whatever happens to them if they go for a swim. The great rivers known as the Serpents of Karasuthra run the gamut from the peaceful and softly-glowing River Evening to the wild and strangely hypnotic River Nocturne. All are beautiful, each in their own way. All are deadly, each in their own way.

"DON'T BOTHER WITH THAT FLINT AND STEEL, BERK. THAT WON'T WORK HERE – NOCTOS DON'T LIKE THE COMPETITION."

—AN UNSEEN PETITIONER OF KARASUTHRA

Locations

The Beastlands occupies the space between Elysium and Arborea, and its portals and planar breaches connect most often to those two planes and the Outlands. These portals tend to appear as large openings in hollow, metallic trees. Gold trees lead to Elysium, silver trees to Arborea, and copper to the Outlands.

The Indomitable Wilds host many exotic locations of interest and adventure. This section describes a few.

Unique Exploration Rules

Will of the Mortai. The mortai, sentient cloud beings who appear as faces in the sky, impose their will upon the skies of the plane. As part of the Beastlands' commitment to nature and one's own strengths, spells and magic items that grant flying speeds do not function here, as if within an *antimagic field* spell. Magical abilities that grant flight that aren't from spells or magic items (such as an **air elemental** or **beholder**'s innate flying speeds) still work.

Intelligent Beasts. The beasts of the Beastlands are sapient, with Intelligence, Wisdom, and Charisma scores similar to or surpassing most Humanoids. They are fluent in Celestial, and some can even cast spells. These spells are usually low-level spells from the druid or ranger spell lists. Some of these spells may restore hit points or provide temporary hit points, but they can't cast such spells at will – only a limited number of times each day.

Capital Depreciation. Buildings and machinery wear down quickly in the Beastlands. Nonmagical objects and structures take double damage here.

Krigala

Eternal Noon. The sun is always high in the sky in Krigala. It fills the layer with bright light at all times of day. Magic that creates darkness does not function here.

Brux

Eternal Twilight. The sun is always somewhere between setting and rising in Brux, and the crescent moon glows on the far horizon. These astral bodies fill the layer with dim light at all times of day.

Karasuthra

Eternal Midnight. The moon is always high in the sky, but its light is trifling. The layer is filled with darkness at all times of day. Fires will not light or ignite, but effects that deal fire damage still sear with painful heat. Magic that creates light does not function here, but darkvision and magic that grants it work as normal.

The Cat Lord's Prowl. The territory of the Cat Lord is wherever she deems it to be; while previous Cat Lords have made Karasuthra their stalking grounds, the current one prefers Brux. It's the sounds that give it away, for the Cat Lord's Prowl is too silent, too still, and the tension runs high. Visitors not immediately eaten are dragged before the Cat Lord; she has a tendency to extend her welcome only after toying with her "guests," so despite the relative benevolence of the plane, the Prowl remains quite dangerous. The were-tiger goddess Ferrix is a regular visitor here; she and the Cat Lord are rumored to be romantically involved.

Labyrinth of Fiery Doom. This dreaded cavern system in an obscure corner of Karasuthra is rumored to be the lair of an incredibly ancient red dragon. The hellish landscape (for the caves are a transplant from Phlegethos, the fourth layer of the Nine Hells) helps maintain the tale. In truth, the Labyrinth is the home of a mated **deva** and **erinyes**, who chose their hideaway to keep safe from their respective masters. None know the whole truth of Janarr and Nalura, and the two would prefer to keep it that way, as both devas and devils are currently hunting the pair, who are expecting their first child.

Signpost. Little more than haphazard dwellings behind a rough palisade, Signpost is built along a high cliff that serves as a gate between Krigala and Brux; as such, the town is perpetually bathed in three-quarters daylight instead of the full light of Krigala or the twilight of the next layer. The local amenities aren't much – the few dozen buildings include supply houses, taverns, inns and shops, but the accommodations are rough and the food leaves much to be desired. Still, it's a reliable place to pick up manufactured weapons, and the population (both resident and tourist) is generally a reliable bunch in a scrape.

"If a human berk screws up, they'll likely spend a good chunk of their life paying for that mistake. If a critter messes up, they're likely dead. It may be savage, but it's simple. That's the way of nature, and that's the way of the Beastlands."

—Gruntclaw, a badger-headed ardling

Skaboryn Anduli. A massive pillar of stone drizzling with rain from an eternal downpour above, this strange tor exists in the middle of a shady rainforest of Brux. Two fire giants, both named Siskabor, guard the grotto that is the only natural entrance to the structure within, and it is said that the one cannot be slain while the other yet lives.

Within the topmost levels of the hollow pillar dwells a gray-skinned, eyeless humanoid with ten fingers on each hand, tending fresh green leaves and carefully depositing caterpillars on them. Word has it that the caterpillars eat paths through the leaves that resemble arcane runes, and some believe that they are transmitting nature's own foreknowledge of magic yet undiscovered in mortal realms.

Treasurefall. At a place between two mountains on Karasuthra, a thick forest gives way to a valley that seems to have been carved out of the earth by a dagger. In this place where even those with darkvision cannot see, many have gone in search of the hidden treasures of the Beastlands. Those few who have returned speak of the riches of the dead, of beasts lurking in a gloom beyond reckoning, of falling into the Shadowfell or even a Lower Plane. They describe structures like pillars, so tall that they must surely be visible above the valley's slope, and caves that twist and wind like serpents.

Rumors speak of a dragon that makes its home in the dark valley of Treasurefall and link the place with the Wolf Lord, for every ten days a wolf runs from his realm to the valley and descends into the darkness. Wiser heads say that the treasure of the valley is just the valuables of those fools who have gone before. One odd tale speaks of a lost explorer brought back to the surface by a bizarre golem-like creature made of an unusual wood, which spoke a few words in a lost tongue and then retreated below. These rumors also claim that the young adventurer was tangled up in long hair that sparked with static electricity.

"AW, IT'S JUST A CUTE ANIMAL."

—THE LAST WORDS OF MORE THAN ONE LEATHERHEAD IN THE BEASTLANDS

Waysign. Smaller and tighter-knit than Signpost, Waysign is the most reliable point of passage between Brux and Karasuthra. Here, the light recedes into darkness, and were it not for the stars in the sky the town would feel shrouded in a bleak and eternal night. Waysign is cold and there are always fires roaring in the town center to receive travelers from the dark third layer and provide torches for those who would descend into the deeper darkness.

The merchants here are believed to trade in the archaeological wonders discovered in the shadows of Brux and brought up the treacherous walking path from the eternal blackness below, and it's certain that they are ardent to purchase good metalwork – weapons, armor, tools, anything of craft and consequence is valuable here. What they have to trade is whatever has been recovered from treks to the perilous land beneath the cliffs, as well as information and guidance. Survivors of Karasuthra often decide to put down roots in Waysign rather than risk going out into the wilds ever again.

Denizens

The Beastlands is primarily populated by intelligent beasts, but many humanoids live together in peaceful, diverse communities as well. This section describes major cosmic beings of the Indomitable Wilds.

Beast Lords

Powerful Beasts

The **beast lords** (see chapter 4) are the nobility of the Beastlands: mighty creatures who each embody the very essence of the animal they represent and resemble. Sometimes called animal lords and occasionally conflated with true gods due to their mythological associations, the beast lords are capable of leaving the plane but rarely choose to except at great need. Each can take on a humanoid form when they need to blend in or interact with travelers. Each beast lord generally prefers to use one consistent appearance, in which they possess magical equipment and abilities that can help them protect their kindred.

Though no beast lord is eager to be slain, they all know that the welfare of their kindred animals is paramount, for the essence of each beast lord is anchored to the plane itself. Should a beast lord be slain, an animal of the same kind somewhere on the plane (or, rarely, on the Material Plane) will be imparted with the essence of the dying lord and assume the mantle of the vacated position, immediately becoming a new beast lord of the same kind. It has been noted by sages that this process is similar to the mysterious fashion in which modrons are promoted; beast lords do not appreciate the comparison.

Each beast lord maintains a particular region of the Beastlands as their own realm; these realms are rarely named beyond a simple indicator – the Cat Lord's Prowl, the Wolf Lord's Hunt, the Hawk Lord's Perch, and so on.

Though scholars have attempted to suggest that beast lords representing whole groups of animals (such as the Cat Lord or the Bird Lord) are somehow more powerful or more senior than those representing individual kinds (such as the Tiger Lord or the Sparrow Lord), nothing has ever shown this to be the case, nor is there any known hierarchy or order of precedence between the beast lords – they simply don't care.

Balador, Father Bear

Chaotic Good Werebear God

The First to Change, Balador was once a lesser spirit of Arborea until he interceded on behalf of a woodcutter who had been transformed by Cegilune into a bear. Making a pact with Titania that the mortal could return to human form in exchange for working to protect the woodlands, Balador inadvertently created the first ranger, and those who sought this same gift became the first werebears.

Balador's realm, Ursis, is found in a secluded high mountain pass on Brux. A small gathering of tents around a great firepit is all the god desires and all he truly needs. This place is one for stories and song, a place where the traveler can find food and a blanket near the fire for the night. The town's protector, Berryclaw (chaotic good **werebear**), has the power to wash away the curse of evil lycanthropy from sufferers, and the god's home is often sought out for counsel on matters of protecting sylvan lands. It is rumored that Ursis is also the place to come to commune with the so-called "living Beastlands."

"VIOLENCE FOR VIOLENCE IS THE RULE OF THE BEASTS. BUT THAT DESCRIBES YOU TOO, DOESN'T IT?"

—A TIGER PETITIONER TO A BIG GAME HUNTER

Chislev, Wild One

Neutral Krynnish God

A friend to Habbakuk and mate of Zivilyn, Chislev represents nature in all its wild majesty. This attitude can put her in conflict with mortals, for she has little concern for humanoids outside of how harm to nature might also harm them in turn. Called the Beast for her affinity for animals of all kinds, she is a patron of the fey of Krynn and teaches the druidic arts to those she deems worthy. Chislev is generally reliable as an ally of good-aligned deities of nature, but her absolute commitment to the wilds means she does not disdain working with darker gods such as Malar or Zeboim when circumstances dictate. Chislev resides in the shared realm of Zhan.

Deneir, the First Scribe

Neutral Good Faerûnian God

The seneschal of Oghma and scribe of the gods, Deneir struggles to shake off the image of his followers as graying academics and scholars. In truth, he inspires all forms of art and writing, from poetry and fiction to history and cartography. A sometime-friend of the Krynnish god Gilean and a keeper of lore, Deneir shares the Library of All Knowledge on Brux with his colleague Milil.

Besides serving as a foe of the gods of ignorance and concealment, Deneir has made an enemy of the venomous Talona after his favored cleric thwarted her plans to unleash a terrible curse. He is liked by deities of magic and has found himself blushing and wrong-footed through the attentions of Lliira, a goddess of joy whose love of provoking his reactions has resulted in an unlikely flirtation. Lliira has threatened to share some of his more interesting writings with her fellow deities Sune and Tymora, and it is uncertain whether her teasing has provoked the First Scribe into focusing more on serious works or on the endless possibilities of fiction.

Ferrix, the Emerald Eye

Neutral Weretiger God

A cunning tiger spirit and sister of Balador, Ferrix saw her brother's gift to mortals and allowed her insatiable curiosity to drive her to steal some of the same transformative gift, letting it run wild across the Material Plane to see what would transpire. Curious, fickle, and easily riled, Ferrix enjoys visiting with and meddling in the lives of her weretiger followers, but has not settled into a realm of her own; instead, she wanders Brux and frequently visits the Cat Lord. Ferrix is prideful and vain, and does not like to be reminded of the time she was tricked into sharing the gift of lycanthropy with the wicked and selfish Eshebala (see the Abyss).

Habbakuk, the Blue Phoenix

Neutral Good Krynnish God

Patron god of the Knights of the Crown, Habbakuk is the Krynnish deity of persistence, passion, loyalty, and beasts of all kinds. God of all animals and particularly linked with the sea, Habbakuk is in tune with the natural world but views the cycle of nature as being one with the cycle of civilization – he promotes farming and hunting both, and inspires clerics and druids alike to serve his vision of the natural world. Habbakuk shares the divine realm of Zhan, the Grand Forest Beyond The World, where he rules over the lake at the heart of the wood. His fiercest foe is the envious storm goddess Zeboim, who considers the oceans her domain.

Mielikki, the Forest Queen

Neutral Good Faerûnian God

A goddess of forests and patron of rangers, Mielikki is a servant of Silvanus and a friend to all woodland creatures. Making her realm in the Grove of the Unicorns on Krigala alongside the demigod Lurue, she treads a thin line between merciful protector and impassive watcher. She offers healing to the injured but understands death to be part of the natural order, though she despises suffering – perhaps a remnant of an ancient rivalry with the cruel goddess Loviatar. Mielikki is a friend to the Seldarine and her realm is a waypoint for **guardinals** (see chapter 4) journeying through the Beastlands.

Milil, Lord of Song

Neutral Good Faerûnian God

At the heart of the town of Ontkiel, a place of song and story on Brux, lies the Library of All Knowledge. More than a quiet place for reading and study, it is a lyceum, a studio, and a gallery. In its vaulting halls can be heard the thousand melodies of Milil, who shares this divine realm with his colleague Deneir. **Bardic deans** (see chapter 4) protect the lands surrounding Ontkiel and go forth to collect the songs of the multiverse, returning them to their god. Whether he will be found here is a matter of random chance, for the Lord of Song is fond of flattery and flirtation both; he frequently journeys to seek new audiences to stroke his ego.

"UP, UP, AND AWAAAAUUHH-HHOOOOOOOOOOO-"

—A BASHER WHO DIDN'T KNOW THAT FLYING SPELLS FAIL IN THE BEASTLANDS

Stronmaus, the Thunderhead

Chaotic Good Giant God

Eldest of the Ordning and first child of Annam All-Father, Stronmaus the Smiling God is a jovial deity who serves as the de facto leader of the giant gods in the absence of their creator. Patron of storm giants, he is envied by his brother Memnor for his charisma and his apparent position as Annam's favored son. Stronmaus resides in the Stormhold, a vast palace of gold and marble built on a solid mass of storm clouds that drift through the skies of Karasuthra, its bolts of lightning bringing momentary illumination to the night realms. Stronmaus loves receiving visitors and entertaining, but is known for having inherited his father's lothario ways.

Thard Harr, Lord of the Jungle Deeps

Chaotic Good Dwarven God

Patron of wild dwarves, Thard Harr is part of the formal dwarven pantheon but rarely associates with them unless the acts of dwarves or duergar trouble the natural world. An untamed deity of nature in all its ferocious glory, the Disentangler parts the thick undergrowth of the jungle for those he favors and causes coiling vines to bind trespassers. A splinter of the Hands of Havoc have set up an outpost beneath the Forbidden Plateau, his realm, and Thard Harr allows their presence because they share his distaste for the pretensions and discriminations that accompany "civilization." The jungles host all manner of dinosaurs, making a visit to his lands a dangerous prospect.

Zivilyn, Tree of Life

Neutral Krynnish God

Perhaps a child of a treant god or an offshoot of Yggdrasil come to life, Zivilyn is a god of wisdom, compassion, and foresight. The mate of Chislev, he matches her passion and instinct with judgment and reason; she in turn provokes the notoriously ponderous god to be decisive and take action. Zivilyn is sometimes considered to be too neutral, for he feels wisdom to be above matters of good and evil, of law and chaos; he does not limit who receives his gifts nor concern himself with the outcome of their deeds. Zivilyn makes his realm on Karasuthra – Zhan, the Great Forest Beyond the World, which he shares with Chislev and Habbakuk.

Intrigue Opportunities

- A rogue mage stole a "fragment of night" from Karasuthra, causing sunlight to leak in and disrupting the ecology of the area to the concern of the Owl Lord and other beast lords of the layer. This missing piece must be returned to bring things back to where they should be.

- The bears of the Beastlands have been wandering aimless and confused, as though searching for something that has been lost. It seems the Fraternity of Order may have found a way to bind the Bear Lord and have made off with him to some secret corner of the plane where they are experimenting to determine if transforming his nature can cause all the beasts to which he is linked to become lawful in turn.
- It is said that one can climb the high mountains of the Beastlands to consult with faces in the clouds – beings called mortai, who observe all that exists beneath them, and consequently have much knowledge to impart.
- The dread god Daragor (see Carceri) has sent a fragment of his own evil nature to corrupt one of the beast lords and steal its essence for himself; however, the shade has been just as influenced by its time stalking the Beastlands as any other traveler. Now resembling a monstrous shadowy werewolf, Drucocu (chaotic good **glabrezu**) has little desire to leave Brux, but faces an awful choice – should he return empty-handed, he will be devoured by the dark god, but while he remains in his adopted home, Daragor can use their bond to send horrific fiends to terrorize the peaceful lands.

Beastlands Supernatural Effects

Consider rolling on the Beastland Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Beastland powers (like the *planar ally* spell to summon a local creature or the *plane shift* spell cast to reach the Beastlands).
- A creature makes a Wisdom (Survival) check, attacks a beast, or goes on a hunt.
- A creature fails on a Wisdom (Animal Handling) check or another ability check to try to influence the behavior of a beast.
- A creature severely damages the vegetation.

Beastland Effects

d8	Beastland Effect
1	A random beast currently accompanying the characters (a mount, for example) is targeted by the *awaken* spell. If no beast is accompanying the characters, then an awakened beast appropriate to the environment starts to follow them.
2	A random character develops beast-like features as per the *alter self* spell for the next 24 hours. The player can choose the features, based on what beast feels the more representative of the character's personality and story.
3	Over the next 24 hours, the region becomes frozen in the time of the day related to one of the Beastland's layer: eternal daylight for Krigala, perpetual twilight for Brux, or a night illuminated only by a pale moon for Karasuthra (pick the one for the relevant layer of the Beastland, or choose randomly otherwise). Each creature in the region becomes enhanced by the layer's magic, gaining the following spellcasting features: *goodberry* for Krigala, *fog cloud* for Brux, or *hunter's mark* for Karasuthra. Each character can use the spell once as a charm, requiring no components and using Wisdom as their spellcasting ability.
4	The Large or larger plant that is the closest to the characters develops a portal that acts like the *transport via plants* spell. The first creature crossing it decides the destination. The plant goes back to normal if nobody crosses through it within 24 hours.
5	The characters feel the call of the hunt. Each character is targeted by the *suggestion* spell (DC 13, ignoring the creature's type) commanding them to immediately track and find a dire wolf (see Monster Manual) or another target appropriate to the environment chosen by the DM. Each character can willingly fail the save. Who fails makes a contested Wisdom (Survival) check against the other characters and the quarry (which can roll Dexterity (Stealth) instead) to be successful in the hunt. The character that beats the quarry and has the highest roll gains inspiration and can cast the *longstrider* spell three times as a charm (using Wisdom as its spellcasting ability). The hunt doesn't have to be lethal for the quarry to be successful. At the DM's discretion, the hunt might involve a **beast lord** (see chapter 4) making it a particularly meaningful and rare event. When it does so, often the besat lord doesn't attack the hunters unless it's for self defense, and the charm granted to the winners might be a more powerful one.
6	The characters find a magical fallen horn or similar animal remains that has the same properties of a *ring of animal influence*. If the item doesn't have any charges left, roll a d20. On a 1, the item breaks and loses all powers.
7	The flora surrounding the characters starts to awaken and must not be disturbed. Each character can make a Dexterity (Stealth) check to leave the area safely (the party can do this as a group check). On a failure, the flora in the area starts to attack, behaving like the *Evard's black tentacles* spell (DC 15) with an area of a 60-foot square and acting at initiative count 20.
8	Over the next 24 hours, the transformative magic of the Beastland targets any creature that falls at 0 hit points with the *polymorph* spell (DC 15) to turn them into a tiny beast (DM's choice). Most hostile creatures choose to run after this transformation happens. A creature that rolls a 20 on the saving throw against this effect becomes infused by this magic and gains the ability to cast reincarnation once as a charm, requiring only an action to cast it and no material components.

Bytopia

The Plane of Diligence, Community, and Good Will

Other Names: The Twin Paradises
Creature Themes: Dawn
Hallmarks: Land visible high in the sky, welcoming communities, hard work
Sample Portal Keys: Cracked peanut shell, maple seed, poem written on folded paper, sandwich, trowel, two-faced coin

Few places in the multiverse are as strange at first blush as Bytopia, an infinite plane whose two layers coexist opposite one another, each occupying the "sky" of the other. A plane of good living where hard-and-fast rules matter less than fairness and order, the perils of the plane lurk in how its very structure and spirit of togetherness cause the deep caverns of Bytopia to exist literally further away from the unity and common good that are its key character. While visitors may consider Dothion more pleasant than Shurrock, the locals feel that both are paradises, and they often journey between the two in order to more fully experience everything their plane has to offer.

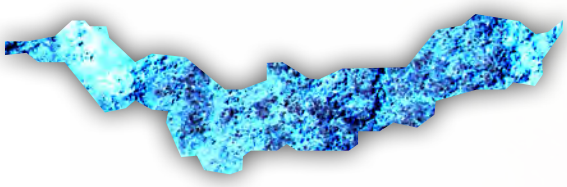
"NO JINK FOR YOUR DINNER? NO PROBLEM, THERE'S A ROOF THAT NEEDS FIXING – HOP TO IT, LADS!"

—KENDIA, BYTOPIAN INNKEEPER

Common Knowledge

Those familiar with Bytopia know the following facts:

- While it may not be visible through the clouds or the dark of night, in the sky above there is a whole other landscape, with inverse gravity to match. Ascending too high into the sky can see one's orientation "flip."
- Bytopia produces goods that are sold across the Great Wheel, though it is less industrial than it is industrious – the people here are less interested in efficiency than in getting to work to contribute to their communities.
- Though it can seem impossibly vast, the gap between the layers ranges from only a few miles depending on ground level. Some particularly tall mountains actually cross over the boundary – climbers beware.
- Despite the layers being opposite one another, there are passages from one to the other on ground level and beneath the earth, though most of these are blocked up when found out of concern that creatures from wild Shurrock might enter Dothion.
- It's hard to get ahead on Bytopia if you're lazy – the plane will find ways to make you pitch in and work for it.



Bytopian Characters

When creating a character with ties to Bytopia, consider the following:

What work do you enjoy? Bytopia encourages everyone to pursue an industrious life, but not necessarily one of growth, but one of sustaining peace. Think about how your character contributed to their community, and even after they leave Bytopia what sorts of work they would find comfort and peace in continuing.

Does one layer of Bytopia appeal to you more, or about the same? Each layer of Bytopia presents a distinctly different version of a simple life of work – from the pastures and workshops of Dothion to the mines of Shurrock. Think about which layer your character spent most of their time and whether it was one that resonates stronger with their personality, or if they always looked up at the layer above in envy, desiring a different sort of life.

Do you tend to see things as opposing but unified forces? The unique nature of Bytopia commonly leads to a mindset of seeing so much of life and the rest of existence as the balance and unity of two aspects. The differences between Dothion and Shurrock, not to mention the perspective that something as simple as "up" is entirely relative, can lead your character to tend towards seeing many things as two opposing, balanced forces that are fundamentally linked. Alternatively, they could also see how the two rather different realms are actually very similar and unified as a single whole. These perspectives could be a subtle part of your character's behavior or a very clear pattern of interpreting life.

Unique Exploration Rules

Heavens Above. While most layers of most planes are a single landmass beneath an open sky, Bytopia is two landmasses sandwiched together. Each replaces the other's sky and an invisible barrier in the space between the two layers defines where gravity pulls. On the Dothion side, it pulls down towards Dothion. On the Shurrock side, it pulls down towards Shurrock. A few of the taller mountain peaks pass beyond this line, and massive stone pillars reach all the way between, connecting the layers physically together.

Sourceless Sunshine. Although there is no sun in the "sky," even light radiates from approximately the same height as the invisible barrier that defines the pull of gravity. Outside in Bytopia is illuminated with bright light during the day, dim light at dawn and dusk, and darkness at night.

Four Seasons. Bytopia experiences all four seasons of the year, with each blending gradually into the next. The weather in Dothion's summer and winter is always mild, but Shurrock's is always extreme.

Dothion

Undeniable Goodwill. Whenever a creature finishes a long rest in Dothion, they must succeed on a DC 11 Wisdom saving throw or have their alignment change to Lawful Good until they finish another long rest. If they fail this saving throw three times without finishing a rest on Shurrock or in another plane of existence, the alignment change is permanent. A *dispel evil and good* spell restores the creature's original alignment. Celestials and Fiends automatically succeed on this saving throw.

Clever Beasts. Beasts of Dothion are more intelligent than typical, although this does not grant them to speak or understand as most humanoids do. Beasts native to Dothion with an intelligence of 5 or lower have an Intelligence of 6.

Shurrock

Indomitable Goodwill. Whenever a creature finishes a long rest in Shurrock, they must succeed on a DC 11 Wisdom saving throw or have their alignment change to Neutral Good until they finish another long rest. If they fail this saving throw three times without finishing a rest on Dothion or in another plane of existence, the alignment change is permanent. A *dispel evil and good* spell restores the creature's original alignment. Celestials and Fiends automatically succeed on this saving throw.

"What do you mean I have to work for my dinner? I'm a prince and I don't work."

—A proud but hungry noble

Layers

Bytopia has two layers, also known as "Firmaments." Unlike most planes, you can actually see the other layer from wherever you stand in Bytopia. All you have to do is look up. The word "Firmament" is a bit of self-effacing humor from the Bytopians, who humorously refer to the ground beneath their feet as though it were the sky – which it effectively is, for those on the other layer.

Dothion. A land of pastoral industry, Dothion is a realm of mild seasons and verdant landscapes. Lush forests, rolling hills, and vast fields lie between the occasional spike of igneous rock, the massive volcanic pillars that stretch up toward the shared sky serving as mountains and natural delineations. Rivers are abundant, and the layer seems to be able to casually fork them to connect towns that make use of watercraft. The inhabitants build roads that Bytopia is quite happy to make space for, and while they must do the actual labor to create the connections, the plane somehow ensures that there is never a need to create a circuitous route around a mountain or other obstacle.

Dothion is heavily populated, with countless farms, mills, trading posts, and towns. Despite the occasional storm breaking through the barrier between the layers, it is almost invariably comfortable and the weather always seems to be right for those beneath. It is a place that balances a natural fitness for habitation with just enough work to be done to bring it up to snuff – and the inhabitants are the sort who love to throw themselves into just this sort of task.

The lands of Dothion are populated by animals of increased intelligence, though they do not speak. Gnomes make up a substantial proportion of the populace, as their deities have established their realms. The sky fills with a golden-white glow during the day; the "stars" of the night sky are just the campfires seen from the other layer. Beyond the cultivated and settled regions are countless unknown lands ripe for exploration and discovery.

"Okay, then you ain't gonna eat either."

—Kendia, Bytopian innkeeper

Shurrock. Wracked by storms and harsh seasons, Shurrock is the counterpart of Dothion in every way. Where Dothion is the land of work and craft that produces finished goods, Shurrock is rich in raw materials – ores, gems, the best-quality timber, the most incredible wild game and fish. Those who live and work here band together in industrious little camps around mines, quarries, and harbors. Camaraderie in the face of the challenging environment is the hallmark of life on Shurrock.

While rest is hard to find on this layer – the howling winds and booming thunder interrupt a tranquil night for any but the heaviest sleepers – it is also more out of habit than need that the inhabitants settle down for the evening. The layer's difficulties never seem to weigh too heavily on the body, mind, or spirit – they are invigorating, proof positive that if one is willing to throw oneself into effort, one will feel fulfilled in turn.

Shurrock is a study in contrast – fewer structures than Dothion, but all of them with more purpose and more effort going into their construction. A great mine, a smelter, a lumber mill – much of the work done here happens either indoors or underground, the better to avoid the worst of the harsh weather. Despite those on Dothion generally being able to see up to Shurrock from high-enough regions, Shurrock's own sky is often overcast or tempestuous, though it shares in the golden glow where the clouds part.

As for the landscape, it is as rough and rugged as the weather and the people. Jagged mountains, rocky hills, and rushing rivers offer little opportunity to farm. The seas of the layer demand skill to safely navigate, and few roads exist – at best there are walking paths that have endured the winds and rain over the years. Even these have a tendency to vanish – Shurrock wishes to reward those with the desire to explore and trailblaze, and does not want to limit the adventurer's spirit.

Locations

Bytopia occupies the cosmic region between Mount Celestia, Elysium, and the Outlands. As such, its portals and planar breaches usually lead to one of those three planes. These portals usually form at the entrances to caves and caverns, shining as infinitesimally thin, silvery patterns glowing in midair. A pattern of concentric circles means the portal leads to Mount Celestia. Those with lines radiating from the center go to Elysium, and a spiderweb indicates the Outlands as the portal's destination.

Despite only having two layers, Bytopia hosts a myriad of interesting destinations and sites for adventuring. This section describes some.

Feghoot. Gnomes, halflings, and humans rub shoulders with **wererats**, **vampires**, and devils in this strange town off the beaten path that lies in a cooler stretch of Dothion. An oasis of pleasant (albeit cool) weather in a region of blowing snows, Feghoot is a place of welcome for all – that visitors are desperate to escape. The local motto is "you get out of it what you put into it," and when it comes to the town, some mysterious force takes this literally.

Unless a visitor is willing to spend time becoming part of the town, caring about their neighbors, and working to improve it in some way, the town resets them to the moment they first entered each time they attempt to leave. Death is no escape, insincerity no shortcut – one will always wake up back where they started. Something about the town seems to know when it's being played, and time works strangely here – one lost **balor** has been here for centuries, but no matter when a visitor actually arrived, those who have earned their release invariably step out into their own time, no more than a week after their first arrival.

Fortingale. A foreboding spire of ice and midnight blue stone, Fortingale is a towering citadel crowning a high mountain that somehow survives the wicked winds of Shurrock. The mysterious bastion is said to have appeared out of a black stormcloud some hundred years back, and its inhabitants are never seen coming or going. Some of its "structure" in fact floats freely, linked at best by a single tenuous bridge or archway or stair, certainly not sufficient to hold it together. Its uppermost towers are doubly treacherous, for they cross the boundary between layers, and ambitious explorers may find themselves plummeting into what had once been "sky."

In truth, Fortingale is an outpost for the schemes of the vile archomental Yan-C-Bin, who has installed his henchman Nevaska (neutral evil **djinni monarch**; see chapter 4) as Lord of Fortingale. An **ancient white dragon** bound in the basements is used to protect the eternal blizzard that conceals the citadel, which is able to elude magical detection by effectively weaponizing the striving and challenge of Shurrock – as long as its gates are open and its name is whispered, it is part of the layer proper, a place for adventure, not evil schemes. This is something of a weakness, however, for the town of Inglenook nearby can supply such bold explorers.

The Golden Hills. This warm, congenial domain sits like a crown atop an area of rolling terrain in Dothion and is marked by the golden tint all the plants and animals in the realm possess. Golden grass, leaves, and toadstools have no unusual properties, but they reflect the friendly, golden glow of the region's residents. The Golden Hills is the residential domain of the majority of the Gnomish pantheon (see Denizens).

"SAY THERE, GNOME. THAT HAMMER OF YOURS IS ALMOST AS BIG AS YOUR NOSE! HA HA! HEY, WHAT, WHADAREYOUDOIN- OW!"

—THE SAME NOBLE, WHO JUST DOESN'T KNOW WHEN TO SHUT UP

The Torias Fault. A cavernous trench of indeterminate depth on Dothion, the Torias Fault was discovered by followers of the kobold god Kurtulmak, who tunneled into it through a planar rift and intended to use it as a route from which to directly strike at the Golden Hills. Their efforts were stymied by adventurers, and they have attempted to regroup and rebuild a new temple complex in a deeper vault of the mysterious canyon. What has been found by everyone who explores the Fault is that it is far older than they could have ever fathomed – and contains dark and alien things more frightening than secret temples of Kurtulmak, things from the most terrible era of gnome history.

Some of the waystations that have been built to assist explorers with descending into the Fault are in fact run by **kobolds** whose ancestors got lost during the invasion and settled here; the undeniable goodwill of Bytopia clung to the tight-knit kinship of the kobolds to create a new culture that recognizes the common good of stranger helping stranger. Kurtulmak has disavowed these little settlements.

Yeoman. Traders and crafters need raw materials to make their products, and the town of Yeoman provides. The greatest trade hub of Dothion, Yeoman is where the locals congregate to do business with traveling merchants and curious customers. Supplies of raw lumber, ores, textiles, and other goods are brought from across the multiverse to be sold to the artisans of Dothion, and it is said that virtually any nonmagical product or service is available to be bought provided one can offer "cash on the barrelhead" – the bazaars and markets of Yeoman do not offer credit. If Dothion has a "center," Yeoman is it.

Denizens

The primary residents of Bytopia are gnomes and their gods. This section describes major cosmic beings of the Twin Paradises.

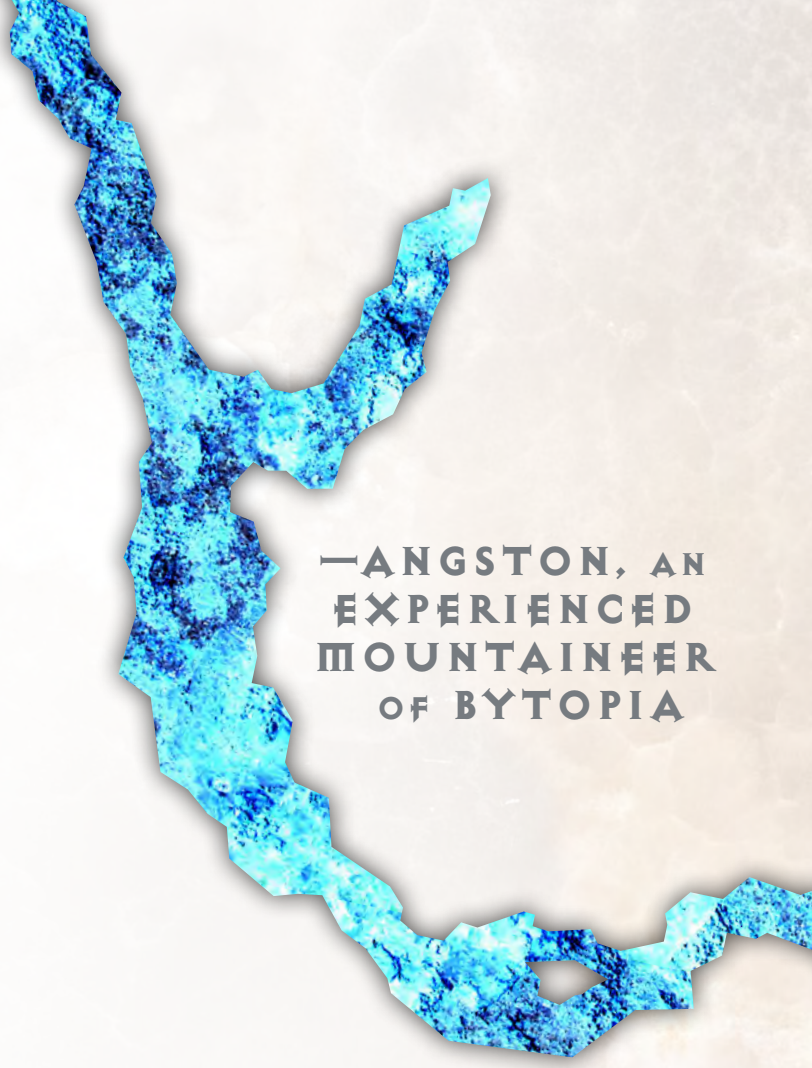
Baervan Wildwanderer, the Masked Leaf

Neutral Good Gnome God

God of nature and of travel, Baervan's hill Whisperleaf is the most forested region of the Golden Hills, a vast expanse of oaken woodland where the deity and his raccoon companion Chiktikka Fastpaws can idly stroll without disturbance. His quiet and tranquil nature is offset by Chiktikka's insistence on stirring up trouble with clever pranks. Whisperleaf is the name of both the hill and the tremendous oak at its summit; the base of this oak features a pleasant pastoral cottage that is impossibly large within, where the god's petitioners reside.

"WHATEVER YOU DO, DON'T LOOK DOWN – "CAUSE DOWN IS ABOUT TO CHANGE."

—ANGSTON, AN EXPERIENCED MOUNTAINEER OF BYTOPIA



Baravar Cloakshadow, the Sly One

Neutral Good Gnome God

The god of deception and illusion, Baravar is a staunch foe of goblinkind, though his followers wage war through trickery moreso than strength of arms. Having once been the prisoner of the goblin deity Khurgorbaeyag, he remains somewhat paranoid of ambushes and intruders; as a result, his hill, the Hidden Knoll, is well-concealed by magical veils and hard for travelers to find, let alone remember afterwards – he is not above stealing their memory of how they arrived or by what path they might return.

Callarduran Smoothhands, Lord of Deepearth

Neutral Gnome God

Residing apart from the other gnomish deities, Callarduran Smoothhands is the patron of the svirfneblin, the deep gnomes. His realm, Deephome, is a cavern system built around a magical stone from the Elemental Plane of Earth that gives the deity the power to summon and command earth elementals. It lies close to the Torias Fault, and his petitioners watch carefully for signs of anything attempting to emerge from its depths. Callarduran maintains friendships with many other deities of Underdark peoples, including Dumathoin of the dwarves, Psilofyr of the myconids, and Eilistraee of the drow.

Flandal Steelskin, Master of Metal

Neutral Good Gnome God

Also called the Pyromancer, Flandal Steelskin is the gnomish deity of smithing and mining. There are hints of his having been involved in the creation of the azers, many of whom visit his Mithral Forge, the hottest and most industrious of the Golden Hills. Here can be found streams of molten metal dancing among fountains of frigid water, the two twining together to create fantastical filigrees of steel and silver that seem to grow new structures. The tunnels under these rich mines appear to extend to Shurrock, the Outlands, and to planes still further beyond, with the most dangerous of these said to emerge in the depths of Pandemonium.

Gaerdal Ironhand, Shield of the Golden Hills

Lawful Good Gnome God

As somber as the Lords of the Golden Hills ever get, Gaerdal Ironhand is a god of warriors and protection. His personal hillock, Stronghaven, is pleasant but palisaded, the groves and fields concealing a tunnel network of barracks and smithies where militias stand ready to defend the Golden Hills should the need arise.

Garl Glittergold, the Sparkling Wit

Lawful Good Gnome God

The head of the gnomish pantheon is a delight to encounter, but an ancient sorrow lingers ever behind his merry eyes. Garl Glittergold makes his great realm, the Golden Hills, on Dothion. The realm is well-named, for the gentle golden radiance that emanates from this place gives a rich tint to flora and fauna both. Farms, forests, and warrens exist in comfortable harmony under pleasantly warm breezes no matter the season.

Garl himself generally wanders, and is rarely present at his own hill, called the Glitterhome. It is at his directive that generous welcome is provided to all, though able-bodied travelers will be asked to pitch in a day's honest work as compensation for the food, lodgings, and information they receive here.

Harthac, the Palisade Captain

Neutral Good Orc God

Few things in the multiverse can unite the ire of Bahgtru and Ilneval (see Acheron) like Harthac, the goddess of palisades, structures, and the welfare of the community. In truth, Gruumsh doesn't much care for her either, but Nurva has counseled the One-Eyed God that the orcs will not survive without some thought for their homes and their futures.

Ascended from mortality with the patronage of Luthic, she is as much a warrior as Gruumsh and his battle captains, but her priorities lie in defense. Her symbol is a wolverine, a warning sign of a beast that will never back down from a fight. She is on good terms with the gnome deities, but is reserved and stiff with elves.

Harthac keeps her realm on Shurrock, the Ironfast, as a redoubtable fortress and place of welcome. Located on a windswept plateau, its foreboding iron walls belie the burgeoning trade market and warehouses within, taverns filled to the brim with travelers and merchants. Harthac's orcs maintain watchtowers for miles around, able to send fire signals to one another if necessary to warn of rampaging dragons or fiendish incursions.

Harthac recognizes the authority of Gruumsh and Luthic but keeps her realm apart by mutual agreement; she reserves all of her hate for Shargaas, the god of thieves and murder, and Yurtrus, god of plague and death.

Ilmater, the Broken God

Lawful Good Faerûnian God

The god of healing and suffering, Ilmater is a member of the Triad alongside Torm and Tyr – a group of gods with similar aims whose faiths cooperate with one another. Though his realm, Martyrdom, is at the heart of a challenging mountain range on Shurrock, those who reach it find it to be a place of compassion, peace, and welcome, a peak untouched by the rough winds at whose summit is an open-walled temple of pillars. Healing is always available here to those in need. Ilmater despises the gods of suffering and cruelty – Loviatar and Talona are his greatest foes.

Kiri-Jolith, Sword of Justice

Lawful Good Krynnish God

A god of honor and martial prowess, Kiri-Jolith makes his realm, Heart of Justice, on Shurrock. His petitioners include knights of the Solamnic Orders and good-aligned minotaurs. The deity's domain sits on a great isle in a wild and stormy sea, small towns and mighty citadels providing comfortable relief from the whipping winds and salt sprays. The **minotaurs** who sail these waters will take on travelers in exchange for help with the catch of the day, and can find routes to the Silver Sea of Celestia or the River Oceanus if asked. Kiri-Jolith tempers the codes of his brother Solinari with his own justice to produce the good order their father Paladine embodies.

Nebelun, the Meddler

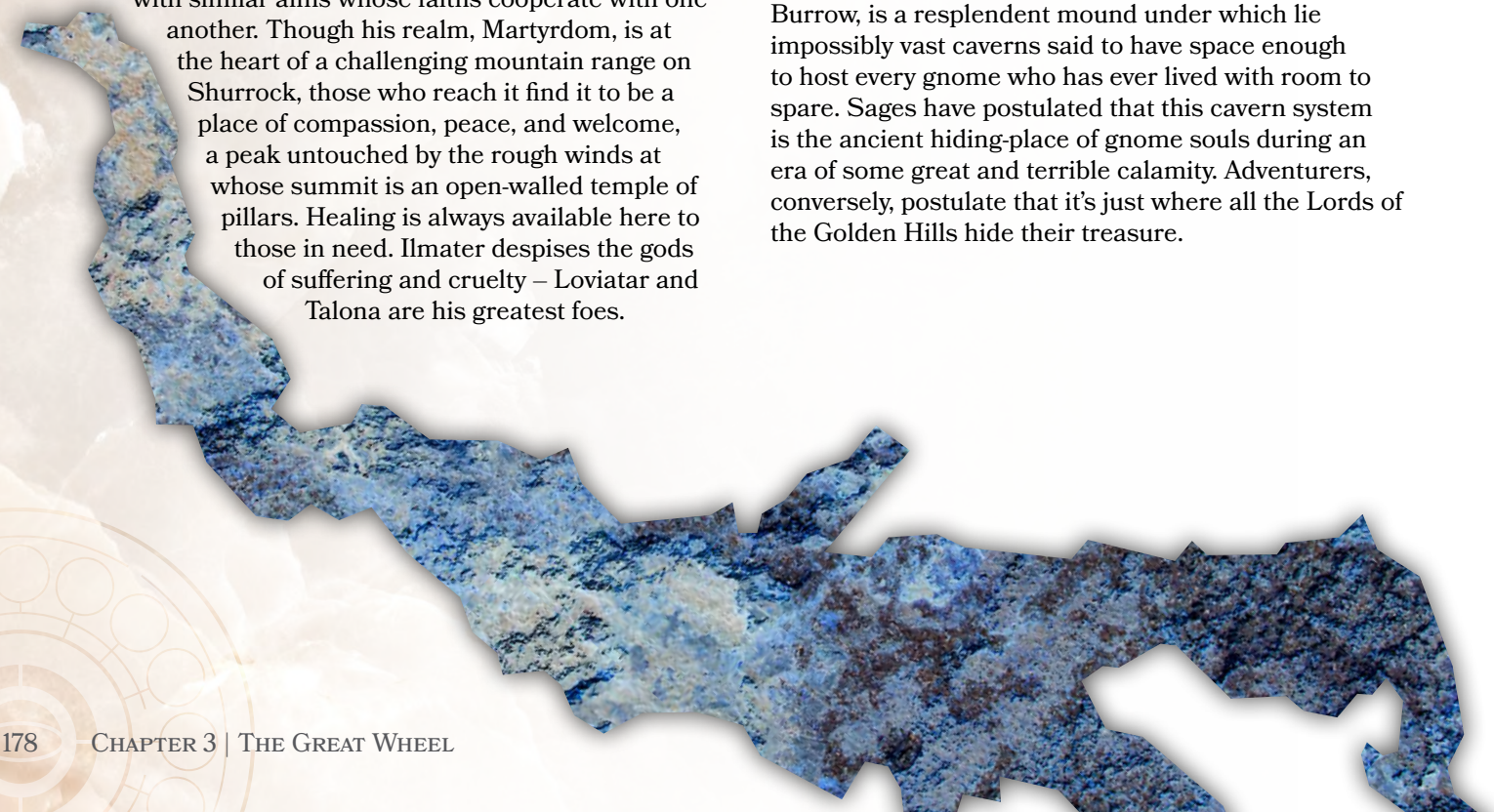
Chaotic Good Gnome God

Nebelun is lesser-known than his counterparts, in no small part due to syncretism with the Faerûnian deity Gond on the world of Toril. The god of invention and good fortune, his hill, the Workshop, is the most hazardous part of the Golden Hills purely for how many half-finished creations of dubious purpose litter the landscape. Some, of course, stroll about under their own power, which might be worse. Nebelun has found a resurgence of worship through his patronage of spelljamming gnomes of the Astral Sea, who venerate his desire for innovation as they seek to better their methods of traversing the skies.

Segojan Earthcaller, Digger of Dens

Neutral Good Gnome God

A deity of home and earth, Segojan Earthcaller is also the gnomish god of the dead. His hill, the Gemstone Burrow, is a resplendent mound under which lie impossibly vast caverns said to have space enough to host every gnome who has ever lived with room to spare. Sages have postulated that this cavern system is the ancient hiding-place of gnome souls during an era of some great and terrible calamity. Adventurers, conversely, postulate that it's just where all the Lords of the Golden Hills hide their treasure.



Intrigue Opportunities

- A sect called the Order of the Planes-Militant, a minor faction exiled from Sigil, believe that the purest good is that of Celestia. Their efforts to transform Bytopia into part of that plane have had mixed results, causing displacement of some regions. With the Golden Hills their next target, the gnomes have concerns that some of their people are being forcibly relocated.
- A ruined temple in the wilds of Shurrock hints at a strange notion – that the names Arumdina, Rhondang, and Chiktikka, among others, might have belonged to ancient gnomish deities destroyed in some terrible calamity. The words "Torias" and "Urdlen" appear amongst the fallen pillars, alongside a relief of seven unknown goddesses converging around a monstrous wormlike creature emerging from a rift in the earth.
- Do the rock pillars of Bytopia in truth keep the two firmaments from tearing asunder? A rogue splinter group of Athar seems to think so. Cooperating with members of the Hands of Havoc, they are trying to test whether the shape of the plane is being arbitrarily maintained by false gods by digging into Centerspire, hoping to separate the greatest of the pillars and watch what happens next.
- The town of Yeoman is beginning to compete with the Marketplace Eternal and Azzagrat (see the Abyss) for prominence in planar trade, and many interested players are taking notice. While the bariaur mayor (see chapter 1) Lizabet the Seer tries to keep the various ambitions in check, her allegiance to the Mind's Eye keeps her occupied with her own advancement; as a result, merchants must worry about the Conclave of Masters, the guild leaders of the town, and a **cambion** dispatched by Graz'zt's servant Verin, who is working to open a portal connecting the town to his master's layer on the Abyss.

Bytopia Supernatural Effects

Consider rolling on the Bytopia Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of Bytopia (like the *planar ally* spell to summon a local creature or the *plane shift* spell cast to reach Bytopia).
- A deal is struck.
- A creature makes an ability check to find natural resources.
- An item is created, enhanced or repaired.

Bytopia Effects

d8	Bytopia Effect
1	Over the next 24 hours, heavy efforts are lighter for the creatures in the region. Creatures have advantage on Constitution saving throws and can remove a level of exhaustion at the end of each short rest.
2	An item carried by a random character becomes animated as per the *animate objects* spell, except that the item has an Intelligence, Wisdom, and Charisma of 10 and the effect lasts 24 hours (the DM chooses the item or establishes it randomly). The item treats the character according to how the character treated the item in the past.
3	The influence of the mirroring worlds of Bytopia manifests in the region. For the next 24 hours, each creature within it can cast the *feather fall* spell at will to fall "up" instead of down. If the creature reaches a solid surface in this way, like a ceiling, they can walk on the surface upside-down normally, considering it their new "ground" until they cast this spell again (through this ability or through other means) or the effect ends.
4	A random creature within the region gains the ability to cast the *mending* cantrip, using Intelligence as their spellcasting ability. The creature loses this ability when they roll a 1 on the d20 for an Intelligence ability check or saving throw.
5	Creatures within the region become inspired to create. During a short rest within the next 24 hours, each creature can try to craft an item that costs up to 50 gp. To do so, the creature makes an appropriate ability check with the DC chosen by the DM, and the character is considered proficient in any tool necessary. If the character already has the required tool proficiencies, they gain expertise on it for the purpose of this roll. On a successful check, the item is created and the creature gains inspiration.
6	A random creature within the region gains the ability to cast the *locate object* spell once as a charm, using Intelligence as their spellcasting ability.
7	The region's weather suddenly changes, becoming affected by either extreme cold or extreme heat for the next 24 hours, based on what's closer to its regular weather (see chapter 5 of the Dungeon Master's Guide). The next time that the characters succeed on an Intelligence (Investigation), Wisdom (Perception) or Wisdom (Survival) check within the region, they find precious metal or similar natural resources equivalent to a treasure of their level.
8	An enigmatic bariaur wanderer (see Planescape: Adventures in the Multiverse) appears to the characters. He's willing to magically reveal to one creature how the creature could solve one problem affecting them through deeds and hard work, in exchange for a reasonable (but consistent) price, then leaves.

Carceri

The Plane of Imprisonment, Envy, and Spite

Other Names: The Tarterian Depths, the Red Prison, the Crimson Chains, Tartarus
Creature Themes: Prison
Hallmarks: Imprisonment, spite, treachery
Sample Portal Keys: Bone from someone who died in prison, chain wrapped around a limb, lock rusted shut

Carceri is the multiverse's prison. The plane has more one-way portals than any other, all because it is far easier to enter the plane than it is to leave it. Even the gods cast their fallen foes into the Red Prison. It is a plane of darkness, despair, and burning envy.

The environment itself is not as deadly as the other Lower Planes, but the denizens are especially threatening. Countless abominations, fiends, failed conquerors, and other foul villains are locked away in Carceri. Often beings too powerful to be killed by their captors or too evil to be permitted death are sent to Carceri.

Further fostering the strife is the fact that some know of hidden ways to escape the Red Prison, but always try to keep such knowledge secret. This leads to widespread distrust and envy as many begin to worry that everyone they meet might have the key to their escape but do not want to share. Rather than the burning rage of the Abyss, the militancy of Acheron, or the long-term schemes of the Nine Hells, the distrust and anger of Carceri is a slow burn like a festering wound. It quietly simmers and grows with subtle plots to undermine others, but, failing that, brief bursts of violence.

Carceri may appear relatively safe at first glance, but every brooding glance is an unspoken threat. The denizens of Carceri seek a means to escape and fully expect to climb over the bodies of those around them to achieve that goal.

"THIS AIN'T *A* PRISON, MY FRIEND. IT'S *THE* PRISON."

—PLANEWALKER ALANNA HALADRIN

Common Knowledge

Those familiar with Carceri know the following facts:

- Carceri is a place of spite and suspicion, the multiverse's prison for those who have been sent there by their punishers, whether they be beings of power and authority, or just someone the unfortunate prisoner offended.
- As one of the middle Lower Planes, Carceri's uppermost layers are battlegrounds in the Blood War.
- Each layer is composed of a strand of planet-like spheres, varying in size and proximity to one another. Those on the uppermost layer are close enough that you might easily fly from sphere to sphere, while at the deepest depths it is impossible to perceive anything out in the endless darkness besides the sphere you are standing on.
- No matter where you go in Carceri, you will find a foul red glow which emanates not from the sky above but from the ground below.
- Chained not only by the hazards of the plane and the demodands who serve as jailors, but more importantly by their own paranoia and envy, those who inhabit Carceri agree on but one matter: none may escape.

Unique Exploration Rules

Spherical Chain. Most planes are a single, relatively flat landmass underneath an open sky. While Carceri has a sky (granted, it is perpetually dark), each layer is a series of globes extending infinitely in a line. These globes usually stay in place, and a creature on the surface of one who walks in a straight line long enough will eventually find themself back where they started.

Ground Lighting. The ground gives off a dull reddish glow, providing dim light everywhere within 30 feet of the ground. This effect ends on ground removed from the plane. The rest of the plane is dark, with no other natural sources of light.

No Exits. Most portals into Carceri are one-way only, although portals between globes and layers exist. Creatures that wish to leave by way of powerful magic, such as using a *plane shift* spell or *amulet of the planes*, must succeed on a DC 20 Intelligence (Arcana or Religion) check as the spell is cast. On a failed check, the spell or other effect fails and any spell slots or limited uses are wasted. On a successful check, the spell functions normally. Secret ways out of the plane that bypass these magical restrictions exist, but they are hidden by dangerous environments, traps, or deadly monsters.

Tarterian Characters

When creating a character with ties to Carceri, consider the following:

How did you escape? The Red Prison doesn't like to allow anyone to leave, and those that escape must constantly look over their shoulder. What were the circumstances under which you were able to leave the plane? Are there foes who would seek to drag you back? What would compel you to return under your own power?

How did you survive? No part of Carceri is pleasant to endure, and the malicious attitudes of the locals do not lend themselves to long lives for others. What skills did you develop to survive on the layer you called home? How did you hide from foes too strong to fight? Who might you have had to betray in order to stay alive?

What darkness lingers within you? Carceri's innate malice does not wash off so easily; it is said that the plane leaves a stain on the soul that inevitably draws those who leave back once more. Have you overcome your deepest resentments, your most secret wishes to see others suffer? Is there still a need within you to achieve some form of vengeance over a long-hated foe?

Layers

Carceri has six layers, which are also known as "Chains." Like a great string of black pearls, the spheres of Carceri are laid out in infinite strands. Each layer is hidden within the other, buried miles below the surface of the one above. These chains are like a shelf of nesting dolls, each bursting with evil prisoners and innocent captives clawing desperately for a way out.

Othrys. Called Titans' Home or the Swamps of Spite, Othrys is the manifestation of the emptiness that lies at the heart of those who hunger for power for its own sake, to the point of betraying those who followed them. Here are bound those who betrayed their causes and those who believed in them, and they remain ever eager to practice their falsehood on and exploit the desperate hopes of newcomers.

The futility of their grasping is manifested in the eternal swamps of the layer, with their vicious green-glowing quicksand often concealed beneath thin layers of grass and fallen leaves from warped trees. Massive mountains split the terrain and offer the only consistently dry terrain to be found. Othrys is a Blood War battleground, and some of the treacherous inhabitants are recruiters for the Abyss, seeking to bind souls to service in the endless carnage that soaks the very ground, mingling with the waters of the Styx to create the morass.

Cathrys. The Scarlet Jungle, a place where few populations ever remain in one place for long, reeks of decay and the acrid stench of corrosion. The blood-red trees of this layer have acid for sap, making the thickest forests so perilous that most would rather risk the plains and savannas. There, razor-sharp grasses threaten those who stray from the paths, but these remain dangerous thanks to the petitioners of the layer.

Cathrys is a land as savage as the souls that populate it, filled not only with caustic spite but with a hunger to indulge the worst passions without regard for those they harm. Here are bound those who betrayed reason, civilization, and all manner of regard for their own kind; now they rove in violent raging bands, practicing murder, theft, cannibalism, and other foul acts without care.

Minethys. The Barren Dust, Minethys the Blasted is an endless desert layer where the avaricious are bound. Here, the greediest souls in the multiverse squabble in the cold sands for possession of rags and scraps. Dusty yellow skies mix with the angry red glow from the ground beneath to create an all-permeating orangeness broken up only via the brutal, cutting winds that never cease to grind down all that dares stand on this layer.

Without heavy clothing for protection, the scouring winds can strip flesh from bone, and what shelter is to be found on this layer will invariably come at heavy cost.

Colothys. The Spires of Treachery, Colothys is known as Climber's Doom. Woe to those who would even dare, for this bleak red hellscape consists of jagged mountains miles tall, with canyons equally deep. Steep in a way that no Material Plane mountain could ever hope to be, Colothys has few safe paths to tread, and even fewer trustworthy guides – this is the layer of liars and cheats.

Outcroppings may hold small villages that stand against the screaming wind, and some caverns may provide shelter, but the deep valleys are perilous indeed – avalanches, demodands, and worse can spell a quick end for whosoever dares to descend from the dreaded heights of Colothys.

"It's not so much the fall as the landing that'll get ya."

—M'keli Durang, "escorting" travelers through Colothys

Porphatys. The Sea Without Succor, Porphatys of the Black Snow is a frosty and shallow ocean where those of equally shallow nature are bound – the selfish and uncharitable, who took everything and gave back nothing, never caring for any other but themselves. Now these petitioners teem over small outcroppings where black snows rise above the acidic waters, on sandbars that might hold just enough rock to create caverns.

Such "land" as it exists will rarely reach more than a foot above the endless sea, and offers little relief from the lapping corrosive tides and the equally acidic snow that falls from the black skies above. To visit Porphatys is to seek suffering and misery, and few would dare except those with a need to seek beneath the waves, where portals to Agathys are found.

Agathys. Agathys is the deepest reach of Carceri, the Nadir of Nightmares, the Silence of Hope. Black ice radiates the thinnest of red light, and the spheres of the deepest chain are so impossibly distant from one another as to be invisible against the endless night of the sky above. The ice is not still – it spreads, creeping like an amoeba, threatening to bind and entrap those who stand in one place for too long.

The petitioners here often exhibit this painful fate, and can be found half-embedded in the eternal ice. These are the souls who betrayed close friendship and close confidences, who took love and affection and cast it away coldly and cruelly after lying about sharing those same feelings. The coldness of their hearts and the thinness of their regard for others permeates the very atmosphere, making it not only deadly for threats of frostbite, but also difficult to breathe.

This hateful place echoes with the shrieks of those being crushed into the ice beneath, some of whom are so buried that only their faces are visible, eternally gasping out pleas for aid and false promises to pay huge sums to any who would help them escape.

"THE WAY I SEE IT IS THIS. IF YOU THINK YOU CAN'T LEAVE, YOU SURE AIN'T GOING TO."

—RAIDAN VARN, PETITIONER

Locations

Carceri is trapped between the Abyss and Hades, which is indicative of its cruel nature and apathy toward its residents. These two planes and the Outlands house most of the portals leading to Caceri, but almost every portal is one-way. Leaving Carceri is difficult, if not impossible.

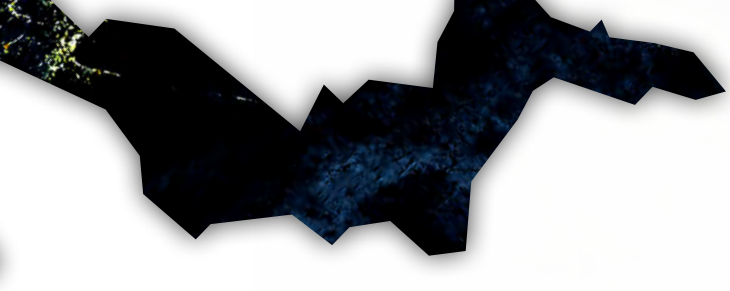
Portals on Othrys are obelisks that are usually guarded by Fiends or Monstrosities. Tall, thin obelisks bring new prisoners from Hades. Short, squat obelisks come from the Abyss. Those which are equal in height and width bring inmates from the Outlands.

Carceri's residents expect to be here for the rest of eternity. As such, they've developed a sort of rudimentary civilization and hierarchy, with civilians terrorized by demodands, draconic jailkeepers, and trapped gods. Here are some of the more interesting locations newly arrived prisoners want to visit.

Apomps' Temple. It is rumored that a place hidden away in Agathys holds all the secrets of the demodands, with their father Apomps living in its center. Supposedly, Apomps was the sole creator of the demodands, a many-limbed **baernoloth** (see *Planescape: Adventures in the Multiverse*) who created them as revenge for being cast out of yugoloth society after a botched, early attempt at transforming him into an altraloth. Now worshiped and revered by his thousands upon thousands of sentient creations, Apomps has weaponized the belief of Carceri to ascend to his own god-like power. The demodands widely believe that Apomps guides their treachery from his secret temple hidden in the deepest, darkest cell of Carceri.

The Botanical Gardens. Cultivated by a single dedicated **kelubar demodand** (see *Planescape: Adventures in the Multiverse*) known as Hruk the Gardener, this broad and shallow marshland is home to hundreds of **blights**, **shambling mounds**, and other sinister Plant creatures. **Algae blights**, **kelp blights**, and **flytrap blights** (see chapter 4) are especially common here.

When visitors first arrive in the Gardens, the sentient flora stay just out of sight and out of reach. They wait until the newcomers fall into deep sleep before returning to drag and drown prey in shallow waters. Rumors say the original Gulthias tree is rooted at the center of the gardens, but Hruk knows it takes just as much effort to cultivate this lie (which keeps intrepid adventurers flowing in to vanquish the legendary tree) to cultivate the plants that dwell here.



Bloodthirst. This quaint, humble village on the outskirts of Grolantar's realm in Cathrys is populated entirely by violent **hill giants** who settle their disagreements with brute force and displays of physical prowess. Except, they don't use their own brute force – each hill giant receives their own humanoid barbarian as a pet when they reach adolescence, which are forced to do battle against each other. If a giant's barbarian wins the fight, that giant is considered correct, honorable, and in charge.

The barbarians rarely fight to the death; there aren't enough to go around to replace all the casualties that would otherwise happen, and many giants bond with their personal barbarians. These humanoids are sourced from the stragglers of passing adventuring groups, kidnapped from Othrys, or sometimes even delivered by Grolantar's servants in other planes. Few began as barbarians, most have learned the art of raging after arriving in Bloodthirst.

The giants give these pet humanoids names, tags, and collars, and will even dress them up in comical costumes during giant holidays. If a barbarian consistently fails to perform well or disobeys direct commands, it is within every giant's legal right to discipline the pet by eating it.

This practice of violence-by-proxy is gaining popularity in nearby giant communities. It reduces the amount of infighting and keeps Grolantor's flock alive and well, at the expense of the occasional humanoid life and many, many bruises.

Grotto of Divinity. Divinity (**unseelie monarch** with the Special Movement swim speed customization; see chapter 4) was the grandmother of countless sea hags of Ossa, Arborea's second layer and the home of countless aquatic fey, angels, and monstrosities. She was imprisoned in Carceri the day after her royal wedding to a sea elf prince, as she wasn't supposed to be the one marrying him.

In a botched plan to steal rulership of an Arborean kingdom, Divinity kidnapped and impersonated the daughter of the powerful eodath Shelire (see Arborea) the night before her wedding day. Just before Divinity was granted new magical abilities that would cement her as the new ruler of a kingdom of Ossa, her plot was found out, the daughter rescued, and the sea hags driven out from the kingdom. In righteous fury, Shelire banished Divinity to a sea cave within Porphatys.

Now, Divinity soaks in the waters of Porphatys, lamenting her fate and offering magical services and lessons learned to the rare passing adventurer in exchange for secrets, power, and favors that may help her escape.

Library of Xideous. A scheming **shator demodand** (see *Planescape: Adventures in the Multiverse*) lives out of a cell in Sigil's Gatehouse infirmary but maintains a vast library hidden beneath the sands of Minethys. His research aims to compile the scattered rumors and legends from The Book of Keeping, a supposed collection of the true names, ceremonies, rituals, laws, and dealings of all yugoloths in the multiverse, and this library is where he stores the culmination of his research. Many powerful altraloths would pay good coin to someone able to locate and burn down this temple of profane knowledge before Xideous has a chance to weaponize the information against them.

The Vault. Sigil's Prison isn't big enough to hold everyone the Harmonium apprehends, so the Mercykillers have expanded their barracks into Carceri. Only long-term inmates are sent here, the ones Sigillian judges expect to serve sentences for the remainder of their pitiful lives.

It's public knowledge that the Vault exists and that it's somewhere in Colothys, but no one seems to know exactly where in the layer it resides. A one-way portal leads from the Prison to the Vault, which is (correctly) rumored to sit on top one of Colothys' mountain peaks. It is also rumored (incorrectly) to be inescapable.

Staccato Thaman (lawful evil **Mercykiller bloodhound**; see *Planescape: Adventures in the Multiverse*) runs the Vault and is the only one who knows the key to a portal in his personal office within the huge metal building, which brings you to Vorkehan, the City of Fumes and the Mercykillers' headquarters in Acheron. Well, his preceding wardens know too, but he made sure to imprison them deep within the Vault's Hall of Liars, where hundreds of inmates falsely claim to be royal, famous, or influential in the hopes they'll be let free.

"I WAS JUSTIFIED, I TELL YOU! I WAS LOYAL, AND IT'S THOSE STAG-TURNING SODS IN CHARGE WHO SHOULD ALL BE LOCKED UP HERE! NOT FINE PEOPLE LIKE ME!"

—BRIGHID LANDON, BITTER REVOLUTIONARY INTERRED WITHIN THE HALL OF LIARS

Denizens

Carceri doesn't care who enters its borders, as long as they stay put or delve deeper. The demodands claim to have risen to a position of power and de facto authority in the plane, but have no real legitimacy among the other residents. They're simply stronger and meaner than most. This section describes major societies and cosmic beings of the Tarterian Depths.

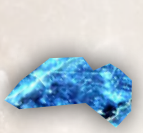
Demodands

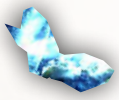
Fiend Society

The most infamous natives of Carceri are its wardens and prisoners both; these are the **demodands** (see *Planescape: Adventures in the Multiverse*), fiends who take one of three revolting aspects. Creations of a rogue fiend named Apomps, the demodands are spiteful also-rans to the yugoloths, with some believing them to be twisted yugoloth stock in their own right. Never numerous nor cohesive enough to be a true force on the planes, their lack of unity in no way divides them when the question of any other being suffering is on the table.

It is said that the three kinds of demodand – the tarry farastu, slimy kelubar, and bloated shator – exist in equal numbers on Carceri, each bearing an obsidian triangle that is the symbol of their link to Apomps the Triple-Aspected.

The Tarterian Wretched. A handful of rogue demodands, ambitious for power and status, have sought to be transformed in the manner of the altraloths; the six who survived this process claim authority over the layers of Carceri, calling themselves the Trueborn of Apomps, Sovereigns of the Spheres. To the other demodands, they are the Tarterian Wretched, the Lowest, and the most despised of their kind.





"I mean, if you think you can leave, you still ain't going to. This is Carceri, for gods' sake."

—Raidan Varn, again

These six, the Lowest, exert only as much authority over their kin and their other minions as they can personally enforce or extort. Other demodands will gleefully betray them at the first sign of weakness, and their claims to absolute rule over Carceri are laughable. None of this makes them any less dangerous or calculating, for their positions are so tenuous and their distrusts so palpable that they do not act against one another for fear that if any of their number were seen to be vulnerable, it could compromise them all.

Culexa. The Blood-Robed, Culexa the Unsensed calls herself Overlord of Othrys. 15 feet tall and bony, the former kelubar constantly oozes crimson ichor from unhealing wounds on her back and shoulders where wings might once have grown. She is silent and invisible when she chooses to be, and often the only warning of her presence is the reek of blood. Her throne, the Gorehold, hosts her collection of mysterious psionic and arcane relics. Culexa is immune to divine magic and cannot be perceived by gods or divinations; this keeps her alive as a valued mercenary for those wishing to offend a deity and get away with it.

Nevena. The Toxic Tribune, Countess of Cathrys, Nevena of the Thousand Torments is a slight figure by demodand standards, a mere 6 feet tall, but her coiling serpent's body extends to a length of 20 feet beneath her. Constantly exuding clear toxins from a thousand nettles that transfix her flesh, she has a disturbingly human hand at the end of her tail which selects the right poison quill for any situation and pulls it out to wield like a venomous dagger. Nevena works to build ties with Talona, who is somewhat cool to suggestions of alliance. She lairs on the Tor of Abonsam, a jungle mountain that is one of the highest points on Cathrys.

Vyndiax. The Ragged One, Master of Minethys, Vyndiax of the Long Wrath is known for holding a grudge. A 12 foot tall humanoid with tattered strings and rags of flesh flensed from his body, making him look something like a demonic mummy, Vyndiax can extend the webs of his own skin to incredible distances, allowing him to feel every murmur and heartbeat for miles around. It is said that his vindictive nature is so far-reaching that can strike down a foe who he has not yet laid eyes on, firing a thin needle of his own bones to pierce their heart. With a larger following than most of his kindred, Vyndiax has begun the scheme of building his own cult on the Material Plane, muttering to himself in his Scourged Palace.

Verxor. Most unstable of the Lowest, Verxor the Violent, the Crumbling King, is 10 feet tall. Made of livid green muscle under charred skin that constantly tries to heal only to burn up in the heat of his own fury, the Sovereign of Colothys always appears to be shrouded in clouds of foul smoke. In truth, this is nothing more than the dust of his own shattered flesh, a warning sign to those who dare to traverse Colothys that something far worse than they expected to cross is now approaching. Verxor moves with terrible fury and counts Vaprak, god of ogres and trolls, as his only known ally. He is barely able to speak or compose himself, so ready is he to kill.

Unlike his peers, Verxor was formerly a farastu, and he is incredibly unskilled at exerting any kind of power beyond physical or magical violence. He has the fewest followers and no known lair of any kind. He is considered dangerous enough by the other Tarterian Wretched that they will not invite him to any parley or summon him for any but the most dire need. His face is a skull coated in a thin layer of molten flesh; his breath is liquid flame.

Kallida. Queen of Porphatys, her translucent and oozing form resembles a twisted parody of a humanoid some 8 feet tall. Created by the same coven of night hags who made a pact with the altraloth Taba, Kallida possesses similar powers of transformation, but must adopt her natural form for at least a minute before taking on any other. She detests that she can never adopt the form of any other demodand. Her features are more piscine than her former kelubar form, walleyed and glassy. Her body is composed of turquoise slime or gel, hands bearing far too many long, spidery fingers.

Kallida is vain, and obsessed with receiving flattery and praise. She Without Shape enjoys sprawling in her Bastion of Broken Truths in the form of a great glittering dragon or giantess. She can sever pieces of herself, which take on a life of their own and a distinct shape of her choosing with attendant powers; Kallida dislikes making too much use of this ability, as not only does it diminish her until she can reclaim her missing piece, but all too often the sentient extrusion refuses to return, forcing her to hunt it down to get her full strength back. In her true form, she often wears a mask with a crack running through one eye, and when pressed to combat Kallida wields an invisible sword called the Blade Unknown.

Vanus. The Grand Damnatus, Vanus the Weeping is at once the greatest and the least among his kind. Self-styled as the Legate of Red Night but more often known as the Abomination of Agathys, this twisted demodand stands a towering 17 feet, his three serpentine necks ever lashing up toward the dark void. Four arms and a mass of teeming, writhing snakes around his collar create the sense of a misshapen hydra fused with some great demonic figure. His skin is pallid and purple, but barely visible for the countless eyes embedded across his flesh.

Cursed with the power to see truths others cannot, Vanus weeps in fury and despair, the tears from his myriad eyes freezing him into a slowly-growing pillar on cold Agathys. Though he can project his mind across the planes and even manifest physically by throwing his obsidian greataxe Paljastus out into the void with his free hand, his true body struggles forever to hold back the encroaching ice produced by his own bitter tears. His eyes see across realities, collecting information he can use to advance his plots, yet Vanus himself is the foremost prisoner of Carceri, and suffers most directly the wrath of Apomps for his hubris in trying to claim Agathys as his own seat of power.

"WHAT DID I DO TO WIND UP HERE? HAVEN'T THE FOGGIEST IDEA. BUT I'M NOT GONNA SLEEP A WINK UNTIL I SKEWER WHOEVER PUT ME IN THIS DUMP!"

—DENBET, PETITIONER

Yugoloths

Fiend Society

Though less numerous on Carceri by far than they are on Gehenna or even Hades, the yugoloths can often be found on the battlefields of the Blood War. They also invade purely to torment the demodands out of spite. Unknown to most, a contingent of yugoloths has been operating in secret on Carceri for millennia, attempting to build a third tower that will in some way join Khin-Oin (see Hades) and the Tower of the Arcanaloths (see Gehenna) to spell the ultimate supremacy of their kind over all the Lower Planes.

Bubonix. Master architect of the Tower of Incarnate Pain, Bubonix aspires to form the third pillar of a dark trinity alongside the General of Gehenna and the Oinoloth. The self-styled Overlord of Carceri is continuously stymied in his ambitions by the demodands, who mount regular assaults against the Tower's construction and have kept its rise in check for millennia. Bubonix would love to rally more forces to defend the Tower, but fears that if its construction were to become openly known, celestial forces would move to intervene.

A cunning schemer who learned deception from his comrade, the demon prince Fraz-Urb'luu, Bubonix cuts a towering – and disgusting – figure. Standing some 12 feet tall, the altraloth resembles a heavily diseased humanoid, every inch of skin covered in pustulant boils that suppurate a vile black ooze. Somehow, this ichor never stains his pure white military garb.

Cholerix. A onetime rival to Anthraxus and to her current master Bubonix, Cholerix of Chamada grows wealthy on the fees she charges to oversee the yugoloth armies defending the Tower of Incarnate Pain and negotiate mercenary contracts with the demons of the Abyss. Known as the Silver Death, the altraloth stands nine feet tall and resembles a horrid cross between a sahuagin and a cockroach, her four blank red eyes always scouring the environment in search of fear to exploit.

Key to Cholerix's power is her mysterious network of contacts, which is rumored to include Charon of the Styx, the archomental Olhydra, dread Dagon of the Abyss, and Admiral Kobbis of the Nine Hells. Though she maintains her seat of power, the Stagnant Stronghold, in Hades on the shores of the Styx, Cholerix spends the majority of her time on Carceri. She is never seen without her weapon, the blighted artifact known as the Spetum of Silver Death. Whispers tie Cholerix to Diptherius, suggesting the two are working to subtly undermine their respective masters.

Daragor, the Great Beast of Night

Chaotic Evil Werewolf God

Daragor is known by as many epithets as there are worlds on which he is feared, whether he is known as a god or only as a nightmare – The Blood Moon, the Ravenous Terror, the Awakening Rage, and many more. A horrific deity of bloodlust, violent rampages, and pain, Daragor is the masterpiece of the Queen of Air and Darkness – born as a shadowy spirit, he was unleashed alongside his sister Eshebala on the planes to counter the kindness and charitable works of the werebear god Balador. When Eshebala tricked the essence of lycanthropy out of Ferrix, Daragor's rage, pride, and envy drove him to attack her and steal it for himself.

Though he is "patron" of werewolves, Daragor's recklessness and disregard for the gift of the moon has led to him spreading all manner of lycanthropy. Daragor hates Balador for his strength, Ferrix for her wit, Eshebala for her cunning, and Squerrik for once having bitten him – but one could simply say: Daragor hates. He roams the Lower Planes to slake his endless thirst for cruelty; when his red gaze ventures beyond these hunting grounds, all are wise to fear. His hatred burns brightest for the Seelie Court, for the Queen's subtle poisons have ever tempted him to lay waste to the Feywild and devour every hint of delight and wonder that exists purely because he can.

Faluzure, the Reaver

Lawful Evil Dragon God

Sometimes spelled as Falazure, the terrible draconic deity of undeath maintains his Mausoleum of Pain on Minethys, a barren sand-blasted ruin towering over a warren of wraith-haunted catacombs. An entire necropolis rests in the deepest cavern, wherein lurk vampiric dragons, shadow dragons, and a legion of former cultists turned petitioners. Faluzure projects himself as a greatwyrm across many worlds, spreading the dire arcane secrets that unlock the dracolich transformation.

Grolantor

Chaotic Evil Giant God

The patron of hill giants was exiled to Cathrys by his father Annam eons ago, ruling over a region of brown hills and ramshackle forts known as the Steading. Here, all those of less than giant size are persecuted wickedly by roaming bands of giants, and while holes and burrows large enough for humans exist in droves to hide within, doing so infects those who dare show such cowardice with a profound fear that causes them to panic and flee within a few weeks, no doubt to become prey for Grolantor's followers.

Karontor, the Twisted Terror

Neutral Evil Giant God

God of the fomorians, Karontor is half-brother to Grolantor, a fellow exile by the hand of their father Annam, though where his half-sibling is prideful first and wicked second, Karontor is driven by pure spite. Once beautiful, his own hatred and malice warped his form and drove him out of his father's grace, and now he rules over the Rack of Injustice on Minethys, a horrid mausoleum built of bones. He encroaches on the Feywild and longs to seize it as his own, a place to rule as proof to his hated family that he is the greatest of them all.

"The way I see it is this: you've got you and your group of six, while I've got my whole band of fifty here."

—Driahn the Bold, erstwhile company leader to an adventuring party of primes

Kuvash, the Impaled One

Chaotic Evil Orc God

One of the shrieks of the damned on this layer carries a bit more than others, for this is where Gruumsh's disowned son Kuvash writhes eternally, his guts transfixed by his father's spear. His ichor mingles with the molten steel of the polearm on which he is impaled, producing a slurry which treasure hunters seek out for its incredible properties when tempered. It is said that the orc demigod attempted to betray Gruumsh by putting out his other eye, earning his father's wrath with a hate so powerful that the One-Eyed God threw his best spear through his son's chest, sending him crashing through five layers of Carceri to remain trapped and bound for all time at its deepest heart.

Malar, the Beastlord

Chaotic Evil Faerûnian God

One must not be deceived by the Land of the Hunt, the realm of Malar on Colothys; while the terrain is less rugged and more verdant, to the point where mortals would consider it habitable if not entirely comfortable, this is a realm where the prey gain in strength and power to be the equal of the hunter. As a result, all of the beasts of Malar's land are capable of shocking savagery, with bloodlust and violence factoring in materially to one's ability to survive. It's not for nothing that the population tends to live in "packs" in caverns about the realm, rather than daring to build settlements or try to farm the green land.

Parrafaire, Prince of Hidden Secrets

Chaotic Neutral Naga God

The naga deity of riddles and protection of secret things, Parrafaire's realm, Trickster's Delight, is a place of traps and puzzles. Here, Parrafaire can test out new conundrums to evaluate the worthiness of those who would seek to attain treasures and lore. As one of the few non-evil powers to make his home on Minethys, Parrafaire may offer a measure of shelter for travelers, though one had best come prepared to offer their best flattery in exchange.

Talona, Lady of Poison

Chaotic Evil Faerûnian God

The damsel of disease rules over a vast stretch of Cathrys from her Palace of Poison Tears, a pyramid in the sweltering jungle surrounded by toxic vermin. Within the pyramid, the wicked power works to develop new plagues, perfect more potent poisons, and find ways to shame her rival Loviatar. Unusually for such a cruel goddess, Talona abhors violence and can be almost approachable even by the holiest of beings – provided their needs and desires would in some way hurt one of her foes.

Vhaeraun, the Masked Lord

Chaotic Evil Drow God

Lolth and Corellon's rogue son, Vhaeraun stands apart from his mother's wicked court in his realm of Ellaniath on Colothys, though the nature of it – and even its exact location – remain unknown. As a master thief, not to mention a god with very good reasons for caution and paranoia, Vhaeraun steals away the memories of his realm from any visitors who depart. His petitioners are not bound to his realm and are sent forth by their god to spy and report back on the happenings outside of his shadowed land.

"THOSE FIFTY? WE BOUGHT THEM OFF A LONG TIME AGO. YOU'RE ON YOUR OWN."

—PYLLDON, LEADER OF THE PRIMES, TO DRIAHN THE BOLD

Intrigue Opportunities

- It is whispered that none truly escape the Red Prison, no matter how far they go after fleeing; even if one is able to find a portal out, the rumor suggests, Carceri leaves a mark on the very soul, one that inevitably seems to draw visitors back. A paladin has sought to test this theory by venturing to Carceri and escaping, but this latter has proven hard to do – and those who would dare to assist her may fall victim to the same taint.
- Sometimes the shipments of new arrivals to the Vault in Colothys don't show up. Secretly, rogue Mercykillers intercept and kidnap these prisoners, selling them to fiends for use in the Blood War (where they're sure to die quickly) or to the followers of Malar to hunt (where they're sure to die slowly). Unlike the majority of the faction, these kidnappers believe the prisoners deserve painful deaths rather than indefinite imprisonment or potential rehabilitation. The Vault's auditors have noticed the missing prisoners and informed Staccato of their concerns, but he is slow to investigate.
- A **beholder** with too many eyes is roaming Sigil, seeking adventurers to join the cause of a "noble lord" in Carceri. The creature is an emissary of Vanus, who is recruiting allies to help him break the curse Apomps has laid on him; how he would repay such aid remains questionable, as does what the other Tarterian Wretched would do should they find out.

Carceri Supernatural Effects

Consider rolling on the Carceri Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Carceri powers (like the *planar ally* spell to summon a demodand or the *plane shift* spell cast to reach Carceri).
- A creature becomes restrained, or suffers a similar restraint.
- A creature casts a spell to banish a creature.
- A creature suffers pain that could have been prevented.

Carceri Effects

d8	Carceri Effect
1	It is impossible to leave the region through teleportation or by extradimensional or interplanar means. It is possible to use any of these means to move within the region only if the creature using it makes a successful DC 10 Charisma saving throw. On a success, the creature also becomes targeted by the *armor of Agathys* spell, cast at a level equal to half of the creature's proficiency bonus (rounded down). These limitations last for 24 hours.
2	Over the next 24 hours, creatures within the region feel weighted by heavy chains whenever they try to move faster than usual. Each creature can't use the Dash action unless they make a successful DC 10 Strength (Athletics) check before each attempt to Dash.
3	A random character becomes overwhelmed by a growing feeling of guilt, to the point of becoming painful. The guilt is related to a violation, crime, omission, or attribute that weighs on the character's mind. This should be chosen by the player with the help of the DM. The target can choose to confess this guilt to at least another character, or to another creature they feel close to, within the next hour. If the character doesn't do that, they take 2d10 psychic damage and one level of exhaustion.
4	Over the next 24 hours, ability checks and saving throws to remove the grappled or restrained conditions, or other similar restraints, have disadvantage. A creature already under any of these limitations that fails an ability check or saving throw to free themself from it, takes 2d10 force damage.
5	The characters find something that was lost or thrown away. The object is a random magic item from Magic Item Table F (see chapter 7 of the Dungeon Master's Guide) or something of similar value chosen by the DM. However, the item has a reason for having been thrown away, and it's either cursed, damaged, or with a similar limitation or defect. The DM chooses how.
6	A random creature within the region gains the ability to cast *banishment* once as a charm, choosing among Intelligence, Wisdom and Charisma as their spellcasting ability. A target that would be permanently sent back to its home plane is sent to Carceri instead.
7	A random creature within the region becomes imbued with the sadism typical of the demodands (see Planescape: Adventures in the Multiverse), behaving similarly to the demodands as long as they are affected. If they wish so, the target can make a DC 15 Wisdom saving throw to resist this effect. Whenever the creature deals a critical hit, they gain inspiration and are forced to make the saving throw as above, ending this effect on a success.
8	A random creature within the region gains the ability to cast the *plane shift* (to Carceri only) and the *scrying* spell as a charm, each once and without requiring material components.

Elysium

The Plane of Hope, Bliss, and Contentment

Other Names: The Blessed Fields, the Untarnished Good, the Four Blisses, the Peaceful Rest, the Big Nothing
Creature Themes: Afterlife, Dawn
Hallmarks: Peaceful joy, tranquility, guardinals, River Oceanus
Sample Portal Keys: A gift from a friend or loved one, a sincere laugh, freshly cut lavender

Peace, serenity, and blissful contentment are the natural state of Elysium. The land is fertile and home to some of the most beautiful landscapes in all the multiverse. It is as easy to survive and thrive as either hermit or citizen of a large community. Everyone helps one another. If no one is around to help, which is rare given who many guardinals roam this plane providing aid, the environment itself tends to provide.

In fact, Elysium creates such a feeling of contentment that it can be difficult to ever leave. Many come here for a visit or particular task and decide that there's no better place in the multiverse that they would rather be. People who have never been to Elysium hear that and have a sudden fear, like it is all a trap meant to lure in the unwary, and therefore vow never to fall for it.

The truth is, there is no foul secret or hidden truth. Elysium is simply one of the most pleasant places in all the multiverse. Admittedly, Elysium's ideal of peace and contentment is not what everyone wants. A slaad would find it boring, a modron would find it too disorganized, and so on. For a significant portion of mortal peoples, however, it is the epitome of bliss and peace – although not even all mortals long for bliss and peace.

Common Knowledge

Those familiar with Elysium know the following facts:

- Elysium defends itself from evil through an effect called the "traveler's travail," wherein distance and speed seem to adjust to match one's efforts to show compassion and offer help and kindness to those they meet on the road. Those who shun good deeds will find their roads growing ever longer.
- The guardinals, the exemplars of neutral good, are native to Elysium. They resemble humanoids with animalistic features and strive to help and protect all who visit the plane.
- The River Oceanus has its source in the deepest layer of Elysium and runs through all four layers. On the second layer, Eronia, the river's wild course requires an experienced hand to traverse safely, while it is more placid on the other three.
- Colors are brighter, flavors richer, and even the very air and water are sweet and pleasant. The heady nature of Elysium can overwhelm a mortal soul and steal away any desire to leave.

"Let your troubles wash away in the river's flow, and may you be at peace."

—A friendly guardinal welcoming travelers to Elysium

Elysian Characters

When creating a character with ties to Elysium, consider the following:

Why would you leave? Elysium's very nature draws people in to stay, rest, and enjoy the peace and joy of the plane. More than most any other origin location a character from Elysium would need a reason to take on an adventuring life traveling the various planes. Was there something lacking? Was their slice of paradise threatened? Was it against their will? Do they want to share the bliss with others?

What is your ideal bliss or joy? Everyone's ideal of pure blissful contentment is different. Consider what it would look like for your character. What would true happiness look like for them? It is often said that achieving your bliss leaves you feeling empty, with the message that it is often the striving that matters, not the destination. But consider whether that is true for a magical plane like Elysium. The happiness is not a façade hiding a flawed truth, yet every person in the multiverse isn't running to Elysium, so it certainly isn't a perfect match for all. Is your character's most perfectly content and happy time one that can be achieved in Elysium, or elsewhere, or nowhere?

Do you do good deeds for the good of it or for your own benefit, and does it matter? Elysium rewards those who help others, and in fact it is the only way to actually get anywhere in the plane. So a philosophical question to consider for your character is what they make of this. If you help someone so that you can get to your destination faster, is that truly a good deed and helping them or just a self-serving deed to help yourself? Does motivation matter or as long as the outcome is more goodness, does it matter why you do it?

Layers

Elysium has four layers, also known as "Blisses." As the plane of pure and simple goodness, each facet of Elysium exalts virtue in its very nature. The locals avoid discussing the undeniable exceptions to that lofty ideal.

Amoria. Amoria the Untroubled, the peaceful and welcoming first layer of Elysium, is sometimes called the Bliss of Delight. Here, the River Oceanus divides the terrain, with smooth and verdant banks rising up along which many settlements are built. The seasons are always the most mild and pleasant versions of themselves – dewy spring mornings, breezy warm summer days, crisp autumns, and forgiving winters where snow falls merely to be beautiful, never accumulating to the point of being an impediment. Beauty radiates from every part of this land, and the skies are always vibrant, saturated jewel tones.

This layer is mapped out something like a folded piece of paper, with the river in the fold at its heart and the terrain gradually rising from plains to hills to mountains as one moves further away, though if one wishes to press beyond the greatest peaks, there will always be a valley further on, with another branch of the great Oceanus at its heart. While a place of tremendous risk for those of ill intent, for all others the only danger of Amoria is how very captivating it is – the entrapping effect of the plane's seductive charms is strongest here.

Eronia. The Bliss of Wonder is a layer of cliffs, crags, and daunting rocky hills. Sometimes called the Land of Rugged Peace – a misnomer, as Eronia is the least peaceful of the layers in character – this layer boasts higher heights and deeper depths than Amoria, as the Oceanus is at its wildest here. Vast canyons of sheer rock replace the softly sloping banks of the first layer, and cataracts from low swift rapids to majestic waterfalls mark its journey through Eronia. As the water carves out its place, so too do the residents – the mighty plateaus and stark hills have a fierce beauty to them, and the many valleys are verdant paradises awaiting those who wish to find rest.

Eronia is a layer of passion, a favorite of visiting fey and **eodath** (see chapter 4), and a place where new love can arise spontaneously and suddenly. The most spectacular sights of the plane are found on this layer, impossible vistas that dazzle under the sapphire sky even when the late hour darkens it to a starry midnight void. When the skies grow cloudy, the clouds themselves are luminous and resplendent, and the powerful winds and dazzling storms of the layer accompany more powerful seasons than those found anywhere else on the plane – ever in service to beauty and wonder, but marking Eronia as the most naturally perilous of the four.

"It has to be safe enough to keep here but dangerous enough to keep here. Doesn't that describe the guardinals themselves?."

—Lord Sortlyn the Curious, exploring Belierin

Unique Exploration Rules

Travelers' Travail. Elysium rewards good deeds and intentions while punishing those who refuse to help. When traveling Elysium, travelers will find opportunities to offer aid and kindness to others. Doing so shortens the time it takes to reach one's destination. Failing to do so will lengthen the amount of time required to get where one wants to go. The plane can't keep it up forever and this effect doesn't manifest for short treks (it won't stop one going down to the market, for instance) but it makes an effective countermeasure against intruders of evil nature.

Overwhelming Joy. Elysium does not come without risk – it is so pleasant to be here that mortal travelers may lose themselves to the plane, forgetting their cares and losing their desire to leave. Whenever a creature finishes a long rest on Elysium, they must make a DC 11 Wisdom saving throw. On a failed save, the creature is unwilling to leave the plane before taking another long rest there. After failing three of these saves, the effect is permanent and, if forcibly removed, does everything in its power to return to the plane. A *dispel evil and good* spell removes this effect from the creature. Celestials and Fiends automatically succeed on this saving throw.

Undead Abjuration. Undead have disadvantage on saving throws against magic that dispels or turns them while in Elysium.

Belierin. Those who live on Elysium rarely mention this layer, the Bliss of Hope, leading to its nickname "the Forgotten Layer" for how ardently the guardinals seem to wish that people would simply overlook its existence and move on to Thalasia. Here the Oceanus is at its widest, almost too wide to still be called a river, and the "banks" are tens of miles long, forming vast marshes that evolve into mangrove swamps as the land slopes upward to provide solid ground where huddled communities congregate around lighthouse towers that serve as beacons through the mists and rolling fogs that cloak much of this layer in a veil of uncertainty.

Belierin is something of an oxymoron; it is a layer of uttermost good, but it conceals tremendous evil. It is a place of camaraderie and togetherness but with an undercurrent of fear. It is comfortable for some but deeply uncomfortable for others, patrolled by celestial **lizardfolk** cavalry who ride atop enormous tortoises or iridescent alligators large enough to serve as light rivercraft. Above all, it is a place where one can always find a way to safety, to a dock or port where warm bread and a bowl of piping hot soup await to drive away the mild chill of the mist and the murk. It is also, crucially, a prison for something the guardinals do not want to talk about and actively work to conceal. This fact makes the layer difficult to leave or traverse, and so it is the least populated of the four.

"Our prisoner isn't just a malevolent superbeing of all evil and grandeur, they're *the* malevolent superbeing of all evil and grandeur. The first. The pioneer. The big, bad, evil guy that all the others aspire one day to be just as nasty as. But the copycats'll have a sodding time of it – a sequel's never quite as successful as the original."

—Lament, a guardinal guard of Belierin

Thalasia. The Bliss of Tranquility, the most peaceful layer of Elysium, is an endless sea that forms the source of the Oceanus. Here are found islands of various sizes where dwell heroes who have passed on to their eternal reward, some of which hide from travelers who are not deemed worthy enough to seek the counsel of these great champions of the Material Plane. The Isles of the Blessed, the Islands Beyond the World, the Archipelago of the Admirable, and so many more... each of these is a microcosm of the peace and tranquility that characterize the welcoming final layer of Elysium.

Of course, the islands are quite literally just the surface of the layer – the vast majority of its population, both petitioners and otherwise, makes its home beneath the placid waves. The waters seem perpetually bright under the rich indigo sky, taking its light and scattering it into an impossible array of opalescent hues that never overwhelm. Good-aligned beings who prefer dwelling underwater have established great cities here.

It is said of Thalasia that many quest to reach this layer knowing full well the entrapping effect that the plane can have, for on this layer those who leave the mortal coil and become petitioners lose none of their memories and little of their skill, allowing them time to complete their efforts and resolve their interests before abandoning the last elements of their former lives.

Locations

Elysium connects to the Beastlands and Bytopia. Its portals and planar breaches primarily occur with those two planes or the Outlands. The most common form of these portals are maze-like underground caverns, but the path is easy to find – the River Oceanus always trickles through these caves in the right direction. Although these caverns have no natural way to distinguish between which plane they lead to, the guardinals maintain reliable, clearly posted signs in Celestial, Common, and other popular planewalker languages.

Despite Elysium's general tendency toward peace and happiness, things don't always go according to plan. This section describes key sites of interest to adventurers.

The Fields of Egen. One might well wonder why there is a vast swath of barren plain and wasteland on Amoria, hundreds – possibly thousands – of miles in size, devoid of color and life. The locals do not like to talk about the Fields of Egen, not even to mention the name, and the guardinals do not come here. As such, the uneven fields, with their strange linear and swirling scars cracking apart the dry and rocky ground, present something of an opportunity for those who might otherwise struggle to endure Elysium – and a mystery to be solved by the curious.

Great metal pillars jut up from the ground, some appearing completely flat, others rounded columns or even rectangular with sharp corners. All appear

to show tarnish or otherwise lack luster, as though made of lead. Adventurers have returned from the inner reaches of the Fields of Egen claiming there are shattered palaces, crumbled cities, and monsters of unknown nature prowling within. The land itself reveals little, save that the sky above is eternally desaturated and cloudy, and those who brave the Fields all report the same clawing feeling of sorrow and guilt tugging at their heartstrings.

The Paladarch's Bridge. A noble, jackal-headed **ardling paladarch** (neutral good; see chapter 4) has designated himself the keeper of this bridge in Amoria, the only one for hours in any direction. The bridge is wide, arched, and made of light gray stone. The paladarch has forgotten his original reason for defending the bridge, his god or patron, and even his own name. All he knows is that he is only to allow the pure and good of heart to pass by – if anyone evil attempts to cross the path, he will fight them to the death or until they flee.

The unnamed paladarch likes to start his interrogation of would-be crossers with queries like "Have you ever knowingly and willingly committed an act of evil?" and "You don't feel guilty about anything, do you?" This social interaction quickly deteriorates into increasingly specific, piercing, and sometimes incoherent questioning. Eventually the paladarch will prove satisfied and permit visitors to pass along the bridge.

Portico. This island paradise floats gently halfway between Thalasia and Belierin, stationed in the middle of the wide River Oceanus. It's a convenient stopover for traders, fishers, and adventurers seeking their fortunes. It's built on an archipelago of shallow islands formed from an immense coral reef that was thrust above the waterline by a seaquake many years ago, and canoes and small bamboo sailing craft ferry visitors between islands of the archipelago.

The natives of the region, who call themselves the People of the Shell, worship a largely unknown, local god-like being called the Great Shelled One. Its high priestess Anamoriica (neutral good sea elf priest) teaches that the Great Shelled One dwells at the bottom of nearby warm waters, but that it has a fearsome enemy: a legendary **kraken** that will one day wake, meet the Great Shelled One in battle, and destroy Portico in the resulting battle.

Anamoriica prophesies that the Great Shelled One will nearly lose this days-long struggle, but just as all appears lost an old ally, a powerful earth archomental, will appear and turn the tide of battle. Locals fear the worst, however, since no archomental (earth or otherwise) has been seen in this part of the River in centuries.

The Thalastrom. A great hurricane randomly roams the surface of Thalasia, destroying island and portside communities with its driving winds and beating rain, tossing and sinking merchant or petitioner ships that cannot flee or reach a sheltered anchorage with its tornadoes and waterspouts. It even causes havoc beneath the waves with its powerful tidal surges.

While the Thalastrom appears a natural-but-persistent phenomenon, it is actually a magical creation of conniving **sahuagin** and aquatic **werewolves** that have banded together and infiltrated the deepest layer of Elysium. They wield a powerful magical artifact that lets them cast *control weather* and similar spells freely.

These chaotic, evil infiltrators have only one goal: cause a ruckus. That is, a deadly, ongoing ruckus in the midst of all peace and happiness. They sometimes send agents ahead of the storm to sabotage settlements by untying boats from their moorings and tearing down sea walls, dykes, and breakwaters. This only leads to further damage that Thalasian residents did their best to prevent.

Denizens

The primary residents of Elysium are the heavenly guardinals. They live in peace and harmony with various gods and ignore any dark secrets buried beneath the soil. This section describes major societies and cosmic beings of the Untarnished Good.

The Guardinals

Celestial Society

The exemplars of pure good, **guardinals** (see chapter 4) are native to Elysium and populate all of its layers to some degree. Though normally very peaceful, they will take great pains to seek out and confront evil in all its forms and are not afraid to enter combat for the sake of protecting others or expunging corruption and wickedness. Many guardinals are solitary wanderers on their home plane, while others integrate with local communities to support them in their efforts to do good works.

Guardinals all resemble humanoids with animal features, though the extent of these vary by individual, with some appearing almost human and others practically resembling lycanthropes. Besides their own home plane, guardinals are sometimes found on Bytopia and often travel the Beastlands to ensure that the animal spirits of that plane are not violated by those of evil intent. Perfectly honorable and truthful, they are the pinnacle of moral integrity, quick to smile and slow to anger.

"NONE SHALL PASS."

—THAT BARMY PALADARCH

"HEY, HOW DO I GET TO A TOWN FROM HERE?"

—A POLYMORPHED FIEND INFILTRATOR

Talisid and the Five Companions. Unlike the archons whose hierarchy demands fixed leadership and the eodath who are drawn to congregate around the biggest personalities in their number, the guardinals do not have any true leaders per se. The paragons among their kind are adventurers and champions of goodness, highly respected but given no particular deference nor office by others. These consist of the leonal prince Talisid and his Five Companions. They may sometimes be called on to adjudicate matters between other guardinals as a sort of voice of experience within the broader community, but this is strictly informal.

Talisid. The Celestial Lion, Prince Talisid is the latest to hold the office of Celestial Lion and the longest-lasting in that role. Based out of Eronia as are other **leonal guardinals** (see chapter 4), he has withstood every challenge to his position and has had the pleasure of serving alongside many notable guardinals in his time leading the Five Companions. Warm-hearted but ferociously violent when it comes to those of evil nature, Talisid will take risks that he does not expect others to adhere to.

Sathia. The Sky Duchess is a patron and muse for painters and sculptors when not patrolling the skies of Elysium in search of those who might seek to despoil it from above. The leader of the **avoral guardinals** (see *Planescape: Adventures in the Multiverse*), she prizes freedom and possesses an incredible eye for detail, allowing her to scout for peril from great distances.

Manath. The newest of the Five Companions, the Horned Duke is witty, colloquial, and high-spirited, a far cry from his curmudgeonly predecessor Rhanok. Peaceful by nature, he prefers to disarm opponents through good humor and diplomacy, but will fearlessly dive headlong into battle should the need arise. He is the appointed Duke of the **cervidal guardinals** (see chapter 4).

Vhara. Duchess of the Fields, Vhara often seems aloof and standoffish, but is in truth a profoundly emotional **equinal guardinal** (see *Planescape: Adventures in the Multiverse*) who feels a great commitment to her allies and her plane. She resides in Sienna Vale, a fabulous mansion on Amoria, and is particularly partial to beautiful flowers. Quiet and somewhat shy, Vhara thinks so deeply on every matter that she can get lost in the detail of a situation and lose sight of what others would simply take for granted.

Bharrai. The Great Bear keeps a lodge in a mountain vale on Elysium, which serves as an academy for wizardry every winter. Among the most learned of spellcasters on the Upper Planes, Bharrai is a scholarly, motherly figure deeply in tune with nature and instructs other **ursinal guardinals** (see chapter 4) in the art of magic.

Kharash. Duke Kharash the Stalker is the greatest friend and ally of Talisid, subtle where the Celestial Lion is bold, and more willing to eschew honor for the sake of doing what is right. Sly, stealthy, and deeply intuitive, Kharash is known as Talisid's Shadow both for his closeness with his friend and for how much they contrast. With the skills of a master assassin, Kharash is a dangerous **lupinal guardinal** (see chapter 4) greatly feared by the forces of evil.

Chauntea, the Earthmother

Neutral Good Faerûnian God

Endless fields of grain and orchards bearing ripe fruit mark the mountain valley that is home to Chauntea, the Great Mother's Garden on Eronia. Here in the realm of the goddess of agriculture, no weed, no stump, no stone intrudes on the work of the petitioners, who farm the land and throw great harvest festivals every few weeks. Chauntea sometimes receives visits from her neighbor, the amorous dawn god Lathander.

Eldath, Mother of the Waters

Neutral Good Faerûnian God

The goddess of groves and peace is little-venerated on Toril, but those who follow her faith can always find their way to the True Grove, a divine realm located on a summit halfway up a steep mountain. Here, a cascade of the Oceanus slows to form a placid lake with gentle rivers carrying away the flow; the goddess's power tames the wild Eronian landscape, forming a copse of trees that embrace the waters and shelter those who visit her realm.

Lathander, Morninglord

Neutral Good Faerûnian God

The youthful god of dawn, renewal, and new beginnings, Lathander is well-meaning but sometimes short-sighted, so concerned with action and living in the moment that he fails to plot out the long-term consequences of his desires. His realm, Morninglory, is a beautiful valley forever painted in rose gold and brilliant oranges and reds, the colors of the eternal dawn that never becomes day. Lakes, forests, and beautiful snow-capped peaks bathe in the lush light, overlooked by an opulent temple to the deity.

It is said that in the mountains opposite the light, passages exist to the Lower Planes, routes for paladins in service to the Morninglord to descend into the darkness to bring the fierce radiance of their god into the heart of evil.

Majere, Mantis of the Rose

Lawful Good Krynnish God

The Krynnish patron of monks makes a cool and mountainous home for himself in his realm of Contemplation on Amoria, from which one may look down upon the lands of Mishakal. A god of austerity, contemplation, and enlightenment, he invites travelers to visit his realm and explore a different manner of joy than the pure radiant abundance of the rest of the layer. What he offers is a quiet joy, a personal joy, self-exploration that awakens the student to the wonder of the multiverse.

Mishakal, the Blue Lady

Lawful Good Krynnish God

Consort of Paladine and goddess of healing and mercy, Mishakal is a gentle and compassionate deity whose realm, Healer's Home, is a pastoral estate on Amoria resembling the rolling lands and forests of Abanasinia on Krynn. A bringer of light in the darkness and a staunch foe of the corrupt, the foul, and the cruel, Mishakal is a friend and ally of other deities of healing such as Ilmater. Her faithful were the first to restore the teachings of the gods of light to Krynn in the wake of the Cataclysm, and her children by Paladine are champions of virtue.

"YOU'LL GET TO A TOWN WHEN YOU DESERVE TO, BERK."

—FLYNN, AN AVORAL GUARDINAL

Mystra, Lady of Mysteries

Neutral Good Faerûnian God

From the shining city of Dweomerheart atop a mountain plateau on Eronia, Mystra's eyes look out across the Weave of magic. Whether the goddess herself is in residence again in the wake of the Second Sundering is not known, but her adherents continue to maintain the opulence of the magical city as though their goddess was ever present with them. Mystra has traditionally been among the most powerful gods of the Faerûnian pantheon and her guidance protects the balance of power on that world through agents such as Elminster and the Seven Sisters.

Syranita, the Wind Watcher

Neutral Good Aarakocra God

The bird goddess Syranita has her realm, Precipice, on a mighty clifftop overlooking a lagoon formed by the falls of the Oceanus. On a sandstone peak, shallow caverns and enormous nests form a mighty network of settlements where the aarakocra can dive down to fish from the rivers or collect reeds with which to weave furnishings and structures. Syranita entertains other deities of the sky and rarely descends to meet her terrestrial neighbors. She is on good terms with the archomental Chan.

Urogalan, the Black Hound

Lawful Neutral Halfling God

Amongst the mountains and valleys of rugged Eronia lie the caverns of Soulearth, the realm of Urogalan. As the halfling god of the dead, he rarely associates with the rest of the pantheon, preferring the company of other chthonic powers. He is not malevolent, however – indeed, he is a wise and patient counselor who affords the rest of Yondalla's children their space because he dislikes being a grim specter casting the shadow of death over all. Black hounds (**blink dogs**) appear and disappear in the canyons surrounding his land, leading those in need to shelter and hunting those of ill intent who would disturb the peaceful dead.

Trishina, the Waverider

Lawful Good Aquatic God

A goddess of dolphins and consort to the elven deity Deep Sashelas, Trishina wanders freely between the Silver Sea of Celestia and the waters of Thalasia, sometimes visiting the Dolphin Lord (a beast lord with the swimmer trait) in Krigala (see the Beastlands) or spending time with her mate in Ossa (see Arborea). Peaceful and compassionate, she dispatches her followers to right capsized boats, protect shipwrecks from looters, and see those adrift on the seas led safely ashore.

Intrigue Opportunities

- It is not known from where the creatures hail, but raiding flocks of **gargoyles** assail the realm of Precipice on a regular basis, causing havoc and despoiling the peace whenever they strike. The faithful of Syranita would appreciate any help they can get in tracking the origin of these incursions and putting a stop to them once and for all.
- While Eronia is the most dangerous in and of itself, Belierin is the most dangerous layer overall, for here is where fiendish incursions are most likely. Whatever the guardinals have hidden, the fiends reason, must be something they should want very much to release from its confinement. As the plane refuses to make it easy on them, many of these fiends and the monsters they bring with them have gotten lost in the swamps and now pose a danger all their own to travelers.
- A rogue Sensate named Eupheres (chaotic evil tiefling **Society of Sensation muse**; see *Planescape: Adventures in the Multiverse*) has been working with some shadowy patrons to develop a method to extract the pure joy of Elysium, causing instability in parts of the plane. While his work must be stopped and his process eradicated, one will have to find him first – and the mysterious **keepers** (see chapter 4) appear to have abducted him. Perhaps they are seeking to replicate his methodology to extract the essence of other planes.

"ALL IS WELL IN ELYSIUM."

—A LYING GUARDINAL

Elysium Supernatural Effects

Consider rolling on the Elysium Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Elysium powers (like the *planar ally* spell to summon a guardinal or the *plane shift* spell cast to reach the Elysium).
- A creature succeeds on a saving throw to prevent or remove the frightened condition.
- A creature helps another creature in a time of critical need.
- A creature feels true happiness.

Elysium Effects

d8	Elysium Effect
1	Over the next 24 hours, creatures that behave friendly toward other creatures they just met gain inspiration.
2	Over the next 24 hours, each frightened creature within the region can make a new saving throw against the effect that frightened them as a bonus action, ending the effect on itself on success.
3	Magical soothing lights manifest in the region, with the same effects of the *hypnotic pattern* spell (DC 15), including at least one random creature in its area. Each creature that fails the saving throw against this effect becomes infused by this energy and gains the ability to cast the *bless* spell three times as a charm, using Wisdom as their spellcasting ability.
4	Creatures within the region feel overwhelmed by the ecstatic happiness of Elysium. Each creature can choose to abandon themself to the feeling or not. If they do so, the creature gains inspiration and 2d10 temporary hit points, but has disadvantage on attack rolls until they take damage or 24 hours pass. While this happens, the player of the character describes what blissful peace feels and means for their character.
5	Each creature within the region receives the *sanctuary* spell (DC 13) which lasts 24 hours unless the creature attacks or casts a spell that affects an enemy creature.
6	A random creature within the region becomes targeted by the *modify memory* spell (DC 17), removing one painful or traumatic memory at the DM's choice. The creature can choose to fail the saving throw, and is able to choose the memory to remove by doing so.
7	The Elysium magically infuses a random character with a fragment of insight on how to achieve true happiness. The character poses a question as if they cast the *divination* spell, and the DM answers accordingly. The answer can be a short prophecy, a vision, or something similar. This divination only reveals how to achieve happiness in a way that doesn't involve evil, violence, or harming other creatures.
8	All creatures within the region regain 5d10 hit points immediately, and regain the maximum number of hit points for any Hit Die spent for the next 24 hours.

Gehenna

The Plane of Ambition, Parsimony, and Ruthlessness

Other Names: The Fourfold Furnaces, the Fires of Perdition, the Bleak Eternity
Creature Themes: Want, Fire
Hallmarks: Smoke, magma, steam, acid, steep slopes, falling rocks
Sample Portal Keys: A coin stolen from an honest man, a snake's fang, a pumice shard, a broken oath, a vow of vengeance

Floating within a black void, the Fourfold Furnaces of Gehenna are realms of finite resources, where competition is the only way of life and any form of common effort or friendship is purely a means to an end. On Gehenna, a bargain struck is only as good as the other party's consideration of whether it would be better to betray you now or later. All must constantly climb toward an ever-decreasing amount of solid ground, for the lower down the mountain you are, the more likely the hazards from above will devour you, assuming you do not simply tumble out into the void.

False friends and flexible rules are the way things are on Gehenna, where everyone takes pride in how high up the mountain they have been able to climb, and in turn will make every effort to ensure none can reach the same level as them. After all, whoever catches up might throw you down in turn – that's what you would do. Those who don't aspire to the top are nothing more than rungs on the ladder, stepping stones to be trod on.

While the plane's mountains are of fixed (albeit colossal) height, they are infinitely wide – one cannot possibly circle around the entirety of a peak. Of course, few would ever choose to remain at the same level and make room for others, so the effect is the same – each climber reinforcing, in their own mind, that there is limited space and no choice to show generosity or compassion unless it will pay off later. Flat terrain is virtually unknown on this plane, and the scarce regions that do exist have often been carved out and are fiercely contested.

Beyond the mountains float a few earthbergs, bits of land and rock sloughed from the Four Furnaces across the eons that can still hold inhabitants. Some of these float toward the mountain they spawned from, some remain a fixed distance away like strange moons, and some are slowly but surely getting drawn away from the heart of the plane and into the hollow void beyond.

"Give nothing, take everything, and always pretend there is an underlying fairness to your advancement."

—The Yugoloth Credo

Common Knowledge

Those familiar with Gehenna know the following facts:

- Gehenna's external terrain is almost entirely steep mountainside, at least 45 degrees.
- Lava, geysers, boiling rivers, sulfuric mud pots, and other types of volcanic activity are common here.
- Most flat ground in Gehenna is in caverns and tunnels hollowed out into the slopes, but these are usually riddled with natural hazards or unfriendly residents.
- The yugoloths claim this as their home plane, but they did not originate here. The fact that they chose Gehenna and prefer it speaks volumes to the horrid nature of this plane.
- Safe ground and places to rest are rare here and competition for it never ends.

Gehennan Characters

When creating a character with ties to Gehenna, consider the following:

Who have you had to betray? Survival on Gehenna will inevitably involve having to topple someone or something else in order to stay out of peril. Have you managed to keep relatively to the straight and narrow, only fighting those who have attacked you first? Did you need to sell out a friend or ally in a pivotal moment in order to maintain your position (whether social or literal)? Have you held onto any principles about those whom you would never betray or things you would never do? What might drive you to break those self-same principles, if it meant your survival or the life of those you cared for?

How do you get ahead? Life is a struggle to climb higher in order to avoid being dragged lower. You have understood this from a very young age if you are from Gehenna. How do you avoid slipping down the slopes, figuratively or literally? What pitfalls have you avoided, and what methods do you use to advance ahead of the competition? What obstacles keep you in check, and how do you plan to overcome them in your rise to the top?

Layers

Gehenna has four layers, also known as "Furnaces." It is a crucible of hate and envy, where souls are roasted, morals baked, and hearts hardened by treachery and malice.

Khalas. Khalas the Gentle, Khalas the Unforgiving, the Steaming Furnace; these are just some of the names for the first layer of Gehenna. Starkly beautiful in a rough, harsh fashion, Khalas is a land of bubbling lava and raging rivers, of rugged cliffs and countless waterfalls, a place where nothing grows as earth, flame, and water engage in an endless struggle for supremacy at the expense of whatever dares to tread between them.

Khalas is the furnace of vainglory and hubris, a place where to admit inferiority in any fashion can literally lower you. If the natural forces of the layer were ever to work in tandem, Khalas could be a lush, verdant paradise where the fog of steam could surround and obscure, where roots could take hold and provide structure to combat the erosion that can suddenly topple the unwary to their doom. This being Gehenna, they never will; the flame within the heart of the mountain will never yield to the waters of the rivers, nor will the rock yield to the water and allow the formation of moist loamy soil, and so forth.

Khalas is considered "gentle" only compared to the layers beyond it, for the battles of the rivers, the erupting magma, and the heated rocks of the land result in cool patches that can remain stable for a time, with all the water having evaporated or drained down into rifts in the stone before it comes within miles of the mountain's outer edge.

Chamada. The Mountain of Hate, the Howling Inferno, the Raging Furnace; these names affirm that even those who would foolishly label Khalas as "gentle" can find no redeeming quality to Mount Chamada. A volcano so active that it makes those of the Material Plane seem cold and tame, flows of magma a thousand feet wide crawl down its slopes. The fiery mount is filled with so much molten rock that its terrain is almost all in constant motion, with what little survivable patches exist doomed to slide down toward the eternal night of the void. Without some form of protection from the immense heat of Chamada, death is inevitable.

Some particularly unfortunate regions exist where the hate of the layer infects its own terrain, creating boils and pustules formed in the very rock itself that fill with molten metal and rupture at the slightest disturbance. The yugoloths feel most at home on this horrific layer, and their towers and fortresses offer the false hope of shelter to those foolish enough to travel to this blazing-hot realm of horror.

Mungoth. The Crackling Furnace, the Twilight Flames, Mungoth the Treacherous may be a colder layer of Gehenna, but its belly is still brimming with magma waiting to erupt. Mungoth has fewer open furnaces and fumaroles, and the layer is dominated more by the acidic snow that descends from the black sky. Sudden crackling eruptions see the permafrost split abruptly, devouring those unfortunate enough to believe they stood on safe ground. The tephra produced by these eruptions mixes with the snow to create deadly mudslides that can flood the otherwise safe caverns of the layer, making such respites a dire risk indeed.

Despite the threats of the lava and the mud, the caves are valued so highly on this layer that one can rarely be found unoccupied – and few of the occupants have much interest in sharing. Mungoth is the mountain of hypocrisy, a volcano known more for its frigid cold, much as the inhabitants are those who seek to be the highest of the low, literally tunneling deeper down into the mountain and fighting to be the one most at risk of being buried when a cave is eventually compromised. The light here is barely present, and trends more to a dull violet than any true shade of red.

Krangath. The Dead Furnace: that name alone is all that one needs to understand the bitterly cold final layer of Gehenna, though it is also called Krangath the Silent and the Mountain of Unbroken Night. Whatever flame might once have roared in the heart of Mount Krangath has long ago guttered out, and the caverns beneath the icy slopes scarcely offer sufficient warmth for any to survive. Unlike the caverns of Mungoth, these tend to be broader, with many chambers that serve as battlefields for those who try to dominate the darkest layer.

Krangath is envy and solipsism, the naked futility of the eternal climb laid bare in the bleak and bitter cold. To turn inwards is the only succor. To hate others for what warmth they have and seek to take it from them is the main industry. Here is the one part of Gehenna that does not indiscriminately topple those who would rule from on high, where any can find firm footing in the tunnels beneath the surface.

The victorious conquerors of Krangath feel the most lifeless in victory, as they come to realize that what they hold sway over is something nobody else truly wants, and that there is nothing left for them but to continue fighting challengers to protect an empty rule, or to die to the next fool who has not realized the worthlessness of their ambitions on the Dead Furnace.

"IT'S NOT THE COLD THAT GETS YOU, IT'S THE HUMIDITY."

—MUNGOTH SAYING

Locations

The slopes of Gehenna slant between Hades and the Nine Hells. Its portals and planar breaches connect primarily to those two planes or the Outlands. These portals look like black chasms in the floor, crevasses whose bottom lies just beyond the reach of most light sources. There is no natural way to distinguish which go to the Nine Hells, Hades, or the Outlands, but intelligent creatures often post signs in Infernal indicating such. Here's hoping none of them are lying.

Yugoloth bands and outraged petitioners intervene whenever someone attempts to terraform steep Gehenna, but landmarks still exist. This section describes some of such landmarks.

Amygdule. A town erected on rocky spires that emerge from a rift to the Elemental Plane of Earth, Amygdule is a rare haven for those foolish enough to traverse the slopes of Chamada. While the spires rise out of a planar rift so dark and terrible that it resembles a bottomless pit, the carved stairs and suspended bridges provide a modicum of safety.

Unique Exploration Rules

Steep Slopes. The soil and rock that comprises the Gehenna landmass is naturally very steep – at least 45 degrees at its most shallow points. Whenever someone tries to terraform the land to build terraces or staircases, the magic of the plane quickly sends earthquakes and avalanches to revert the landscaping, or alerts yugoloth raiders that intervene with deadly force.

Ground Lighting. The ground glows softly, providing dim light everywhere within 30 feet of the ground. This effect ends on ground removed from the plane. The rest of the plane is dark, with no other natural sources of light.

Gehenna Magic. Creatures have disadvantage on saving throws against Evocation spells while in Gehenna, and advantage on saving throws against Enchantment magic here.

Gehennan Corruption. A selfish atmosphere pervades Gehenna. When the DM deems appropriate, though usually not more than once per day, a character must succeed on a DC 11 Wisdom saving throw or choose one of the following paradigms to incorporate into their roleplaying and decisions:

- The character has no mercy for enemies.
- The character has no compassion for allies.
- The character is jealous, possessive, and territorial.
- The character suspects every misfortune to be an intentional plan against them.

Whenever the character finishes a long rest, they can attempt a DC 11 Wisdom saving throw, overcoming and ending the paradigm effect on a success. A *calm emotions* or *remove curse* spell or similar magic also ends this effect.

Anything imported here has had to pass through the Plane of Earth, so prices are high and selection is thin. Rumor has it that this has to do in no small part with the taxes collected by Phenoc the Rock Baron (lawful evil **Fated shaker**; see *Planescape: Adventures in the Multiverse*), the lord of Amygdule, who is rumored to be paying the yugoloths an extortionate price for protection.

The Baletorch. High above a treacherous cliff, in the endless dark void that is the sky of Khalas, flickers a strange green light. Some arcanists have come to this place to study the mysterious Baletorch, capturing motes of its eerie radiance for use in strange rituals.

Still more are entranced by the wicked light and unable to leave, transforming into warped emerald-taloned abominations whose entire head becomes dominated by a single staring green eye. These aberrant **nothics** line the jagged cliffs and spires beneath the Baletorch, staring endlessly into the nightmarish void and murmuring to themselves of weird and alien secrets they believe they have seen there.

The Crawling City. This horrid mobile city can roam between layers, shambling along the slopes on a thousand taloned legs. No terrain can slow it, not the most fragile ice, the most raging river, nor any flow of magma. Constructed of obsidian and ash, the ominous spires of the Crawling City contain barracks for fiendish mercenaries and the Academy Bellator, a school for the arts of war and strategy. It is hard to reach the gates of the Crawling City without magical aid.

The de facto capital of yugoloth power, even moreso than Khin-Oin, the Crawling City is home to the mysterious General of Gehenna and moves at their command. **Ultroloths** trek to the City at the General's behest, and it is rumored that they may have the backing of one or more **baernaloths** (see *Planescape: Adventures in the Multiverse*) who have whispered to them the secrets of the Blood War. The City itself, despite bristling with siege weaponry and battle-ready mercenaries, has never entered the War; rumor has it that on the day it does so, the Blood War will end once and for all.

"I'm supposed to record the different ways the furnaces are all horrible, as though anyone would have a preference."

—Lord Sortlyn the Irate

"A burning star falling from the void, or a petitioner on fire? It makes no difference; both are equally beautiful to me."

—Helekanalaith, Keeper of the Tower of the Arcanaloths

Nimicri. This mysterious moonlet, several hundred feet in diameter, floats casually above the molten surface of Chamada. It could pass for a pleasant Material Plane city if it were not a floating sphere in the dark void, the hustle and bustle of contented people going about their business as merchants and crafters making it appear to be an appealing destination for those who need respite from the magmatic hell below. The goods and services may be real, but the people – and the city itself – are anything but.

Nimicri is in truth a colossal and very adept mimic, capable of forming copies of anyone whose blood spills on its surface. For this reason, the creature loves arranging minor "accidents" for visitors in order to acquire more skills and improve the realism of the "crowds." Though none of its copies possess the true range of extraordinary abilities of the originals, their memories and skills are carried over intact. Nimicri is selective in its diet, isolating lone guests down an alleyway that suddenly closes in, a fanged maw opening from the cobblestones. The rest it allows to leave, hoping to spread its reputation and attract more prey.

Portent. The mysterious city of Portent is a winding maze of tall buildings at its heart, growing more regular beyond the walls as the great structures give way to a shanty town. Supposedly, the city is the key to a great secret buried beneath Mungoth, and the one who rules the city could unlock this lost arcana.

Therein lies the rub – the throne of bone at the heart of Portent has hosted many a temporary occupant, but none have been able to truly claim it, and all quickly vacate it. The throne radiates a strange force that makes onlookers desire to be elsewhere, to look away, as though it were inherently wrong. The secrets of the town may lie with Laughing Jane (neutral evil tiefling commoner), a wizened crone with three voices and snakes in place of her eyes. She claims the town is actually the remains of one of the first yugoloths, when she bothers conveying anything about it.

The mystery of the city lies in a strange phenomenon: those who would raise their blades in a rage are trapped within their own vindictive thoughts, for Portent demands that all violence be thought out and carefully planned. Those who had never intended to do so will play out their violent deeds in their own minds, not realizing that the harms they imagine are in fact being wrought upon their own bodies.

The Tower of the Arcanaloths. A horrific spiked and bladed monument to the meticulous cruelty of yugoloths, the Tower of the Arcanaloths is the central repository for all contracts ever drawn up by the **arcanaloths**. Here is stored every record of every transaction, and every file on everyone who has ever crossed them. These documents are inscribed on the living flesh of petitioners who have been mutilated and sealed within small black canopic jars. Other unfortunates are suspended from barbed chains and flayed to produce the blood that serves as ink for the histories and treaties of the arcanaloths.

All arcanaloths possess the ability to mentally link to the archives of the Tower, trawling through them at lightning speed for the records needed to seal their next contract. They must constantly weigh the value of this access against the drawback, however – for any arcanaloth who uses this power reveals their location to every other arcanaloth, no matter which plane they are on. Those who would not welcome giving such information freely to their rivals must either come to the Tower in person or find other means of learning what they seek. The Tower stands tall over the slopes of Chamada.

Denizens

Yugoloths are the exemplars of Gehenna, where they roam the slopes in violent bands. This section describes major cosmic beings of the Fires of Perdition.

The General of Gehenna

Powerful Altraloth

Some claim them to be a myth; some suggest the General is a **baernaloth** (see *Planescape: Adventures in the Multiverse*), or a disguised demon prince, or a disgraced duke of Hell. The prevailing tales paint the General as an **ultroloth** of surpassing age and intellect, sequestered in the Crawling City and issuing orders dripping with untold malice and subtle cruelties through a network of agents. This enigmatic figure is said to be, if not the architect of the Blood War itself, then certainly the only being with a complete understanding of the War in its current state and how to manipulate it.

It remains a matter of debate as to whether the Oinoloth (see Hades) or the General can be considered the true leader of the yugoloths, though outside of Oinos the prevailing sentiment is that the General is the only yugoloth leader who matters. Whether this is more classic daemonic duplicity or merely a mark of the disdain the mercenary fiends have for traditional authority is hard to say with any certainty.

Diptherius

Powerful Altraloth

Author of Nightmares, Keeper of Khalas, Diptherius the Dread was once a rival of Anthraxus for the seat of Oinoloth. He abandoned these ambitions for reasons unknown, choosing instead to serve the General of Gehenna as proconsul. Once the most despised of all yugoloths, his crime is etched on his form – the first altraloth, he is a bloated figure with an engorged toadlike throat, stout neck, six beady black eyes, and vast wings like those of a moth. His flesh is a pallid grey streaked with blue stretch marks.

Diptherius bears the Rod of Trembling, an artifact dreaded on Gehenna for its power to cause the slopes to shake and cast down the unwary. Formerly an arcanaloth, he remains fascinated by tomes and arcane lore, though his large taloned hands make writing difficult. He bears a red stone amulet around his neck, believed to reveal all he sees directly to the General, and always wears stained leathery robes made of humanoid flesh. Diptherius rules from his palace in the heart of Coryne, the Brutal City, where he plots with devils, demons, and **night hags** in pursuit of his secret ambitions.

"The yugoloths chose to be here. That should tell you everything about both them and this place."

—Lord Sortlyn the Miserable

Loviatar, Maiden of Pain

Lawful Evil Faerûnian God

An old deity in young guise with a vicious contempt for the nature goddess Mielikki, Loviatar is the ultimate sadist. Patron of pain and torture, she is allied with Bane and a rival of Talona, whose cruelties Loviatar finds crass and lacking in elegance. She hates all who are unselfish, for she herself is cold-hearted beyond compare; indeed, the only being who she has ever considered to have gone too far in the pursuit of suffering and cruelty is the horrific Daragor – the only being known to have ever caused her a moment's fear. Loviatar keeps her cold realm of Ondtland on a plateau of Mungoth, a beautiful but deadly place renowned for its skilled torturers.

Maanzecorian, the Inescapable Master

Lawful Evil Illithid God

Maanzecorian is a deity at a strange crossroads – it knows that it is dead, and yet it lives; it remembers being slain by the shadow of Orcus, but it also knows that nothing could raise it from the true death of the Last Word. Yet Maanzecorian persists, and nothing disturbs the illithid god of comprehension and total knowledge more than this simple lack of self-knowledge. The gods of the mind flayers have ever been abstract, more embodiments of a philosophical ideal than true divinities in the sense that others would know them; Maanzecorian represents the ideal of pure understanding without need to make connections or access memories.

"Do you honestly think that we believe ourselves evil? My friend, we seek only good. It's just that our definitions don't quite match."

—Ailanreanter, arcanaloth playing with the head of a prime

As the god of secrets and knowledge, Maanzecorian's existence is now its own greatest test – the Philosoflayer has turned from exploring the mysteries of the multiverse to reflecting incessantly on its own continued existence. It has surpassed Ilsensine in exploring the future, and in turn the mysterious origins, of the illithids; however, it seems legitimately confused as to what it should do next. Maanzecorian's realm, Rictus, is an opulent palace of jade, jet, ivory, and marble, decorated with the flayed skins of countless creatures. It was once the laboratory in which the god explored the uses of its dark knowledge. Now the vivisection rooms lie still and quiet, bound up in the brooding introspection of the God Who Died.

Mellifleur, the Lich-Lord

Neutral Evil Lich God

Mellifleur never wanted to be a god – or at least, certainly hadn't planned on it. He simply happened to be attempting a ritual to achieve lichdom at the same time a god of death was conferring godhood to a favored minion. Somehow, Mellifleur effectively "stole" the ascension, resulting in his current state as a true god – albeit one beset with countless problems. His realm and his worship on Toril were both usurped by Velsharoon; the night hags created the altraloth Typhus to combat his efforts to control the larva trade; and the evil god whose dark gift Mellifleur accidentally stole plots to tear the Seeker of Secrets asunder.

From his new realm of Hopelorn on cold Krangath, Mellifleur works to buy the loyalty of enough yugoloths to secure his power base. He feeds secrets and arcane works to various forces to keep Typhus at bay. Above all, he keeps a wary eye on the black obelisk where his unknown victim's essence was bound, trapped at the moment of failed ascension, for Mellifleur dreads that being's sinister ambitions. Mellifleur is a patron of magic used for selfish ends, of the study of undeath, and of lichdom; he encourages the dissemination of the secret rites used to achieve it.

Memnor, the Wise Counselor

Neutral Evil Giant God

It is said of Memnor the Masked that he has as many faces as there are stars in the sky. He is charming, suave, wise, subtle... but above all, the Golden God is prideful. Nothing drives Memnor's vanity and envy like being reminded that Annam All-Father is still head of the Ordning, and that his older brother Stronmaus was their father's chosen successor. Patron of evil cloud giants, Memnor seeks the best and brightest to corrupt; his epithet Wyvernblade stems not only from his skill at felling and taming those beasts, but also from the poisoned words that drop from his tongue.

Memnor's realm is a vast thundercloud that meanders around the black skies of Chamada, the ominous rolling silhouette in the distance a sign of warning for all creatures underneath – when his fury is great, Memnor causes the cloud to unleash a deadly acid rain or scourging hail upon those below. The cloud is solid, bearing a vast palace of adamant known as Thraotor, where Memnor commands a court of entertainers to distract his guests from the dread thunder rumbling below their feet. Memnor is capable of pretending kindness and grace, but it is all calculated, one long ruse to seek servants and undermine his kindred.

Sargonnas, Dark Vengeance

Lawful Evil Krynnish God

Patron of the minotaurs of Krynn, Sargonnas is the sometime consort of Takhisis and father of Nuitari and Zeboim. God of vengeance and conquest, he espouses survival of the fittest and believes that might makes right. Sargonnas is just – in brutal, wrathful fashion – and honorable; the Red Condor bears a grudging respect for Kiri-Jolith's justice, while wisely distrusting his mate and most of his fellow dark gods. Sargonnas resides in the Palace of Deception on Chamada, watching the feeble lies of mortals through a thousand mirrors and sending fiery retribution to strike down the weak, the dishonorable, and the false.

Shargaas, the Blade in the Darkness

Neutral Evil Orc God

An interloper god within the orc pantheon, Shargaas is the god of night, of thieves, and of murder. Stealth, cold, and undeath are all within his purview, and he commands his followers to rail against life and creation, against hope and joy. Deep within Krangath lies his realm, the Night Below, an infinite web of caverns that extend far beyond what the mountain should be able to contain – some sages believe that the tunnels connect to caves across many worlds on the Material Plane, allowing Shargaas to abduct unwary spelunkers into his shadowy domain. Light is weak and faltering in the Night Below, and will invariably attract unwanted attention.

"A newly arrived prime once told me, "Gehenna's not the Nine Pits, but you can see them from here." The berk seemed to think that was really funny, but I didn't get it."

—Wyssilar, a tiefling tout of the Lower Planes

Squerrik, the Foulest of Filchers

Lawful Evil Wererat God

The least of the lycanthropic gods, Squerrik was little more than an opportunistic spirit before he came upon the rampaging Daragor. In an uncharacteristic show of boldness, he bit the werewolf god's tail, drinking in the magic of lycanthropy and the spark of divinity both. Sages note it as the last bold act that Squerrik has ever performed – the god of wererats has spread his "gift" like a disease across many worlds, but never sticks his neck out for longer than he absolutely has to.

Unsurprisingly, Daragor would rip him to shreds if he were ever found – so Squerrik hides beneath Khalas in a trap-riddled burrow known as Cheisin.

Though he is patron of the wererats, who consider the city of Tyro at the heart of the tunnels to be their spiritual capital, Squerrik's portfolio extends to thievery, concealment, and disguise; indeed, he seems almost completely disengaged from his "creations," likely at least in part from fear that Daragor might trace his contact with them and hunt him down. His followers scour the planes for magics of concealment, protection, and trapmaking, offerings for the cowardly and paranoid Despot of Diseased Depths; his realm is a fence's paradise, and has connections to many other interplanar markets.

Velsharoon, the Vaunted

Neutral Evil Faerûnian God

God of necromancy, Velsharoon's divine ascension was sponsored by Talos the Stormlord, but the Lord of the Forsaken Crypt wisely chose to cast his lot in with Mystra instead. Serving her through Azuth, the treacherous undead god flirts with abandoning Mystra's service to bow before Shar, which would give the Lady of Loss a powerful asset with his control of undeath. Velsharoon's realm, Death's Embrace, is a repository of necromantic knowledge that lies on Mungoth. He is sometimes conflated with the lich god Mellifleur (and steals that god's name and worship on Toril) but the two are separate; they are rivals who think little of one another.

"UNLESS THE PAY IS RIGHT."

—SELF-PROCLAIMED "SAVVIEST OF ADVENTURERS'

Intrigue Opportunities

- An enchanted bauble has been stolen and sold to countless merchants, finally being traced to the Bandits' Bazaar in the depths of Squerrik's hidden realm. The allure of the artifact is causing chaos, however, prompting the wererats to seek outside aid in retrieving and removing the thing before their anxious god decides to resolve the matter with a lava flow.
- The Doomguard are fascinated by Gehenna's limited landscape; they believe the plane stands as proof of their beliefs and would love to annihilate a layer in its entirety in order to demonstrate that entropy can devour the infinite. To that end, they have hired adventurers to steal the Rod of Trembling – but Diptherius is certain to oppose this plan.
- Before his death and rebirth, Bane seeded his soul within his son, a minor god named Iyachtu Xvim. Bane has since returned to power by devouring Xvim from within, reclaiming his power on Acheron; Xvim's divine realm, the Bastion of Hate, remains on Chamada, a decaying testament to the best-laid plans of the Black Hand and a perilous ruin where the secrets of that evil god's undoing might be found.
- **Shemeshka**, a powerful arcanaloth in Sigil (see *Planescape: Adventures in the Multiverse*), wants to know more about the origins of Diptherius. Savvy adventurers may realize she too intends to ascend as an altraloth. Savvier adventurers won't help.

Gehenna Supernatural Effects

Consider rolling on the Gehenna Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Gehenna powers (like the *planar ally* spell to summon a yugoloth or the *plane shift* spell cast to reach the Gehenna).
- A creature steals something, or strikes a deal in a sinister way.
- A creature deals damage while being hidden or unseen.
- A creature inflicts or suffers betrayal.

Gehenna Effects

d8	Gehenna Effect
1	Acid fog emerges from the ground of the region. The fog has the same effect of the *fog cloud* spell, but the cloud has a 30-foot radius. Each creature inside the cloud when it appears, when the creature's turn begins, or that enters in the cloud for the first time during their turn, makes a DC 10 Constitution saving throw, taking 1d6 acid damage on a failure.
2	A random creature within the region gains the ability to cast the *planar ally* spell once as a charm, using Charisma as their spell-casting ability. This ability can be used only to summon a yugoloth or another creature belonging to the plane of Gehenna.
3	The seed of distrust grows inside the characters. Over the next 24 hours, each character about to use the Help action, give advantage to an ability check, or cast a beneficial spell to another character makes a DC 12 Wisdom saving throw. On a failed save, the character must change action or do something else. The player of the character defines why they suddenly don't trust the other, taking into account their traits and past experiences.
4	A sulphuric geyser explodes from the ground of the region. Each creature in a 5-foot-radius, 30-foot-high cylinder centered on a point in a random creature's space must make a DC 15 Dexterity saving throw. A creature takes 2d6 acid damage and 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also knocked prone.
5	The ground in a 60-foot cube within the region shakes in a sudden earthquake and partially lifts up, becoming a slope with at least 45 degrees of inclination (if it's not already so). Each creature in the area makes a DC 17 Strength saving throw. On a failed save, the creature is knocked prone. On a failure by 5 or more, the creature also rolls 30 feet downhill, taking 3d6 bludgeoning damage at the end of this movement.
6	Over the next 24 hours, anyone in the region is more inclined to be bribed, but also to be robbed. Any ability check involving giving or taking wealth to or from another creature is made with advantage.
7	Sinister vapors rise in the region, looking to take advantage of the weak. The next creature failing a saving throw in the next 24 hours takes 3d6 poison damage and becomes affected by the *bestow curse* spell, cast at the 9th level (the DM chooses the curse or determines it randomly). If the target seriously harms another creature in a moment of weakness, the curse is lifted.
8	Fire itself betrays who wields it in the region. Once per turn over the next 24 hours, a creature failing an attack roll to deal fire damage takes 1d6 fire damage themself. The same happens if the creature is using a fire effect that requires a saving throw, and one or more targets succeed on the save.

Hades

The Plane of Despair, Misery, and Apathy

Other Names: The Gray Waste, the Three Glooms, the Endless Despair, the Silencing Land
Creature Themes: Afterlife, Shadow, War
Hallmarks: Colorless landscape, suffering, despair, misery, general awfulness
Sample Portal Keys: A vial filled with tears, bone ash, dead flowers grown on a grave

Every bleak day, every tear shed in sorrow, every festering and impotent resentment; if a foul thought has ever darkened the mood and gnawed on the spirit of a mortal, it has become part of the fabric of the Gray Waste of Hades. The plane of pure evil, Hades lacks the ambitious character of its lawful neighbors and the emotional drives of the more chaotic Lower Planes. Here is only the apathy of the soul – the surrender to a slurry of melancholy and hopelessness that takes physical form in mud, fog, and withered things that seem to cling to life just to offer spite and withhold any mote of solace from others.

Hades has neither day or night, only an inconsistent cycle of brightening and darkening that barely seems to alter the gray sky above the equally colorless ground. The plane slowly leeches all color, makes bright white fade to dingy ash and dark black mute to a dull charcoal. It has a similar effect on the soul – Hades is evil without purpose, without savor. Beyond sin, beyond cruelty, beyond malice, Hades represents nothing so much as pure misery, hollow and perverse, accomplishing nothing and despoiling everything.

Common Knowledge

Those familiar with the Hades know the following facts:

- Hades is a gray waste both figuratively and literally – colors fade, flavors dilute, scents flatten. The despair of the plane grips the senses and eventually the soul.
- Travelers here risk losing their will to live, surrendering to the apathy of the plane and dying from lack of care. Some even turn into literal, quivering maggots.
- Hades was home to the yugoloths, the terrible and mercenary fiends who play the Blood War for their own ends, but even they hated it so much that they have largely abandoned the plane for Gehenna. Those that remain are of exceptionally malicious disposition.
- Located halfway between the Nine Hells and the Abyss, the worst of the Blood War takes place on Hades' first layer, Oinos.
- Three great planar pathways connect here – the Styx crosses Oinos, Yggdrasil has its roots on Niflheim, and the foot of Mount Olympus is located on Pluton.

"This is the way the world ends /
This is the way the world ends /
This is the way the world ends /
Not with a bang but a whimper."

—T. S. Eliot, human bard

Wasting Characters

When creating a character with ties to Hades, consider the following:

What has been muted or suppressed in your life? In Hades, life simply fails to thrive. There is no sense of hunger, thirst, or any other need that can overcome the profound hollowness that sets in here. The land seems to devour any sense of love, friendship, or familiarity – even the strongest bonds will find themselves tested by the nagging feeling that infects travelers. Am I truly loved? Is any of it true? Does anyone actually care? Do I even matter? Given enough time on this layer, the answers to all of these questions will begin to crystallize in the mind as a resounding, all-consuming "No."

What gives you hope? But not all who lose hope fail to find it again. What snapped you out of your stupor? Was there some defining event, or a subtle paradigm shift as you gradually remembered the colors of flowers and beauty of a simple act of kindness? Perhaps you never lost your hope in the first place – if so, what tokens of memory and love did you cling to and rely on to sustain your motivation?

Layers

Hades has three layers, also known as "Glooms." Just as Hades' gate-town in the Outlands is named Hopeless, that's what you'll find in the three Glooms. Hopelessness, apathy, lethargy, darkness, and wickedness. There are bright spots which fight against the natural despair of the plane, but these are far and few between and have little influence outside their geographic boundaries.

Oinos. Oinos is the Battle Plain, the key battlefield of the Blood War, a pitted and pockmarked field of mud, dust, and dead things. The Gloom of Anguish, Oinos is infused with suffering of all forms, from the violence of the eternal conflict that tramples any life into ashes to the horrific diseases that emanate from the tower Khin-Oin, once the heart of yugoloth power. With so many corpses strewn across the boundless battlefield, Oinos is plagued by the reek of decay and death.

Oinos is the loudest of the three glooms, and perhaps the "brightest," for it is filled with the moans of the wounded, the death cries of the slain, and the clashing of weapon against weapon. Travelers of Oinos need to worry about the night hags' herds of larvae, press gangs looking for Blood War "recruits," and the wasting sickness that lurks in the very air.

The River Styx crosses through Oinos, its dark waters almost seeming to drink in the pain and anguish that constitute the layer. **Merrenoloths** (see *Monsters of the Multiverse*) are easy to find along its shores; they know full well that most anyone who has ever ended up here will be eager to depart, and as such they can charge extortionate prices.

Niflheim. The Cold Despair, the Gloom of Loss, Niflheim is a chill realm of mist and fog that permeates everything it reaches. The grasp of the insidious vapors brings rust, damp, and discomfort; it's not acidic or toxic, but it doesn't need to be. It does not exist to destroy, merely to cause dismay, confusion, and a sense of hopelessness and abandonment. To that end, the mists obscure not just vision, but also scent and sound.

"See this? Hundreds of miles of destruction. Millions of bodies littering the field. Senseless death throughout. I love it."

—Tarnalak, a mezzoloth

Unique Exploration Rules

Irregular Cycle. The cycle of day and night in Hades is inconsistent and melancholic. The sky will fill the plane with an even spread of dim light for 2d12 hours, then illuminate nothing at all for an additional 2d12 hours, and then back to dim light again. Bright light is rare in this dark plane.

Vile Transformation. Whenever a creature takes a long rest in Hades, they must succeed on a DC 11 Wisdom saving throw or take one level of exhaustion, which can't be removed while the creature remains in Hades. If the creature would die from exhaustion, instead of dying they permanently transform into a larva.

Larvae are miserable fiends that retain the facial features of their previous form but have the body of a fat worm. A larva has only a few faint memories of their previous life. They can use the statistics of a rat, except they are a Fiend and size Small, and they understand the languages they knew in life but can't speak. Alternatively, it can use the statistics for a larva found in chapter 2 of the *Dungeon Master's Guide*.

Hades is crawling with larvae. Night hags, liches, rakshasas, and others harvest them for use in vile rituals, for trade as currency, or for an afternoon snack.

Wasting Despair. An apathetic atmosphere pervades Hades. When the DM deems appropriate, though usually not more than once per day, a character must succeed on a DC 11 Wisdom saving throw or choose one of the following paradigms to incorporate into their roleplaying and decisions:

- The character experiences no positive emotions.
- The character experiences no negative emotions.
- The character wants to just sit down and rest for an indefinite period of time.
- The character feels unreal, like they're just a figment of someone's imagination or the protagonist of a book.
- The character loses interest in eating and drinking.

Whenever the character finishes a long rest, they can attempt a DC 11 Wisdom saving throw, overcoming and ending the paradigm effect on a success. A *calm emotions* or *remove curse* spell or similar magic also ends this effect.

Undead Strength. Undead have advantage on saving throws against effects that would dispel, banish, or turn them while in Hades.

Niflheim

Distant Mists. Niflheim is filled with fog. Space more than 60 feet away from a creature is lightly obscured to that creature, and space more than 120 feet away is heavily obscured.

Were it not for the endless clouds of fog and the lack of colors, Niflheim could pass for an average Material Plane world – mountainous and forested, with rivers and lakes, hills and meadows. A more challenging landscape to traverse than Oinos, Niflheim experiences temperatures ranging from a cold spring morning to a bitter winter's night. These can produce thick layers of snow, stinging hail, and rime that creeps over anything that remains in place for too long. Steep cliffs and treacherous ravines are made more perilous by the all-veiling fog.

Among the myriad pines of the layer can be found the roots of Yggdrasil, eternally gnawed at by the terrible wyrm Nidhogg. The thick boughs and encroaching snows provide further cover – as if the mist did not do enough – for predators tracking a warm meal, and the insidious fear of the unknown that gradually grows in all travelers results in twitchy sword hands and the constant anticipation of violence.

While the mists of Niflheim are uncomfortable, none gladden when they should part, for only when the layer can torment the soul with thoughts of loss will the fog roll away. A lake where lovers once met before an untimely death divided them; a meadow from a happy childhood that ended in bloodshed and war; a forest where a warm cabin once stood in happy seclusion before fire devoured it – the mists will part whenever they can goad a traveler with such memories, twisting nostalgia to bitterness and staining fond memories with loss and futility. Niflheim's mists whisper of age, of forgetting, of love lost and precious moments ground down by the uncaring march of time.

"I keep my rage bottled up. It's the only way I survive."

—Callathion Aconne, barbarian tout in Niflheim

Pluton. At the foot of Mount Olympus is the Gloom of Alienation, also called the Land Without Love, the Gloom of Grief, and the Sorrowed Land. Perhaps the easiest of the three to traverse, at least in purely physical terms, Pluton resembles a subtropical climate of shores and slopes, of rivers and groves. Black willows, withered poplars, and olive trees that fail to bear fruit are all common on this layer, and all living things that call this layer home are withered and apathetic, diminished beyond recovery for lack of care.

There is no rain, no storm, not even wind to stir the leaves of the dying trees. The climate is cool and humid, clinging like cobwebs, and the horizon resembles an eternally approaching darkness, a deep gray void spreading thin clutching fingers over the land. A place of almost perverse silence, Pluton manages to feel claustrophobic even though it is largely wide-open.

Shadowy figures on the shores and cliffs are as likely to be predatory fiends as victims of the poisonous sorrow – these latter often simply "stop" and refuse to go on, staring out into the middle distance as they slowly starve to death. More dangerous are those few who bear up against the insidious woe, for their souls are forever scarred. Bereft of any sense that they are valued by others, and of any capacity to value others in turn, they become agents of the plane's perfect despair, muses of futility who go forth to spread suffering for no other reason than because they are curious to see what it looks like when hope dies and the soul breaks.

Locations

Hades is cosmologically located between Carceri and Gehenna. Its portals and planar breaches mostly link to one of those planes or to the Outlands. These portals appear as great spinning coins. Copper coins lead to Gehenna, gold to Carceri, and silver to the Outlands. Arcanaloths often build iron fortresses around these portals to control the traffic in and out of their domains.

Hades has many fortresses of selfishness, few settlements, and fewer temples of light. This section describes some of each.

Khin-Oin, the Wasting Tower. Even the mighty and terrible yugoloths are not immune to the ruinous apathy of their own home plane, and nowhere is this more clear than Khin-Oin. At one time the crown jewel of the yugoloths, Khin-Oin still stands as a pale welcome to only the foolish and those tired of living. In ancient eons, a dreaded yugoloth named Anthraxus ruled from the Siege Malicious, a throne capable of commanding disease and plague across the multiverse, and he was called the Oinoloth to mark his station.

Deposed by an ambitious **ultroloth** named Mydianchlarus, the former Oinoloth fled at the whisper of some terrible secret, ceding his throne but biding his time for revenge. The tower has recently sealed the gates to the throne room, and lesser fiends calling themselves **oinoloths** (see *Monsters of the Multiverse*)

now claim it as their dominion. How this came to be remains a mystery, but the master of Khin-Oin has not been seen in nearly a century now.

Port of Requiem. Port of Requiem is a medium-sized city in Niflheim with scarcely a living being present. This headquarters of the Heralds of Dust outside of Sigil is overwhelmingly populated by undead – undead merchants, undead blacksmiths, undead innkeepers, and so on. There are also thousands of mindless **skeletons** and **zombies** that simply wander the streets endlessly, but the intelligent residents merely step out of their way and let them go about their way.

Every long-term resident (living or undead) is nominally a member of the Heralds of Dust as a factor of their citizenship, but the vast majority are far removed from the faction politics of Sigil and instead explore the transition from life to death, as well as the borderline existence of undeath. Many of the greatest scholarly works on necromancy were written in Port of Requiem.

Visitors are often confused at the city being called a port with no major waterway in sight. The Heralds of Dust view this city as a port of departure into True Death, or even a gatetown between this stage of the afterlife to the next. Members dying of disease, injury, or old age attempt to make a pilgrimage here for their final send off. These transitions from life are a cause of great gatherings of the population as they will witness and study the Duster as they pass.

"KHIN-OIN? IT'S RIGHT OVER THERE, THROUGH THE DEVIL ARMY, ACROSS THE BATTLEFIELD – YOU SHOULD PROBABLY AVOID THE FIGHTING – AND PAST THE DEMON ARMY. IT SHOULDN'T TAKE YOU MORE THAN SEVEN OR EIGHT WEEKS TO REACH IT."

—A "HELPFUL" TOUT IN OINOS

Promise. There is no disease in this fissure of Oinos, colors exist, and the thin mist is luminous if faint. The mazelike caverns tempt explorers with a feeling of hope – not too dissimilar from that found on Elysium. Unfortunately, on Hades, this hope can be addictive – ascending down the levels of the caverns saps the hope from travelers like water flowing back into the ocean, and some would rather die than leave. How deep the cavern goes, or what the source of the light and hope found there might be, remains uncertain. Past the marker known as the Fifth Descent, no living thing has ever returned, and no undead being will voluntarily go beyond the First.

Denizens

Originally, yugoloths were the primary exemplars of Hades. Though they hail from this plane, the majority have abandoned it for Gehenna or other realms. Today **night hags**, monstrosities, scavengers, birds of prey, hunters, and herds of **nightmares** fill the land instead. This section describes major cosmic beings of the Endless Despair.

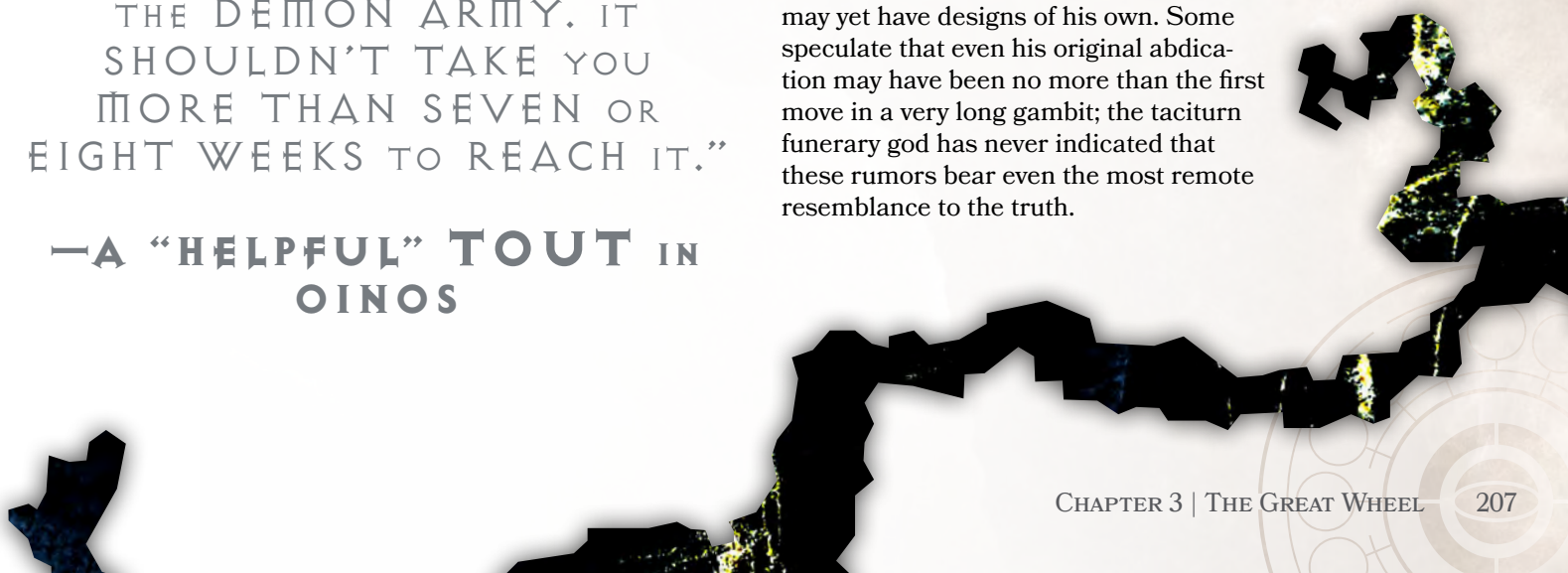
Jergal, the Final Scribe

Lawful Neutral Faerûnian God

In the early eras of Toril, Jergal may well have been the most powerful deity of the Faerûnian pantheon. His portfolio was so vast and so terrible that he was known, rightly, as Lord of the End of Everything. All trembled at his name, all feared his touch, and Jergal grew tired of his dark supremacy.

When three ambitious upstart mortals hatched a plan to usurp his power and become gods themselves, Jergal was only too happy to divide it up and share it out. Thus did Bane, Bhaal, and Myrkul ascend to godhood, while Jergal diminished in power. The ancient god chose to continue on as seneschal and counselor for the new god of the dead.

Jergal has outlasted Myrkul and Cyric in their tenures as masters of the Fugue Plane; now, he serves the new god of the dead, Kelemvor, in the same capacity. Jergal and his new patron work well together, though the alien nature and vast age of the Pitiless One render him an inscrutable aide-de-camp who may yet have designs of his own. Some speculate that even his original abdication may have been no more than the first move in a very long gambit; the taciturn funerary god has never indicated that these rumors bear even the most remote resemblance to the truth.



Kelemvor, Lord of the Dead

Lawful Neutral Faerûnian God

Once a mortal warrior, Kelemvor replaced his former friend turned greatest foe Cyric as god of the dead. He rules over the Fugue Plane on Oinos from his Crystal Spire, where he sits in judgment of every soul that died in Faerûn, allocating the faithful to the divine realms of their patrons. Unlike his predecessors in the role, Kelemvor teaches that death is a natural part of the cycle of life; he does not preach fear of the grave. Though Kelemvor is cold, stern, and aloof, these same qualities make him fair and impartial.

Kelemvor was not always so; as a dead soul who led a rebellion to topple the vicious reign of Cyric, he showed the passion and empathy for which he was known in life. Once the lover of the wizard who became the current incarnation of Mystra, his relationship with her was unable to survive their respective journeys to divinity. As an opponent of undeath and unnatural deaths, Kelemvor is an unlikely ally of Lathander, and maintains cordial relations with the death gods of the halflings and elves.

Mask, Shadowlord

Chaotic Neutral Faerûnian God

The god of thieves and shadows, Mask is an instigator and troublemaker who sees all wealth as up for the taking. For this reason, he counts very few gods as allies – only the drow god Vhaeraun gives him much time, and their "friendship" is somewhat strained by the fact that each has designs to steal from the other. Observers have noted that Mask's formerly evil demeanor has changed in the last century to be less wicked and more slippery – though how they could possibly measure the latter is unknown. In truth, this is because the previous Mask was subsumed by Shar, with the current Mask having inherited the name.

Mask is on the bad side of virtually every deity of light and truth, and has a particularly antagonistic dynamic with Waukeen, for the followers of the Merchant's Friend are often Mask's favorite victims. For this reason, his realm on Niflheim is hard to find – the Shadow Keep is concealed by the fog of the layer and by a devious enchantment that mixes the mist with shadows to create a labyrinth of confusing pathways.

Morgion, the Black Wind

Neutral Evil Krynnish God

Perhaps the most despised of the dark gods of Krynn, Morgion is bereft of allies and likes it that way. Hungering for the fear and suffering of mortals, Morgion is the god of plague, poison, and decay. His followers serve him in the hopes that he will spare them from affliction; indeed, many convert to his faith because they are already ill and seek to avoid further malady. He is the archenemy of Mishakal and avoided even by gods such as Hiddukel and Chemosh.

Morgion's Fortress of Disease stands at the edge of a ravine along the rolling hills of Oinos, where it is said the Master of Khin-Oin's diseases first take hold – it is, therefore, the most deadly part of that layer for sickness and plague, for every new sickness cast forth upon the planes begins here. The Black Wind casts his red gaze across the maggot-riddled fields from his Bronze Tower at the fortress's dark heart, ever calculating how to bring about greater agony.

Shar, Lady of Loss

Neutral Evil Faerûnian God

Mistress of the Night and the oldest evil of Toril, Shar and her sister Selûne were the first two deities created by Ao. In turn, they created Chauntea, and their first battle gave rise to the gods of magic, war, death, destruction, and others. Shar has never forgiven her sister or her offspring for their allegiance to the hated light. As the original presence of darkness over all of Toril, Shar embodies not just the absence of light, but all forms of shadow that weigh on mortals – forgetfulness, resentment, loss, secrets.

An insidious and scheming deity, Shar hates nearly all other gods and seeks to usurp their powers – or eliminate them. She is patient and predatory, capable of vast and subtle deceptions that advance her goals. Currently, she encroaches on the domain of Mystra with her work to create a Shadow Weave that allows the Nightsinger to supply magic to her supplicants directly. Her realm on Niflheim, the Palace of Loss, is a citadel without windows or doors, where the Towers of Night host her favored servants. She welcomes travelers so that they may be tortured – not with physical pain, but with subtle methods to heighten their uttermost despair.

Yurtrus, White-Hands

Neutral Evil Orc God

Gruumsh may be suspicious of Ilneval's ambitions, and the list of gods he hates is long and only grows longer. The only god he has ever been suggested to fear, however, is Yurtrus. The perpetually silent Lord of Maggots is an interloper in the pantheon, counterpart to Shargaas. Where that god is sovereign over uncertainty and murder, however, Yurtrus embodies disease, decay, and certain death. The two have a cold and cordial understanding, both opposing the war-minded trio of Gruumsh, Bahgtru, and Ilneval for their own reasons.

Only Gruumsh truly knows the origin of Yurtrus, though sages have many guesses. Yurtrus, of course, never speaks, and nobody has seen fit to press the One-Eyed God on this matter. The Rotting One reigns over a dead region of Oinos where even yugoloths are loath to tread, and it is fortunate for all that the black iron doors of Fleshslough rarely open to admit visitors – or to send forth the power of Yurtrus. The silent god has an uneasy rivalry with Morgion; neither will send an avatar into the lands of the other.

Intrigue Opportunities

- From Khin-Oin have come forth a new breed of yugoloths, all calling themselves **oinoloths** (see *Monsters of the Multiverse*) and resembling the pustulent ram-headed lords of Khin-Oin who have come before. Whether the Siege Malicious now stands empty remains a great mystery, but what seems certain is that the authority of Khin-Oin over the yugoloths has been strained by this development – not that it makes the multiverse any safer. Certainly not if the oinoloths have anything to say about it.
- In Pluton there is rumored to be the Hill of Bone, where **nightmares** go to die. From the descriptions of the few who have reportedly seen it, calling it a "hill" is a vast understatement. Most denizens of Hades stay clear of its rumored location and are willing to let creatures die as they wish, but in recent years, nightmares have been roaming the lengths and breadths of Hades searching for something taken from the Hill of Bone. Furthermore, reports of the Hill of Bone's location have become conflicting, as if the boneheap itself has begun to trot through Hades for an unknown purpose.
- The Blood War has only paused twice – once at the emergence of the mind flayers, and the second time due to the discovery of the Ghoresh Chasm, a mysterious canyon on Oinos at whose nadir rests a seal marked with glyphs of ancient and terrible evil. Although the devils, demons, and yugoloths are all concerned with its mysteries, they cannot find sufficient common cause amongst themselves to investigate together. Perhaps mortals could succeed where the fractious fiends have failed.

Hades Supernatural Effects

Consider rolling on the Hades Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Hades powers (like the *planar ally* spell to summon a local fiend or the *plane shift* spell cast to reach the Hades).
- An undead is animated or summoned.
- A creature takes enough psychic damage to drop below half of its maximum hit points, or to drop to 0 hit points.
- A creature falls victim to despair.

Hades Effects

d8	Hades Effect
1	Over the next 24 hours, magic in the region becomes colorless. Any spell or magical effect that deals acid, cold, fire, lightning, necrotic, poison, radiant or thunder damage deals psychic damage instead, as its harmful manifestation turns into a gray shade of the same effect that doesn't hurt the body, but weighs on the spirit. The *color spray* and *prismatic wall* spells and similar magic that relies on light has no effect instead.
2	A random creature within the region suffers a harmful magical apathy with the same effects of the *hold monster* spell (DC 17). While paralyzed in this way, the target takes 1d10 psychic damage at the end of each of their turns.
3	Creatures within the region have advantage on saving throws against being charmed or frightened for the next 24 hours. However, whenever any of these creatures takes psychic damage, its hit point maximum is reduced by an amount equal to the psychic damage taken. The reduction lasts until the target finishes a long rest.
4	A baernaloth (see Planescape: Adventures in the Multiverse) telepathically whispers to a random character, offering one dark or ancient secret in exchange for another. If the character accepts, the connection drains the character's hope and they lose inspiration if they have it, or take 2d10 psychic damage if they don't have it. If the character refuses, the baernaloth will do the same offer to the next character that rolls a 1 on the d20 for an ability check, attack roll, or saving throw, until one accepts or all characters decline.
5	The next creature within the region that fails an ability check, attack roll, or saving throw gains the ability to cast the *bane* spell once as a charm, choosing among Intelligence, Wisdom or Charisma as their spellcasting ability and regaining it at the end of each long rest. The creature loses this ability when they roll a 20 on the d20 for an ability check, attack roll or saving throw.
6	A random creature within the region gains the ability to cast *calm emotions* once, regaining this ability at the end of each long rest and using their Intelligence, Wisdom or Charisma as their spellcasting ability. Each target successfully affected by this spell also takes 1d12 psychic damage (this damage doesn't end the spell). The creature loses this ability when they roll a 20 on a Wisdom or Charisma saving throw.
7	1d6 swarms of larvae crawl out of the ground under the characters, trying to vent misery on the weary visitors. Each swarm uses the swarm of rats stat block but has the Fiend type, a speed of 20 feet, an Intelligence score of 6 (-2) and a Charisma score of 1 (-5). Creatures killed by these swarms become overwhelmed by the gloom of Hades and transform into a larva themselves (see "Hades" in chapter 2 of the Dungeon Master's Guide).
8	A random character within the region becomes overwhelmed by despair. The target makes a DC 17 Wisdom saving throw. On a failed save, the target takes 2d10 psychic damage and loses inspiration if they have it, while recollecting a burdening event from itheir past or being overwhelmed by the worries of the future (the player and the DM define together what this fact is).

Limbo

The Plane of Creation, Dissolution, and Transition

Other Names: Everchanging Chaos
Creature Themes: Chaos, Weird
Hallmarks: Change, slaadi, githzerai, endless possibility
Sample Portal Keys: Statuette of yourself that you carved and then broke, unbalanced die, something in your pocket that you are unaware of, a real word you don't know the meaning of, a fake word you are convinced you know the meaning of

Limbo is an infinite plane of utter instability. Matter forms into iron or water or tree or flesh, and just as quickly forms into something else in a bewilderingly random meander. Within all of this floats islands of longer lasting stability, either formed by the will of powerful minds or by simple random chance. Between those fleeting refuges, however, planar travelers at the whim of Limbo might find themselves surrounded by mile-thick wood one moment and acidic banana pudding the next. Limbo would be one of the most inhospitable planes in existence were it not so easy to exert one's will over it.

The key to survival in Limbo, and a fundamental aspect often overlooked by sages, is that Limbo is the plane of ultimate creativity. The chaos matter is shapeable with thought alone and can become anything imaginable – albeit only for a short time. The substance of Limbo is both distilled instability itself, as well as possibility incarnate. Fortunately, creatures in Limbo will naturally make chaos matter they inhale breathable and their immediate vicinity into an open, hospitable environment.

Shaping the environment beyond several feet, however, takes conscious effort, and this task is easier if one works with the chaos rather than against it. Maintaining a stone floor to stand upon is far more challenging than allowing the floor to shift from stone to wood to metal, and so on. For those with the will to exert over it, anything is possible within Limbo except permanence.

"What's Limbo like? It's always exactly what you expect."

—Karsten Wholte of the Hands of Havoc

"Of course the place looks different from last time, you berk! We're in Limbo!"

—Exasperated planewalker to one of the clueless

Common Knowledge

Those familiar with Limbo know the following facts:

- The substance of Limbo can be shaped with your mind, and in most of the plane, this is necessary to even survive.
- The slaadi are the only known major society to originate in Limbo. They can be found throughout the plane, especially at a dangerous location called the Spawning Stone. They are as likely to be helpful as they are murderous, as aloof as curious.
- The githzerai migrated here in vast numbers, drawn by Limbo's example of exerting one's mental power over reality. They formed heavily armored strongholds and are wary, but not necessarily hostile, towards outsiders.

Limbic Characters

When creating a character with ties to Limbo, consider the following:

Where are you from? Although important for any origin, within Limbo, the number of safe refuges is so limited and each so isolated, that your community would likely have a large influence on who you are. Are you from a githzerai fortress or monastery? From Shra'kt'lor, perhaps as one of the uncommon non-githzerai citizens? Are you a resident of Barnstable or someone inadvertently transported to Limbo as a youth and rescued by those halflings? Alternatively, much of Limbo is unexplored, and there may be other small settlements clinging to life in the chaos that you and your DM could create together. Or, most unusual of all, in the infinite expanse of Limbo, it might have one day randomly formed you!

What is your relationship to impermanence? With every moment, Limbo teaches the transient nature of all things. Some who live here embrace that, knowing that they are born, live, and will eventually die. All that they create will someday be destroyed, but this is the nature of existence. Others, however, see this not as a truth of the multiverse but as a challenge. To build and maintain, to stay alive and thrive, are all acts of defiance in the face of entropy.

"DARK SHADOWS OF ALL CREATION, BE MY DOOR TO – WHAT ARE YOU DOING TO MY SHOE?"

— LORD SORTLYN, ABOUT TO DEPART LIMBO, TO AN ORANGE SLAAD

Unique Exploration Rules

Zero Gravity. Limbo has no gravity. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel.

Safe Surroundings. Limbo responds to even the unconscious need to breathe and move. Spaces occupied by creatures are hospitable to those creatures without effort. It is breathable, non-confining, and a non-harmful temperature.

Floating Globules. Limbo has no major landmass (at least, not usually). Most of the time it is a series of floating matter of any size, shape, and substance. The parts not encased in solids drift lazily through fluids, frequently transmuting into other materials or nonmagical objects by way of the plane's chaotic nature. Air or water in a creature's lungs or within its space will never transmute to anything else.

Power of the Mind. As an action, a creature on Limbo can make an Intelligence check to mentally move an object on the plane that it can see within 30 feet of it. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger. On a successful check, the creature moves the object 5 feet plus 1 foot for every point by which it beat the DC.

A creature can also use an action to make an Intelligence check to alter a nonmagical object that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large or larger. On a success, the creature changes the object into another nonliving form of the same size, such as turning a boulder into a ball of fire.

Finally, a creature can use an action to make an Intelligence check to stabilize a spherical area centered on the creature. The DC depends on the radius of the sphere. The base DC is 5 for a 10-foot-radius sphere; each additional 10 feet added to the radius increases the DC by 5. On a successful check, the creature prevents the area from being altered by the plane for 24 hours, or until the creature uses this ability again.

Locations

Limbo shifts constantly within, but always retains the same place in the Great Wheel: between Ysgard and Pandemonium. Its portals and planar breaches usually connect to either of these two planes or the Outlands. These portals can take any appearance – pools, wells, doors, bottomless openings in the chaos, archways, and more. Each radiates a small safe zone, calm centers in the storms of circling matter.

Limbo has few stable locations. Most are described here.

Shra'kt'lor. The massive city is the center of githzerai life and the seat of power for Zaerith Menyar-Ag-Gith, the Great Githzerai who rules over them. As much city as military fortress, the city is constructed of seven rings of heavily armed walls, all formed by **githzerai anarchs** (see *Monsters of the Multiverse*), the most highly skilled shapers of the chaotic substance of Limbo, and perpetually maintained by the mental will of so many residents.

The city is tight and cramped, both because the residents of Shra'kt'lor prefer austere conditions, and because such conditions make large scale invasions more difficult. With the githzerai in Limbo, nearly all things serve the greater purpose of defense. Non-githzerai primarily enter the city for brief periods but reside outside the walls in a massive tent city. There are some who have proven their loyalty and their value do live within the walls, but they are few and far between. The city is always in need of a wide variety of imports and its chief export is arms and armor. Unsurprisingly, the githzerai take the quality of their weaponry with a seriousness bordering on reverence.

Spawning Stone. Also called Slaadheim by the Ysgardians, and Urkrocl by the githzerai, the Spawning Stone is believed to be the origin of the slaadi. It is unremarkable in appearance, being a several mile-wide blue-gray stone in the vague shape of a horseshoe. In random intervals, slaadi of each type congregate at the Spawning Stone to fertilize eggs that are then carried throughout the multiverse to be implanted in host bodies. The stone is pitted with caverns leading to a network of chambers the slaadi use for storage as well as long-term occupation, making this what could pass for a slaad city. Only slaadi are allowed in the vicinity of the Spawning Stone, except for time when this doesn't hold true, because the only thing consistent about the slaadi are that they are inherently inconsistent.

Zerth'Ad'Lun. Githzerai have martial arts monasteries scattered throughout Limbo, with Zerth'Ad'Lun being an example of such a location. Although the preponderance of students are young githzerai, there are a significant number of humans, elves, tieflings, genasi, aasimar, and even an occasional bariaur who seek to be disciples of Zerthimon's teachings.

Sensei Belthomais (lawful neutral **githzerai anarch**; see *Monsters of the Multiverse*) oversees Zerth'Ad'Lun and guides its teaching with the advanced students teaching the middling, and the middling students teaching the novices. One of his tenets is that the best way to solidify your own knowledge is to be able to impart it onto others. Belthomais himself, however, teaches the fundamentals to all new arrivals, making sure to set them on the proper path.

From the outside, Zerth'Ad'Lun is a seemingly impenetrable sphere the size of a village, surrounded by spires floating in complex, intertwining paths. The substance of the spires and sphere surface change between various forms of stone and metal and are frequently used for the training of Zerth'Ad'Lun's advanced students.

Entry into the sphere is only gained either through prior arrangement or being able to exert enough will in contest with the collective minds of the students maintaining the sphere in order to create an opening (DC 25 Intelligence check). The interior of the sphere is full of hundreds of rooms with winding stairs allowing every wall to be used as the floor in fitting with Limbo's lack of gravity. These rooms range in size from individual meditation cells to massive training halls where several hundred monastic students can train at once.

"NEVER TRY TO FAST TALK A SLAAD."

—PLANAR PROVERB

Denizens

Githzerai are the primary humanoids of Limbo, but slaadi are the most prevalent exemplars. This section describes major societies and cosmic beings of the Everchanging Chaos.

The Githzerai

Humanoid Society

Led by the Great Githzerai, Zaerith Menyar-Ag-Gith, the bulk of githzerai society is in Limbo. With their great monasteries and adamantine fortresses, the githzerai seem the antithesis of Limbo, and that is intentional. They migrated here after freeing themselves from illithid enslavement and civil war with the githyanki to find a location that would force them to be ever vigilant, because one of the greatest sins among githzerai is complacency. When one lets down their guard, they are defeated. Furthermore, unlike other harsh environments, Limbo does not yield to physical efforts, but mental ones. True to the teachings of their martyred leader Zerthimon, githzerai believe true strength is found within one's own mind, and that by knowing yourself, you can shape the multiverse.

The Slaadi

Aberration Society

These creatures often seem synonymous with Limbo itself as they are by far the most commonly recognized creature in the plane, and are only infrequently encounters outside of it. Furthermore, they are naturally adapted to the environmental fluctuations of Limbo, being able to move through, breathe, and consume the matter of Limbo if they wish regardless of its current state.

Slaadi culture works on a loose hierarchy of the stronger leading the weaker, and this often translates to their interaction with others. Thankfully, however, if a hostile group is encountered, they do not fight strategically together, but as a collection of individuals. Unfortunately, the same can hold true if encountering a group willing to talk. If you are lucky, you may face multiple unrelated conversations at once, and if unlucky, have half a group of slaadi having a civil conversation while the other half tries to dismember you, and each annoyed that you aren't fully paying attention to them.

For creatures native to the randomness of Limbo, slaadi appear to be well organized into a handful of clearly delineated color-coded forms. Some believe this is not their natural state but one forced upon them by the Slaad Lords to prevent any slaad from challenging their dominance. If so, then the true forms of slaadi might be as random as the plane they call home, and in the chaos of Limbo, rigid organization like this does not typically endure.

Slaad Lords. The slaadi do not necessarily have leaders in the sense of ones who actually lead, but there are those among the slaadi of such power that no slaad dares challenge them. They each have a unique form and are rumored to have a more humanoid form they wear as a disguise in their rare travels to Material worlds.

Ssendam. The first slaad lord, the Lord of Confusion is a massive golden amoeba with a large purple brain at the core, at least in their true form. Ssendam is capable of reaching out across the multiverse to unleash terrible mental assaults; these range from incomprehensible higher-dimensional understandings of the multiverse to persistent hallucinations of a beakless goose singing incessantly about a family of sharks. Their ability to attack the psyche is powerful enough to crush a mortal mind to nothingness.

The Liege of Unfettered Minds is more powerful than any other slaad lord, but rarely bothers to exercise such power over their kindred; indeed, encounters with Ssendam are haphazard events that can trouble the thoughts for years afterwards, should one survive. Not malicious – indeed, they may only barely perceive others most of the time – the Distorted Muse may be a vital part of the health of the Outer Planes. As they fracture minds and twist dreams, they shatter the foundations of fixed beliefs and open cracks in certainty and confidence that allow new ideas to grow.

On Limbo, Ssendam is typically found somewhere near the Spawning Stone, often in the form of a giant golden slaad. They also favor the forms of a golden-skinned elf woman or an unarmored man wielding a powerful artifact called the Black Sword. Ssendam only rarely interacts with the other lords; on such occasions, they usually contact Ygorl, who dislikes his meetings with the Lord of Confusion but grudgingly acknowledges that no other entity may be closer to the essence of chaos.

Ygorl. The de facto ruler of Limbo, Ygorl the Lord of Entropy was the second slaad lord to emerge. He observes the roiling chaos of the plane from Tcher Aborg, the Bewildering Bastion, a "keep" which changes its shape and structure in tune to the moods of the Divider of Order. Sometimes it is a vast cavern, at other times a ruined marble temple, or perhaps a tower without foundation. He is always accompanied by his mount and companion Shkiv (chaotic neutral **ancient brass dragon**). Ygorl's true form is an emaciated, blackened, and bat-winged slaad skeleton. On his rare visits to the Material Plane, he assumes the guise of a warrior in adamantine armor.

Ygorl is implicated in the creation of the Spawning Stone, or at the very least the mysterious runes upon it that somehow limit the emergence of new slaad lords. He despises the notion of being taken as any kind of god; rather, he wishes to remain an impartial force of destruction and death. To that end, he encourages slaadi to multiply and form hordes that he can unleash on other planes. The Bringer of Endings is rarely seen and prefers it that way; certainly few would willingly seek out the scythe-wielding Lord of Entropy. He seeks out and destroys those who might cause him headaches in the future, particularly ambitious death slaadi.

"FIGHT A SLAAD AND LOSE, THE STORY'S OVER. FIGHT A SLAAD AND WIN, THERE'S A THOUSAND MORE STANDING IN LINE JUST TO PROVE THEY'RE TOUGHER."

—JEBEEL SLOOM, LIMBO TOUT

Wartle. The Lord of Inconsistency is the first slaad lord to have been documented by the Fraternity of Order besides Ssendam and Ygorl. The Breaker of Patterns has not been seen in some time, but when last documented, his true form was something like a four-eyed toad crossed with a blowfish, exuding a thin and foul-smelling smoke. In this form or when taking the guise of an ordinary slaad, Wartle's skin varies from brown to gray to greenish hues in multiple garish and clashing arrangements, though he may also disguise himself as a raspy-voiced bald human.

Flippant and crude, Wartle is known to have seriously irritated Ygorl on more than one occasion. The Champion of Caprice spreads a subtle kind of chaos, the sort to frustrate those who rely most on order and habit, for he sets off a minor disturbance in routine or procedure that invariably snowballs into greater problems. He is well aware that he is the least powerful of the slaad lords and has demonstrated a penchant for cowardice.

Chourst. Leave it to the Lord of Randomness to emerge fully-formed and filled with power after Ygorl's best efforts to seal away the potential for any slaad lord to ascend – perhaps a message from Limbo itself that the plane will not tolerate such a limitation. A 20-foot tall pure white slaad who acts entirely on impulse, Chourst is the more extreme mirror of Wartle – where that slaad lord disturbs order by breaking patterns and routines and watching the resulting havoc unfold, the Unpredictable One leaps through the multiverse like a hot knife through butter, letting reality melt and distort around himself.

The self-styled Unexpected Pest warps his environs as though they were the stuff of Limbo itself, no matter where he is. Fortunately for those who draw his fleeting ire, Chourst's behavior is as erratic as the wild randomness that his aura causes – it is very rare that he can force himself to pay attention to anything less than mortal peril for more than a minute or so. While his antics amuse Ygorl, Chourst has made a terrible enemy in Primus – The One and the Prime personally appeared to chase off the Erratic Explorer on his one and only known visit to Mechanus, and is not known to be a forgiving sort.

Rennbuu. It has been suggested by some sages that Ygorl learned from his mistake with Chourst and allowed a "controlled release" of the chaotic energies of the Spawning Stone in order to manage the appearance of the next slaad lord. This may explain why the other slaad lords are not concerned about Rennbuu – though every other slaad is, for the Lord of Colors can quite literally transform the very nature of a slaad through his power to change the hue of anything he wills.

A slaad of ever-shifting colors with a shocking white mane of hair, Rennbuu's mysterious prismatic powers give him fantastical sway over lesser slaadi, whom he regularly threatens with transformation. In other situations, the Changer of Hues uses his powers purely to instigate trouble, departing with his signature cruel chuckle. When a red dragon suddenly belches forth a killing frost, or a now-teal beholder flees from the xenophobia of its own clones, the laughter of the World-Painter is never far behind.

Ilvaash, the Unanswered Sovereign

Chaotic Evil Aberration God

There are many cosmic mysteries which mortals do not fully understand or which they view as unanswerable. Questions about the nature of war or time or pain, or more specific queries as to why beings so destructive or abominable as fiends, mind flayers, or slaadi could exist in the universe. The collective belief that some malefic force must produce all of these hideous and defiant explanations has gradually nurtured a being known as Ilvaash, a nascent god who accepts all irreconcilable entities into their purview.

Ilvaash's domain is known as the Endless Void, a realm which incorporates the most unfathomable or disgusting elements and creatures from across the multiverse and even from mortal imaginations of the Far Realms. Ilvaash's worshippers include those who wish for the immediate reconciliation of impossible questions, including many mind flayer communities who yearn to reclaim their past glories. The putrid nature of Ilvaash's influence has led many to confuse the Unanswered Sovereign's erratic domain with the Far Realms, a misconception expanded by Ilvaash's frequent tentacle motif.

More details on Ilvaash can be found in *Phandelver and Below: The Shattered Obelisk*.

Leira, Mistshadow

Chaotic Neutral Faerûnian God

Leira is probably the Faerûnian deity of illusion and/or deception, until she was maybe slain by the upstart deity Cyric. Her divine realm, which might be the Courts of Illusion, fell to ruins filled with traps and other deceptions. Recently, however, someone who may be Leira revealed that her death was a grand deception on her part. Leira is (or was) not deceitful in a malicious or self-serving manner, but simply delights (or delighted) in sowing confusion and leading all she can away from truths. The ambiguity of her existence, survival, and indeed activities probably amuses her greatly, provided she actually exists, which sages are pretty sure she might.

Sirrion, the Flowing Flame

Neutral Krynnish God

As a deity of alchemy, transformation, and fire, Sirrion embodies Limbo's aspect of creation and transition. Notably incorporating the transformational power of fire, Sirrion embraces destructive transitions – as new forms and substances replace the old with no going back. His followers give in to their impulsive and passionate leanings. His domain, the Flaming Void, is different for everyone who enters it, but in all cases leaves the person changed physically and emotionally. While he is mate to Shinare, goddess of wealth, Sirrion resides apart from her as he believes that transformation is inherently linked to freedom and room to change.

Tempus, Foehammer

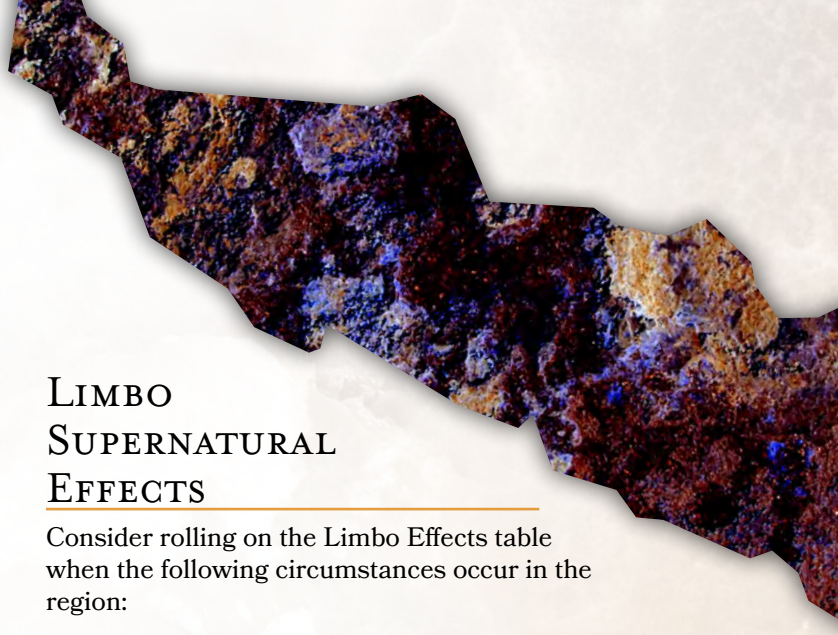
Neutral Faerûnian God

Born of the first clash between Selûne and Shar, Tempus appreciates all aspects of war – from frenzied battle to honorable combat, from skirmishes to grand strategy. Not given to fury, Tempus fights for the sake of fighting – he leaves grander causes to other gods and prefers it that way. He is opposed to cowardice but respects those who retreat for practical reasons, and finds attacks on noncombatants to be in poor taste. Fickle and leaning toward chaos, Tempus favors no side in any conflict; indeed, he enjoys entering the fray astride two steeds.

Tempus has few allies and few foes; he has enjoyed flirtations with Beshaba and Sune, but found the former too vicious and the latter too obsessed with preserving beauty at the expense of the clean truth of battle. His strangest dynamic may well be with Eldath, goddess of peace. While the two do not associate, Tempus believes that peace and war are intertwined, and his followers are absolutely forbidden from harming hers. The Lord of Battle's realm, Warrior's Rest, shares the property of Ysgard that sees the slain restored to life each day; however, Tempus will withhold this gift from the cowardly.

Intrigue Opportunities

- The attendants of Zaerith Menyar-Ag-Gith have become notably both more secretive and more active of late carrying frequent messages to the top Anarch Generals. Whether something has befallen Zaerith or some great plan is coming to fruition is not known. Either way, it appears change may be coming to Shra'kt'lor.
- There have been a growing number of reports of a serpentine or draconic shape, hundreds of feet long, swimming through the substance of Limbo like a slaad. It is always too distant to make out any details, but from those who are able to orient themselves in Limbo, it appears to be slowly spiraling in towards the Spawning Stone.
- With an infinite expanse of random creation, some believe that implies that everything exists in Limbo, somewhere, including one's heart's desire. Most believe this is foolish since the likelihood of finding it is not only near nil, but also equal to the likelihood of finding one's greatest fear. Still, there are no shortages of tales of slaadi guides able to lead travelers to their heart's desire. The tales also caution that the cost of these guides are bewildering random, demanding anything from claiming the person's name to a pile of cheese the size of a mountain range.



Limbo Supernatural Effects

Consider rolling on the Limbo Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of Limbo (like the *planar ally* spell to summon a slaad or the *plane shift* spell cast to reach the Limbo).
- A creature activates a spell, feature, or magic item that has a random effect (like the Wild Magic feature of some sorcerers, or a wand of wonders).
- A creature uses a spell or magical effect that changes the shape of a creature, item, or part of the terrain.
- While making an ability check, attack roll, or saving throw with advantage or disadvantage, a creature rolls the same number on both d20 dice.

Limbo Effects

d8	Limbo Effect
1	A random creature within the region can immediately use the effects of Power of the Mind (see Unique Exploration Rules).
2	Nonmagical objects and structures in the region shift to a different state. Roll 1d6. On a 1-2, matter becomes liquid. On a 3-4, matter becomes gas. On a 5-6, matter becomes solid. This affects a 60-foot cube within the region, or the whole region (DM's choice). The solid matter created in this way has the same density of gravel, therefore is considered difficult terrain and creatures can use their Action to burrow 5 feet through it with a successful DC 15 Strength (Athletics) check. Creatures with an innate burrowing speed do not need to make this check.
3	Rules of physics start to change in the region. Gravity shifts to a new random direction, following the same rules of the *reverse gravity* spell (DC 18). At the end of every hour, roll a d20. On a 20, gravity in the region goes back to normal.
4	A random effect from the Wild Magic Surge table instantly happens, centered on a random creature within the region (see the Wild Magic sorcerous origin in the Player's Handbook). Over the next 24 hours, each creature using a spell or other magic effect while in the region rolls a d20, triggering a random effect from the same table on a 1.
5	Magical chaotic energies with the same effect of the *confusion* spell (DC 15) manifest in an area centered on a random creature within the region. Each creature failing the saving throw against this effect becomes immune for 24 hours to any effect that alters a creature's shape or form, like the *polymorph* spell, unless they wish to be affected by it.
6	The chaotic energies of the Limbo test the beliefs of a random character currently in the region. The character makes a DC 15 Wisdom saving throw. On a failed save, the character starts to question something they believed to be certain. On a successful save, the character becomes even more certain of their beliefs instead. In either cases, the player and DM work together on what this belief is, and on which past experiences of the character justify this.
7	A random creature within the region gains the ability to cast the *prismatic spray* spell (DC 18) once as a charm, choosing among Intelligence, Wisdom or Charisma as their spellcasting ability.
8	1d4 random creatures within the region become infected by a **slaad tadpole** and make a DC 15 Constitution saving throw against this disease. On a failed save, the creature suffers the same effects of being infected by a **red slaad**, skipping the three months of incubation (see Monster Manual). On a successful save, the creature rejects the tadpole, which comes out of the creature's mouth and falls, prone, within 5 feet of it.

Mechanus

The Plane of Regimented Order

Other Names: Clockwork Nirvana, Nirvana, Law Incarnate
Creature Themes: Order
Hallmarks: Giant cogs, modrons, regimented order
Sample Portal Keys: Small gear of a particular metal, the copied text from the centermost page spread of a legal text, reciting prime numbers, a focus-enhancing potion

Mechanus is the plane of ultimate law and, especially given its being made up of endless gears, thought be to machinery of the multiverse laid bare. These gears may be as small as a few feet or as large as nations, all interlocking and slowly turning next to and at right angles to each other, possibly into infinity.

Within Mechanus, not only order matters, but the whole matters more than the part. All things are part of larger wholes, and it is that larger purpose that is primary and overriding individual interests. Although orderly behavior in oneself is important, it only matters in how it influences the entirety, for it is the orderly progression of the multiverse that gives all else meaning, not any individual life.

This push for law and subservience to the greater whole does not necessarily take an oppressive angle, but at times it will. Some may joke that the gears of Mechanus crush individuals, and that can happen (metaphorically and quite literally), but those within Mechanus recognize each individual is a part of the greater whole. Harming one is harming all. However, if harming one will in time lead to greater benefit to the rest, then there is no hesitation that it is the right thing to do.

Mechanus is not cruel, but it is uncaring, which is an easy distinction to miss.

Common Knowledge

Those familiar with Mechanus know the following facts:

- Mechanus is made of a seemingly infinite number of gears all interlocked and slowly turning together.
- Modrons are the undisputed masters of Mechanus and are ruled by a being called Primus.
- Modrons are excellent sources of information about nearly any topic or guides to locations throughout Mechanus, and possibly beyond, if one is willing to wade through a mind-numbing wave after wave of paperwork and bureaucratic shuffling around.

Unique Exploration Rules

Massive Gears. Instead of being a single landmass with an open sky, Mechanus is a series of colossal floating cogs that slowly rotate in place, some of which intersect with other cogs, to operate some grand, unknown cosmic machine.

Gear Gravity. Gravity pulls towards the nearest face of the nearest massive gear.

Imposing Order. Whenever a creature finishes a long rest in Mechanus, they must succeed on a DC 11 Wisdom saving throw or have their alignment change to Lawful Neutral until they finish another long rest. If they fail this saving throw three times without finishing a rest on another plane of existence, the alignment change is permanent. A *dispel evil and good* spell restores the creature's original alignment. Celestials and Fiends automatically succeed on this saving throw.

Mechani Characters

When creating a character with ties to Mechanus, consider the following:

How do you manifest order? Maybe your character has certain behaviors that you predictably follow, such as casting a set of spells in particular order, asking every new acquaintance the same three questions, or all else being equal, always taking the left path. Their personal beliefs might lack flexibility, thinking that exceptions are a slippery slope to violating one's principles.That could also lead them to be less prone to corruption since temptation can never find a foothold in their heart.Potentially they might have a physical manifestation of Mechanus like metallic skin or even a clockwork component or two.

Do you follow the rules or make the rules? Some see the laws of society as inherently beneficial and naturally follow them, while others are instead drawn to creating those rules to impose upon others for the benefit, control, or utility of all. Even more extreme are those who attempt to understand the laws of reality itself. They might seek this understanding for knowledge's sake, or for attempting to use these laws to their benefit, or perhaps even through magic or belief reshape the laws themselves. How does your character interpret rules, and how do they accommodate those who view such strictures differently?

How do you handle disorderly reality and people? The multiverse and especially the people in it are not perfect examples of order. When confronted with this on a regular basis, is your character's attention drawn to where they seem to get it right or is their focus instead drawn to the glaring examples of disorder?

"THE WONDER YOU SEE HERE IS THE RESULT OF COUNTLESS MINDS APPLYING THEIR UNIQUE INSIGHTS, COUNTLESS HANDS EMPLOYING THEIR STRENGTH AND FINESSE, COUNTLESS HEARTS INVESTING THEIR PASSION. ALL MULTIPLIED OVER GENERATIONS IN PURSUIT OF A SHARED GOAL. THAT'S WHAT COOPERATION CAN DO."

—MECHANUS TOUT GUIDING TWO CLUELESS THROUGH THE FORTRESS OF DISCIPLINED ENLIGHTENMENT

Locations

Mechanus portals and planar breaches connect most frequently to Arcadia, Acheron, and the Outlands. Most portals formed in this way are perfect circles at least 5 feet in diameter. Those connecting to Arcadia are light green, those to Acheron are deep red, and those to the Outlands are palest brown.

Additional Mechanus locations are described below.

Fortress of Disciplined Enlightenment. This city is the headquarters of the Fraternity of Order, also known as the Guvners, outside of Sigil. It covers an entire cog with grand towers rising high above and masses of clerks, administrators, and researchers toiling away within. The Fortress contains more knowledge and stored information than even the most tremendous Material Plane library and is counted among one of the grandest in the multiverse.

The city is divided into nine sections physically as well as administratively: the farms, the barracks, the eatery, the court, the training ground, the bureaucracy, the libraries, the bazaar, and the Lady's Palace. Each section is equal in width, but not depth, with the libraries and bureaucracy areas delving deep into the cog itself. The organization of the Fortress and Guvners as a whole is only surpassed by the modrons, and the libraries' collection of legal texts in particular is possibly the largest in existence.

Lady Nacias Garabutos (lawful neutral human **Fraternity of Order law bender**; see *Planescape: Adventures in the Multiverse*) rules the Fortress fairly, justly, and always to the exact letter of the law – even if it is sometimes a highly obscure loophole from a century or more ago. She is canny and clever, striving to increase the Guvners' knowledge, power, and influence while also magnifying her own. She is not greedy, however, but merely realizes that knowledge is power and that none can afford to be more knowledgeable about the running of the Fortress and the Guvners. Many wonder if she seeks to be the next factol, but the truth is that she has no interest in the politics of the City of Doors and vastly prefers amassing new insights among the planes themselves.

Haven. There are a few places on Mechanus where modron and Fraternity of Order laws have no validity – where chaos is frowned upon but not stamped out. These are the kind of safehouses adventuring bands with chaotic characters can go to relax after a long day of negotiating Mechani bureaucracy. The most famous of these spots is the town of Haven, at least for now.

The town occupies one massive building, a cube of thick walls with few gates or windows. Located near Regulus and with many exits of the Labyrinthine Portal just outside the city walls, it's easy to arrive here. First time visitors are only allowed inside the gates for an hour, during which they're expected to find a friendly local who is willing to vouch for their lawful composure or respect for lawful ideals they don't personally believe in. There's no staying in Haven without a sponsor.

All alignments are welcome in Haven, which puts it in constant danger. There's only one law in Haven, and that is an absolute ban on fighting (whether that be physically, verbally, psionically, or in some other way) over the virtues of good and evil, law or chaos. Much as Nemausus slipped from one plane to another, this puts Haven in constant jeopardy of a permanent vacation to the Outlands, potentially even replacing Automata. The only way Mayor Earl Landrum (lawful neutral pig-headed **ardling paladarch**; see chapter 4) ensures the stability of both cities is by widely advertising and rigorously enforcing this law of diplomatic neutrality.

"LIVE AND LET LIVE – THAT'S OUR LAW."

—EARL LANDRUM, MAYOR OF HAVEN

Most Guvners wish he would instead give up the cause and allow them to enforce their own arbitrary codes there, ejecting any non-lawful residents elsewhere into the planes. As such, the Fraternity of Order likes to keep patrols outside the gate to intimidate any chaotic and neutral residents who come and go, or any unknown visitors of any alignment. Those who mock these patrols anger the Fraternity. If angry enough, the Guvners might storm Haven, they might convince the people inside not to sponsor someone, or they might just make life in Sigil miserable for the poor fools who defied them.

The cube city has eight floors, each with eight wards – a circular ward in the center of the floor surrounded by seven slices that extend to the edge of the cube. Many passages and stairwells crisscross the cube in regular patterns, and the city is easy to navigate once you learn these patterns. There is only one front gate and few windows, but the city is brightly lit by thousands of magically glowing crystals.

Labyrinthine Portal. Although all gears of Mechanus are allegedly connected, the vast, possibly infinite, size of Mechanus can make getting from one location to another challenging. The Labyrinthine Portal makes that much easier. It is not a single portal, despite the name, but a network of portals throughout Mechanus that have each side of the portal linked to different locations. Someone can go through one of these portals, arrive at the linked destination, walk around to the other side of the portal and enter it, arrive at a third location, and so on. With the knowledge of this portal network, someone can travel to most any cog in Mechanus in minutes. The catch being, of course, knowledge of the portal network.

Modrons have mapped the entire thing but are not willing to share all of that information. Instead, there are many non-modrons who sell limited snippets that they have discovered of several portals and their destinations, so what specific pattern is necessary to travel from one popular destination to another. Not all are trustworthy, but modrons will crack down severely on those who provide deliberately false information if discovered. So, more often than not, the information is reliable.

Mycelia. The divine domain of Psilofyr, psionic god of myconids, fills a miles-wide hollow cavern bored into the surface of a massive gear. It is hidden from those who seek it, both physically and metaphysically.

Within this realm, organic matter covers all surfaces and it is easy to forget that it is within Mechanus, the plane of gears. Spores float in still caverns, mushrooms grow on rotted logs, and the sweetly sour promise of water drips in empty caverns. The entrance is a simple stairway that descends deep within a miles-wide cave hollowing into a great gear. The cavern is perfectly round, with stalactites and stalagmites perfectly ordered in purposeful placement. A sweet smell of decay, never nauseating, wafts gently up from the depths. Intermittent giant, purple mushrooms glow softly and fill the cavern with dim light.

There can be no violence in Mycelia, by order of Psilofyr. Those who seek the realm with intent to harm or have violent thoughts once inside find themselves disoriented, distracted, lost, and sometimes even teleported to other sites in Mechanus, with or without their companions.

While Psilofyr rules supremely in their domain, a group of nine myconid monarchs, called "the Circle," administrate and attend to the needs of daily life. Those who are psionically ejected from Mycelia must petition the Circle for forgiveness when (or if) they ever return. If the Circle refuses, the sentence is usually death by fungal infection. The mouth, throat, and lungs of the victim instantaneously fill with fast-growing fungal spores, suffocating them in minutes, then overtaking the corpse and converting it to soil over the course of an hour.

For those with a proper attitude and goods the myconids would be interested in bartering for, there's many fungal items available here. Potions and poultices, magical inks for magical tattoos, even hallucinatory spores that can be weaponized against enemies or pacify hostile creatures can be purchased here.

"NOT ONCE HAS OUR COMMUNITY HAD TO KNOW THE GRIEF OF OUR FELLOW'S MURDER, NOR THE ANGST OF HAVING TO SPILL ANOTHER'S BLOOD. CAN YOU SAY THE SAME ABOUT ANYWHERE ELSE?"

—JIGRALB, MEMBER OF THE CIRCLE OF MYCELIA

"SURE, SURE, IT WAS THE MODRONS WHO DID THE WHOLE NEMAUSUS FIASCO. DEFINITELY MODRONS. YOU GO GET 'EM, ANT-BUD-DIES!"

—A HARMONIUM AGENT EGGING ON FORMIAN WARRIORS

Nemausus. Even as eternal and vast as the planes are, they are not remotely static and grand changes do occur. Nemausus is the latest profound example of this. Order is not necessarily unchanging, as long as those changes follow set rules and logic. One such rule of the Outer Planes is that if the beliefs of an area become more closely aligned with another plane, that area will shift to the other plane. Nemasus did just that only very recently.

Harmonium training camps spread to dominate much of the layer when it was part of Arcadia. But their adherence to laws and rules above all far too often excluded the benevolence those laws were supposed to foster. They always pushed for the common good above all, even unfortunately, when that common good was forced upon others unwillingly. When a certain metaphysical threshold was crossed, the entire layer shifted over to Mechanus in an instant.

That threshold was not complete and total compliance with the tenets of order and Mechanus, however. So many of the residents and even the environment itself still have elements of Arcadia's harmony and goodness within. Nemausus is now a region in conflict. Modrons seek to assimilate it and are forcing their rigid laws onto the residents even more forcefully than the Harmonium did. Even the land itself is starting to become more gear-like, both in its overall shape as well as mountains starting to form cog teeth.

The petitioners and other residents of Nemausus are not accepting this easily. They are pushing back, hoping to create enough goodwill to shift the layer back or fend off modron advances militarily if necessary. The land itself is still verdant green hills in perfect rows and groves of equal-sized trees, but each day the green fades a bit closer to gray.

Regulus. Regulus is the divine domain of Primus and home of the modrons. Although modrons can be found throughout much of Mechanus, Regulus is their primary base of operations and that is readily apparent upon a glance at any of its sixty-four cogs. They bustle with modrons and every structure is perfectly ordered in construction and placement. Even the sixty-four cogs are stacked on a massive rod in increasing size, like an enormous, slowly turning pyramid when viewed from the side.

Bureaucratic administration is the theme of Regulus, with each rank of modron operating according to their assigned duties in countless halls, courts, and office buildings. Visitors must start at the bottom rank and complete the proper procedures, getting the necessary approvals before being passed along to the next highest rank, until they either get whatever they needed or give up and leave. Some non-modrons have found ways to make a living helping others bypass or simplify these procedures, but are always cautious of going too far and breaking the law. Modron justice tends to be overly harsh.

At the peak of Regulus are two towers, one of which is taller and narrower than seems physically possible. Primus's Tower is actually the smaller of the two, which isn't surprising considering Primus lacks the ego of most gods, and nearly always only interacts with their **secundus modrons** (see chapter 4). Primus rests partially submerged in the Infinity Web, a pool of energy that powers all modrons. When modrons die, their energy returns to the Infinity Web, and a new monodrone emerges. The newly formed monodrone is quickly ushered out as the experience within Primus's Tower is incomprehensible to the creature.

"THERE IS A PURPOSE TO ALL OF THIS, EVEN IF YOU OR I OR EVEN PRIMUS THEMSELF CAN'T GRASP THE FULL SCOPE OF THIS MECHANISM. EACH PIECE SUPPORTS ANOTHER AND IS SUPPORTED IN TURN."

—MECHANUS PETITIONER GAZING OUT OVER A VAST HORIZON OF GEARS

The greater of the towers is the Modron Cathedral, which seems too slender to be this tall. The Cathedral hosts hundreds of floors with thousands of balconies and hundreds of thousands of modrons of every type, running errands and obeying commands only they understand. These modrons are friendly, or at least patient, with lawfully permitted temporary visitors. When they catch unexpected intruders who've snuck past the guards, they usually kill the pests like rats without hesitation.

Inside the Cathedral is an orrery perhaps more complex than any in the multiverse, as it seems to be a working model of the entire multiverse – planes, Material worlds, all of it. It is possible from here to focus on a particular place anywhere in the multiverse and be able to scry upon it via the orrery. Focusing too much, however, has a tendency of actually teleporting the person there, willingly or not.

Denizens

Modrons are the primary exemplars of Mechanus, but **myconids** are present in meaningful numbers as well. Thousands of formians began to call Mechanus home as well when Nemausus shifted to the plane. This section describes major societies and cosmic beings of the Clockwork Nirvana.

The Modrons

Construct Society

Modrons are virtually synonymous with Mechanus for many. These biomechanical clockwork people are found throughout almost the entire plane. Given the interconnectedness of gears, many theorize that the might of Regulus guides the entire plane of Mechanus. If asked, modrons merely explain that Regulus does not control the plane at all, but that all the cogs of Mechanus work in concert with each other and Regulus aligns itself perfectly with the unity.

Of course, that may seem all well and good if not for the fact the modrons have been known to invade cogs that are not aligned with that unity until the mere presence of their overwhelming numbers gets it into alignment.

"Well of course I defy classification, but what does "apply default category" mean?"

—Lord Sortlyn, to a septon, immediately prior to his death.

"Doubt? We do not question, we only do."

"Do obey the Law and all else follows."

"Do not think."

—Seventh Brigade of the Ninth Sector, reciting modron mantras in unsettling unison

Primus

Supreme Modron

Some debate whether Primus is a god or merely the most powerful modron. In either situation, Primus' power is undeniable and their control over much of Mechanus stretches even beyond Regulus. Their motives and plans seem inscrutable to most, although they are always thoroughly aimed at expanding the influence of law and order on the multiverse. The One and the Prime provides continuity and exercises vast power through their Infinity Web and their network of interplanar conduits known as the Labyrinthine Portal.

In the rare event of Primus being slain, their power also returns to the Infinity Web like other modrons. A secundus then assumes Primus' place and power, as a tertian then assumes the place of that secundus and on down until a new monodrone is born of the Infinity Web. This interconnection leads some to theorize that Primus and the modrons are actually a single entity existing across multiple bodies. The current Primus is relatively new to the position, their predecessor having been slain by the demon prince Orcus during his period of undeath.

"Maintain formation! We'll be safest if we stick together!"

—A field commander paladin of Helm, pressing her forces through a yugoloth ambush

Helm, the Vigilant One

Lawful Neutral Faerûnian God

Everwatch, the divine realm of the god of guardians and protectors, shifts between Mechanus and Mount Celestia. This massive watchtower was originally in Mechanus alone, but as Helm allies himself more frequently with the Triad (Ilmater, Torm, and Tyr), his tower frequently shifts to their realms in Mount Celestia. Regardless of its location, the tower is massive and impregnable, taking up an entire cog with its fortifications. Those seeking audience with Helm or his proxies can gain admittance, but should expect to be watched during their entire visit.

Psilofyr, the Spore Lord

Lawful Neutral Myconid God

This philosopher-god of the myconids exhibits unparalleled psionic abilities and has the divine realm of Mycelia in Mechanus. Psilofyr disdains humanoid company, finding "flesh-people" stupid, violent, and hasty, but respects those with psionic abilities as equals with their worshippers. They encourage their petitioners to think similarly, but the myconids and other fungal- and plant-like beings who dwell here usually approach visitors with mild curiosity. The residents are interested in what news they can get of the outside world, but not enough to leave Mycelia.

Psilofyr rules out of the aptly-named Palace of Psilofyr, a huge hollow mushroom growing out the middle of a lake that seems to extend deeper than the massive gear is thick – impossible on the Material Plane, but standard metaphysical behavior in the Outer Planes. The god controls the width of the lake, requiring unwanted visitors to travel a vast ocean before reaching the shores of their palace; welcome guests must overcome merely a short swim or sail. Sometimes there's even a quaint bridge. There's no reaching Psilofyr if they don't want company.

Intrigue Opportunities

- Psilofyr has taken a greater interest in events outside Mycelia, sending myconids out on information-gathering missions. Rumors are that the Lord of Myconids has awakened from a long semi-slumber and is particularly keen on exploring and expanding his presence in the subterranean regions other planes, such as Elemental Earth, Pandemonium, the Feywild, and even myriad Material worlds.
- It is rumored that vast pillar-like constructs exist in the far reaches of Mechanus, like infinitely tall antennae receiving the thoughts of all beings across the multiverse. These entities, called flards, are said to possess the answer to any question – but they sleep for centuries, and wake only to the sound of their own name. Some would pay a high price indeed for the name of a flard – and some would kill for it.
- The modrons will deny it, but they seem to recently be in disarray. First they undertook their Great Modron March early, and then many report seeing a **secundus modron** (see chapter 4) marching out of Mechanus towards Acheron with the largest contingent of modrons witnessed outside of a March. These modrons had an disconcerting, ominous look to them, leading some to wonder if it's possible for even secondi to go rogue or whether Primus has some ominous need for a mass exodus.
- It is said the Fraternity of Order is secretly working to overthrow Haven from the inside out. Granted, it is odd that an organization entirely dedicated to obeying laws seeks to overthrow the rule of law, but the Fraternity dismisses those counterarguments as "tomfoolery." The locals worry the Guvners are starting to care less about law and more about revenge and control. Residents of Haven categorically distrust anyone who claims to be with the Fraternity and may trust those who prove their allegiance to the town with a great secret: the well-organized, armed resistance. Mayor Landrum pretends to know nothing of this plot.

"Nothing is quite so satisfying to this one's sensory apparatus as a finely-tuned arcano-coupling gear."

—Hexton 5 of the Fifth Brigade of the First Sector

"GODS PROTECT US FROM THE BOREDOM THAT IS MECHANUS!"

—KARAN, A PROMINENT HAND OF HAVOC

Mechanus Supernatural Effects

Consider rolling on the Mechanus Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the Mechanus powers (like the *planar ally* spell to summon a modron or the *plane shift* spell cast to reach Mechanus).
- A creature rolls a 10 on the d20 for an ability check, attack roll, or saving throw.
- A creature fails a saving throw against an effect forcing them to follow a command.
- A creature takes action to apply a rule or law in a literal way.

Mechanus Effects

d8	Mechanus Effect
1	The lawful energies of Mechanus stabilize the probabilities. The next ability check, attack roll, or saving throw made by each creature within the region counts as the creature rolled a 10 on the d20.
2	Matter becomes more stable. Each object and structure in the region gains resistance to all damage, advantage on saving throws, and damage threshold 10 (the object or structure has immunity to all damage unless they take an amount of damage equal to or greater than their damage threshold, in which case they take damage as normal, applying the resistance from this effect as above). All creatures can cast the *mending* cantrip, using Intelligence as their spellcasting ability, while in the region. These improvements last 24 hours.
3	For the next 24 hours, the weather and elemental effects in the region stabilize, with no precipitation, no wind, and the average temperature for a temperate climate for the next 24 hours. Also, spells that alter the weather or manipulate wind fail unless the caster makes a successful DC 20 saving throw on its spellcasting ability. All creatures gain resistance to acid, cold, fire, lightning, and thunder damage while within the region during this time.
4	Magic within the region becomes more certain and drives stability. Creatures have disadvantage on ability checks to counter or dispel other spells and on saving throws to undo an ongoing magical effect (like the saving throws beyond the first one against the *flesh to stone* spell), but they have advantage on concentration checks. Whenever a creature receives the effects of a spell that doesn't deal damage, the creature gains temporary hit points equal to the creature's proficiency bonus.
5	A magical wall of moving metal cogs manifests next to a random creature within the region. The wall has the same characteristics of the one created by the *wall of stone* spell, except that each creature beginning their turn within 5 feet of the wall is forced to make a DC 17 Dexterity saving throw, taking 1d12 bludgeoning and becoming restrained on a failed save (a restrained creature always fails the saving throw). A restrained creature can be freed as an action with a successful Strength check against the same DC. The wall lasts 24 hours.
6	A random creature within the region receives the effects of the *contact other plane* spell, reaching to Primus themself, lord of Mechanus and creator of the modrons. If the creature fails the Intelligence saving throw for the spell, they don't take psychic damage nor suffer from the detrimental effects of the spell. Instead, after the questions have been answered, the creature receives the *geas* spell (9th-level, no saving throw) cast from Primus themself. The *geas* regards the satisfaction of a fundamental law of the universe, or a similar lawful cause (DM's choice).
7	A random creature within the region gains the ability to cast the *dispel magic* spell three times as a charm, choosing among Intelligence, Wisdom or Charisma as their spellcasting ability.
8	The mechanical powers of the plane start to magically transform a random creature within the region into an artificial creature. The creature makes a DC 15 Constitution saving throw, which the target can willingly fail. On a failed save, the creature takes 4d10 force damage from the transformation, several parts of its body become mechanical. The creature also gains resistance to lightning and psychic damage, advantage on saving throws against being charmed or frightened, and disadvantage on Charisma ability checks and saving throws. This transformation lasts until the creature receives a *dispel evil and good* spell. Additionally, something that is universally true is revealed to the creature (DM's choice). If the creature's saving throw is successful, this same effect targets each creature that rolls a 10 on the d20 for an ability check, attack roll, or saving throw within the region over the next 24 hours, until one fails this save.

Mount Celestia

The Plane of Splendor and Ascendance

Other Names: The Seven Heavens, Seven Mountains of Goodness and Law
Creature Themes: Dawn, Order
Hallmarks: Pilgrims seeking enlightenment, archons, mountains on top of mountains
Sample Portal Keys: Flawed pearl, reminder of a past failure, platinum triangle

Some see Mount Celestia as a test, only letting the worthy pass. Others as a forge, or sculptor's wheel, shaping all who climb it into being worthy. Others still see it as not a destination to seek, but a grand experiment in making the multiverse a better place. Perhaps all of these are true.

Mount Celestia is a gigantic mountain beyond mortal comprehension, so large that what would pass as an entire mountain range on a Material Plane world is but a minor ridge here. Countless pilgrims attempt to ascend to the peak of Mount Celestia, and all but a few will fail. The physical challenges of such a mythical mountain climb are the least of the obstacles, for people can only ascend to the next higher layer of Mount Celestia by passing a test of spiritual enlightenment and demonstrating a purity of heart worthy of climbing to the next level.

Physical passage to the top is impossible as each of the seven layers of the mountain is believed to be infinite. Yet from even that base, the light at the mountain's peak is visible to all, manifesting as a luminous fog cloud that obscures the full glory of the next heaven while hinting at the glory to be found if one works for it. The lightbeckons all who see it to climb, to find out what truly lies within their heart. Even as each ascent ends long before the peak, the goodness they will find in their hearts and the devotion to the greater good of others is the true prize of Mount Celestia, as pilgrims take this goodness with them throughout the multiverse.

Common Knowledge

Those familiar with Mount Celestia know the following facts:

- Mount Celestia has seven layers, but no one is known to have reached the top layer and spoken of it.
- Portals to Mount Celestia only lead to the bottom layer, and one must climb and face tests to reach the other layers.
- Angels, archons, and other kind beings are willing to offer comfort and advice, but all pilgrims must climb and find their own way to higher layers.

"Perhaps no other place exemplifies the old adage that it is the journey, not the destination, that matters."

—Sealtiel the Defender, of the Hebdomad

Celestian Characters

When creating a character with ties to Mount Celestia, consider the following:

How far up have you achieved? Most residents of Mount Celestia are occasional pilgrims themselves. Think about whether your character has attempted the ascent, and if so, how far they might have achieved. The amount of spiritual enlightenment is an important factor for all who live on Mount Celestia.

Do you help others up or focus on your own journey? Mount Celestia is a journey of enlightenment for all who attempt to climb it. That focus on bettering oneself is not necessarily selfish and is quite fitting to the spirit of the plane. However, others might embody the spirit of the plane in helping others on their journey rather than on their own progress. Think about whether your character tends towards one more than the other and why. Do they selflessly help others or do they fear what they might find on their own journey?

What do you imagine is at the top? If you gather six residents of Mount Celestia together and ask them what they think the peak is like, you will get at least nine different answers. Whether they attempt the ascent themselves or not, all wonder what Chronias is like, and often that says less about Mount Celestia than it does about the person wondering. Consider what your character would think the pinnacle of pure joy and spiritual enlightenment would be.

"YOU KNOW, IF YOU KEEP ACTING THAT WAY, YOU'LL NEVER GET PAST THE FIRST LAYER."

—LANTERN ARCHON TO A RECENT ARRIVAL

Layers

Mount Celestia has seven layers, also known as "Heavens." Beyond the first layer, each is impossible to climb for those of insufficiently pure heart, and difficult even for those of righteous acts and better intentions. Each layer is a test that pilgrims who seek to climb the Mount must pass in order to access the next layer. The archons fiercely police the upper layers for breaches, incursions, and portals that might be used by the unscrupulous to defy the mountain's most fundamental rule: there are no shortcuts.

Lunia, the Silver Heaven. All portals from other planes lead to Lunia, opening to the surf of a wine-dark ocean of holy water with a night sky full of radiant stars above. Small mountain-islands of white stone dot the Silver Sea, often crowned with citadels or towers where travelers can come for study and meditation. The greatest shore is the one at the base of Mount Celestia itself, the waves lapping against it with the sound of bells chiming. One could spend a lifetime traversing and exploring the myriad isles of the Silver Sea, but even the largest – miles in size – are dwarfed by the impossibly great mountain at the plane's heart.

The Heaven of Welcome, its waters are fresh and clean, home to the armada that watches for naval incursions and an abundance of celestial fauna frolicking in the depths. Enormous molluscs with marbled shells cluster near underwater rifts and breaches to Lower Planes, filtering the poisonous flow of the Styx and distilling it into pearls. Celestial **merfolk** called zoveri swim the seas in search of new arrivals – almost every portal to Lunia drops visitors directly into the waters, and they don't want anyone to drown who could be given a chance to strive for personal improvement.

Mercuria, the Golden Heaven. To reach Mercuria is to literally step from night into day – the radiant golden light that floods this layer is rich and inviting, and in the evenings the sky retains a warm, burnished sepia hue. The air is noticeably thinner here, and those unused to it may feel giddy or overconfident until they acclimate. A geologist would call the landscape "young," for the peaks are jagged and the valleys plummet down, carved by rushing rivers and rapid streams.

The populace congregates in passes and on plateaus, though the steep slopes of Mercuria also bear great gates that descend into underground mausoleums where warriors take their rest, dreaming of the peace they fought for in a past life and awaiting the clarion call to take up arms anew against the forces of evil and anarchy. As the spiritual home for soldiers and knights of the upmost character and valor, Mercuria also serves as the armory of Celestia and its mustering ground when strength is needed to take the fight into the darkness.

Above all, it is the Heaven of Hope – to strive, to succeed, to see one's efforts rewarded; many of the warrior spirits emerge from the elaborate and wondrous vaults beneath the slopes to challenge one another. Swimming a fast-flowing river, climbing a towering tor that seems to reach out for the golden sky; Mercuria offers the vigor of youth to those whose repose has brought them here.halfling

Venya, the Pearly Heaven. In place of the darkness of Lunia and the brilliant golden hues of Mercuria, the sky here is lit by a soft, nacreous luminescence that seems to dim in patches to offer the respite of night, swelling anew to mark dawn. The mountains here are ancient, worn and well-rounded, with plentiful fields and terraces as well as rolling hills. Perhaps the gentlest of layers to navigate, the air is thin but never feels insufficient, and the slopes are some of the most forgiving of the plane.

Among the well-tended woodlands and meadows, the rivers and brooks flow slowly but surely, welcoming communities that form on their banks. It is said that there is no bare stone to be found on Venya, and certainly the plants make every effort to cover the whole of the layer in a blanket of green that refuses to diminish as the mild winters blow through with the barest touch of snow and ice. The Heaven of Calm challenges an aspiring traveler with its pleasant character – one has to be ready to push past "good enough" and seek a fulfillment beyond the physical comforts it offers.

"WELCOME TO VENYA, OR AS WE HALFLINGS CALL IT, THE GREEN FIELDS. THE OTHER LAYERS ARE JUST "KOL HASHAR." MEANS "THE REST OF THE STUFF.""

—A CLERIC OF YONDALLA

Solania, the Electrum Heaven. The silver sky of Solania shines over the most challenging of the first four heavens to traverse. Narrow spires replace the broader summits of lower layers, with perilous chasms separating them. Luminous fog invites travelers forward but conceals the enormity of the distance to be traversed, demanding that those who would brave the layer focus on putting one foot in front of another.

The Heaven of Contemplation, Solania's peaks host monasteries and libraries, fantastical edifices where seekers of knowledge can come to ponder the mysteries of truth and love. As the coldest of the Seven Heavens, Solania's lower valleys collect the warmth of community and belonging just as much as they collect beds of pebbles and titanic rounded boulders deposited from the movement of glaciers in eons past. Its heights and upper passes feature frozen waterfalls and rivers whose brief thaws bring renewed surges to the plains beneath, flooding them with the water that sustains paddy fields and connects the towns of the layer to one another.

Solania's upper paths have led many to question how it could be considered any kind of heaven, for the thick ice walls rarely part to admit travelers and the only other paths are prone to avalanches of snow or made of knee-deep mud. To truly progress from this layer to the next, one must realize that the gate does not hide on the highest spire or down the hardest road – it must be unlocked from within.

Mertion, the Platinum Heaven. A place of wonder even to longtime residents, Mertion has the gentlest slopes, with the known regions of the layer resembling great plains rather than alpine terrain. Under a vibrant silver sky that never dims, vast black domes like perfect hemispheres dominate the landscape, towering over the fields in the manner of mountains. Some are hollowed and serve as citadels, others have narrow staircases carved along their sides to offer a perilous ascent. Still more are utterly smooth and featureless.

Beyond the most familiar stretches, parts of Mertion are snowy tundras, crystalline forests, or deserts of fine dust in many colors. Even further beyond, those who explore the Heaven of Perseverance have discovered trees of pure light, waterfalls that rise from the ground into untold reaches of the sky, and jungles of towering flora where enormous caterpillars eat their way through the thick foliage.

Besides its mysteries, Mertion bears so many of the mightiest cities Celestia has to offer, mustering grounds for celestial beings and some paladins. The restfulness experienced in Mercuria is not found on Mertion – the cities teem with activity, and the next crusade against evil is always right around the corner. For those ready to take the next step, the black domes reach toward the sky, offering the only way forward – and their slick surfaces and the whipping winds make the ascent risky in the extreme.

Jovar, the Glittering Heaven. The skies of Jovar are dark as night, though the countless gems that glow in the firmament paint the layer with so much wondrous light that one could never tell. It is difficult to find the horizon here, for the Heaven of Enlightenment is a vault whose every boundary resembles the other – the ground, too, is studded with the same glowing gems. The effect on new arrivals can be overwhelming; the layer is simply too beautiful to behold without a sense of awe.

While enemies of Celestia have been encountered even as far up the Mount as Mertion, Jovar is not known to have ever been breached, nor would any foe be wise to do so – this is the layer most populated by archons and the ultimate aspiration for the vast majority of their kind. The air has thinned to the point where it can literally take one's breath away, though the grace of the archons is extended to magically protect guests from such a fate.

It is said that to attain true enlightenment and become one with goodness and law is to perceive the layer not as a place of gemstones and gold, but rather to see beyond the material illusion of this layer to a spiritual paradise where it is the sky that is sapphire, the fields emerald, the sunset a dance of ruby light. The glittering treasures that mortal eyes perceive, therefore, are just the mind's way of interpreting the impossible value of the utopian realm of the archons.

Chronias, the Illuminated Heaven. The nature of Chronias is unknown but to a select few. Most all who ever enter it never return, and those who do either speak nothing of it, or simply state that it is a place of pure joy that no sorrow can enter. Zaphkiel, leader of the Hebdomad, is the only being known to come and go from this place, and within the Heaven of Awe they protect and guide their once-mortal champions.

Unique Exploration Rules

Endless Slope. Most of the plane is one massive mountain. In most cases, you can only travel from one layer to another by both ascending the mountain and being of sufficiently pure heart and good intent, although you do not necessarily have to have a Lawful Good alignment to progress. Many archons and the legendary Hebdomad will gladly coach and guide creatures who sincerely wish to the higher Heavens of Mount Celestia.

Blessed Beneficence. Whenever a creature with a Lawful Good, Lawful Neutral, or Neutral Good alignment on this plane makes an ability check or saving throw, they can roll 1d4 and add the result to the total.

Locations

Portals and planar breaches of Mount Celestia connect primarily to Arcadia, Bytopia, and the Outlands, suggesting it fills cosmological space between them. The rare occasion where these occur beyond the first layer, archons quickly band together to fight anything that comes through, seal the portal indefinitely, or expunge the planar breach from their realm. Portals of the Seven Heavens typically resemble large, finely chiseled stone blocks, whose walls turn incorporeal for those with a proper portal key. Black granite blocks shot with gold flakes lead to Arcadia, white granite blocks flecked with silver lead to Bytopia, and red granite with blue spots lead to the Outlands.

There are many interesting locales throughout the slopes and shores of Mount Celestia. This section describes a few.

Empyrea, the City of Tempered Souls. Virtually all who attempt the ascent of Mount Celestia do not succeed. The locals avoid calling this failure, since every step up the mountain is worthy and shaping of the soul. However, often many pilgrims wind up severely injured from these unsuccessful climbs, physical falls, exposure to dangerous weather, or even monsters that test pilgrims in combat. Less visible, but just as serious, are the mental and emotional wounds and trauma suffered in the ascent.

Located in Mertion, Empyrea is the place where these wounded pilgrims go to heal. Healing fountains and baths are spread throughout the town, all fed by a nearby clear mountain lake with incredible healing properties. These waters heal all wounds, even regrowing limbs and healing minds. Wounded pilgrims are cared for by the residents without judgment. After all, most of them struggle to make the same pilgrimage as well. Whether their patients seek another attempt at ascent or turn back is accepted. The residents of Empyrea see firsthand how brutal and challenging the ascent can be, and just what it can take out of those who attempt it.

Heart's Faith. This town in Lunia is the reception point of Excelsior, Mount Celestia's corresponding gate-town, and is built into a steep cliffside by the Silver Sea. The cobbled roads are impeccably smooth and in perfect condition. Flowerbeds and shade trees are common here. Narrow streets lined with quaint, pristine stone buildings trickle up the foothills of the Mount and wind through small valleys. Most of the buildings are very old, but some are well-polished and clearly new.

The gate floats just above the water, about 20 feet from shore, and a simple wooden boardwalk can take pedestrians from the town to the gate or back again. Other grand piers and docks cover the sea's surface, where ships are moored when not in use and merchants hawk wares from collapsible tents. Flocks of intelligent, celestial whales and dolphins will often visit, bringing trade goods from the zoveri.

Lebes, a **throne archon** (see chapter 4), presides over the town and takes great joy in keeping Heart's Faith carefree. The town is defended by the Winged Lions, a group of **ardling ferallums** (see chapter 4) who fight ferociously when called upon to do so. These warriors are occasionally called away for other duties, and the town is defenseless at those times.

But all is not well in Heart's Faith. During the last Great Modron March, a quarter of the town was razed by invading modrons who refused to acknowledge that their maps of the town were almost 300 years out of date. As such, they insisted on crashing through walls and demolishing buildings to pave the way for their forces to reach the portal at the shore. The archons were unable to stop or redirect the modrons, and hired adventurers failed in their quest to assist. Residents had enough warning to move their families and most prized heirlooms out of the way, but most belongings were trampled beneath countless construct feet.

"Sure, why don't I just try to cheat my way up the slopes of literal honesty? Second Life's going to be shorter than the first at this rate."

—Lord Sortlyn the Recently Resurrected

"Expect treachery in Sigil, expect the clatter and clash of swords in Acheron and Ysgard, and expect the drone of preaching on Mount Celestia. It's nothing more than one gigantic pulpit."

—Factol Alisohn Nilesia of the Mercy-Killers

Perhaps the greatest loss during that devastating march was the destruction of the Library of Heart's Faith, one of the greatest collections available to mortal pilgrims on texts of doctrine, dogma, and scripture for all gods of the Great Wheel, even the dead gods drifting in the Astral Plane. A new library on the opposite side of town has begun to rebuild its collection, and will pay good money and offer valuable favors to anyone who brings them holy tomes or sacred relics, even associated with gods of neutrality, chaos, or evil.

Rempha, City of the Sands of Time. Rempha, nestled in Mertion, is a city where time flows strangely: backward, forward, and sideways. Its archons are responsible for watching over fertility, night, day, the constellations, birth, disease, death, and all other aspects of time and physical change. It is protected by the benevolent hand of Donathiel, a **tome archon** (see chapter 4) commanded by the gods of good to ensure no harm befalls this city and none of the undeserving enter its gate.

A renegade, exiled **tertian modron** (see chapter 4) is the well-established but never formally appointed Clockmaker to the City. They subtly manipulate the rather naive Donathiel, and their merest hints of upset are often enough to cause a panic amongst courtiers of the city. They seem to enjoy throwing things into confusion briefly, just to see how others will respond. The Clockmaker believes it is their duty to instruct others through bitter experience, and to test their faith and adaptiveness. They are well-known for answering questions that haven't been asked yet and anticipating the purpose of every visit.

When the Clockmaker helped establish this city thousands of years ago, they built a special portal to the Temporal Prime of the Ethereal Plane out of the same positive energy and Elemental Ice used at Moradin's Soul Forge. With a touch of humor, the Clockmaker set the portal key to be the presence of an exiled modron.

Denizens

Archons are the exemplars of Mount Celestia, ruled by the benevolent and powerful Hebdomad archangels. This section describes major societies and cosmic beings of the Seven Mounts of Goodness and Law.

The Archons

Celestial Society

The exemplars of law and good, **archons** (see chapter 4) are the soldiers of Mount Celestia, the warriors who zealously defend the progress of all souls toward the ideals to which they themselves strive. From the newest lantern archon to the most ancient tome archon, each recognizes their role in providing counsel for those who want to make an effort to improve. Each in turn recognizes the terrible threat of corruption by evil, the constant temptation of the freedom offered by chaos.

As archons work on behalf of the needs of Celestia, they advance in rank and can transform to take on more advanced forms. The ranks of archons are demarcated by simple ornamentations worn by any archon above the status of a lantern, which may take the form of collars, earrings, bracers, or other such accessories. The hierarchy begins with a dark leaden metal, progressing to tin, brass, bronze, silver, gold, and finally platinum. An archon who proves worthy of moving beyond the platinum rank transforms into the next higher kind of archon, starting over with lead in their new guise.

Archons look askance at chaos in any form and find the slaadi particularly irritating, but their most ardent fury is reserved for beings of evil, especially demons. Many devils originated as fallen archons, an ancient wound to the self-image of the exemplars and to their pride. Though some still seek to help even the foulest fiend find redemption, most have come to recognize the forces of the Lower Planes as the ultimate adversaries of the cosmic good.

"Each virtuous archon is an enormous weight on the scales of the cosmos, each evil spirit is but a speck of dust. Too bad there's so many specks and so few weights."

—Mullister of the Fraternity of Order

"Temptation is the best tool against the holy. In the back of their pure little minds, those archons always think they're missing something. And they are."

—Rule-of-Three, a planar philosopher

The Hebdomad. Successors to antediluvian beings of purity and goodness in the Age Before Ages, the original Hebdomad were the first seven mortal souls to become archons, each a martyr who fell in service to the cause of law and good. Each is charged with rulership of one of the Seven Heavens, and the Hebdomad collectively meet in a great, seven-layered ziggurat city of Yetsirah on Jovar to work toward defending the innocent and bringing justice to evil. In the millennia since the original Hebdomad ascended, each member has died and been replaced by a new archon at least once save for Zaphkiel. The current Hebdomad consists of:

Barachiel the Messenger. Barachiel rules Lunia, the first layer of the plane, where he dwells in the Citadel of Stars on the shores of the Silver Sea. He appears as a 9-foot-tall androgynous human with silver skin and dark violet eyes. When Celestia must engage in high-level diplomacy with denizens of another plane, the Hebdomad sends Barachiel. His symbol is the lion.

Domiel the Mercy Bringer. Domiel rules Mercuria, the second layer of the plane, and stands 12 feet tall. He resembles an androgynous human with golden skin, black hair, and bright golden eyes that burn like miniature suns. His seat of power is in Aurilon, the Golden Spire, a 400-foot-tall tower of burnished gold that rises from a pristine lake formed by the meeting of four rivers. Domiel dedicates his work to protecting grave sites and toppling tyrants. His symbol is the ox.

Erathaol the Seer. Erathaol is 8 feet tall with pearly skin and vaguely androgynous human features. He rules Venya, the third layer of the plane. As a patron of prophets and seers, Erathaol forecasts planar events before they unfold and watches over the safety of children. He also oversees a vast library that includes thousands of historical codices, written laws, and celestial canticles. His lair is Xiranthador, an undersea library-fortress made of colossal seashells, and his symbol is the dragon.

Pistis Sophia the Ascetic. At 8 feet tall with bright green eyes and silver hair, Pistis Sophia is a remarkable beauty. Her skin looks like polished indigo crystal. She rules Solania, the fourth layer of Mount Celestia. She embodies all that is serene and sincere, and always speaks the truth. Even in conflict, she never displays a temper or allows a scowl to cross her face. Her ministry teaches others to donate clothing and other possessions to the poor and needy. She has no established lair, preferring instead to tour the cathedrals and monasteries of Solania and meet visiting pilgrims. Her symbol is the eagle.

Raziel the Crusader. The Hells hath no fury like an angel's scorn, and Raziel is the epitome of heavenly wrath. With flaming hair and ruby-red eyes, he wears ornate *mithral armor* and stands 9 feet tall. Raziel rules Mertion, the fifth layer of Celestia. Among his celestial peers he is called the Firestar for his judicious wrath and dedication to protecting the defenseless. He makes his home in Empyrea, the City of Tempered Souls. Raziel doesn't maintain a stronghold in the city, but can be found in any one of the city's great hospitals and infirmaries, providing spiritual guidance and protection to patients. His symbol is the bear.

Sealtiel the Defender. Sealtiel is the patron of **warden archons** (see *Planescape: Adventures in the Multiverse*) and ruler of Jovar, the sixth layer of Celestia. She commands the plane's greatest army, sworn to protect the realm from evil incursions, and it is her duty to prevent the impure from entering Chronias, the seventh layer. Sealtiel makes her home in a fortress that dominates the sixth layer of Yetsirah, where she welcomes celestial beings seeking enlightenment and encouragement in their quest to reach the seventh heaven. Her symbol is the hound.

Zaphkiel the Watcher. Perfectly androgynous and identifying with no sex or gender, Zaphkiel is a roiling maelstrom of golden energy that instills tremendous feelings of joy and harmony into those that witness them. They stand 10 feet tall and have golden skin with platinum wings, but no mere mortal has actually seen Zaphkiel and lived to tell the tale. Only the most exalted creatures can stand in their presence without being consumed. Together, Zaphkiel and their agents watch over the mortals of the Great Wheel and safeguard the souls of the innocent. Zaphkiel cares deeply for all mortals, but their special favorites to watch over and invite to angelhood are stillborn and severely mistreated children. Zaphkiel's symbol is the humble donkey.

"A CUTTER WHO COMES TO MOUNT CELESTIA FOR EASY ANSWERS TO THEIR TROUBLES IS, WELL, THEY'RE CLUELESS. GOOD AND LAW MAY BE LOTS OF THINGS, BUT THEY AIN'T EASY."

—PALADIN OF THE ORDER OF THE ETERNAL SUN

Arvang, the Fierce Blade

Lawful Good Orc God

Gruumsh has long desired to recognize a successor to his throne, but his distaste for his sons, distrust of his lieutenant, and discourse with his daughters has led him to realize that none are suitable. Above all, Gruumsh wants the orcs to advance. Concerned about the destructive elements of his own personality that might be magnified under the wrong successor, Gruumsh sought among the souls of mortal orcs to find and guide a prospective protege. Imagine the surprise of the One-Eyed God when he discovered the qualities he sought in a young orc child fallen in battle. Gruumsh breathed life back into her and gifted her divinity, making her his pupil.

Tasked to learn the principles of kinship and territorial conquest, of strength and forethought, Arvang took the lessons of her teacher and transformed them. The Champion of Gruumsh realized that kinship is founded on honesty and trust, requiring a code of personal honor to truly demonstrate kinship. In turn, she came to believe that strength is not an absolute, but rather an ongoing process to temper oneself like good steel. Her discoveries impressed Gruumsh, but her newfound sense of right and wrong left the One-Eyed God stunned.

Unable to counter her arguments and unwilling to admit he might himself be wrong, Gruumsh checked his rage with his strange pride in his student and exiled her until such a time as she can back up her beliefs with force of arms. Arvang roams the Upper Planes, learning diligence in Bytopia and brutal honesty in Arcadia, qualities she teaches to the few orcs who venerate her. Currently, the Young Hawk resides on Mount Celestia, where she roams Mercuria in search of the path to the inner calm she believes will be needed if she is to challenge Gruumsh for his throne. Bahamut continues to guide and test her, believing she will one day fulfill her destiny and bring a new era to the orcish people.

Bahamut, Lord of the North Wind

Lawful Good Dragon God

Leader of the metallic dragons since time immemorial, Bahamut opposes the dark plots of his counterpart and archnemesis Tiamat. A protector of peace and justice, Bahamut cares about the welfare of all dragons as well as the Material Plane worlds on which they reside. He lacks the pride that so defines even the most well-meaning of his own progeny, and rarely demonstrates the unchecked ferocity or full power of a dragon, let alone a god. Instead, he prefers to send his avatars roaming the Material Plane in the guise of a helpful stranger or wandering prophet.

Bahamut's Palace moves between the Seven Heavens but is spiritually anchored to Mercuria, where his tests are imposed upon those who would ascend to Venya. The Platinum Dragon engineers secret tests of worth and strength of character, for in his heart he believes that none are beyond redemption, not even Tiamat herself.

Berronar Truesilver, Matron of Hearth and Home

Lawful Good Dwarf God

The wife of Moradin and matriarch of the Morndinsamman, Berronar Truesilver is a pragmatic but merciful deity who protects oaths, homes, family, and honesty. Her faithful instill the concept of honor in dwarven cultures, as well as serving as recordkeepers and historians. Love, marriage, apprenticeships, any bonds between dwarves are within her keeping. Not even Moradin is spared her determination to see vows upheld – a bond sworn under her protection will not shatter even under the Soul Forger's hammer should those who swore be true. Berronar distrusts Abbathor and opposes the gods of the orcs and goblins as fiercely as her spouse.

Moradin, the Soul Forger

Lawful Good Dwarf God

Creator and patron of dwarvenkind, Moradin is head of the Morndinsamman – the dwarven pantheon. Ruling over his kindred from the hidden mountain Erackinor on Solania, Moradin works at his Soul Forge to craft the next generations of dwarven heroes and shape the destiny of his chosen people. The Dwarffather embodies the resolve and principle at the heart of dwarven cultures, but is also stubborn, gruff, and stern. Rumor suggests that he will never banish Abbathor because of his principles; in turn, Laduguer's exile is whispered to be born of Moradin's refusal to compromise with the Gray Protector.

While he shares his realm with his spouse, Berronar Truesilver, the rest of the Morndinsamman dwell apart – the Dwarf Father is loath to intercede in every matter on their behalf and wants to see them find their own way, much as he expects mortal dwarves to do. He has a cordial but stiff relationship with Corellon Larethian and warmer friendships with Garl Glittergold and Yondalla. He is a resolute foe of Gruumsh and the orcish pantheon, but his deepest ire is reserved for Maglubiyet – the Fire-Eyed God has been unleashing attacks against dwarvenkind for untold eons.

"LIFE IS SHORT, BUT PERFECTION IS ETERNAL. AT THE FORGE, SETTLE FOR NOTHING LESS."

—FORGEMASTER GARFIN

Paladine, Draco Paladin

Lawful Good Krynnish God

Head of the good-aligned gods of Krynn, Paladine works to restore faith and hope to that world in the wake of a centuries-long silence triggered by the catastrophic hubris of his own greatest cleric. The creator of and patron of Krynnish elves, Paladine stands against the evil of Takhisis, not unlike the conflict between Bahamut and Tiamat. Indeed, Paladine is often believed to be an alias of Bahamut, though the Valiant Warrior is less involved with the affairs of dragonkind. Among the Knights of Solamnia, the Knights of the Rose – their highest order – are said to have the favor of Paladine personally.

From his hidden realm on Solania, the Dragonlord meddles with the mortal realms, trying to subtly guide those with the potential to accomplish heroic deeds and challenge the foulest evils to achieve their destiny. His trust in mortal heroes approaches recklessness at times, but Paladine has generally proven an apt judge of character. His Dome of Creation rises out of a misty valley in Solania, where the procession of constellations across the crystalline sky reveals the balance between Good and Evil on Krynn. The gathering place of the pantheon of light, his realm frequently hosts his consort Mishakal and their children.

Torm, the True

Lawful Good Faerûnian God

As a member of the Triad alongside Ilmater and Tyr, Torm is one of three allied gods of goodness who strive to bring mercy to the suffering and justice to the wicked. Torm's portfolio encompasses duty, courage, and loyalty; he once fell in battle against Bane the Black Hand, and for his selfless bravery in service to cosmic order was returned to life by Ao and earned Bane's undying hate. An ascended mortal hero, Torm keeps his realm of Trueheart on Mercuria. His petitioners share tales with travelers of battles fought against impossible odds, personal demons toppled, and other anecdotes to offer hope and guidance.

"THE RIGHTS OF RULERS ARE GRANTED BY THE GODS. THIS IS WHY IT IS BEST TO OBEY THE LAW; CRIME IS MORE THAN ILLEGAL. IT IS SINFUL AND UNNATURAL."

—THE ZEALOT ZANDER

Tyr, Grimjaws

Lawful Good Faerûnian God

Founder of the Triad and one of the leading gods of good and law in Faerûn, Tyr the Maimed God is the god of justice. Having lost a hand to the slavering maw of Kezef the Chaos Hound and his eyesight to the judgment of Ao, Tyr knows of sacrifice and the need to bind justice to courage, patience, and care. His realm, the Court, is a vast estate of marble halls and gentle gardens atop the summit of a mountain overlooking the Silver Sea of Lunia and facing the great Mount Celestia itself. Here the Even-Handed consults with Torm and Ilmater, welcomes visitors from the halls of other gods, and issues judgments upon those who would seek to ascend the Mount.

Yondalla, the Nurturing Matriarch

Lawful Good Halfling God

Yondalla presents the comforts of hearth and home, a soft bed, and the company of good friends. She provides the freedom from fear and need, the kindness of a word, and generosity to and from strangers. As the myths go, this loving and good goddess discovered a violent, contentious, cannibalistic tribe of hunter-gatherers called the halflings. She taught them better methods of survival: to stand up for themselves, to defend their homes and families, and to seek peaceable solutions. When these methods fail, she taught the halflings to be clever – turn foes against each other and slip away unnoticed.

Yondalla is a charming and persuasive power of peace, and though she can take life and health as easily as she gives it, she never seeks out opportunities to harm those who don't richly deserve it.

Intrigue Opportunities

- The Slaad Lords of Limbo are in constant conflict, and one recent battle ended with Ygorl transforming Wartle into a meteorite that crashed into Mount Celestia. Ygorl hoped that the lawful good residents would finally bring an end to his foe, but the Mount seeks to better all who walk it. Many archons argued Wartle was no invader, but an inadvertent pilgrim worthy of redemption. Others point out the danger Wartle's corrupting, chaotic aura poses and the decidedly un-celestian shapes nearby land and trees morph into. As the first group accuses the second of having little faith, the debate spirals endlessly on while Wartle simply watches and delights in bringing chaos to Celestia as his influence slowly spreads.
- An enormous clam caught near the outer banks of Heart's Faith proved to hold a black pearl of enormous size, a pearl that has earned the name Star of the Deep from the city residents. Priests of the city were recently examining it when suddenly Lebes himself arrived with a declaration that a

tome archon (see chapter 4) needed the pearl to study. He could not identify the tome archon, as he had been sworn to secrecy. The locals haven't seen the pearl since, and Lebes insists the unnamed tome must have a good reason for why. The truth is much darker, however, as the pearl was actually the remains of a powerful balor cast into the sea many years ago to rot and dissolve in the holy waters. These remains drifted into the massive clam and were both protected from the waters and transformed into the beautiful pearl. By the time Lebes had taken the pearl from Heart's Faith to the tome archon, the **balor** inside had sensed his power and now possesses Lebes' body with nobody any the wiser.

- Envoys from Mechanus have been arriving regularly at Heart's Faith, where the Modron March is a sensitive topic to discuss. These envoys are usually modrons, sent with the goal to reach Mertion and make contact with the Clockmaker of Rempha and recover them from their blasphemies. The modrons fear that the example of such a powerful modron set away from pure and neutral law is sure to lead others astray. When these modron envoys do somehow make past several layers of infinite mountain ranges, they arrive to find the Clockmaker has gone for a brief stroll in the Demiplane of Time and, if the modrons would only be so kind, they are welcome to follow them in through the gate. The modrons always agree and the Clockmaker always returns within the hour with no modrons in tow. Rempha's citizenry are unsure if the Clockmaker destroys the modrons or abandons them in the demiplane.

"ONLY TELL THE TRUTH IF IT HURTS MORE THAN A LIE."

—A BARBED DEVIL

Mount Celestia Supernatural Effects

Consider rolling on the Mount Celestia Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of Celestia (like the *planar ally* spell to summon an archon or the *plane shift* spell cast to reach Celestia).
- A creature spends inspiration on an ability check, attack roll, or saving throw that involves bravery, enlightenment, or justice.
- A creature performs a religious or divine ritual involving a good higher being.
- A creature truly forgives another creature.

Mount Celestia Effects

d8	Celestia Effect
1	Perfection inspires the creatures within the region. Over the next 24 hours, each creature rolling a 20 on d20 for an ability check, attack roll, or saving throw gains temporary hit points equal to its maximum number of Hit Dice.
2	A lantern archon (see Planescape: Adventures in the Multiverse) starts to follow a random creature within the region to guide them, suggest them a wise course of action, or provide other help. If the archon witnesses evil, they fight it as hard as they can.
3	Characters in the region see their flawed side. The next time that each character fails an ability check, attack roll or saving throw, the character can look inside of itself and find what is inhibiting its full potential (the player can decide what that is). If the character does so, they gain inspiration.
4	The light of Celestia purifies the wounded bodies of the creatures in the region. Each creature regaining hit points through magical means also gains the benefits of the *lesser restoration* spell.
5	A random creature within the region is targeted by a *geas* spell (DC 17) compelling them to help a creature in need, or to complete another simple good deed of the DM's choice.
6	The brilliant energies of Celestia descend on a random creature within the region, who makes a DC 15 Constitution saving throw. On a failed save, the creature becomes blinded for 1 minute. Whatever the result, over the next 24 hours the creature emits light 10 feet of bright light and 10 feet of dim light beyond that, and is resistant to lightning and radiant damage.
7	A random creature within the region gains the ability to cast the *bane* and *bless* spells as a charm, once each, choosing among Intelligence, Wisdom and Charisma as their spellcasting ability. The creature regains this ability whenever they gain inspiration, and loses this ability permanently if they fail on an ability check, attack roll, or saving throw they just spent inspiration on.
8	A random creature within the region becomes invested by the threatening presence of the archons. The creature gains the Aura of Menace ability of an archon (DC 8 + proficiency bonus + Charisma modifier) for the next 24 hours: as long as the creature doesn't have the incapacitated condition, each creature of their choice that starts their turn within 20 feet of the creature must make a Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all Aura of Menace (either this or the one from archons) for 24 hours.

The Nine Hells

The Plane of Punishment, Torture, and Tyranny

Other Names: Baator, the Ninefold Damnation, the Chasm
Creature Themes: Order
Hallmarks: Devils, pain, screaming, scheming, contracts
Sample Portal Keys: A contract for portal access scribed in blood, a coin spent to fund a heinous crime, an iron needle, a blazing ember, a five-pointed brand

While all of the Lower Planes have their share of horrors, none are so thoroughly devoted to pure torment and punishment as the Nine Hells. A plane where souls are a commodity and contracts a way of life, the Nine Hells is ruled over by the race of fiends known as devils, whose leaders and progenitors were fallen celestials obsessed with perfecting the cosmic order through retribution and punishment. What they preached, they now must practice – they are both torturers and tortured, their existence anchored to their ability to bind new souls in service to the Lords of the Nine.

Unlike the Abyss, where the evils of the souls housed there are rewarded in horrific hedonism, here the sins of mortals in life are punished. Each of the Nine Hells awaits those whose greatest sin brought them to this eternal reward, and exploits their suffering accordingly.

Avernus exposes the wrathful to a land lashed by a fiery rage that is both impersonal and unrelenting. Dis enslaves the gluttonous to feed an industrial nightmare city which grows without satiety. Minauros taunts the greedy with a foul quagmire that will only draw them in deeper should they be weighed down with the fruits of their avarice. Phlegethos rewards the lustful with burning torments for the flesh. Stygia is as devoid of meaning and comfort as the souls who enjoyed burdening others with their hollow spirits. Malbolge forces the slothful to work tirelessly to avoid a plummeting fate. Maladomini presents a barren land of ruins and futility to the vain. Cania shares the frigid cruelty of the envious with each of them in turn, all collectively deprived of light or care. Nessus receives the prideful, so sure of their worth that they have chained their own souls into the deepest pit in the multiverse.

The plane holds a primordial name of unknown origin – "Baator." While little-used even by the devils themselves, it is a word of power so grave that only the foolish would speak it in place of referring to the Hells by their more common title.

"This is it: the big one, the Nine Hells, the Pit of Darkness, the Stinking Mire, whatever."

—A disenchanted imp

Common Knowledge

Those familiar with the Nine Hells know the following facts:

- Though each of the Nine Hells is distinctive, all are terrible and dangerous places to be, each under the supreme authority of an archdevil known as a Lord of the Nine.
- The River Styx does not touch every layer; it crosses Avernus, dips into Stygia, and has a tributary that reaches down to the depths of Nessus. Reaching other layers requires traversing perilous portals that are often jealously guarded by the powerful denizens.
- The devils seek any advantage they can bring to bear in the Blood War. Travelers may escape being slain for trespassing, only to find themselves press-ganged into the eternal conflict as a soldier of the Nine Hells.
- Devils honor contracts and have mysterious but vested interests in encroaching on the lives of mortals and the affairs of the Material Plane. Travelers can use these facts to strike deals for safe passage, though one is always advised to read the fine print.

Infernal Characters

When creating a character with ties to the Nine Hells, consider the following:

Who do you serve? The Nine Hells are hierarchical in the extreme, and independence is heavily frowned upon. Even if one did not choose a master to serve, the Lords of the Nine are only too happy to impose their own brand on any who call the Hells home. Do you serve the archduke of a particular layer? One of their favored nobles, controlling an infernal fief? Perhaps you were raised to serve one of the Dark Eight, the generals of the Blood War, or one of the Princesses of Hell, the consorts of the Lords of the Nine who have their own twisting schemes.

What is your sin? Whether you have given into temptation or denied the dark desire that gnaws at the back of your mind, there may be something that twists within you, looking to break free. Are you so full of righteous zeal that you risk unleashing your wrath, or so certain of your achievements that your pride may go before your fall? Perhaps you don't have one – or at least, you don't believe that you do. Are you blind to your own flaws, or a hypocrite?

Layers

The Nine Hells has nine layers, also known as "Hells." Given that this is the iconic plane of eternal torment, devils, and tyrannical hierarchy, this label is unsurprising.

Avernus. Fireballs rain down from a darkened crimson sky over the bleak wasteland of Avernus the Blasted. Rivers of blood flow from the cratered battlefields to merge with the great Styx. Rocky and mountainous, Avernus bears little in the way of plant life, and what is here is withered or twisted in horrible fashion. Many of the rocks and crags bear petrified faces of agonized souls, some of which seem to twitch or gaze out in despair as though still alive. Zariel, Lord of the First, rules the Hell of Wrath from her great basalt citadel.

Dis. The Hell of Gluttony feeds all of its resources into the ever-expanding Iron City that shares its name, the endless flat wastes of the layer scarred by deep canyons where tarry rivers flow. Under a stormy green sky, vast ships and caravans transport iron and stone extracted by strip-mining to feed the building of roads and watchposts and new mines, all of which will be used to continue the self-same process. It will never be enough to salve the paranoia of Dispater the Iron Duke, Lord of the Second, sequestered in his Iron Tower out of fear of his rivals and his own minions.

Minauros. The Hell of Greed, the Stinking Mire, Minauros is a foul and rotting swamp under a leaden sky where anything of value is extorted by agents of avaricious Mammon, Lord of the Third. Overburdened by the weight of the lord's greed, the citadels and settlements of this layer constantly sink into the eternal bog. These are continuously built up in ramshackle fashion, for the miserly archduke is loath to squander good resources on others. The rains and sleet never abate, for they are the tears of those who have suffered for the greed of another.

Unique Exploration Rules

Pervasive Evil. Whenever a creature finishes a long rest in the Nine Hells, they must succeed on a DC 11 Wisdom saving throw or have their alignment change to Lawful Evil until they finish another long rest. If they fail this saving throw three times without finishing a rest in another plane of existence, the alignment change is permanent. A *dispel evil and good* spell restores the creature's original alignment. Celestials and Fiends automatically succeed on this saving throw.

"Tell you what, Berk. I'll make you an offer you can't refuse."

—The first devil a clueless meets in Avernus

Phlegethos. The most fiery of the Nine Hells, the Hell of Lust torments those who craved the pleasures of the flesh in life with ceaseless burning agony. Its volcanoes have such potency that they have belched their lava through to Minauros, and lakes of magma are used to torture the souls of the damned. Wracked with violent earthquakes and filled with the screams of the suffering, Phlegethos is a realm for sensation brought to its most terrible extreme, and the malignant desires of the petitioners in life are said to be the fuel for the Endless Flame.

The Lord of the Fourth is Fierna, officially, though she in truth shares the throne of Abriymoch with her father Belial, an archdevil from the time of the Fall who has elected to move in the shadows, the better to execute their schemes.

Stygia. The Great Sea of the River Styx, this cold realm offers the choice between the fathomless ocean of night-dark water and masses of unwelcoming ice. The Hell of Emptiness, it is here that Prince Levistus, Lord of the Fifth, is bound forever in an iceberg, doomed to ever rule but never touch his own realm. Slushy bogs and crashing ice floes beneath the black sky are lit by balls of cold blue fire and flashes of terrible lightning born of the Prince's impotent hate. Nothing here truly desires to better itself, and the stagnation fills the chill air with the stench of decay.

Malbolge. An endless slope which forever threatens to throw travelers plummeting down into the eternal ravine, the Hell of Sloth forces the indolent petitioners to put their all into merely holding on against the deadly rockslides and avalanches. Glasya, Princess of Hell, rules from one of the many fortresses that jut forth under the seething, boiling sky. Where those tend to be copper-walled, however, her great palace appears to be made of flesh and bone, and is disturbingly alive. Rumor has it that Glasya's seat of power is in fact the transformed and mutilated body of the former Lord of the Sixth.

Beyond the copper fortresses and crumbling caverns that offer the only shelter, Malbolge serves as the great prison of the Hells. Those the archdevils choose to bind here are housed in unbarred cells that are precariously balanced, such that attempting to flee may result in an entire section of the slope cracking away and becoming just one more avalanche. The torment of Malbolge's prisons lies in this fundamental tension – to do nothing is the only hope of survival, yet freedom ever tantalizes if one would just be willing to risk it all and take that step forward.

Maladomini. Under a sky the color of dried blood lie the countless ruins and endless strip-mines of the Hell of Vanity. Here, the minions of Baalzebul, Lord of the Seventh, use forced labor to destroy the landscape in order to build up cities that are quickly abandoned once completed. The Slug Archduke is obsessed with perfection, and his eternal dissatisfaction sees the entire layer coated in ghost cities that have failed to live up to his standards. Nothing of beauty can last here, for whatsoever is perceived to have any aesthetic value is inevitably harvested and added to the next would-be crown jewel of Maladomini.

The tragedy of Maladomini is that the more Baalzebul pushes for perfection, the more jaded those forced to strip-mine the ruins of the old to build new cities become. As a result, half-destroyed citadels of surpassing beauty are eroded over time, serving as raw materials for increasingly less triumphant new construction. Beneath the surface, meanwhile, the Lord of the Seventh has failed to pay attention to either the huddled populations that have taken up residence in abandoned ruins or the shadowy and ancient things from before his time that lurk in the endless hive of tunnels left by the mining of the layer.

"DON'T YOU KNOW YOU'RE NOT ALLOWED HERE?"

—ONE OF THE 9,999 ICE DEVILS GUARDING THE PORTAL TO NESSUS, TO A CLUELESS WHO GOT SURPRISINGLY FAR

"HMMM. A NEW TOY. DROP IT IN THE GLACIER AND WE'LL WATCH IT DIE FOR A FEW YEARS."

—MEPHISTOPHELES

Cania. Compared to the Hell of Envy, Stygia seems warm and pleasant. The unrelenting spite of the layer results in an icy nightmare realm of fast-moving glaciers that seem driven to collide with one another and with the jagged mountains of rime that tower over all. Screaming storms bearing deadly shards of frost rush across the barren lands without rhyme or reason. Lethal avalanches miles long can devour the unwary.

Mephistopheles, Lord of the Eighth, uses powerful magics to steal any mote of warmth that enters this layer, channeling the heat to craft hellfire, his favored weapon. Though he claims absolute rule over Cania, some remote ice chasms where his forces refuse to tread contain shadows that can be seen through the glassy walls. They bear no resemblance to any known fiend, and appear to be trapped in a literally frozen moment in time, engaged in conflict against celestial figures from the Age Before Ages.

Nessus. Within a swirling crimson void, the Hell of Pride lies dark and bare, its lifeless rock marred by rifts that run from a few hundred feet to thousands of miles deep. Exploring down these rifts reveals even more faults and tunnels, all descending toward a central darkness at the deepest reaches of the layer, where the fortress of Malsheem is suspended upon a narrow coiling strand of stone above the potentially bottomless pit known as the Serpent's Coil.

Asmodeus, Lord of the Ninth, rules over the Nine Hells of Baator from his dread throne, hosting the Dark Eight and occasionally convening other Lords of the Nine before his court. An assembly of legendary and terrible devils make up the inner circle of the Lord Below, but it is rumored that the most treacherous chasms of Nessus contain a vast and growing army of **pit fiends** that Asmodeus holds in reserve for some terrible war yet to come.

Locations

The Nine Hells lie between Acheron and Gehenna. As the cosmological intersection of all that is lawful and evil, its portals and planar breaches connect primarily to those two planes and the Outlands. Unlike the other planes, where such portals tend to look the same, these portals come in every shape, size, and variety as you'd find in Sigil. It is the far side of these portals that appear the same – simple, white marble archways with text inscribed atop in a long-lost language from another world.

Special magic that reveals the meaning of unknown languages, such as a warlock's Eyes of the Rune Keeper invocation, correctly translates this inscription to mean "Before me, nothing else was created / Nothing, but the eternal and I last eternally. / Abandon all hope, ye who enter here."

The Nine Hells hold many secrets and many tortures. Against all intuition, some adventurers are drawn to visit here. These are some of the locations such adventurers may encounter.

Walk-in-Wrath. The fortress city that receives Zariel's guests and many travelers from Sigil, Walk-in-Wrath is at once a sprawling urban hillside and a nightmarish reminder of the power and cruelly vengeful nature of the Lord of the First. Atop massive spires are impaled the writhing forms of those who have betrayed her, hanged with their hands skewered together above their heads. The moaning of these unfortunates forms part of the din of the city, and their blood sometimes falls like rain or runs down the spires to pool in gutters.

Antediluvian fiends known as uravir, resembling eyeless imps carrying large bladed hooks, flit among the spires, torturing those imprisoned there. Zariel uses this city to remind all those who would defy her of the vivid and terrible price for doing so.

The Empire of Exiles. While Dispater the Iron Duke holds absolute sovereignty over the second Hell, his paranoia and suspicion keep him a virtual prisoner in his own mighty city. Though his minions are quick to enforce the laws and excises of the Lord of the Second, Dispater never allows his forces to muster too much strength beyond his walls. The limits of this strategy are embodied in the Empire of Exiles, which represents all that Dispater fears – a faction of devils strong enough to pose a threat to him, contesting his rule over a cold and shadowy territory the size of a continent.

"RUN, PREY, RUN!"

—A CHAIN DEVIL

"DINANZI A MI NON FUOR COSE CREATE
SE NON ETTERNE, E IO ETTERNO DURO.
LASCIATE OGNI SPERANZA,
VAI CH'ENTRATE."

—INSCRIPTIONS ON PORTALS TO THE NINE HELLS

The brainchild of the fallen celestial Leliel (lawful evil **solar**), the Empire of Exiles is hard to reach on foot, for Dispater's troops relentlessly patrol the boundaries and subject anyone drawing near to ruthless questioning. Leliel's allies have increased in number over the centuries, and it is rumored that she may have even turned the Iron Duchess Lilis to her side. The two were known to be friendly and even amorous before Dispater banished the Angel of Night in fear of her growing popularity among his court. It is suspected that Leliel has the backing of another Lord of the Nine, who provides the resources needed to keep the fires of Dispater's fear well-stoked.

Cave of Greed. As befitting the ruler of Chromatic Dragons, Tiamat is said to possess an immense cavern lair filled with her fathomless bounties. This cave contains literal mountains of treasure on an island within a fetid pond. Access to the treasure requires a test of greed, as the liquid of this pond and air above will not support anything passing through them – a creature has no choice but to simply walk through the pond. Creatures who attempt to wade through the entirety of the pond have their awareness of the world reduced to near-nothingness, an effect that they only realize upon reaching the other side – if at all. The treasure, once reached, is cursed and useless in various ways: Weapons never hit their mark, coins are heavier than cinderblocks, goblets turn all drink within them into poisons, etc.

The Iron Tower. Said to house Dispater himself, the exterior of the tower changes appearance every 10 seconds or so. The contents of the infinite interior remain at least somewhat constant though they do rearrange regularly at the whims of the Iron Duke. Getting within the tower is strangely straightforward, and leaving is possible through use of spells like *teleport* and *plane shift*, but travel within a tower where the walls can be literally miles thick of solid iron is difficult to say the least. A garden with flowers that allow travel through portals to various rooms via their petals is rumored to lie somewhere deep within the tower. Others speak of a pit where prisoners are left to despair until devils care enough to give audience, a cloud that veils all visuals and plays with gravity in an endless ploy of nothingness, an all-but-impossible maze, a torture chamber where chains and implements animate themselves, a strange fleshy bubble that begins to shrink until it is skin-tight around you, and a library filled with dark knowledge wherethe very books themselves may attack if they are displeased.

Citadel of Malsheem. Hundreds of miles in every direction, this unmappable expanse is the largest citadel in the outer planes, a mammoth storehouse of secrets and deception at the bottom of the Hells. The Citadel of Malsheem is a meetingplace for the Dark Eight and their forces, and anyone who arrives here without authorization is killed on the spot with no interest for conversation. The Seat of Nessus also lies within the labyrinth, a breathtaking but desolate court where Asmodeus himself sits and deals judgment. Asmodeus also sometimes keeps especially important damned souls here, hidden away from all others.

Pit of Flame. The torture of the torturers, this pit in Phlegethos writhes with some foul burning that can scorch even the devils themselves. Any devil less than a pit fiend who breaks Infernal law can be sentenced to the pit, and some say that the devils who endure its pains are reborn stronger than before. Because of these tales, some devils even subject themselves willingly to the depths.

"YOUR FRIEND IS ONE OF THE DARK EIGHT? WHY NOT WAIT HERE WHILE I SEND SOMEONE TO CHECK?"

—ABISHAI GUARD, CALLING A PLANEWALKER'S BLUFF

Denizens

Devils are the iconic exemplars of the infernal bureaucracy. This section describes major cosmic beings of Baator.

The Dark Eight

Powerful Fiends

The generals of the Blood War and commanders of the infernal armies, the Dark Eight were organized by the pit fiend Cantrum in service to Asmodeus. Though their leader was slain in battle, the Eight have continued in his stead, overseeing the ministries of the Blood War and conferring with one another on how best to prosecute the battles to come. They try to keep secret that of the original eight, only Baalzephon and Furcas remain (though rumors suggest that Furcas recently died and was replaced). As the names of the Eight have ever been consistent, it is clear that they work behind the scenes to ensure that the consistent administration of the Blood War is never called into question.

Unlike the Lords of the Nine and their chief minions, the Dark Eight rarely have to contend with internecine squabbling or struggles for power. They operate democratically and as a group report only to Asmodeus and no other. Their membership includes:

- Baalzephon, minister of supply, leader of the Stygian Champions.
- Corin, the spymaster, leader of the Serpentine Order.
- Dagos, marshal of the Pit, leader of the Few and commander of the Blood War armies.
- Furcas, minister of mortal relations, leader of the Crumbling Cadre.
- Pearza, minister of research, leader of the Walkers in Fire.
- Zaebos, minister of promotions, leader of the Gleaming Guard.
- Zapan, minister of immortal relations, leader of the Iron Defenders.
- Zimmimar, minister of morale, leader of the Maladominaar.

Zariel

Lawful Evil Archdevil

Archduke of Avernus, the Raging Regent, Zariel is wrath made flesh, a blazing fallen angel whose eternal anger manifests in the fireballs that plummet from the skies of Avernus. At one time a great celestial champion, she fell due to her zeal to prosecute the Blood War, and later found herself betrayed by her general Bel, who imprisoned her and drained her essence to secure his own usurped throne. Zariel has had the last laugh, however, forcing Bel to submit to her once more and turning her vengeful gaze on those who helped the ambitious pit fiend's coup.

Dispater

Lawful Evil Archdevil

Father of Strife, the Iron Duke was one of the companions of Asmodeus during the Fall and has aligned himself with Mephistopheles over the eons. A deeply paranoid and cautious archdevil, Dispater rarely leaves his tower, and his own suspicions check his appetites and desires. He is a towering and handsome figure whose features are diminished only by his dire moods.

Mammon

Lawful Evil Archdevil

The greedy serpent Lord of Avarice may be among the wealthiest beings in the multiverse, but all the gold in the Nine Hells will not restore his form – for his transgression against the Lord Below, Asmodeus turned the treacherous archdevil into a mockery of a serpent, with a devil's face and upper torso. Mammon was aligned to Mephistopheles's faction but would cheerfully renew his dalliance with Glasya and support her if he felt she was ready to make a move against the feuding Lords of the Seventh and the Eighth.

Fierna and Belial

Lawful Evil Archdevils

Father and daughter, the Lord of Pain and Suffering and the Fiery Lady share rulership over Phlegethos, though Fierna holds the title publicly after her father's disgrace during the Reckoning. Belial was part of the Fall alongside Asmodeus and takes a much longer view of infernal affairs, whereas Fierna was born and raised as a devil and enjoys the violence and immediacy at the heart of Hellish politics. Where Belial aligned himself with Baalzebul, Fierna has been flirting with Glasya both politically and romantically. The two maintain a questionable and overly-intimate relationship best left unexplored.

"In time, you'll understand that the beauty of the Hells is that they find a proper place for all things. Right now, I can tell you that your proper place involves kneeling."

—Ganluthrig, a devil who just apprehended several planewalkers

"Let's just say I'd rather be devoured by a goristro than make a deal with a devil."

—A wise planewalker

Levistus

Lawful Evil Archdevil

An ancient and terrible evil, Levistus has ever desired power and been unwilling to work for it. The Prince of Betrayal has a storied history of treachery – at one time a primal thing of consuming emptiness whose "body" was said to be the Styx itself, he crossed the Lower Planes in search of power when it became clear that the ancient obyrith demons would never follow him, bringing the great river with him to the Nine Hells and offering it as a route to ferry infernal armies in exchange for being made Prince over his own realm.

Transformed into a true devil as part of the bargain, Levistus immediately worked to undermine and destroy his new patron, attempting to seduce Asmodeus's wife to his cause. When Bensozia refused him, Levistus struck her down, and as punishment for this pointless act of rage the Lord Below bound the Frozen Prince within the waters of the Styx, his new body trapped within the river that was once his own vast and terrible form, diluted more and more each day with the memories it devours.

Chained forever in the very thing he has lost for all time, Levistus is hated by devils and demons both, forced to hear the pleas of those who seek survival and escape from impossible situations. For each one that he fails to assist, his icy prison expands slightly, sinking him ever deeper into his own emptiness and isolation. Asmodeus frees Levistus only to summon him to his own court, and it is said that the Lord Below suffers him to live only because he lives to suffer.

Glasya

Lawful Evil Archdevil

Daughter of Asmodeus and Bensozia, the Princess of Hell is a cunning schemer, a beautiful devil who uses her wiles and sensuality both to sway allies to her side and pursue her ambitions. Having been granted rule over Malbolge, her short-term ambition is the destruction of Prince Levistus in revenge for the murder of her mother. Her long-term goal is to wrest control of the Nine Hells from her father. Few believe she can accomplish this task, but if any could, it would surely be the archdevil who has been dubbed the Dark Prodigy.

Baalzebul

Lawful Evil Archdevil

Though he was once a celestial being known as Triel, the corruption of Baalzebul took place long after the Fall. Obsessed with perfection, his vanity and hubris caused him to be exiled from Celestia, and in his spite he turned to Asmodeus. The Lord Below was only too happy to provide the fallen archon with an opportunity to further descend into evil, but even he was amazed at how successful the Lord of Lies proved to be in his new role. Baalzebul quickly ascended to power as the head of one side of the conflict known as the Reckoning, the battle to see who would lay claim to the throne of Malsheem and rule the Nine Hells in their entirety.

The only lord to ever rule over more than one Hell at the same time, Baalzebul's rise to power was so rapid and thorough that the name of the former Lord of the Seventh is still lost to the ages, and no record of that devil has ever been found. His vanity clouded his judgment, however, and for his part in the Reckoning he was stripped of his remaining beauty and cast down to a foul and bloated form similar to a great and terrible slug

Obsessed with perfection, Baalzebul continues to rule Maladomini, forever seething at what he has lost, forever unsatisfied with what he builds, and forever tormented by the foulness that suppurates from his own misshapen body. Known also as the Lord of the Flies for the cloud of insects that follows him, he splits his time between hating Mephistopheles, hating Asmodeus, and hating himself.

Mephistopheles

Lawful Evil Archdevil

At one time a peer and comrade of Asmodeus, Mephistopheles was part of the Fall and is one of the most ancient archdevils in the Nine Hells. A powerful sorcerer with naked ambitions to slay Asmodeus and usurp his throne, Mephistopheles may be the only being ever to tell the Lord Below to his face that he wants to kill him and walk away. The Lord of No Mercy, his fierce envy burns as hot as the hellfire he wields, and clutches as coldly as the relentless ice of his domain.

While Mephistopheles was equally responsible for the Reckoning and certainly more open in his contempt for the Lord Below, his only "punishment" is that he has been left alone to stew in his hungers and hatreds. The Lord of the Eighth alternates between feeling fury at having been so slighted as to not earn Asmodeus's sanction and believing himself to be so powerful a rival that the Lord Below in fact could not punish him.

What the Cold Lord does not know is that it was not by his own power that he was spared. The rumor in the deepest recesses of Malsheem is that his consort Baalphegor asked Asmodeus to leave him be, though why the Lord Below would honor her request remains a mystery.

Asmodeus

Lawful Evil Archdevil

While many call his domain the Nine Hells, in the mind of Asmodeus they are but one, and so the master of the Ruby Rod claims the title King of Hell. Lord of the Ninth, Sovereign of Sins, Lord of Damnation... each of these is but one more of the many epithets that are worn by the archfiend, though he could very comfortably be referred to simply as the Devil with a capital "D." To all other devils, though, he has but one title that matters: the Lord Below.

From his citadel of Malsheem in the deepest chasm of Nessus, Asmodeus oversees all devilkind, and all infernal matters flow through him and to him in due course. His long-term plans are a mystery to all, and he is known for such inscrutable deeds as deposing loyal Geryon to install the traitor Levistus, punishing Baalzebul while sparing Mephistopheles for the same misdeed, elevating the hag countess Malagard over more worthy devils, and allowing Bel to usurp Zariel only to later assist in her release.

There are as many tales of Asmodeus as there are tears shed for the cruelties he has wrought; some say he is a fallen archon, others a fallen angel; some tales paint him as a god who lost status and had to steal souls to regain his throne. One rumor that seems to gain credence due to how carefully it is whispered suggests that the devil who sits on the throne of Malsheem is nothing more than an illusion, and that the real body of Asmodeus is a serpent of unimaginable size, slowly regenerating its wounds in the darkest pit at the bottom of the Nine Hells.

"Asmodeus can't be tricked – not in his own domain. He knows where each of us are, like pieces on a chessboard, and he hates people saying his na-"

—Lord Sortlyn the Twice-Dead

The Rabble of Devilkin

Powerful Fiends

Though most unique devils serve in the courts of one of the Lords of the Nine, there are also those who have been exiled from such noble circles. Whether former nobility or failed aspirants, these outcasts are all banished to Avernus to eke out whatever meager fiefdoms they can, all under the watchful eye of Zariel, who ensures they do not band together and keeps them in check. Some of the notables are listed here:

Armaros. One of the greatest sorcerers of the Nine Hells, the Resolver of Enchantments is too powerful to be allowed the rank of a Lord of the Nine.

Azazel. One of the greatest generals of the Hells, Azazel was exiled for refusing to kneel to authority.

Cahor. A powerful illusionist, the Deceiver has proven himself too untrustworthy to be allowed in any archdevil's court.

Duskur. The Dark Lady has mustered a powerful army of undead, but the conditions of her exile forbid her from ever taking or establishing a stronghold, forcing her to wander endlessly.

Kochbiel. A mighty general who once served the deposed archdevil Beherit, Kochbiel now moves among many cavernous lairs underneath Avernus.

Malarea. A former ultroloth who took on a diabolical aspect, Malarea attempted to gain power by assassinating and replacing an archdevil's consort.

Nergal. Considered among the most powerful of the Rabble, Nergal seeks out adventurers to slay or recruit to his cause, gathering magic and secrets in the hope of toppling Zariel.

Nisroch. Called the Eagle for his avian features, the Poisoner of the Hells is unrivaled by any other devil in his mastery of toxins.

Rumjal. It remains unknown whether Rumjal is a true exile or was planted by Asmodeus to keep the Rabble in line, for he acts like a loyalist and reports on their doings to Zariel.

"HEAT AND PRESSURE ARE NEEDED FOR STRONG WEAPONS, AND IT IS MY DUTY TO FORGE YOU INTO THE WEAPONS OF THE PIT."

—GLASTHUBERIK, BONE DEVIL OVERSEEING A NEW BATCH OF PETITIONERS.

"WE HAVE INTELLIGENCE NETWORKS THAT SPAN INFINITIES AND ENFORCERS SO NUMEROUS AS TO BE INEXHAUSTIBLE. IF THE HELLS HAVE EVER TRULY WANTED ANYTHING FROM YOU, THERE IS NO DOUBT IN MY MIND THAT WE HAVE OBTAINED IT."

—AN ICE DEVIL TO A MORTAL WHO THINKS SHE HAS BESTED HIM.

Takhisis, Queen of Darkness

Lawful Evil Krynnish God

Though there has been much evidence to suggest that Tiamat and Takhisis are one and the same, it must be noted that there are two very distinct realms on Avernus that each claim to be the home of a five-headed dragon deity. No being which would assert herself over Chromatic Dragonkind could be so humble as to accept a separate ruler, and Tiamat's followers have enthusiastically spread propaganda about Takhisis' nonexistence.

The Queen of Darkness rules over Abthalom, the Nether Reaches, a place where even Zariel herself does not tread uninvited out of respect for the pure malice and sadism of the evil goddess. As the archetype of terrifying netherworlds in Krynnish mythology, Abthalom is generally called "the Abyss" on that Material Plane world, and it contains rifts that link to the divine realms of the evil pantheon Takhisis rules.

Tiamat, the Avaricious

Lawful Evil Dragon God

The Chromatic Dragon, Queen of Evil Dragons, Tiamat's vast and terrible lair remains one of the most famous landmarks of Avernus. Having served as Regent of the First for a few millennia while Zariel led the armies of the Hells in the Blood War, she grew impossibly rich on the tithes and tariffs she collected for passage to Dis, and despises the Raging Regent for having retaken the throne. The dragon goddess schemes eternally against her rival Bahamut, and to this day controls the primary gate to the second Hell.

Intrigue Opportunities

- Whispers persist that Asmodeus and his followers were not the first exemplars of Baator, and that a precursor race of ancient devils was supplanted by the current infernal hierarchy in the wake of an ancient war. Supposedly, these beings did not lose the battle so much as they chose to ascend beyond their physical forms. These rumors suggest that Asmodeus dreads the possibility they might return.
- Few would state it openly, but it is hinted that the detente between Asmodeus and his chief rival Mephistopheles is maintained by Baalphegor, consort of the latter, who somehow does not fall under the authority of the Lord Below and is not known to have been a fallen celestial. What powers she might possess, what secrets she might command... these are the things that could make the greatest powers of the Hells tremble.
- The deposed and banished fiends known as the Rabble of Devilkin each hunger to return to power, whether within the court of one of the Lords of the Nine or as one of their number in full. Any of them might approach potential allies with a plot to seize power and end their exile – though such a scheme could be a double bluff, and backstabbing is the stock in trade of the Nine Hells...

Nine Hells Supernatural Effects

Consider rolling on the Nine Hells Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of the Nine Hells (like the *planar ally* spell to summon a devil or the *plane shift* spell cast to reach the Nine Hells).
- A creature uses a spell or other magical effect that involves fire or darkness.
- A creature summons the name of a devil, performs a dark ritual or uses evil magic.
- One or more creatures strike a deal.
- A creature applies a rule or law in a cruel way through its actions.

Nine Hells Effects

d8	Nine Hells Effect
1	Hellish flames manifest in the region to claim the souls of their victims. Over the next 24 hours, half of the fire damage dealt by any effect becomes necrotic damage, and any creature casting a spell or using a magical effect that deals fire damage takes 1d10 necrotic damage, unless it's a devil. If this damage kills a creature with a soul, the soul rises from the River Styx as a **lemure** in Avernus in 1d4 hours. If the creature isn't revived before then, only a *wish* spell or killing the lemure and casting *true resurrection* on the creature's original body can restore it to life. Constructs and devils are immune to this effect.
2	A random creature within the region gains the ability to cast the *hellish rebuke* spell three times as a charm, choosing among Intelligence, Wisdom, or Charisma as their spellcasting ability. A creature that goes to 0 hit points and dies because of this spell suffers the same fate of the first effect of this table.
3	Over the next 24 hours, each ability check made to formulate a deal or convince one or more creatures to become part of a deal is made with advantage. Additionally, creatures have disadvantage on saving throws against Enchantment spells and similar magical effects.
4	The land cracks underneath a random creature within the region, creating a fissure spitting magical hungry flames from the Hells equivalent to the *wall of fire* spell (DC 15, deals damage on both sides of the wall, half of the fire damage is necrotic damage). Each creature failing the saving throw against the effect falls 20 feet deep in the crack, takes 2d6 bludgeoning damage for the fall and becomes stuck in the crack at its bottom, being restrained. The creature can be freed as an action with a successful DC 15 Strength (Athletics) check. A creature killed by this damage suffers the same fate of being killed by the first effect of this table.
5	An **imp** appears in the region and follows a random creature. The imp will usually stay invisible until discovered, and will report all the information gathered to a more powerful devil. If discovered, the imp might try to strike a deal to preserve their life.
6	A devil contacts a random character telepathically or by showing up (DM's choice), offering a deal of dark favors in exchange for souls. If the character accepts, it gains inspiration everytime it kills a creature that is not a construct or a devil over the next 24 hours. The devil could propose a different deal at the DM's discretion.
7	For the next 24 hours, a random character within the region gains the ability to see in magical darkness and cast the darkness spell at will, using Charisma as their spellcasting ability. The first time that the characters sees through magical darkness in this way, they witness an evil secret unraveling in front of their eyes or another hideous vision that the character wishes wasn't true (the DM and player can work together to define it).
8	Over the next 24 hours, all Charisma checks against creatures with lower CR or level are made with advantage, but a creature failing one of these checks takes 1d10 psychic damage.

Pandemonium

The Plane of Isolation, Futility, and Desperation

Other Names: The Windswept Depths, the Hollows of Nightmare, the Maddening Mazes, the Howling Land, Kur
Creature Themes: Chaos, Cosmic Horror
Hallmarks: Darkness, gale-force winds, tunnels
Sample Portal Keys: A scream, a stalactite, a stone washed in the River Styx

The wind, the wind, the ceaseless wind... none can visit Pandemonium without immediately experiencing the mind-numbing, soul-scouring gales that scream through endless dark caverns. In an Age Before Ages, Pandemonium claimed its current name for its role as a staging ground for the armies of demonkind during the War of Law and Chaos. The horrors of that cosmic conflict echo endlessly in the twisting tunnels, carried by the wind, the wind, the ceaseless wind. Few choose to reside here now – Pandemonium is a plane of exiles, of isolation, and of eking out a meager and miserable existence.

That's not to say that society fails to exist here – it's scarce and it's shallow, but there's an "honor among thieves' sentiment in the hardscrabble communities of Pandemonium. None are under any illusions that they won't be robbed and abandoned to die should the opportunity arise, but equally understood is that sometimes not sticking one's neck out means not taking risks or doing deeds that might result in your few erstwhile allies deciding you're more trouble than you are worth. It's not law – it's choice, a cold and pragmatic calculation eternally aimed at maximizing one's chance for survival.

Equally, those who survive the plane can often recognize one another from the lingering effects of time spent here, the maddening winds leaving psychological scars that are unique to every sufferer. The wind, the wind, the ceaseless wind marks long-term residents with personality changes, tics, and a bitterly resigned kind of gallows humor – commonly referred to as "l'esprit de corps."

"My gods, the wind! The howling! It's driving me mad!"

"What?! I can't hear you!"

—Small talk in Pandemonium

Common Knowledge

Those familiar with Pandemonium know the following facts:

- The wind, the wind, the ceaseless wind...be prepared to wear earplugs, for the shrieking gales of Pandemonium never die down.
- The caverns of Pandemonium have a bizarre kind of gravity, always oriented toward the outer walls. You can walk around the inner circumference of a tunnel with ease.
- The tunnels are dark, and the wind threatens torches and lanterns. Darkvision or magical sources of illumination are your best chance to ensure visibility, though they will do little to stanch the chill.
- At its most severe, the wind can throw huge stones, carry whole rivers, and brutally smash anyone traveling unmoored against the cavern walls.
- The headwaters of the River Styx are found on Pandesmos. Few are willing to sail this far upriver.
- The horror of the shrieking winds leaves a permanent mark on those who stay too long.

Pandemoniac Characters

When creating a character with ties to Pandemonium, consider the following:

What's your damage? The wind of Pandemonium doesn't relent for the locals any more than it shows mercy to travelers. If you've lived here, it has affected you in some way – your mind bearing permanent scars from your time grappling with the screaming howling gales. Have you developed a severe phobia? Toxic positivity? Do you look upon existence as a joke, or do you even have the capacity to distinguish what is real from hallucinatory phantasms that haunt you?

Are you cynical, nihilistic, or obsessive? Have you given up on others, or has your stress resulted in increased empathy or compassion? Something haunts you or has made an indelible impression that informs your character – it can be subtle or grandiose.

Do you still have hope? Minds are broken by Pandemonium far more than bodies are. Hope is one of the greatest weapons against the ceaseless winds, but hope is all too often the winds' first victim. Does your character still find secret refuge in hopes and dreams as protection for their mind? Perhaps optimism is such a familiar armor for your character that it spreads to those around them especially once they leave Pandemonium. Alternatively, your character might have survived by embracing reality as it is – the good and the miserable – and see hope as an empty promise.

Layers

Pandemonium has four layers, which are also called "Hollows." They are traversable caverns and physically hollow, yes, but also evoke emptiness, despair, and isolation. When you visit, it is the hollowness of the heart that prevails over the hollowness of the space.

Pandesmos. The Harrowed Wastes, Pandesmos is the layer with the gentlest winds (meaning they're unlikely to reach gale force) and the largest caverns and tunnels. Some are so vast as to support strange ecosystems, deep-rooted flora and hard-living fauna somehow enduring the wicked gusts and surviving off the toxic waters of the Styx, which contaminate almost every other flow of water on this layer. Pale trees stripped of bark and leaves defy the lack of sun to stubbornly clutch to the rock, snows blow in that have never known a sky, and fields of strange grasses spring forth from the starving and wasted land.

The Hollow of Struggle, Pandesmos is survivable if one works at it – the stonegrass (a rough, clay-tasting plant) and shattergrass (stiff, razor-sharp grass that needs to be boiled to be edible and forms a deadly hazard to the unwary) provide sustenance for travelers and indigenous wildlife both, and there are regions where the wind is relatively calm and settlement is possible. The bulk of the plane's population, beings who have been banished from anywhere else and come here because it's what remains, reside on this layer. Acceptance is found here – not tolerance, but a grudging mutual respect for other survivors.

Pandesmos is vast and largely empty, with the greatest caverns large enough to house entire countries, if only the wind would let them. The layer is chill but not freezing for the most part, and the strange gravity of the plane causes rivers and even lakes to float in midair, from which droplets of "rain" or pellets of "hail" or flakes of "snow" can fall. The Bleak Cabal consider this layer their home base, and erect many of the bothies, bivouacs, and lean-tos that travelers rely on for shelter.

"Oh look, another drifting deader. I'll cast speak with dead. Hey, hey you. Want resurrected?"

—Alberto of the Bleak Cabal, fishing on the banks of the River Styx

Unique Exploration Rules

Darkness. Pandemonium has no natural light sources. Nonmagical fires, even within lanterns, are quickly blown out by the wind, but magical fires and other light sources (such as a *light* spell, a magical lantern, or glowing fungus) function normally. Such lights often attract the plane's inhabitants, who are used to complete darkness.

Cave System. Most planes are a large landmass beneath an open sky. Pandemonium is entirely subterranean, an endless series of caves and tunnels, with no sky or surface.

WHAT?! The intense noise of the winds is nearly deafening. Conversation while outside is possible only by yelling, and even then only to a maximum distance of 10 feet. Creatures have disadvantage on any ability check that relies on hearing.

Ceaseless. When a creature finishes a long rest in Pandemonium, they must succeed on a DC 11 Wisdom saving throw or advance a stage of Futile Acceptance. Creatures who spend their entire rest in shelter from the wind have advantage on this saving throw, and deaf creatures automatically succeed. New visitors to Pandemonium begin at stage 1. You can incorporate a creature's current stage of Futile Acceptance into your roleplaying. The 5 stages are as follows:

1. Simple Annoyance. The creature is mildly annoyed by the wind. They otherwise behave normally.
2. Frustrated Distraction. The creature is frustrated by the ceaseless pressure. They have trouble focusing on anything.
3. Fixated Despair. The creature wishes only that the wind would abate. They have trouble focusing on anything except the wind.
4. Panicked Obsession. The creature reaches their breaking point, where they can bear no more and fly into a panic. They can focus only on the wind, the wind.
5. Unabated Calm. The creature accepts that there is only the wind, has only ever been the wind, and will only ever be the wind. They can think of nothing but the wind, the wind, the ceaseless wind...

A creature can reduce its stage of Futile Acceptance by 1 by benefitting from a *calm emotions* or *remove curse* spell or similar magic. If the creature is at stage 4 or lower, it can also reduce their stage by completing a long rest on another plane of existence. Resting in Pandemonium does not reduce a creature's stage of Futile Acceptance, and a creature at stage 5 can only reduce its stage through magical means.

Cocytus. The wind, the wind, the ceaseless wind... if it's unpleasant on Pandesmos, Cocytus is where it abandons any pretense of mercy. The tight passageways and claustrophobic tunnels intensify the shrieking sound of the wind, and travelers uniformly report that it sounds like screaming, wailing, or sobbing. The cries of the shrill gales are mind-shattering in a way that none of the other layers can approach; for this reason, Cocytus is known as the Hollow of Lamentation.

Ancient lore is lost in the labyrinths of Cocytus, and perhaps the most ancient secret is how the walls were shaped – unlike the caverns of the other layers, the stone here shows clear signs of having been chiseled and carved, as though some unknowable will had toiled for eons to carefully shape the winding and treacherous passages by hand. These have been smoothed over the innumerable centuries by the powerful gales, which can intensify with little warning to the force of a hurricane and throw shards of rock (or unfortunate travelers) at lethal speeds.

The most dangerous layer of Pandemonium, Cocytus' temptations lie in the promise of untold knowledge and power deep within the mazelike tunnels. Sages believe that the heart of Pandemonium's winds can be found deep within Cocytus, though every expedition to find it has ended in sorrow. On Cocytus, where despair is the song of the land itself, it is stranger by far that anyone could expect a different outcome. No matter how powerful the arcane mysteries that are concealed within, it is hard to fathom that they could be worth enduring a place where the water itself is formed from the tears of a million tragedies.

Phlegethon. The Burned Land, the Groaning Grotto, the coldest reach of Pandemonium by far is the layer of Phlegethon. The Hollow of Want, Phlegethon's gravity is oriented downward only; the cavern walls are black as night, and the layer itself hungers for radiant heat and light to devour, making it ice-cold and weakening even the brightest sources of illumination. The howl of the winds is joined by the echoing drips of water, beads trickling down the walls and forming tall limestone pillars, stalactites, and stalagmites that give this layer the most truly cave-like appearance of any in Pandemonium.

These rock formations provide the only color to the layer, which otherwise takes the darkness inherent to the plane at large and deepens it to a caliginous nightmare. With the gravity resembling that of a Material Plane world, the streams that on the prior layers would float in midair now creep exclusively along the ground. Despite the bitter cold, the environment alone is not sufficient to cause water to freeze. Rumors persist of some kind of artifact key that unleashed the full fury of an Inner Plane on this layer.

Where Cocytus can cause claustrophobia due to its narrow passageways, Phlegethon accomplishes the same through its encroaching darkness and cold. No matter how vast the cavern, no matter how broad the tunnel, the sense of the very layer hungering to steal away light and warmth can feel predatory, as though one is surrounded by something wild and carnivorous. Some reaches take this literally – the lairs of terrifying subterranean monstrosities can be found here, if one is not careful.

Agathion. The greatest vault in the multiverse, Agathion is sometimes seen by those sages who cite the Rule of Three as an aberration – not a true layer of the plane, but rather an extension of Phlegethon. Others would call this nonsense, for Agathion's caverns do not resemble those of the previous layer. They are pockets, bubbles of stale air in an endless realm of stone. Few tunnels are found here, and the largest caverns ever discovered are about the size of caves on the Material Plane.

Agathion is the Hollow of Isolation, the Vault of Secrets. The individual pockets have been used across countless eons by deities, demon lords, and all manner of surreptitious schemers to seal away treasures untold and terrors unfathomed. Without a firm route to access a particular cavern, one is not likely to ever discover it – Agathion keeps its mysteries well-buried. Even if one does discover a cave, there is a terrible risk that the boundary between Agathion and Phlegethon will crack just enough to let the killing wind rush through, tearing up everything and everyone with the force of a cyclone.

The wind, the wind, the ceaseless wind... here and only here does it relent; one might find stale air in the pockets, if one finds any at all. Though the air is motionless, the noise persists, always emanating from somewhere just beyond sight – and with the nightmarish possibility of a sudden breach ripping through the stone, the dulled scream of the winds possesses all the more power to alarm when its volume rises abruptly. Agathion is the Oubliette, the place where a thousand thousand mysteries have been deliberately lost. Those who travel here risk not only the perils of the layer, but also the wrath of whoever sought to conceal what now might be discovered.

"SAVE THE DIAMOND, I'LL POP BACK IN A DAY OR SO."

—LORD SORTLYN THE ENCHANTED CORPSE

Locations

Pandemonium howls between the planes of Limbo and the Abyss. Its portals and planar breaches lead primarily to these two planes or the Outlands. These portals usually appear as large squares formed (or carved, as some would argue) in the sides of tunnels and caverns. The portals come in three colors: yellow, red, or black.

When going through a colored square portal in Pandemonium, roll a d6 to determine where the portal it goes. On a 1, it leads to Limbo. On a 2, it goes to the Abyss. On a 3, the Outlands. On a 4-6, it goes to a destination based on the color of the portal: yellow goes to Limbo, red to the Abyss, and black to the Outlands.

Most people don't want to come to Pandemonium. Those who do usually come with the sole intent of visiting one of the following locations for as brief a time as possible.

Ramshackle Refuge. A rambling makeshift citadel of haphazard construction in Pandesmos, the headquarters of the Bleak Cabal is dotted with shanties and shacks within its walls. Founded by refugees from the original Cabal town, it started much like its predecessor as a sheltered stone caravanserai. However, as more sought the safety of the Ramshackle Refuge, it was hastily expanded – often with bits and pieces of the old town. Having successfully escaped the fiends who destroyed their former headquarters, the locals have vowed that nothing will drive them out of the Refuge.

All are welcome to find some minor respite from the winds within this town's walls. This welcome goes beyond humanoids; monsters meander the streets as well, seeking ways to take advantage of anyone who happens to cross their path. The leaders here are not especially nefarious, but don't inhibit people falling prey to their baser instincts. They do, however, extend the traditional charity work of the Bleak Cabal by aiding those affected by the winds, in a few basic, ramshackle structures that pass for hospitals.

While some call the town "the Asylum" in tribute to the town it replaced, most know it by the words that hang on the outer wall. Sometime in recent years, someone moved the faded old sign of the original inn to the main gate; consequently, many figure the inn's old name seems as good a name as any for the town.

Demimonde. Situated in a cavern concealed by illusory walls, Demimonde is a rare haven of safety in Cocytus, provided one's virtue is not what must be safeguarded. A city of exiles, Demimonde was founded by and for succubi and incubi who have fled the Abyss after developing a spark of something that hungers for connection beyond mere lust. The community is ruled by Tshuka (chaotic good **cambion**), a descendant of one of the founders, whose mate Frijathua (**ghaele eodath**; see chapter 4) scrutinizes those who wish to settle to determine the sincerity of their feelings.

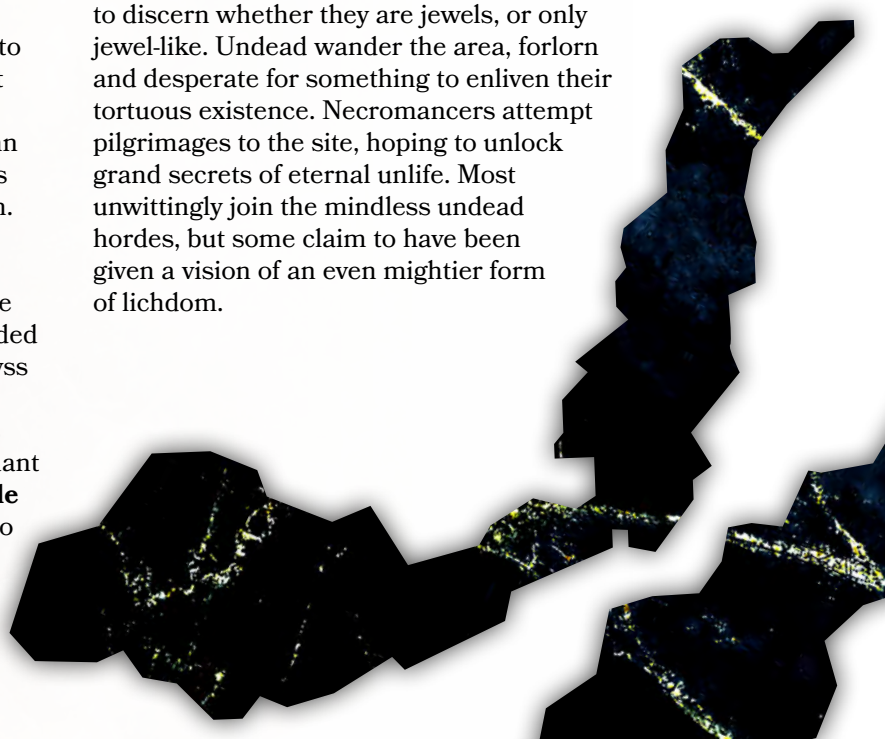
Cavern of the Self. In the tunnels of Pandesmos, is a cavern where the winds have polished the stone tunnels to a mirror-like sheen. All who enter this cavern see only themselves reflected countless times – and in countless variants and times in their life. Even more unusually, no one can see the reflection of anyone but themselves. Legends state that if someone can find their reflection from that exact moment, they can gain great clarity and insight into themselves and their place in the multiverse.

Insight and clarity sound impossible in the winds of Pandemonium, but there are many philosophies that believe one must free their minds from constraints to see their true selves. It may be that this cavern can assist with that, but unfortunately most are driven to obsession, fleeing from countless reflections of themselves that are so close to what they seek but never quite what they are looking for.

Harmonica. This enormous spherical cavern contains innumerable stalagmitic pillars that rise into the center. Each pillar is a vast staircase that spirals around its stalagmite. Why this place has such magnificent staircases is a mystery that deepens when you realize that the stairs are at least three feet tall and each pillar is riddled with holes that resonate with the resounding winds. These holes pass throughout the cavern, forming a network of tunnels.

Legends run wild as to why this place exists and what it can do.Most of these legends circle around ascending to the top of the spires...and the center of the cavern. If any have achieved this feat, it has never been spoken of, and most have either been blown off the staircases by the relentless wind or had their minds shattered by the Harmonica's howl.

The Shrine of Acererak. Amidst other gravesites within a vast tunnel in Cocytus is this 5-foot diameter stone statue of a skull at the front of a cold iron mausoleum – both of which are a deep, dark black. Glittering can be seen where eyes or teeth would be within this skull, but the grinning sculpture mocks any attempt to discern whether they are jewels, or only jewel-like. Undead wander the area, forlorn and desperate for something to enliven their tortuous existence. Necromancers attempt pilgrimages to the site, hoping to unlock grand secrets of eternal unlife. Most unwittingly join the mindless undead hordes, but some claim to have been given a vision of an even mightier form of lichdom.



Denizens

People who come to Pandemonium avoid staying. The plane has no native exemplars. This section describes major cosmic beings of the Howling Land.

The Derelict

Exiled Exemplars

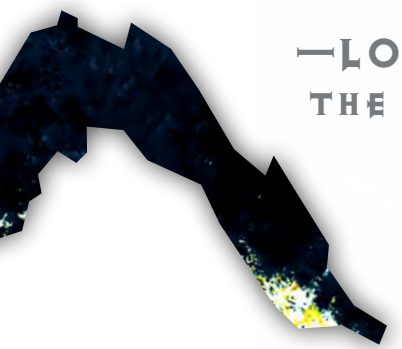
Some notable figures from other planes have found themselves adrift in Pandemonium's tunnels, banished from their own planes or choosing exile over whatever servitude or expectation they might be subjected to elsewhere. Effectively cut off from whatever rank or authority they might have once possessed, these outcasts are now totally unregulated – and thus quite unpredictable.

Barbu. The demon lord of whispers, of discord, and of shattered peace, Barbu the Unwelcome is a figure so despised in the Abyss that she has voluntarily made her home in Hamartia, a hivelike stone palace on Cocytus. Barbu listens across the planes to gather secret knowledge that she can use to spread discord, stir enmity, and cause violence and despair. The haunted caverns beneath her realm contain countless rifts to Abyssal layers, and the Witch of Whispers delights in moving invisibly through the courts of demon princes, spreading rumors and watching the resulting chaos unfold.

Barbu is rarely seen unless she chooses to assume the form of a **nalfeshnee** with three braying mule heads, but in her true "form" she is incorporeal, resembling a horned wraith made of cobwebs that seem to trail off into nowhere. In truth, her "body" is nothing but whispers, rumors, and secrets, which coalesce to form a spectral shape that rises out of a riotous mob or murmuring audience to gloat over the uproar she has caused. Her cackling glee has earned her the enmity of every demon lord she has ever crossed.

"It's the only lower plane that suffers as much as its inhabitants do. Let that be a warning."

—Lord Sortlyn the Frequently Deceased



Pancriax. A former nycaloth turned altraloth, the hulking Pancriax is a danger to himself and others; driven utterly berserk by his transformation and the power it offered, he finds lucidity only in pain. Towering 15 feet tall, resembling a black-scaled anthropomorphic triceratops with six arms, ten compound eyes, and the maw of a shark, Pancriax howls his wordless fury into the void of Pandesmos, where he is kept bound among a spiraling labyrinth of melted stone known as the Eradication.

Yellow ichor seeps from the wounds of six great-spears wielded by the Lictors of Pain, elite **mezzoloths** who keep him calm by keeping him impaled until the General of Gehenna or some other fiend with sufficient clout decides to engage his "services," which consist of rampaging crusades of targeted destruction, mayhem, and cruelty. When sufficiently wounded, Pancriax is capable of conversation and proves to be shrewd, calculating, and dangerously insightful; when allowed to heal, the psychic toxins in his veins overload his mind and transform him anew into an engine of pure nightmare.

Thulucuera. A terrifying vision of flame and malice, Thulucuera the Laughing Void is one of the obyriths, an ancient kindred of demons from the Age Before Ages. Floating above the ground like a phantasm, her body is 12 feet tall, a rough approximation of a humanoid form made entirely of blackened hands and arms wrapping a living flame as though they were a mummy's bandages. The twitching fingers clutch and tear at her own body, causing gouts of fire to leap forth. Thulucuera has no visible head, just an open "neck" from which the blazing flame rises in a dancing pillar.

Although she haunts lonely stretches of Cocytus where no sound should find purchase in the mind over the shrieking wind, somehow her terrible mirth echoes through the tunnels for miles around. Giggling, cackling, and laughing wickedly, the eons-old demon luxuriates in the dreadful gales as though relaxing in a steamy bath. Some sages whisper that the screaming winds of Pandemonium are the plane's own horror at having once hosted the assembled obyriths during the War of Law and Chaos – if so, then what Thulucuera savors is the endless shrieking terror of an infinite plane.

Auril, the Frostmaiden

Neutral Evil Faerûnian God

The wicked deity of ice and frost, Auril makes her home on Pandesmos at the source of the River Styx, a frozen cavern from which the poisonous red waters emerge. Her realm, Winter's Hall, is shared with a trickster deity; its mighty vaulting roof is built around a root of Yggdrasil, and patrols of winter wolves serving the cruel goddess ensure that none can approach her mighty hold undetected.

Cyric, Prince of Lies

Chaotic Evil Faerûnian God

At one time a contender for most powerful member of the Faerûnian pantheon, the Prince of Lies fell victim to his own treacherous nature, believing his own deception so completely that his mind has collapsed. An ascended mortal who once held the collected powers of Bane, Bhaal, and Myrkul, Cyric lost much of his power to Kelemvor and retreated to Cocytus, establishing a domain he calls the Supreme Throne. All others know this eroded ruin as the Shattered Castle.

Diirinka, the Deep Lich

Chaotic Evil Derro God

The twisted Diirinka betrayed his own brother to Ilsensine for the chance to steal a bit of the illithid god's lore; he used this purloined knowledge to taint his followers and create the derro, who suffer the same delusions of grandeur and erratic anxieties as their patron. A warlock god before his greatest crimes, Diirinka now inspires the troubled dreams of the spellcasting **derro** known as savants (see *Monsters of the Multiverse*); the weird flashes of alien thought that he shares with them are largely stray sparks from a divine mind on the fritz, not deliberate visions.

Indolent and vile, Diirinka lurks on Phlegethon in a vast hollow stalactite, protected by illusions and brain-bending enchantments. He is deeply paranoid and has been known to lead even his own followers to their doom with trapped passageways when they seek to meet with him. It is not for nothing that his realm is known as Hidden Betrayal.

Hruggek, Master of Ambush

Chaotic Evil Bugbear God

Though he resents having been forced to kneel to Maglubiyet, Hruggek can console himself in the terrible caverns on Cocytus where he makes his domain. Called Hruggekolohk, this realm is filled with the severed heads of those who Hruggek and his followers have conquered, forever animated to praise the bugbear god and beg for his mercy. He stands apart from his counterparts Grankhul and Skiggaret, but is ever watchful for treachery from those merciless and untrustworthy deities. It is said that the right head can be used to exercise magical domination over peoples of the same species, if it can be picked out – and if Hruggek will let the would-be conqueror escape with one of these prizes.

The Queen of Air and Darkness, Ladinion's Bane

Chaotic Evil Fey God

Though her footprint on the Feywild is indelible, the Queen of Air and Darkness makes her true abode, the Unseelie Court, deep in the tenebrous chill of Phlegethon. Hollowed and eroded by a cursed black diamond, the now-nameless Queen lacks a physical form, her apparently empty throne emanating a cold whispering voice and a palpable aura of dread and disquiet. While her high courtiers–the greatest archfey of the Unseelie Court–engage in fair dealings with other fey, the Queen exists only for herself and for the sake of corrupting others. She is a shadow, a wraith, a terrible presence who speaks through fallen leaves, dying trees, and the crack of frost.

Talos, the Storm Lord

Chaotic Evil Faerûnian God

The mighty god of storms and destruction takes everything as a challenge, to the point that his behavior can often seem childish and short-sighted. One of the most powerful gods of the Faerûnian pantheon, Talos reigns over an immense cavern with a permanent tempest at its heart, roiling clouds spitting arcs of lightning whose thunderclaps pierce the din of Pandesmos's winds. Atop a sheer plateau are found his Towers of Ruin, enormous crumbling structures that seem to remain standing only by the sheer will of the deity.

Zeboim, Darkling Sea

Chaotic Evil Krynnish God

One of the more terrifying reaches of dark Phlegethon is Zeboim's cavernous domain, a subterranean sea with crashing waves and wicked whirlpools driven by the terrible winds. Known as the Maelstrom, the sea goddess's realm is home to chaotic evil **dragon turtles**, **sahuagin**, and other foul things of the deep. Her palace, carved from an impossibly large spiny whelk shell, plays host to emissaries of the marids and servants of the evil archomental Olhydra, who plots to flood the caves of Phlegethon with waves from the Elemental Plane of Water. Capricious and violent, Zeboim maintains a portal to the realm of her mother Takhisis on the Nine Hells.

Intrigue Opportunities

- The blackened walls of Phlegethon have long been connected in scraps of forgotten lore with the similarly-named layer of Phlegethos, the fourth Hell. Sages speculate that during the War of Law and Chaos, a powerful artifact – a kind of magical key – was employed to unbind the planar boundaries and flood the fourth Hell with pure elemental fire from the Inner Planes, which was then weaponized to scour Phlegethon and eradicate a massive force of demons. A **black ethergaunt** (see chapter 4) who has studied the topic at length believes it has located this mysterious key and is seeking to acquire it – potentially giving the alien ethergaunts access to a terrifying new weapon.

- A **leonal guardinal** (see chapter 4) is leading an expedition to Cocytus to investigate harvesting of the midnight blue fungus called anhedonia, a potent drug that blocks all pleasure, excitement, and satisfaction. Members of the Society of Sensation use it for a new experience, and some merchants trade it as a toxin. The concentrated extract of this fungus is illegal on Elysium, and there are concerns that celestials may be abusing it in an effort to experience the perspective of mortals. This begs the question, however – do they not have the right to be unhappy?
- Lost ruins in Cocytus detail how the layers of Pandemonium may once have had other names – Sheol, Letheia, Kur – in an Age Before Ages, before the terrible winds. A **throne archon** (see chapter 4) named Shateiel believes that the plane itself was damaged at the fundamental level through having to witness the assembled horror of the obyriths. Shateiel wants to find a way to heal the plane - a test case for potentially healing other Lower Planes – by seeking out a powerful **reality snarl** (see chapter 4) formed where the winds originate. These winds, the archon believes, are in truth the plane itself howling in raw, unending terror, and that its nightmare has manifested physically. Of course, after so long obsessively searching in the darkness, Shateiel herself may no longer be in her right mind.

Pandemonium Supernatural Effects

Consider rolling on the Pandemonium Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of the Pandemonium (like the *planar ally* spell to summon a local fiend or the *plane shift* spell cast to reach the Pandemonium).
- A creature deals thunder damage.
- A creature uses a spell or other magical effect that creates wind.
- A creature yells or screams.

Pandemonium Effects

d8	Pandemonium Effect
1	Howling, maddening winds strike the region for the next 1d12 hours. Creatures are deafened while exposed to these winds – unless they are already deaf, in which case they are irritated by the physical buffering of the gales. Additionally, when such a creature rolls a 1 on the d20 for an ability check, attack roll or saving throw, they suffer the effects of the *confusion* spell (no initial saving throw, DC 15 on following saves).
2	A random creature within the region gains the ability to cast the *gust of wind* spell once as a charm (see chapter 7 of the Dungeon Master's Guide), choosing among Intelligence, Wisdom or Charisma as their spellcasting ability and regaining this ability at the end of each long rest. Additionally, whenever the creature fails an Intelligence, Wisdom or Charisma saving throw, this spell will activate just as if the creature cast it (even if the creature already used it) but in a random direction. The creature permanently loses these features when they roll a 20 on the d20 for an Intelligence, Wisdom or Charisma saving throw.
3	A random creature in the region becomes infused by the rageful chaos of the Pandemonium winds. Over the next 24 hours, the creature's body and mind resonate with the harmful vibrations of the plane, making the creature vulnerable to psychic and thunder damage. Additionally, the creature will obsessively mentally revisit a past traumatic event that made them scream. The player and DM can decide together what this event is, and describe it.
4	Psychic whispers can be heard, ready to deliver questionable answers to whoever asks them to. Within the next minute, a creature within the region can ask a question to the air, that will answer as if it was an *augury* or Divination spell (DM's choice). The answer has a 10% chance to be a lie and to drive whoever follows it to danger (the DM rolls in secret).
5	A random creature within the region gains the ability to cast the *message* cantrip, but takes 1 psychic at each use. The creature loses this ability if they receive any effect that can remove madness.
6	A sudden gust of wind carries debris and other little objects, including things that have been scattered and lost. Each creature in the region that is exposed to the wind makes a DC 12 Dexterity saving throw, taking 1d6 bludgeoning damage on a failure. The wind carries a random item from Magic Item Table B of the Dungeon Master's Guide, or another object of similar value at the DM's discretion. The magic item is cursed: the creature is unwilling to part with the item, keeping it on their person at all times. The creature holding it hears the wailing winds of the plane in their ears constantly, having disadvantage on Wisdom (Perception) checks based on hearing and Wisdom saving throws – unless they are deaf, in which case they are immune to this curse. The creature can leave the item while they are in the area of the *silence* spell or a similar effect. The DM can change the curse into another of their choice if they wish so.
7	The raging winds of the Pandemonium accompany whoever imitates their power: over the next 24 hours, each creature in the region making a damage roll to deal psychic or thunder damage, rolls an additional 1d10 and adds the result to that damage roll, but also takes the amount of damage rolled on the 1d10.
8	A random creature within the region is picked up by the winds of Pandemonium. The creature becomes affected by the *fly* spell, which lasts 24 hours and doesn't require concentration. Once per turn, the creature takes 1 psychic damage while moving in this way unless it is deafened.

Ysgard

The Plane of Glory, Thrill, and Recklessness

Other Names: Gladsheim, the Heroic Domains
Creature Themes: Dawn, War
Hallmarks: Glory in all actions, self-improvement, giants, death and rebirth
Sample Portal Keys: A weapon passed down more than 1 generation, a song praising one's achievements, a splinter from Yggdrasil, a link from a hero's mail

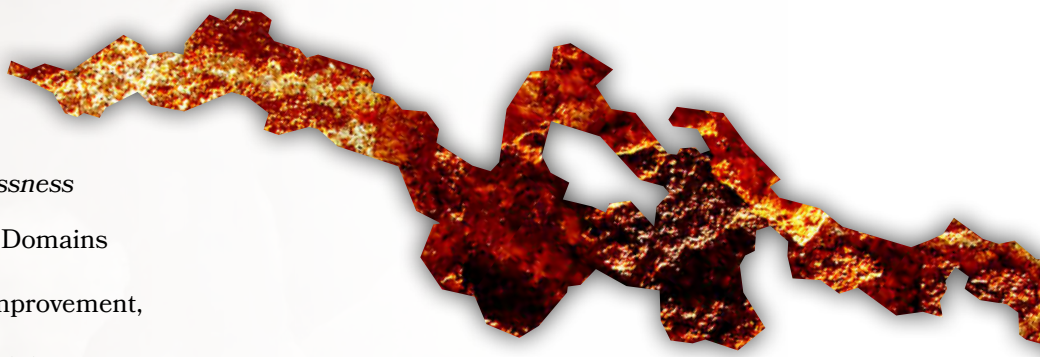
An endless sky of rolling clouds pierced by mighty rivers of earth that float and collide, Ysgard is a plane of bold adventure and perilous risk. Immense earthbergs move like chunks of ice in a frozen river, sometimes crashing against one another. The land is rough and rugged, shaped to challenge travelers and test their mettle. To visit Ysgard is to try oneself – in combat, in skill, or in bravery. For those who are willing, the plane is a raucous celebration; for those who are not, the experience can be ponderous. The branches of Yggdrasil are common throughout this plane, connecting it with many other destinations.

The power of runes underpins all of Ysgard; mighty stone menhirs graven with ancient glyphs are scattered across the three layers, and those who fall to the sword or to one of the many perils of the plane inevitably find themselves awakening beneath such a stone the next morning. It is a place where words have power and must be spoken with due care, for the plane will test one's boasts and expects oaths to be upheld.

Common Knowledge

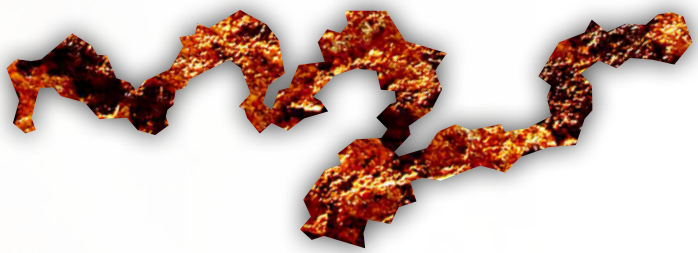
Those familiar with Ysgard know the following facts:

- Ysgard is home to trolls, giants, bariaurs (see chapter 1), and other creatures who enjoy their solitude and may prove territorial.
- Though flames burn within each layer, light and dark come and go just as on a Material Plane world; the night envelops the endless flames, dimming their radiance.
- Communities are few and far between on Ysgard; the plane itself would rather you keep moving, keep discovering, and keep challenging yourself. It makes exceptions for places where one might drink and feast.
- Beneath the first layer, which shares its name with the plane itself, more treacherous hazards await in the eternal fires of Muspelheim and the sparkling caverns of Nidavellir.
- ...but none of that matters because those who die will come right back to life!



"It's the perfect day to die – just like yesterday and the day before."

—Hranful the Bold, Ysgardian petitioner



Ysgardian Characters

When creating a character with ties to Ysgard, consider the following:

What do you have to prove? Ysgard is a plane for personal ambition – not to seek high office or authority, but to master one's skills and one's environment. What drives you to prove yourself, what efforts have you already undertaken to do so, and is there a specific goal that would serve as your personal milestone?

How do you define heroism? The yearning for glory and heroism abounds in Ysgard and that impacts all who live here. What characteristics and achievements does your character see as heroic? Is it glory in combat? Is it a fierce loyalty to one's allies? Or is heroism standing firm in one's principles even when all others tell you that you're wrong? Perhaps heroism is built on a willingness to change and grow beyond yourself, daring to take on unforeseen circumstances without worry of how they might reshape you.

Are you a hero in your mind? Does your character believe they possess the characteristics of a hero, or is at least on a journey to attain them? Or is your character pushing away from that, leaving Ysgard in order to seek a life away from what they perceive as empty glory? Being surrounded by so many seeking glory and honor can be deeply inspiring to seek greater achievements than all those who came before you, but can also leave someone feeling off put, as it seems to lead in an endless cycle.

Layers

Ysgard has three layers, also known as "Glories." It seems the entire plane is proud of itself in every way and flavor, and wants to shout from the rooftops anthems of praise to its residents and neighbors.

Ysgard. The Glory of Challenge is so reflective of the common understanding of the plane that it is sometimes taken as a representation of the whole, and not merely one part. Here the earthbergs feature soaring mountains, thick forests, and craggy rocklands. No field can be found that does not tremble under the hooves of wild horses or patrolling bariaurs. A cold and biting wind blows ever at one's back no matter the season – summers are mild and humid, while winters are fierce and snowy.

The undersides of the earthbergs here burn with an undying flame that dims at night. Many of the earthbergs are large enough to support vast seas, frozen fjords, and windscoured badlands. When two earthbergs collide, the resultant quakes are generally harmless but will certainly shake the foundations of any structure and topple all those standing on the surface. This is a layer of war for the sake of honor and personal achievement, and between the realms lie smoking battlefields devoid of the dead – for they have all risen anew with the dawn.

Between the camps and greathalls can be found every manner of peril, and it is rare that one can pass a day without being challenged by some warrior or monster. To the locals of this layer, it's worth butting heads early and often; the satisfaction that one has not merely lived out their day but has proven themselves worthy is what carries the highest value. To travel between earthbergs, one can choose the safe way – fantastic longships that can traverse the clouds – or the fast way. The fast way, of course, is to jump.

Muspelheim. The blazing layer of Muspelheim is a land of fire giants, where the earthbergs crash against each other to create perilous rifts of magma and surging peaks of smoldering rock. Here, the earthbergs are inverted – the earthen stretches are underneath, while the smoking and fiery rock forms the landscape proper. The rare plains of this layer are abundant with growth from the rich volcanic soil, while steaming lakes serve as testament to the unyielding heat.

The Glory of Conviction, Muspelheim does not suffer the timid – its flames will rise up to scorch those who would back down from a trial or knuckle under in the face of adversity. Those of bold character, conversely, will find that no fire will hinder them. The land is ever-glowing, though when night falls the light from the ground below seems to falter no more than an inch from its surface. The terrible heat is cut by the wintry winds that whip across the earthen rivers, which form snakelike shapes through the sky.

"I watched two warriors strike each other down, pop back to life, and share an ale at the nearest mead hall in celebration. There is no reason to this place."

—Lord Sortlyn the Done

Well known as the Land of Fire, Muspelheim is a favorite voyage for efreet, and indeed there are many permanent portals that connect this land to the Elemental Plane of Fire. **Azers** and **salamanders** are also found here, as are majestic winged steeds known as phaetons (pegasi immune to fire damage). Somehow a few massive icy glaciers still tower over the land, giving rise to pools and streams and causing the ground to shudder from the clash of temperatures

Nidavellir. The Bright Caverns, the Crystal Depths – Nidavellir's epithets point to the fact that while there may be a sky on this layer, none can credibly claim to have seen it. The earthbergs here are so close together that they create tunnels and passages, forming a vast and shifting cave system in which warring realms vie over rich mineral veins. The flames of the earthbergs' undersides are dimmer and cooler here, though they still provide rich warmth and light to stymie the wintry cold of rare but terrible blasts of wind that scour through passages from sources unknown.

The Glory of Fortune, this layer is both vastly rewarding and terribly perilous – while the incredible veins of quartz and precious stones and metals promise vast riches, the shifting of the earthbergs can close off the tunnels one used to reach such tantalizing depths, or open new passages that unleash deadly beasts best left undisturbed. Parts of the layer are completely dark, the flames guttered to little more than stars and embers that cast no illumination.

Besides the tunnels, Nidavellir is known for its strange and wondrous geology. Geysers and hot springs are everywhere, rifts to the Elemental Plane of Earth exist in the most unlikely places, sparkling deserts form where shifting bergs have eroded one another. Vast subterranean forests of trees like living coral grow alongside silky white grasses that need no sun to thrive. If one can avoid the monsters and the constant skirmishes for territory, Nidavellir is one of the most rewarding of places to delve.

Locations

Ysgard fills the region between Arborea and Limbo. Its portals and planar breaches usually connect to either of these planes or the Outlands. These portals usually appear as simple wells, sometimes abandoned and sometimes well-maintained. Descending the well with the proper portal key brings you to the destination on the far side, but there are no meaningful ways to distinguish which wells lead where. Some wells are marked by the locals, though, and these signs are usually printed in Giant.

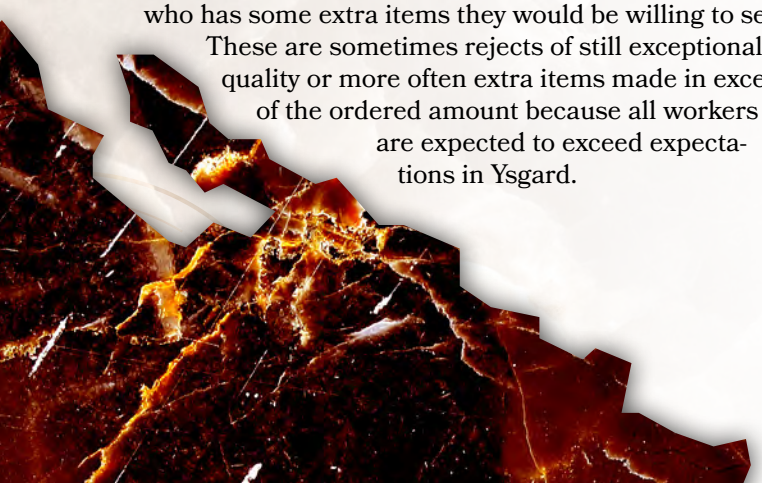
Adventuring is always near in Ysgard. The following sites may feature in Ysgardian tales of daring and bravery.

Ashbringer, the Great Bellows, the Chorus of Ringing Anvils. Ashbringer is the largest forge town in Nidavellir, although it is much more one massive factory than it is a typical settlement. The forges run nonstop day after day manufacturing every manner of metallic good – armor, weapons, tools, decorations. All who are able at some point in their lives work the forges both as a service to the community and the various gods of crafting, as well as to ensure that no talent goes undiscovered.

All of Ashbringer is a dull dark gray color due to the ever-present smoke and ash. The air is choking for those unaccustomed to it, and still smoldering cinders constantly rain down. When the cinder-fall is particularly heavy , the residents of Ashbringer like to leave the meals out to collect the embers, stating that it adds just the right flavor and is good for digestion.

Each district focuses on different types of goods, and within those districts, several forgemasters run their own foundry with a team of smiths. Rivalries are the norm as each forgemaster tries to prove themselves better in both quality and quantity than all others in their district. On occasion, formal competitions are held to pass along titles ranging from Sharpest Sword to Most Precise Hammering to even Strongest Hinges are highly coveted by the foundries. In the time leading up to competitions, the rivalries can become intense enough that attacks and deadly combat is not uncommon.

Actual shops for selling the wares forged here are quite rare. Nearly all of the goods are shipped out in large quantities to fulfill orders across the multiverse. However, everyone in Ashbringer "knows someone" who has some extra items they would be willing to sell. These are sometimes rejects of still exceptional quality or more often extra items made in excess of the ordered amount because all workers are expected to exceed expectations in Ysgard.



Unique Exploration Rules

Earthbergs. Most planes are a single landmass beneath an open sky. While Ysgard has a sky, the ground is not a single landmass. Massive floating islands with fiery undersides, also called "earthbergs," are common here. They all float at roughly the same altitude over a seemingly bottomless void. Creatures that fall into the void are not gone forever, however – they wake up the next morning under giant stone monoliths, alive and well (see Nigh Immortal).

Giant Beasts. Beasts native to Ysgard are massive. Any Beast creature originating from this plane is two Sizes larger than its normal form, up to Gargantuan, and its carrying capacity is multiplied by 4. For example, size Tiny Beasts are now Medium and size Large are now Gargantuan. Any foreign beast that comes to this plane slowly also grows in size over the course of several years. If one of these giant animals is brought away from Ysgard, it slowly decreases to normal size over the course of several years. This size does not affect the creature's hit points, Strength score, damage, or other statistics. Druid wild shapes, the *polymorph* spell, the *conjure animals* spell, or other magical sources of Beasts and beast-like forms can manifest as the caster's choice of normal or Ysgardian giant forms, but only while on Ysgard. When the magic leaves the plane, any giant animal forms immediately reduce to normal sizes.

Nigh Immortal. Any creature that dies in combat or exploration while on Ysgard is restored to life at dawn the next day, usually at the base of a mighty stone monolith carved with ancient, magical runes. The creature has all their hit points restored, and any conditions and afflictions it suffered from are removed. This has no effect on creatures who die of old age or on creatures that can't benefit from a *cure wounds* spell.

Muspelheim

Fear No Flame. In Muspelheim, the earthbergs are reversed. The flaming side is on top, but these fires sense and respect gladiatorial temperaments. A creature that starts its turn on top of a Muspelheim earthberg must succeed on a DC 11 Charisma saving throw or take 1d4 - 1 (minimum of 0) fire damage. Once a creature succeeds on three of these saving throws, it ignores this effect until it leaves Muspelheim (although it may still take fire damage from other sources). A creature killed from this fire damage reawakens the next morning (see Nigh Immortal) and has advantage on these saving throws for 10 minutes.

Gates of the Moon. This divine realm of the Faerûnian deity Selune is a surprisingly tranquil place compared to the battle-ready fields of Ysgard. Perpetually at nighttime, a large moon hangs overhead waxing and waning through the phases over a period of a month.

The mood of the petitioners and other residents of the Gates of the Moon also shifts with the moon phases. As the moon is waxing, their moods are calm and friendly, winding up outright jovial during the full moon. As the moon wanes, their moods grow darker and more brooding, becoming quite somber during the new moon. Throughout the realm are Shards (CG planetars), Selune's personal angelic guards. They are friendly and attempt to be accommodating to all visitors but are quick to anger. This typically leads to verbal berating and storming off, but when warranted, they do not shy away from violence.

One of the most sought-after sites in the Gates of the Moon is Argentil, Selune's palace located on a rocky island surrounded by rough, crashing seas. Within lies an entry to the Infinite Staircase that is open for the three nights of the full moon to all who would use it for exploration and personal betterment. Some theorize that this is the base of the Infinite Staircase, but others suggest Selune's portfolio aligned with the passageso well that she merely created a well-known access point.

Himinborg. The closest thing to a city in the rugged landscape of Ysgard is Himinborg. Technically the realm of Heimdall, the deity rarely makes his presence known and does little to influence ongoing events within the community. The two most notable features of Himinborg are the impossibly large Grand Hall that dominates the city, and Bifrost, a planar conduit to countless Material worlds.

Many support businesses and homes surround the Grand Hall, but the majority of the city's activities and population are within the multilevel hall itself. This leaves much of the rest of Himinborg strangely quiet and unoccupied most of the time, but burglars beware, because the watchful eyes of Heimdall's petitioners are always on the lookout. Within the Grand Hall, is near constant celebration, feasting, and trade.

Bifrost is interesting in that it is both one of the major draws of Himinborg but is also typically unseen and unfindable. It has no fixed location within the settlement but appears when and where it is needed. Legends say that only true worshippers of Heimdall and related deities can find or use it, but the truth appears to be it exists more broadly for those whose interests align with those deities.

Bifrost connects between Ysgard and a single Material World at a time, but lingers long enough that a sizable number of people can pass in either direction. This has led to people from the Material Plane experiencing the grander multiverse for the first time as they cross into Himinborg. While most places would be dismayed at so many newcomers, the valiant of Ysgard are always ready to welcome fresh warriors into their midst as long as they are ready to prove their worth.

Rowan's Hall, or the Heartless Hall. This massive citadel of stone and timber is the headquarters of the Fated. Traditionally, it is named by the current factol, and Duke Rowan Darkwood was all too eager to name it in his own honor when he recently rose to lead the Fated. It is more widely known as Heartless Hall by those outside of the faction, as well as by Fated archivists who tired of changing their records with every new factol.

Rowan's Hall is a testament to Fated grandstanding. The heavily-fortified citadel rises far above the surrounding forest in the layer of Ysgard and is closer in scale to a small mountain than a tower. From elaborate gold furnishings to mounted heads of all manner of creature, the interior is resplendent with lavish décor as each resident tries to surpass the others in prestige. The lowest floors are the gaudiest, with the upper reaches of the highest-ranking Fated members often being far more functional in appearance. After all, if one is truly powerful, others will know it regardless of outward displays of wealth.

Non-members are allowed within Rowan's Hall but only in small numbers and confined to the lower half. Exceptions are made for those who are special guests of higher-ranking Takers who wish to show off their connections. Goods can be purchased or traded for here, but tend to be decorative, extremely rare, or magically powerful (and always at exorbitant prices). Many among the Fated believe that knowledge is power, their wares of choice being the secrets of powerful beings across the multiverse.

In the center of the citadel is a portal to the Realm of the Norns in the Outlands (see *Planescape: Adventures in the Multiverse*). It is frequently used for faction business and trade, but others can use it for an exorbitant donation to the faction or promise of a future favor. The sizable donation is usually the cheaper and safer option.

"A GOLD SEAT FOR YOUR BACKSIDE IS A QUAINT TRIFLE TO THOSE WHO BUY CITIES AND SELL CIVILIZATIONS."

—PHLIM, HE-WHO-NEEDS-NO-TITLE, TO AN EAGER NEW FATED RECRUIT

Serpent's Spine. This ridge of fiery mountains and volcanoes that winds through much of Muspelheim is home to hundreds of **fire giant** clans. Each is based in a mighty fortress, with watchtowers guarding every pass and approach. They occasionally come into conflict with one another, but to a large extent keep to themselves. The character of each clan is unique with some focusing on martial might, others magical prowess, and some even mastering various monsters, but nearly all striving to be as powerful and mighty as possible.

Furthermore, some fire giant settlements are as welcoming as the great halls of the layer of Ysgard, but most align closer to the aggressive militancy fire giants are more commonly known for. Such dour and rigid warmongering stands in stark contrast to the nature of Ysgard. If the fire giant lands would truly fit better on a plane such as Acheron, they are perhaps precariously balanced; If Muspelheim were ever to shift, it would have to tear through multiple planes to get where it might be more morally aligned. Such an event is unheard of in even the deepest records of the Guvners.

Denizens

Ysgard is the homeland of many **giants** and giant beasts, as well as elementals and many other intelligent creatures. This section describes major cosmic beings of Gladsheim.

Ahgnaar, Fireguts

Chaotic Neutral Orc God

When the orcs were first driven from their homes in the temperate mountains and hills to colder climes, a lowly warrior named Ahgnaar challenged a terrible beast of the cold wastes, a remorhaz, and on killing it brought its still-hot ventral organs to the caverns. With this bold gift, the orcs were able to endure the harsh clutch of winter. Ahgnaar himself did not survive his wounds, but his sacrifice and boldness were remembered, and the legend of Fireguts inspired Gruumsh to give the godhead to the spirit of the warrior.

Ahgnaar did not seek godhood or leadership and believes his people are, for the most part, doing fine with limited interference on his part. He is remembered during the worst of the cold months most especially, and represents control of resources, endurance, fire, and fearlessness. Young warriors and adventurers who run off to hunt monsters are sometimes said to be seeking Ahgnaar's grave, a phrase said half in awe and half in contempt for foolishness. Ahgnaar makes his divine realm of Wintersbite on the top layer of Ysgard, ranging a particularly frosty earthberg where he can hunt frost worms and remorhazes.

Branchala, Song of Life

Neutral Good Krynnish God

Muse and minstrel, artist and audience, Branchala is the Krynnish god of song and poetry. The arts and beauty fall under his purview, and he exalts creativity and harmony. To the Bard King, there is no power greater than art to spread hope and promote understanding and peace. A friend of Habbakuk, the Cultivator of Dreams seeks to discover new and unsung beauty in nature. Many of his faithful are bards or bard-priests rather than true clerics.

Opposing Morgion and Chemosh, Branchala protects the peace of the grave and the catharsis of grief and remembrance – funerals invoke his arts to solemnize a passing while celebrating the life of the deceased. Branchala has a friendly rivalry with the Faerûnian god Milil, and the two occasionally visit with one another to compete. His realm on the first layer of Ysgard is a vast garden known as the Soul of Music, at whose heart sprawl several towns around a floating river of flowing ice that provides a misty atmosphere for the amphitheater at the center.

Eilistraee, the Dark Dancer

Chaotic Good Elf God

Rebellious daughter of Corellon and Lolth, Eilistraee is the patron of bladesingers and the drow goddess of song, dance, and freedom. Protector of those drow who have turned away from her mother's wickedness, the Dark Maiden did not share Lolth's guilt but chose to share her exile. In doing so, she hoped to provide light and guidance to the drow and a path back from the night below. Some suggest she foresaw her mother's turn to darkness and strove to intervene as best she could, sparing a handful of dark elves from the suffering of the Descent.

The Lady of the Dance revels in sharing joy and hope with others; she is also a fierce huntress and prone to moments of melancholy. Wild and untamed, she teaches passion and kindness in equal measure. To Eilistraee, the value of freedom is only realized in the enjoyment of life. She stands against the fear that Lolth rules by, and instead tries to persuade drow to join her by opening doors, revealing wonders, and creating opportunities for self-reflection that can draw out her mother's venom and heal the soul.

Eilistraee keeps her home, Svartalfheim, in an enchanted cavern of Nidavellir where the glow of the earthbergs is replaced by a soft silver light. Hot springs and geysers provide warmth and comfort, creating a sense of peace and love that puts a song in the heart of each visitor. Dark forests that thrive without sunlight fill these caves, along with fantastical crystals that make music sound sweeter and colors seem richer.

Selûne, Moonmaiden

Chaotic Good Faerûnian God

Along with her sister and archenemy Shar, Selûne is the creator of Toril itself and one of the first two deities of that world. Goddess of the moon, Selûne is the patron of wanderers, navigators, lycanthropes, and all those who seek something or who are lost. Her power has waned over the millennia; unlike her dark sister, who preys on other gods to increase the scope of her control, Selûne has ceded much of her original portfolio to newcomers – beauty to Sune, illusion to Leira (probably), divination to Savras, and so on.

A maternal or sisterly figure to many of the goddesses of Faerûn, the Lady of Silver is the mother of the original goddess of magic alongside Shar, as well as creating Chauntea and the Amaunator. When Tyche, the ancient goddess of fate, was corrupted by the dark god Moander, it was Selûne who sundered her, creating Tymora and Beshaba. She has connections to these deities and their successors; thus, although she is no longer among the greatest of Faerûn's gods, she can count on the support of Mystra and Lathander against the schemes of wicked Shar, who desires no less than the death of Selûne.

She Who Guides maintains her Gates of the Moon on a cloud-covered earthberg on the top layer of Ysgard, a realm that welcomes allies such as Eilistraee and Sehanine Moonbow. Her domain is noted for being at the foot of the Infinite Staircase, and thus sees a great deal of traffic from those seeking to climb the Stair and find their way to their heart's desire.

Surtur, Bright-Sword

Lawful Evil Giant God

The patron of fire giants, Surtur the All-Consuming Flame is the elder twin and rival of Thrym. A talented blacksmith and cunning warrior, Surtur was the instigator of several reckless adventures with his brother in hot pursuit. The Coal-Crowned King is so well known in Muspelheim that his realm shares a name with the layer itself – Surtur has long toiled to make himself synonymous with Muspelheim and has arguably succeeded. In this, at least, he held Annam's favor for a time, and the Cleansing Fire directs his followers to stockpile weapons and armor for a future battle that he has prophesied will see him claim his absent father's throne.

Thrym, the Roaring Rime

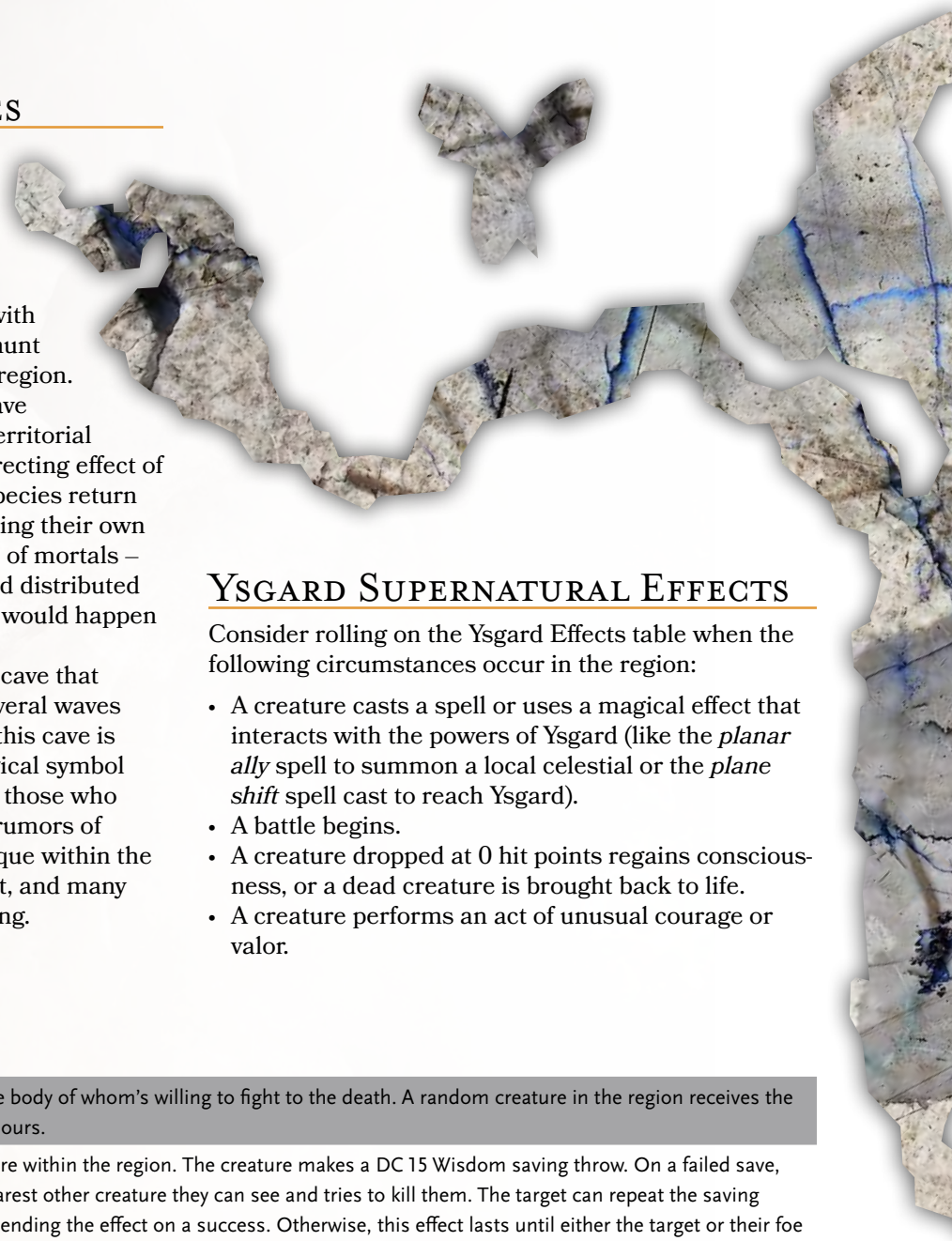
Chaotic Evil Giant God

Son of Annam and twin of Surtur, Thrym and his sibling are a study in contrasts – while Surtur is Lord of the Fire Giants, he possesses the cooler head of the two by far. Thrym, conversely, rules over the frost giants but is bellicose and quick to anger. The younger of the two, Thrym is noted for being considerably stronger, and indeed the bravest and greatest warrior of the Ordning. Nevertheless, his rage at being passed over by Annam in favor of Surtur has never subsided, and the Warlord of Winter allows his fierce ire to steer him into short-sighted choices time and time again.

Thrym rules over Jotunheim, a mighty realm of frost giants that rests in a towering and glacial mountain range on the first layer of Ysgard. He wanders the lands in search of a challenge that will prove him the greater sibling. Thrym disdains the demon prince Kostchtchie and warns his followers away from succumbing to the temptations of the fiend's cult. Unlike many other gods of the Ordning, Thrym accepts non-giant followers, provided they can showcase strength and tenacity. It is said that Thrym's dalliance with a hill giant sorceress gave rise to the minotaurs, though the Hail-Crowned King is dismissive of this story.

Intrigue Opportunities

- One of the great runestones of Ysgard has been removed by some unknown force, and the dead are refusing to rise – at least, not properly; instead, they emerge as undead beings called draugr (**wights** with immunity to cold) who have begun to hunt other victims to drag toward the dead region.
- The drow and dwarves of Nidavellir have crafted runes which they use in their territorial wars, runes that manipulate the resurrecting effect of the plane such that the dead of each species return to life only near those runestones bearing their own mark. Such magic is beyond the scope of mortals – surely some third party has created and distributed this secret to sow further chaos. What would happen if such distortions were to spread?
- Deep in the Serpent's Spine there is a cave that can only be reached by getting past several waves of hostile giant guards. On the wall of this cave is painted the Luckmaker's Glyph, a magical symbol that is alleged to grant good fortune to those who have gazed upon it. Regardless of the rumors of magical luck, there is an influential clique within the Fated of those who have looked upon it, and many strive to join this elite group or die trying.



Ysgard Supernatural Effects

Consider rolling on the Ysgard Effects table when the following circumstances occur in the region:

- A creature casts a spell or uses a magical effect that interacts with the powers of Ysgard (like the *planar ally* spell to summon a local celestial or the *plane shift* spell cast to reach Ysgard).
- A battle begins.
- A creature dropped at 0 hit points regains consciousness, or a dead creature is brought back to life.
- A creature performs an act of unusual courage or valor.

Ysgard Effects

d8	Ysgardian Effect
1	A chilling breeze infuses strength in the body of whom's willing to fight to the death. A random creature in the region receives the *death ward* spell with a duration of 24 hours.
2	A roaring rage infuses a random creature within the region. The creature makes a DC 15 Wisdom saving throw. On a failed save, the creature becomes hostile to the nearest other creature they can see and tries to kill them. The target can repeat the saving throw at the end of each of their turns, ending the effect on a success. Otherwise, this effect lasts until either the target or their foe drops to 0 hit points or dies.
3	A random creature within the region gains the ability to cast the *revivify* spell once as a charm, choosing among Intelligence, Wisdom and Charisma as its spellcasting ability. The target of this spell immediately becomes targeted by the *bless* spell (no concentration required).
4	1d4 earthbergs detach from the ground under 1d6 random creatures. Each creature on the newly created earthbergs makes a DC 12 Strength saving throw, being knocked prone on a failure. Each earthberg is a 15-foot cube, counts as difficult terrain and moves upwards in a random direction up to 30 feet per round at initiative count 20, until it reaches an altitude of 1d20 × 5 feet.
5	The weather in the region becomes a dire winter, with extreme cold and heavy precipitation of snow. Underground, the region becomes affected by extreme heat instead, akin to the underground tunnel of Nidavellir. The hardships of weather temper the hearts of the warriors, and each creature that succeeds on a Constitution saving throw against these environmental conditions gains inspiration. After 24 hours, the region goes back to normal.
6	The characters encounter a resting warrior connected to one of them, like an ancestor, a defeated enemy or an ally they didn't know was dead. They don't wish to fight the characters, but will share unexpected lore or information.
7	A dose of drinkable liquid carried by a random creature within the region magically becomes an intense mead with the same effects of a *potion of heroism* for the next 24 hours.
8	Over the next 24 hours, each creature within the region becomes proficient in martial weapons, armors and shields, and all weapons wielded become affected by the *magic weapon* spell for the same time.

Travelers of the Wheel

Adventures in the Great Wheel often indulge in only a few of the many planes. But if you plan to run whole campaigns set in Planescape, creating narratives that span many planes can prove challenging if every realm is a world unto itself. Individuals who bravely travel between many planes are especially useful in your broader interdimensional stories. You can use members of the following groups and organizations as recurring NPCs in your adventures to provide a sense of an interconnected multiverse. They can function as allies, antagonists, or even group patrons.

Famous Planewalkers

Many famous adventurers have also tread the planes in one way or another, but some specialize in traversing realms. Some even visit to or hail from other cosmologies beyond the Great Wheel. Some of the most famous planewalkers are described as follows:

Captain Soot. A short, dark man with white hair, beard, and mustache, Captain Darwynn Soot (neutral dwarf druid who speaks Common, Druidic, and Primordial) is a well-respected navigator of the Elemental Planes and captains a black, wooden airship called the Ebony Queen. Though few genies stoop to dealing with mortals, for Captain Soot they make an exception. In their eyes, he is an honorary genie, and they do not lose face by dealing with him.

Though his fares are steep (typically 100 gp per passenger to travel from one plane to another, or at least double that if traveling the faster, dangerous routes), he is well-known at hundreds of ports of call.

Although he does not support travesties that occur in the Inner Planes, such as the cruel living and labor conditions of innumerable creatures by the dao or the near-eradication of the forces of good in Elemental Fire, Captain Soot values his position as a neutral interplanar mediator and will not go out of his way to intervene. He recognizes there are many adventurers much stronger than he and thus more capable of making the multiverse a better place. He does, however, sometimes offer smuggling services or discounted fare to such adventurers.

Ellywick Tumblestrum. On an unknown world, it is said, a gnome named Ellywick Tumblestrum wished upon the *deck of many things* to become the greatest bard in the multiverse. What scholars of the planes can say is that this **bardic dean** (chaotic neutral gnome; see chapter 4) has wormed her way into the courts of powerful figures and into the hearts of many more.

Her charming and terrain-twisting music has been heard from the Feywild to the Abyss, leading to countless legends and exploits entwined with mighty beings across the cosmos.

None can say for certain how her plane-hopping powers work, but the wandering bard appears to have a knack for reaching the most extreme locales and providing their denizens with much-needed insight or laughter.

Elminster Aumar. Sometimes known as the Sage of Shadowdale, Elminster is a powerful archmage (chaotic good human) from the Heartlands of Faerûn. Although he has a characteristic hawk-like nose and vibrant blue eyes, Elminster can shapeshift into almost any form, including a beholder he once slew, and even spent many years living as a woman. He played a key role in the resolution of the Time of Troubles, a cataclysmic era of the Forgotten Realms when gods were cast down from divinity for their crimes and hubris.

"There are three rules to endings. First, good always wins. Second, evil always returns. Third, the first rule isn't always true"

—Tarsheva Longreach, whose identity doesn't matter

Elminster is one of several Chosen of Mystra, special servants of the Faerûnian goddess of magic, and has special powers over raw magic and positive energy in the form of silvery Spellfire. Although known to aid other Material worlds in their calamities (even occasionally visiting real-world Earth to spend time with his dear friend Ed Greenwood), Elminster has dedicated most of his life to traveling Toril and the planes in service of the people of the Forgotten Realms and their deities. Today he spends most of his time as the Warden of Waterdeep, head of the metropolis' City Guard, and acts as editor for the prolific author Volothamp Geddarm.

Hyskosa. A Vistana **bardic dean** (lawful good human; see chapter 4) with powerful gifts of divination, Hyskosa fled the Shadowfell's Domains of Dread with his caravan into the plane's deepest shadows after prophesying of the eventual fall of the Dark Powers and release of the great evils imprisoned in their clutches. Now his caravan and he are unmoored from time and space, appearing in almost any place at almost any moment, constantly on the run from those who would force more information from their lips on how to make this potential become reality.

The tribe always comes and goes with mysterious mists, and they have only one rule when communicating with outsiders: never again share information of things yet to pass, or as Hyskosa jovially says, "No spoilers."

Jace Beleren. Hailing from a far-off plane known for magical engineering, the prolific telepath Jace Beleren has utilized his memory-manipulating powers in conjunction with his Planeswalker's spark to sculpt events across many different planes. He has served as the hand of a sinister consortium, a worker of harmony between contesting guilds, the founder of a multiversal vigil, and the agent of a great biomechanical corruption.

Even Jace himself is not safe from his mental alterations, as the telepath has sculpted his own mind countless times to retain certain multiversal secrets. When encountering Jace Beleren, one isn't likely to figure out what he thinks or remembers, and is even less likely to know for sure if this is their first encounter.

Mordenkainen. Decades of magical research and harrowing excursions have taken Mordenkainen (chaotic evil human archmage) across many worlds and brought him fame unparalleled among adventurers and wizards. Though he commands the power and glory that many vie for, Mordenkainen is certain that none of his triumphs have gone unpunished. Every villain the lord mage has challenged has only produced spirals of ruin, leading to deaths and betrayals that Mordenkainen cannot help but claim as his responsibility. Secrets are inevitably stolen, good people corrupted, and invented magics turned against the innocent for selfish gains.

With few friends and no true allies, the lord mage now travels from realm to realm in a grand plot to maintain "the Balance." Based on esoteric calculations and mires of his own cynicism, Mordenkainen has decreed that the ideal state of any world or nation is in the shadow of perpetual peril, with no being or faction possessing the power or drive to change the world to their own desires. There is no atrocity that Mordenkainen will not condone in the name of this equilibrium, nor any ideal he will not ravage.

Heroes, in his mind, should stick to amassing wealth and glory for themselves, for to challenge the status quo is to invite not only ruin but also the lord mage's unrelenting wrath.

Tasha. None speak of Tasha's intentions with certainty, for the wandering **seelie monarch** (see chapter 4) has assumed countless identities and roles in her pursuits of power. The only certainty seems to be her connection to Baba Yaga, who trained her in the ways of magic before exiling her in the wake of a failed insurrection.

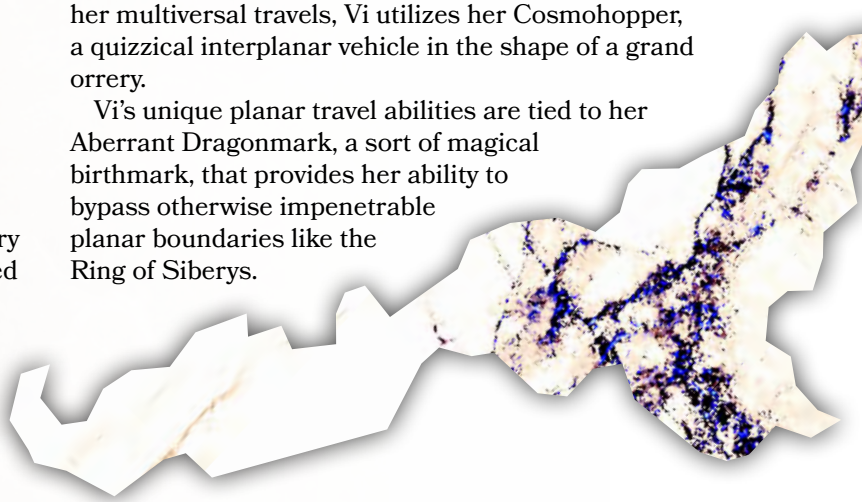
Tasha's alleged forays between parallel realities have complicated matters further, and while multiple incarnations of Tasha, Iggwilv, and Natasha (among other names) may seek to destroy each other they are each well-studied and evasive enough to command discreet spheres of influence.

Tasha also has a unique stat block under the name "Iggwilv the Witch Queen" in the adventure *The Wild Beyond the Witchlight*, which can be used in place of the stat block assigned above.

Vi the Artificer. Vi is an elderly woman from the world of Eberron, whose greatest talent is her sharp wit, followed closely by being the greatest artificer the multiverse has ever known. This snarky mage (neutral good gnome) has a wide array of magic items of any rarity at her disposal, including variants she's created personally, and relies on dangerous wands and eldritch turrets to conduct explosive and powerful magic.

With a workshop based out of Sigil, Vi's elite adventuring organization "The Fixers" also has major workshops in Ravnica, Waterdeep of the Forgotten Realms, Avernus of the Nine Hells, and other exciting locations. When she needs to bring others with her on her multiversal travels, Vi utilizes her Cosmohopper, a quizzical interplanar vehicle in the shape of a grand orrery.

Vi's unique planar travel abilities are tied to her Aberrant Dragonmark, a sort of magical birthmark, that provides her ability to bypass otherwise impenetrable planar boundaries like the Ring of Siberys.



Fogbrokers

Many worlds across the planes are host to unique substances or phenomena which their respective philosophers and artificers have worked to their advantage. From the dragonshard items of Eberron to the mythals of Toril to the resin of the Kaorti to a mutagenic red metal oddly receptive to enchantment, these cosmically unique resources carry tremendous value on their own worlds and are considered priceless on others. The Fogbrokers are a cartel of merchants dedicated to the sale of such unique goods, transporting impossible materials and magical secrets from world to world to sell at exorbitant markup. Their most valued product is generally considered "Surge Vials," magical tinctures in decorated flasks which grant a being unique spellcasting abilities for a few hours.

Many a petty tyrant or revolutionary force has been propped up by otherworldly armaments from the Fogbrokers, and the cartel has proven more than willing to topple states, churches, or entire worlds in their pursuit of greater profits. The Fogbrokers have established presences in planar hubs such as Sigil, The Radiant Citadel, the Rock of Bral, and the City of Balefire, although the governments of these respective realms are deeply wary of their operations. The Fogbrokers come from every culture and world but are welcome on none of them, with many planar travelers knowing their reputation and quickly allying with local powers to drive them out. In particularly dangerous cases, the Keepers or other planar task forces may intervene to deal with the cartel. Nonetheless, an infinite multiverse means an endless supply of new customers for the Fogbrokers to swindle into their schemes.

Keepers

Scattered records across the multiverse detail a planar organization known as the Keepers, a secret task force of pallid beings endowed with incredible resilience and a vast arsenal. They arrive without warning, ambushing their quarries in dark corners or forgotten pathways to extract their secrets and ensure their silence. Those they cannot trust to secrecy are swiftly disappeared, and even learning of specific Keepers' existence is sufficient grounds for removal. The secrets pursued by the Keepers tend to be of cosmic magnitude: the mechanisms of reality-warping spells, the true names of outer powers, the locations of incredible artifacts, or the histories of the early multiverse. Should any of these secrets be revealed, universal destabilization and unfathomable catastrophe can be considered optimistic outcomes. Those few who know of the Keepers' existence speculate on their origin, with leading theories deeming them the creations of a renegade wizard, a dead god, a forgotten plane, or an advanced culture from another age or existence. The wildest theories attest that the keepers are born in conjunction with new knowledge, gestated by the cosmos specifically to curtail the spread of dangerous secrets.

Keepers are organized into cells, each of which is assigned to study and monitor a specific secret. These cells have names associated with their designations, such as "The Colorless Pool," "The Draeden Compact," or "The Last Word". Multiple cells are known to convene in Ether Gaps, though how they survive such conditions is unknown. Theories about the Keepers' intentions are plentiful, with some accusing them of hoarding secrets for their own use while others justify them as protectors of existence. This question could be answered by figuring out how much the Keepers actually know about their secrets, but these beings are never willing to negotiate and quickly end themselves if captured.

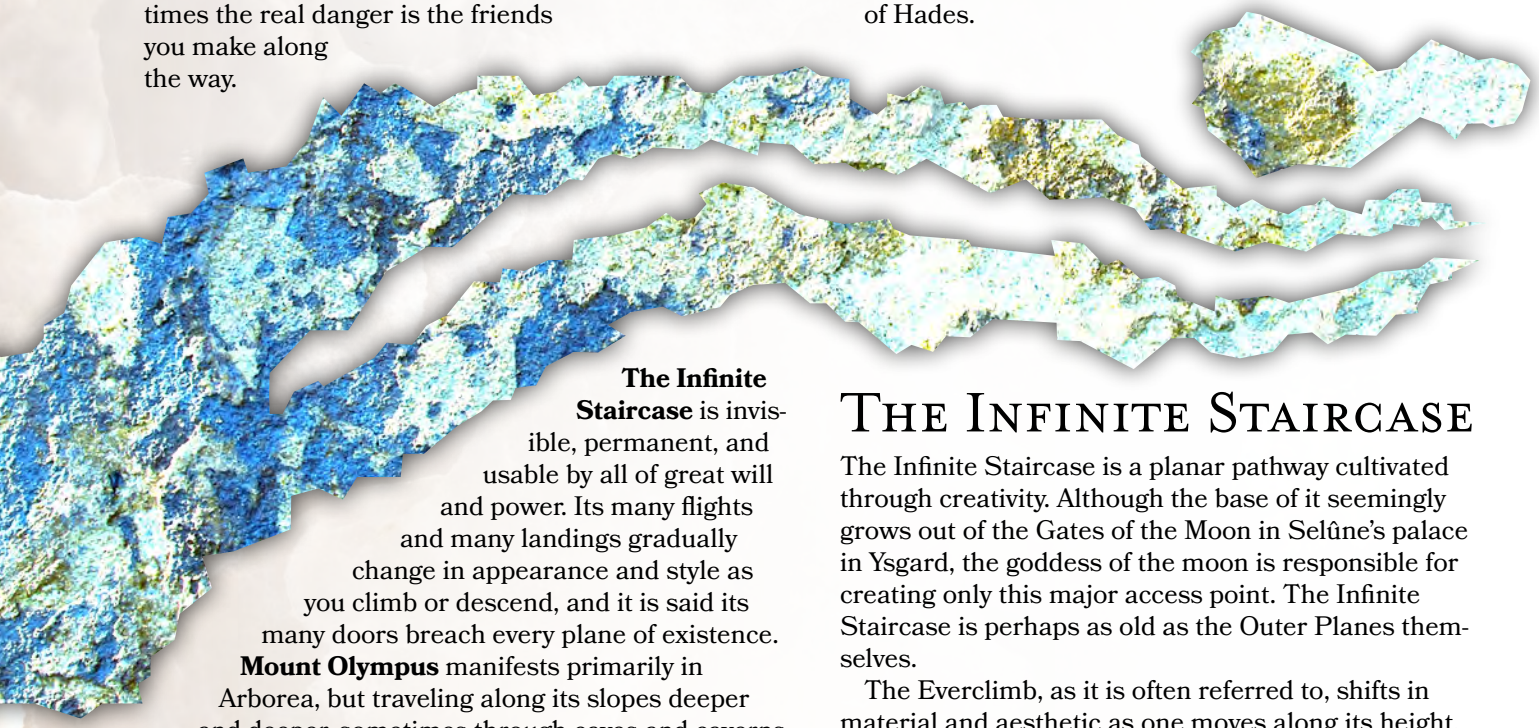
Mind Flayers (Illithids)

The **mind flayers** were among the first beings to traverse the planes, and if their tales are to be believed they may also be among the last. They may know more about Material Plane than any other people, or they may hail from another reality entirely. This duality manifests throughout their culture, further splintering this dying empire which once challenged the Outer Planes. As many records tell it, the original Illithids were the last people in a dying universe, a fate which they defied by merging their inconceivable psionic powers to jettison their entire civilization back through time and rebuild in a more prosperous age. In a time before gods, their ambitions drove them into conflict with mortals, fiends, and celestials alike, and while their stellar empire was reduced to disparate pockets these "Children of Ithlaur" persisted in the darkness. Due to a curse placed by their enemies or the loss of knowledge to time, these mind flayers found themselves unable to create new Elder Brains and reliant on continual brain consumption to sustain themselves, two factors which seemed to gradually doom them to extinction.

Far later, another family of mind flayers emerged with visions of the Far Realm on their mind, though it is unknown if these beings were Children of Ithlaur who had survived contact with the uncanny or new horrors which imitated the forms of these ancient conquerors. Calling themselves the Disciples of Thoon, after the strange philosophy they followed, these new Illithids began to supplant their Ithlaur kindred thanks to their reduced appetites and capacity to create new Elder Brains. Sailing in their nautiloids or dwelling in their dark caves, both varieties of mind flayer now menace the mortals of every plane, though the two factions view each other as the greatest threat to their ambitions.

Interplanar Landmarks

Getting from plane to plane is usually a not-so-simple task of accessing powerful magic, conducting ancient rituals, enacting long and perilous journeys, or finding obscure keys to inconveniently-located portals. But a few pathways between the planes exist, some of which are stable and some of which move. If you can find one of these landmarks, you may be able to bypass infinity and travel to another plane much quicker than you would have otherwise. It won't necessarily be easier, however, as these highways are frequented by all kinds of vicious, wary, and desperate planar travelers. Sometimes the real danger is the friends you make along the way.



The Infinite Staircase is invisible, permanent, and usable by all of great will and power. Its many flights and many landings gradually change in appearance and style as you climb or descend, and it is said its many doors breach every plane of existence.

Mount Olympus manifests primarily in Arborea, but traveling along its slopes deeper and deeper, sometimes through caves and caverns, will bring travelers to the Gray Wastes of Hades. Other tunnels within the mountain lead to Gehenna or Carceri, while ascending its slopes can bring adventurers to any number of Material worlds.

The River Oceanus runs through several of the Upper Planes. It begins in Elysium, crosses through the Beastlands, and ends in Arborea. With an irregular cut through the landscape, the river occasionally dips out of the planes without warning and into the Prime Material, Astral Sea, or other planes of connection.

The River Styx has blood-red, dirty, oily waters that run through each of the Lower Planes in a twisted, aimless path. One touch of the Styx's foul soup and a traveler may forget their own name and whole life. It connects between the evil planes seemingly at random, and two journeys on it are rarely the same.

The Rock of Bral is an asteroid settlement orbiting Toril, the primary planet of the Forgotten Realms campaign setting. It is described in greater detail in *Spelljammer: Adventures in Space*.

The World Serpent Inn is a planehopping tavern with small entrances across the multiverse. It has three rules: drinks aren't free, don't attack staff, and only attack patrons in authorized areas.

Yggdrasil, the World Tree is exactly what its title implies – a gigantic, plane-spanning tree. Its source lies in the first layer of Ysgard, but the branches and roots spread haphazardly through many planes, layers, and realms. The leaves and branches are big enough to walk or climb on, and its foundation is rooted in the Gray Wastes of Hades.

The Infinite Staircase

The Infinite Staircase is a planar pathway cultivated through creativity. Although the base of it seemingly grows out of the Gates of the Moon in Selûne's palace in Ysgard, the goddess of the moon is responsible for creating only this major access point. The Infinite Staircase is perhaps as old as the Outer Planes themselves.

The Everclimb, as it is often referred to, shifts in material and aesthetic as one moves along its height. Some regions may seem carved from stone and wide enough for five to walk abreast, while others may present as wrought iron spiral stairs a single person would find cramped. There are no walls to this staircase, only an infinite blackness which can send tumblers anywhere in the cosmos. Different sections of stairs connect at countless landings where one or more doors is present. Each door is a two-way portal to a pocket of creativity in the multiverse.

The doors to the Infinite Staircase magically form where creative and artistic expression is present. Each portal typically takes the form of a forgotten doorway – perhaps a cellar or back-alley overlooked by all but the most curious. From the Infinite Staircase's side, the material and make of each door reflects hints at the connected realm. A passage to Ysgard may take the form of roughly-hewn wood, while entry to the Elemental Plane of Fire may require passing through a searing-hot brass gate. Frequent travelers of the Infinite Staircase can easily identify the destination plane of these doors, but not the exact location without prior knowledge or signs.

Navigating the Infinite Staircase is in one sense quite easy. Save for the proximity of a few dangerous doors, the air is breathable, the temperature comfortable, and gravity consistent towards the nearest stair or landing (one can sometimes find other travelers passing along the underside of their own staircase). In another sense, the Infinite Staircase lacks long-distance landmarks and runs the risk of growing too familiar, leading many to become lost.

Since nearly all on this pathway are fellow travelers, it is common for two passing groups to share their knowledge of the nearby landings and doors. For the right amount of gold or barter, guides can be hired or maps or the local regions purchased. Larger scale maps of the Infinite Staircase are unreliable at best, but those familiar with the realm often specialize in navigating between a select few areas. Assistance can sometimes be found with the lillends, serpentine celestials who watch over the Infinite Staircase and those who traverse it. Lillends work to protect the passage from those who would attempt to control the traffic for their own ends and to assist those who become lost in their climb. Whether they originate from the Infinite Staircase or have appointed themselves protectors of this path is unknown.

Travelers of the staircase share a warning of a devil who thought the Infinite Staircase could serve as a staging ground in the Blood War. Small scout teams could travel it, but when the first large battalion of devils attempted it, they found the door no longer led to the staircase, but in an ironic twist it led directly to the Abyss. Specifically, it led to the Crushing Plain – a lost layer of the Abyss so teeming with **chasme**, **manes**, and **lemures** that no ground is visible beneath the writhing mass. The countless demons scarcely noticed the devil battalion they smothered, nor the remains of a door broken to splinters beneath them. Whether the door shifted by the power of the lillends or some other force of the Infinite Staircase remains in the purview of theory. Nonetheless, all who know of this tale stick to using this pathway as a means of exploration rather than conquest.

"ADVICE ON THE INFINITE STAIRCASE? DON'T TRIP. IT'S A LONG WAY DOWN."

—X THE MYSTIC'S GUIDE TO PLANAR SURVIVAL

"THE GENTLE SLOPES OF MOUNT OLYMPUS HIDE A THOUSAND SILENT DEATHS. THE SACRIFICES TO THE SPIRITS OF ARBOREA HAVE CLAIMED MANY THOUSANDS MORE."

—MINORUS, KEEPER OF THE GROVE

Mount Olympus

From its peak in Arborea, Mount Olympus stretches across planes, its size perhaps only surpassed by Mount Celestia. Forests, olive groves, and grassy pastures are scattered along its cosmic escarpments, but the true wonders of the mountain lie within. Olympus is pocked with impossibly vast caverns; entire ecosystems and settlements are contained throughout, their needs for water, air, and light satisfied by connections to the Elemental Planes.

Some tunnels, despite being much more modest in size, betray their scope by serving as portals to other planes. Glowing colorful walls of magic, not unlike the Astral's color pools, appear in these tunnels and lead to locations in the Material Plane, the Astral, Gehenna, Hades, and Carceri. Although many of these locations are divine domains and places where Zeus and his pantheon are worshiped, portals have been discovered that lead to other locations on those planes unrelated to that pantheon. Explorers continue to scour new tunnels as planar scholars debate the origins behind the mountain's many connections. For now, Mount Olympus serves as a safe and stable means to travel between disparate realms.

Zeus claims dominion over Mount Olympus and the pathways leading to locations related to his pantheon have been charted exhaustively. Zeus and his ilk never claim to have created Mount Olympus and actually do very little to assert control over the mountain. Perhaps even the mightiest deities cannot exercise control over a planar realm so vast. Regardless of the mountain's origins, followers of Zeus and his pantheon have traversed the mountain to spread their gods' influence for ages.

River Oceanus

There are only two known ways to travel between Outer Planes without the use of portals or teleportation magic, and they are the Rivers Oceanus and Styx. Oceanus winds its way through several of the Upper Planes in an ever-shifting and impossible to map path. It flows through all of the layers of Elysium, the top layer of the Beastlands, and the top two layers of Arborea.

It is far from a natural river, and although it is tempting to believe it begins its flow in Thalasia and then winds through all of those planes to end in Ossa of Arborea, such thinking treats it like a Material Plane river. Oceanus is no such simple river. It is impossible to walk along its shores and follow the path of the river. Attempts to do so lead to it simply disappearing underground, breaking into tributaries, or even turning back on itself.

Sailing on it, however, is an entirely different experience as the voyages are pleasant and drift between layers and planes without passengers ever noticing. There are no clear boundaries and the transitions are so subtle that even the most keen eyed never notice an obvious cross over point.

Furthermore, attempts to map it are similarly impossible. It can lead to impossible paths, as well as future voyages between the same locations will have entirely different paths. Even the direction of the river is not constant, always flowing in the direction needed for travel. With this, travel time between locations is entirely up to the DM, but journeys are rarely dangerous and usually quite peaceful.

The waters are always calm and even sweetly fragrant – when sailing upon them. Diving into the deep is not safe, however, as the river flows into depths completely unnatural for any Material Plane river, and the waters become more turbulent the deeper one dives. One must simply trust themselves to sailing the river, and they will reach their destination safely.

A curiosity about two major rivers that flow between Outer Planes, Oceanus and Styx, the Rule of Threes would seem to imply a third river, but one is not known. Perhaps one does not exist or no longer exists. Perhaps it is inaccessible, hidden away by gods or other greater powers. Perhaps it is hidden in plain sight as seemingly ordinary streams and rivers throughout the Outer Planes, any unusual properties may be overlooked in the overwhelming oddities of the Outer Planes. The River Ma'at is one such candidate, but so far appears confined to the Outlands. Regardless, if there is a third interplanar river, its planar boundary crossing capabilities are still undiscovered perhaps because no one believes it to be there, and in the Outer Planes belief is reality.

River Styx

In many ways, the River Styx is very similar to its Upper Plane counterpart, the River Oceanus. Styx flows between layers and planes without the need for portals. It is similarly impossible to follow along the shore and impossible to map. It is unnatural in how it cuts through the landscape and sinks to unimaginable depths.

Everything else about the river is entirely different. The river is a wine-red, near black water that is putrid and greasy. It constantly bubbles and churns, never being calm with numerous rapids and dangerous twists and turns. Countless boats are wrecked upon these waters, and although many trade ships and transports risk it, the only ones who can reliable traverse the River Styx are the **merrenoloths** (see *Monsters of the Multiverse*), whether in their traditional gondola-style ferries or captaining larger ships, but always at a very steep price.

Another danger of the water is its ability to steal the memories of those who touch it. Even a splash can take away a day or more of memories. Taking a drink or submerging in the brackish water can easily erase an entire life. It may seem that drinking or submerging into the waters is bizarrely foolish and easily avoidable, but only those who have never felt the thirst or heatstrokes or many other dangers of the Lower Planes laugh at this thought. Those who know what it is like on these planes always fear facing that choice – dying of thirst on the banks of a massive river or surviving with your entire identity and life washed away.

The River Styx flows through many more layers and planes than the Oceanus does, appearing in the top layers of Acheron, the Nine Hells, Gehenna, Hades, Carceri, the Abyss, and Pandemonium. It does not flow logically between them, as a journey between two locations could stretch through several layers or planes, or it might go from the Nine Hells to the Abyss and no locations between. A similar return journey could be entirely different. It is up to the DM to determine how long and what locations the river journey passes through.

Charon

Powerful Fiend

Few know that Charon is a yugoloth – in fact an altraloth, whose original name has been lost to time. One of the very few altraloths not scorned by all other yugoloths, Charon was created to maintain control over the River Styx when its physical incarnation, the primordial leviathan that spread the river across all the Lower Planes, went rogue. The price of his power was twofold: that he protect the **merrenoloths** (see

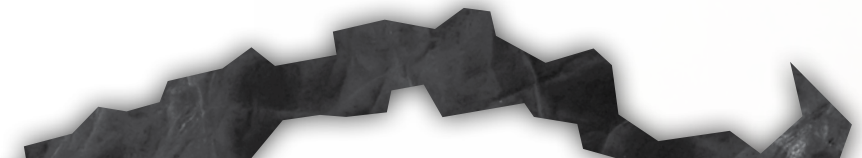
Monsters of the Multiverse) and establish regular service over the Styx, and that he and his followers afford any night hag free passage.

Charon keeps his word and never forgets. Given his role, his personal power, and his ability to grievously impact travel across the Lower Planes, very few beings would cross or cheat the ferryman. While he resembles any other merrenoloth, a skeletal figure in robes, he stands 7 feet tall and his eye sockets contain a disturbing green glow that seems to pierce the very soul.

If money is no object, Charon's gondola is the absolute most reliable way to cross the Lower Planes. While his merrenoloths are fully within their rights to betray passengers if they so desire, Charon has an unimpeachable record and absolutely refuses to take sides. As an apolitical figure, he has often been sought out to assist in treacherous schemes or to reinforce one faction in the Blood War, but he will likely never abandon the neutrality that keeps his business thriving – what could he possibly stand to gain that would be worth compromising his monopoly and his reputation?

"No one has a finer appreciation of food than the halfling race, and here on the Rock we get to indulge. Everyone in the arcane inner flow comes through the Rock sooner or later, bringing new spices, ingredients, and recipes with them. Here, try this delightful caviar I just had shipped in from Chandos."

—Meredyn Sandyfoot, underbaron of Bral, to Alcyonne Leaf-bower, priestess of the wandering god, over fine ale and a good pipe



Rock of Bral

There are few settlements on the Prime that planars pay any heed to. The doings of the Clueless are usually of little concern to most who walk the planar pathways. That said, canny planewalkers understand that the primes who make their way into the stacked infinities of the multiverse have to be quite powerful to do so, and discounting them out of hand can be disastrous. As a result, those in the know tend to study up on settlements like Waterdeep, Sharn, and most importantly the Rock of Bral. Orbiting above the prime world of Toril, the Rock of Bral is the jumping-off point for spelljammers wishing to shed the bonds of gravity and explore the Astral Sea.

Floating among the asteroid field known as the Tears of Selune, the Rock is often the first stop for those leaving the planet for wildspace or the Astral Sea. Over the centuries it has been home to many failed colonies, including settlements of spacefaring dwarves and even a mind flayer base. Today it is a rough and tumble settlement, its ruler Prince Andru a human descendent of spelljamming pirates who "went legit". What rule of law the Prince's guard enforces is mostly limited to the estates of the wealthy and the docks. All too often the gangs mete out their own justice in the streets in between. It is common knowledge that getting the guards attention means getting thrown into space, which does keep things calmer than they otherwise might be.

While Andru is the prince, the government of Bral is more complicated, centering on a Noble Council and a Council of Captains that do much of the day-to-day governing. In a move some consider practical, the thieves guilds openly hold formal seats in Bral's government and lend their forces to the crown in times of crisis. Powerful spellcasters are given manors in the high district in return for their promise to defend the Rock should it come under attack. This Fireball Alliance includes legendary mages like Gamalon Idogyr (CG human archmage) among its ranks.

The Rock boasts the finest shipyards in three systems, drawing patrons from across the Astral Sea. Not only are Bral's drydocks the preferred place to get repairs or refits, but many designs currently flying the void originated here. Even the githyanki have a marked respect for the workmanship of the voidships built on the Rock.

Recently rumors have begun to circulate that there is a portal to the Clerk's Ward of Sigil from a sculpture garden somewhere in the Temple District. Numerous factions have put out discrete word that they will pay very well for the location of this portal and knowledge of its key.

World Serpent Inn

If you find yourself wandering the planes and see a door with an iron knocker sculpted in the aspect of a serpent eating its own tail, you may have just found the most unusual bar in the multiverse.

The door to The World Serpent Inn can manifest anywhere in existence, although it most often appears in the doorway of the local equivalent of a pub. It manifests in the same location on each plane when it does appear. For instance, on the Prime world of Toril it always appears in the doorway of the Wild Goose tavern in Arabel, Cormyr. If you knock on the door when it is active and invoke the name of a god you will find the World Serpent on the other side. Another manifestation on the Prime world of Eberron opens in the doorway of the Queen's Kiss, a flower shop in the city of Fairhaven, while yet another manifests as a small cottage outside of the Gatetown of Ecstasy in the Outlands. Each sundown the main entrance opens into a random Domain of Dread. It is said that Krynn's doorway was destroyed in the Cataclysm, transporting those who exit the Inn onto this world being taken backwards in time. Once they step out of a snake-marked portal, the heroes of the multiverse meet here for drinks alongside the lost, the seekers, the bubbers, and even the gods.

A light-bluish haze floats over the World Serpent Inn's impossibly vast commons room, exposing all invisible and incorporeal entities while ensuring that every table retains some privacy from any other. Magic is impeded within the inn, rendering most spells difficult to cast (DC 15 Concentration check required) and completely nullifying any effect which would deal damage, summon creatures, or render an entity invisible. This suppressive magic also has restorative effects, causing creatures within the commons to regain 5 hit points every turn.

The Walls, flood, and beams overhead are reputedly cut from the Yggdrasil itself. A massive circular bar sits in the center of the commons, sporting alcohols from across the planes. Chant is that the trapdoor to the beer cellar actually leads to the wine cellar of some god of revelry. The barkeep is a large, human-looking man with flushed cheeks and a thick white beard made of tiny snakes. People call him Mitchifer, and while he never seems to leave the bar this jolly soul always takes a few moment to make sure that newcomers know the rules. These simple principles follow the Rule of Three. First, food is on the house, drinks are not. Second, don't attack the staff. Finally, don't attack other patrons outside of the Brawling Pit.

The Serpent Staff is composed of fairling gnomes dressed in uniforms of indigo snakeskin. No one has ever seen them drop a tray, no matter how chaotic the Common Room gets. Many refugees and rootless planeswalkers have taken up residence in the Inn and now supplement the staff. Some frequent auxiliaries include the bedraggled **rakshasa** Krashka of Khorvaire; Astrid K'tel a spelljamming gnome from Krynnspace; and the Dread Reaver, a neogi said to be fleeing what passes for justice among his people. The Dread Reaver runs a lucrative betting ring around the Brawling Pit for those who wish to gamble on combatants.

The back halls leading away from the Common Room shift and change seemingly of their own accord, opening into myriad planes and times. Their durations and destinations are random, as is the possibility of return. Some say the halls always lead a traveler to the portal they need, while others speak of errant ghosts and marauding vampires who haunt the labyrinth. These back halls bring an ever changing kaleidoscope of worlds within reach for the canny planewalker who gains access to them.

Yggdrasil, the World Tree

The World Tree is by far the largest known tree in the multiverse, so epic in scope that it stretches between worlds and planes. From its roots in Ysgard, Yggdrasil rises up and reaches out into the Astral. From there, its branches and roots extend through color pool-like portals to the Beastlands, Elysium, Hades, Limbo, Pandemonium, and countless locales across the Astral and Material Planes.

The portals on the branches and roots often link to divine domains and locations related to the Norse pantheon. However, much like Mount Olympus, it may be that Odin and his followers used the World Tree to spread their religion. The Norse pathways are merely the most thoroughly mapped and traveled.

Many cultures have their own name for the World Tree, but the Ysgardian title of Yggdrasil is the most popular given the tree's close ties to the plane. The branches and roots have their diameters measured in miles, while the circumference of the great trunk is comparable to a world's horizon. No matter the plane, gravity is always pointed towards the center of the trunk, branch, or root.

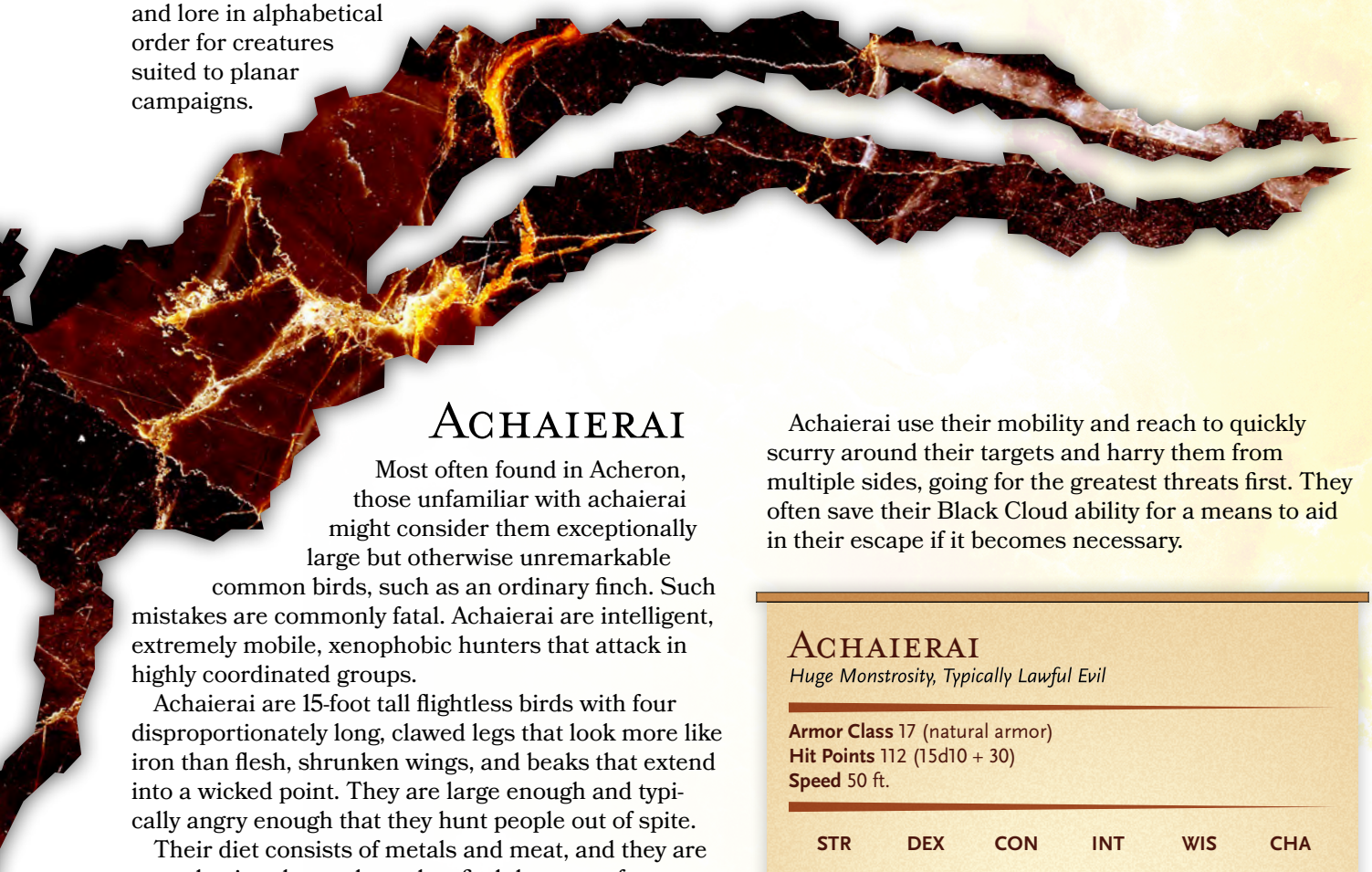
Given the endless supply of wood, massive leaves, and similar compostable material, the World Tree hosts countless settlements along its length.Villages, hamlets, and even a few larger towns sit upon its branches and roots, clustering around portals to cater to travelers. Other settlements find refuge and privacy on remote boughs, many seeking a spiritual bond with possibly the largest living thing in the multiverse.

"YGGDRASIL, NOW IS THAT THE BIG TREE OR ONE OF THE RIVERS?"

—A CLUELESS SOD

Chapter 4: Creatures of the Planes

This section presents stat blocks and lore in alphabetical order for creatures suited to planar campaigns.



Achaierai

Most often found in Acheron, those unfamiliar with achaierai might consider them exceptionally large but otherwise unremarkable common birds, such as an ordinary finch. Such mistakes are commonly fatal. Achaierai are intelligent, extremely mobile, xenophobic hunters that attack in highly coordinated groups.

Achaierai are 15-foot tall flightless birds with four disproportionately long, clawed legs that look more like iron than flesh, shrunken wings, and beaks that extend into a wicked point. They are large enough and typically angry enough that they hunt people out of spite.

Their diet consists of metals and meat, and they are not selective about where they find these two forms of sustenance. Favorite meals often include the intelligent, metal-wrapped, writhing fleshsnacks called "martial adventurers."

Given their tendency to view outsiders as, at best, competitors for scarce resources, and at worst, their next meal, little is known about achaierai society. They have been observed living in small communities of less than a hundred in masses of intertwined nests constructed from scavenged items. However, they do appear to form lifelong bonds within their communities and when one of their number dies, their deep bass birdsongs can be heard echoing to nearby cubes in Acheron.

Communities of achaierai can be found in other Lower Planes but are virtually unheard of elsewhere in the Planes. Individual achaierai joining other communities is rare but does occur. They tend to hunt in packs of 10 to 12, although smaller bands and even lone hunters are not uncommon. When an achaierai community is threatened, they can form war parties from many neighboring communities so terrifying and brutal that they fuel the nightmares of any enemy survivors.

Achaierai use their mobility and reach to quickly scurry around their targets and harry them from multiple sides, going for the greatest threats first. They often save their Black Cloud ability for a means to aid in their escape if it becomes necessary.

Achaierai

Huge Monstrosity, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Athletics +6
Senses passive Perception 11
Languages Achaierai, Common
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Actions

Multiattack. The achaierai makes one attack with their Beak and two with their Claws.

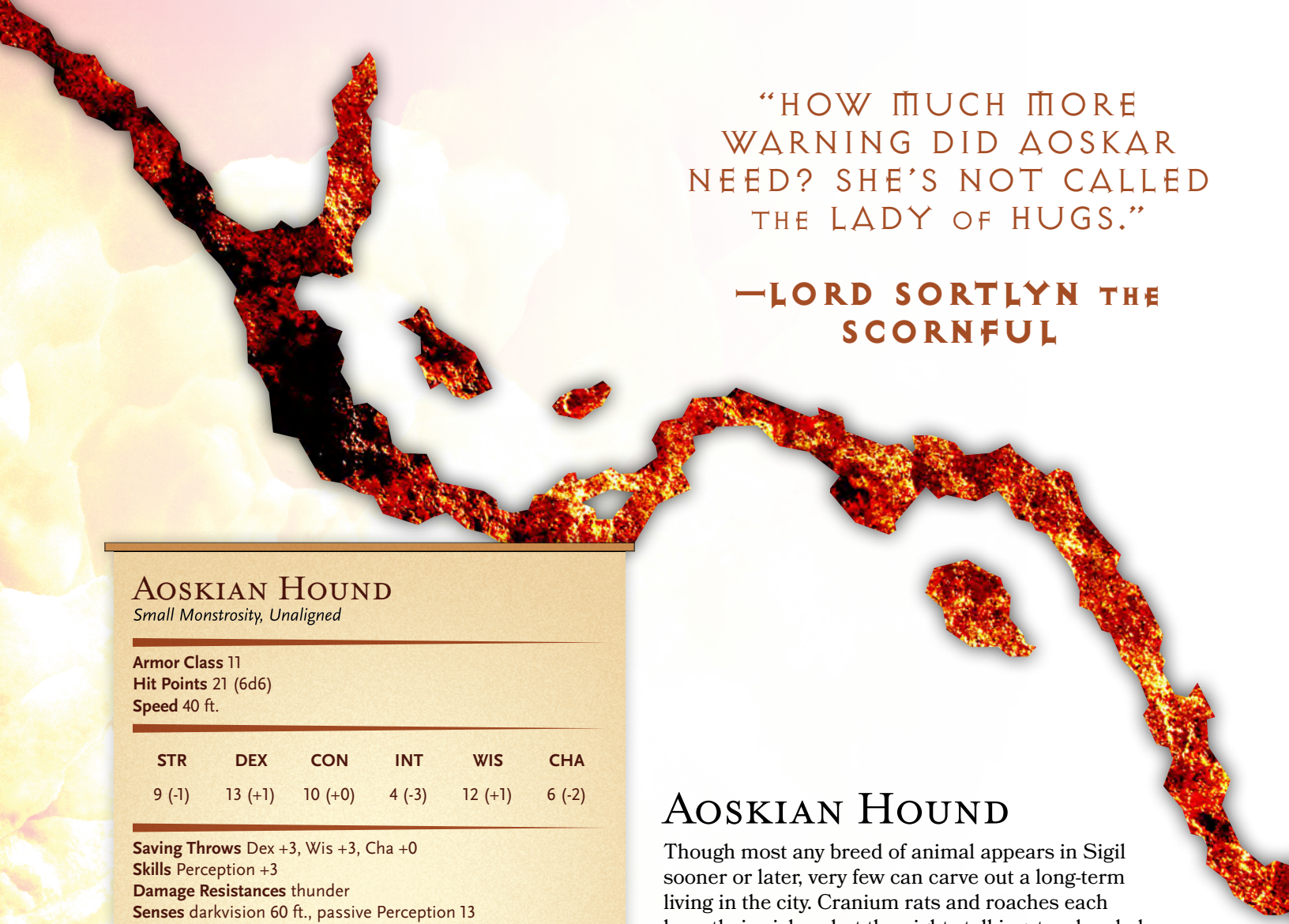
Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Black Cloud (Recharge 6). The achaierai emits a burst of toxic black fumes 10 feet around themself. All creatures in the area other than achaierai take 11 (2d10) poison damage and must make a DC 14 Wisdom saving through. On a failed save, the creature suffers the effect of a *confusion* spell (no concentration required by the achaierai). On a successful save, the creature is immune to the *confusion* effects of all achaierai's Black Clouds for 24 hours.

Bonus Actions

Quick Strides. The achaierai takes the Disengage action.



"How much more warning did Aoskar need? She's not called the Lady of Hugs."

—Lord Sortlyn the Scornful

Aoskian Hound

Small Monstrosity, Unaligned

Armor Class 11
Hit Points 21 (6d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +3, Wis +3, Cha +0
Skills Perception +3
Damage Resistances thunder
Senses darkvision 60 ft., passive Perception 13
Languages –
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Two Heads. The hound has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The hound makes two Bite attacks. It can replace one of these attacks with a use of their Stunning Bark.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Stunning Bark (2/Day). Creatures within 10 feet of the hound that can hear it must make a DC 11 Wisdom Saving Throw. On a failed save, a creature takes 7 (2d6) thunder damage and is stunned until the start of the hound's next turn. On a successful save, a creature just takes half as much damage and is not stunned.

Open Doorway (2/Day). A passage appears at a point of the hound's choice that it can see on a nonmagical wooden, plaster, or stone surface (such as a wall, ceiling, or floor) within 30 feet. The hound chooses the opening's dimensions: up to 5 feet wide, 8 feet tall, and 1 foot deep. The passage creates no instability in a structure surrounding it. This opening lasts until the start of the hound's next turn, at which point any creatures or objects still in the passage are safely ejected to an unoccupied space nearest to the disappearing passage.

Aoskian Hound

Though most any breed of animal appears in Sigil sooner or later, very few can carve out a long-term living in the city. Cranium rats and roaches each have their niches, but the night-stalking, two-headed Aoskian hounds are found nowhere else. First bred by the followers of the god Aoskar as couriers, they, along with the Shattered Temple, are the only prominent remnants of the dead god's following. Today they have regressed and appear indistinguishable from primal, feral street dogs, although some have been trained by criminals to help rob and plunder.

Archfey

Archfey are among the most powerful beings in the Feywild. Consciously or unconsciously, they transform their Feywild homes into reflections of their desires and complex personalities. Powerful archfey such as the Summer Queen and the Queen of Air and Darkness rule vast domains, and their influence is so great that their courts stretch beyond the borders of their Domains of Delight to the far ends of the Feywild. Other, lesser known archfey rule domains that are minuscule by comparison, but no less wondrous.

You can use the **seelie monarch** and **unseelie monarch** stat blocks to represent an archfey, and add traits such as those in the Archfey Customizations table to make each cosmic being feel unique.

"OH NO, I LEARNED MY LESSON LAST TIME, I'M NOT SAYING ANYTHING."

—LORD SORTLYN THE PREPARED

Seelie Monarch

Medium or Small Fey, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 201 (31d8 + 62)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	15 (+2)	22 (+6)	14 (+2)	25 (+7)

Saving Throws Dex +12, Int +12, Cha +13
Skills Arcana +12, Deception +13, Insight +8, Nature +12, Perception +8, Persuasion +13
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 18
Languages Sylvan
Challenge 20 (25,000 XP)
Proficiency Bonus +6

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

Secret Weakness. The monarch has a secret weakness, a substance or type of object that removes their powers. When they are touched by the weakness the first time in a round, they take 11 (2d10) acid damage and can't cast spells until the end of their next turn. The DM chooses the weakness, but some traditional options include: a stream or other natural running water, holy water, milk, bread, salt, silver, cold iron, a druidic focus, a book of sacred scripture, or green clothing.

Lightvision. The monarch can't be blinded by light.

Actions

Multiattack. The monarch uses their Pernicious Visions three times. They can replace any of these uses with a Blinding Light attack, and up to one of these uses with a Spellcasting action.

Pernicious Visions. The monarch taps into the nightmares of a creature they can see within 120 feet and creates an illusory manifestation of the target's deepest fears, visible only to that creature. The target must make a DC 21 Wisdom saving throw. Creatures in darkness have advantage on this saving throw. On a failed save, the target becomes frightened of the illusion for 1 minute. At the end of each of the target's turns, they must succeed on a DC 21 Wisdom saving throw or take 22 (4d10) psychic damage. On a successful save, the effect ends early.

Blinding Light. *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 26 (3d12 + 7) radiant damage, and the creature is blinded for 1 minute. They can attempt a DC 21 Constitution saving throw at the end of each of their turns, ending the effect early on a success. The monarch can also choose to forgo the damage, just blinding the target.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *alter self*, *daylight*, *druidcraft*, *faerie fire*, *magic mouth*, *Tasha's hideous laughter*
3/Day each: *bestow curse*, *conjure woodland beings*, *geas*, *glyph of warding* (as an action), *greater restoration*, *polymorph*
1/Day each: *flesh to stone*, *plane shift* (self only), *reincarnate* (as an action), *scrying*, *teleportation circle*, *wish*

Bonus Actions

Charm. The monarch targets one creature they can see within 60 feet of them. If the target can see the monarch, the target must succeed on a DC 21 Wisdom saving throw against this magic or be charmed by the monarch. The charmed target regards the monarch as a trusted friend to be heeded and protected. Although the target isn't under the monarch's control, they take the monarch's requests or actions in the most favorable way they can.

Each time the monarch or the monarch's allies do anything harmful to the target, they can repeat the saving throw, ending the effect on themself on a success. Otherwise the effect lasts 24 hours, until the target is on a different plane of existence than the monarch, or the monarch takes a bonus action to end the effect.

Pixie Step. The monarch turns invisible until their concentration ends (as if concentrating on a spell). Any equipment the monarch wears or carries is invisible with them. The monarch can then teleport to an unoccupied space they can see within 30 feet.

Legendary Actions

The monarch 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 monarch regains spent legendary action at the start of their turn.

Spells of the Light Court. The monarch casts a spell they can cast at will or 3/Day.

True Rule. The monarch verbally commands a Fey or creature charmed by them that can hear them within 60 feet. That creature can then use their reaction to make a single weapon attack or move up to their speed.

Schadenfreude (Costs 2 Actions). The monarch uses their Pernicious Visions or Blinding Light action.

"REFUSING TO ACKNOWLEDGE US? THAT'S A PENALTY, TOO."

—AN EAVESDROPPING ARCHFEY, TO LORD SORTLYN

Unseelie Monarch

Medium or Small Fey, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 201 (31d8 + 62)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	14 (+2)	22 (+6)	25 (+7)

Saving Throws Str +12, Wis +12, Cha +13
Skills Arcana +8, Deception +13, Insight +12, Intimidation +13, Nature +8, Perception +12
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities Charmed, Frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 22
Languages Giant, Sylvan
Challenge 20 (25,000 XP)
Proficiency Bonus +6

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

Secret Weakness. The monarch has a secret weakness, a substance or type of object that removes their powers. When they are touched by the weakness the first time in a round, they take 11 (2d10) acid damage and can't cast spells until the end of their next turn. The DM chooses the weakness, but some traditional options include: a stream or other natural running water, holy water, milk, bread, salt, silver, cold iron, a druidic focus, a book of sacred scripture, or green clothing.

Deeper Darkvision. The monarch can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Actions

Multiattack. The monarch uses their Pernicious Visions three times. They can replace any of these uses with a Decrepit Touch attack, and up to one of these uses with a Spellcasting action.

Pernicious Visions. The monarch taps into the nightmares of a creature they can see within 120 feet and creates an illusory manifestation of the target's deepest fears, visible only to that creature. The target must make a DC 21 Wisdom saving throw. Creatures in bright light have advantage on this saving throw. On a failed save, the target becomes frightened of the illusion for 1 minute. At the end of each of the target's turns, they must succeed on a DC 21 Wisdom saving throw or take 22 (4d10) psychic damage. On a successful save, the effect ends early.

Decrepit Touch. *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 26 (3d12 + 7) necrotic damage. The target is also magically aged 11 (2d10) years, and the monarch regains an equal number of hit points as years aged. The monarch can also choose to forgo the damage, just aging the target and regaining hit points. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21, spell attack +13):

At will: *alter self*, *darkness*, *druidcraft*, *enthrall*, *identify*, *magic mouth*
3/Day each: *bestow curse*, *conjure woodland beings*, *eyebite*, *geas*, *glyph of warding* (as an action), *polymorph*
1/Day each: *flesh to stone*, *plane shift* (self only), *magic jar* (as an action), *scrying*, *teleportation circle*, *wish*

Bonus Actions

Charm. The monarch targets one creature they can see within 60 feet of them. If the target can see the monarch, the target must succeed on a DC 21 Wisdom saving throw against this magic or be charmed by the monarch. The charmed target regards the monarch as a trusted friend to be heeded and protected. Although the target isn't under the monarch's control, they take the monarch's requests or actions in the most favorable way they can.

Each time the monarch or the monarch's allies do anything harmful to the target, they can repeat the saving throw, ending the effect on themself on a success. Otherwise the effect lasts 24 hours, until the target is on a different plane of existence than the monarch, or the monarch takes a bonus action to end the effect.

Hag Step. The monarch turns invisible until they attack or cast a spell, or until their concentration ends (as if concentrating on a spell). While invisible, they leave no physical evidence of their passage, so they can be tracked only by magic. Any equipment they wear or carry is invisible with them.

Legendary Actions

The monarch 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 monarch regains spent legendary action at the start of their turn.

Spells of the Dark Court. The monarch casts a spell they can cast at will or 3/Day.

True Rule. The monarch verbally commands a Fey or creature charmed by them that can hear them within 60 feet. That creature can then use their reaction to make a single weapon attack or move up to their speed.

Schadenfreude (Costs 2 Actions). The monarch uses their Pernicious Visions or Decrepit Touch action.

Archfey Customizations

d12	Customizations
1	***Archmagic.*** The monarch gains the following action option. Their Challenge Rating increases to 21 (33,000 XP). ***Archmagic (1/Day).*** The monarch casts a spell of 9th level or lower from the warlock spell list, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21).
2	***Face Thief.*** The monarch gains the following action option. ***Steal Face.*** *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* the target must succeed on a DC 21 Charisma saving throw or be cursed. The creature is blinded, deafened, and unable to speak indefinitely. They can repeat the saving throw whenever they finish a long rest. While cursed in this way, an illusion makes it appear that the creature has had their face erased. While the creature stays cursed, the monarch has advantage on Deception checks to impersonate the creature and can incorporate the creature's face into their spellcasting, such as for *alter self* or *magic mouth*.
3	***Guard the Real Name.*** The monarch adds the *dominate person* spell to their Spellcasting action. They can cast this spell at will, but once they have cast the spell on a creature, the monarch must finish a long rest before they can target the same creature again. If the monarch speaks the target's real name when they cast the spell, the target has disadvantage on the first saving throw they make against this spell.
4	***Healing Magic.*** The monarch adds the following spells to their Spellcasting action. At will: *spare the dying* 3/Day each: *remove curse* 1/Day each: *mass cure wounds*, *heal*
5	***Plant Magic.*** The monarch adds the following spells to their Spellcasting action. At will: *entangle* 3/Day each: *awaken* (as an action), *commune with nature* 1/Day each: *transport via plants*
6	***Predator Magic.*** The monarch adds the following spells to their Spellcasting action. At will: *hunter's mark* 3/Day each: *knock*, *pass without trace*
7	***Speak with Nature.*** The monarch can communicate with plants and animals as if they shared a language.
8	***Special Movement.*** The monarch gains a climbing, flying, or swimming speed of 60 ft. This speed may be magical, or the monarch may have body parts that grant them this movement speed (such as spider legs, fairy wings, or octopus tentacles). If the monarch gains a swimming speed in this way, they can also breathe both air and water.
9	***Storm Sovereign.*** The monarch adds the following spells to their Spellcasting action. At will: *call lightning*, *gaseous form* 3/Day each: *wind walk* 1'day each: *control weather*, *storm of vengeance*
10	***Telepathic.*** The monarch gains telepathy for a range of 120 feet and the range for the monarch's True Rule legendary action increases to 120 feet.
11	***Thought Thief.*** The monarch adds the following spells to their Spellcasting action. At will: *detect thoughts* 3/Day each: *modify memory* 1/Day each: *feeblemind*
12	***Waltzer.*** The monarch adds the following spells to their Spellcasting action. At will: *mage hand* (the hand is invisible) 3/Day each: *Otto's irresistible dance*, *telekinesis*

Sword Archon

Large Celestial, Typically Lawful Good

Armor Class 17 (studded leather)
Hit Points 119 (14d10 + 42)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	17 (+3)	19 (+4)	20 (+5)

Saving Throws Dex +9, Wis +8
Skills Acrobatics +9, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities exhaustion, paralyzed
Senses darkvision 120 ft., truesight 30 ft., passive Perception 18
Languages all
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts their turn within 20 feet of the archon must make a DC 17 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of their next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

Actions

Multiattack. The archon makes four Bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect evil and good*
1/Day each: *aid*, *continual flame*, *divine word* (as a bonus action), *plane shift* (self only), *protection from evil and good*

Teleport. The archon teleports, along with anything equipment they are wearing or carrying, to an unoccupied space they can see within 120 feet of themself.

Bonus Actions

Dive Bomb. The archon moves up to half their speed. If they move at least 20 feet, they then gain advantage on attack rolls for the rest of their turn.

Evasive Maneuvers. The archon moves up to half their speed. They then gain a +3 boost to their AC until the start of their next turn.

Archons

Archons are denizens of the Seven Heavens of Mount Celestia. Created by the powers of order and benevolence, archons defend their home from fiendish incursions and safeguard those threatened by wicked forces. Archons are skilled communicators, able to speak all the languages of the multiverse. When pushed into combat, they prefer to subdue foes. However, against Fiends, archons are wrathful combatants, manifesting the righteous vengeance of Mount Celestia to strike down the wicked.

Each archon's form corresponds to their place within the Celestial hierarchy. When faced in battle, archons radiate the full fury of the Upper Planes, bolstering their allies and cowing their foes.

Planescape: Adventures in the Multiverse describes the most common but least powerful archons.

Sword Archon

Sword archons appear generally humanoid, except they have great feathered wings in place of arms. Aerial aces, these are the fastest of the archons in the air who fight tooth and nail to protect the innocent. As the fourth highest tier of archon, they also serve as the primary messengers of the archons, both within Mount Celestia and throughout the planes.

Throne Archon

The second highest tier of archon serves as the daily ministers, leaders, and bureaucrats of Mount Celestia. They tower above other archons, appear as gigantic and statuesque humanoids, and serve as judges of the Heavens. In combat, throne archons use their magical, piercingly blue eyes to sicken and punish the cruel and lawless, and can invest their servants with their spiritual power.

Throne Archon

Huge Celestial, Typically Lawful Good

Armor Class 16 (chain mail)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	20 (+5)	23 (+6)	24 (+7)

Saving Throws Wis +11, Cha +12
Skills Insight +11, Investigation +10, Perception +11
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed
Senses darkvision 120 ft., truesight 30 ft., passive Perception 21
Languages all
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts their turn within 20 feet of the archon must make a DC 20 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of their next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

Actions

Multiattack. The archon uses their Heavenly Eye or Penitentiary Gaze. They then make two Silver Scepter attacks.

Heavenly Eye. The archon targets one creature that can see them within 120 feet. That creature must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature is covered in boils and pustules. The creature can repeat this saving throw at the end of each of their turns, ending the effect on a success. Evil creatures have disadvantage on this saving throw.

Penitentiary Gaze. The archon targets one creature that can see them within 120 feet. That creature must succeed on a DC 20 Wisdom saving throw or be filled with remorse for their misdeeds and take 16 (3d10) psychic damage. Chaotic creatures have disadvantage on this saving throw.

Silver Scepter. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage. This damage is magical and silvered.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *command*, *continual flame*, *detect evil and good*, *detect thoughts*
1/Day each: *aid*, *divine word* (as a bonus action), *plane shift* (self only), *protection from evil and good*, *raise dead* (as an action), *zone of truth*

Meditative Arrival. The archon teleports to a location they have seen or been before. They arrive sitting down and with the prone condition.

Holy Investiture. One willing humanoid that the archon can see within 5 feet of them becomes possessed by the archon; the archon then disappears, and the target is incapacitated and loses control of their body. The archon now controls the body but doesn't deprive the target of awareness. The archon can't be targeted by any attack, spell, or other effect that turns celestials, and they retain their alignment, Intelligence, Wisdom, Charisma, and immunities. They otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the archon ends it as a bonus action, or the archon is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the archon reappears in an unoccupied space within 5 feet of the body. The target then can't be possessed again by this archon for 24 hours.

Bonus Actions

Command Celestial. The archon casts *command*, targeting a Celestial creature with a Challenge Rating below their own (CR 13 or below).

Heart Sight. The archon chooses a creature they can see within 120 feet. If the target fails a DC 20 Charisma saving throw, the archon knows their current emotional state and alignment. Celestials, Fiends, and Undead automatically fail the saving throw.

Tome Archon

The greatest tier of archons and companions to the rulers of Mount Celestia, tome archons have humanoid bodies with the heads and wings of hawks or owls. Girded with a scroll, a tome, and a silken rope as emblems of the offices they hold, these powerful archons can shoot beams of holy energy from their palms and wield great and terrible swords, although they prefer to solve problems diplomatically rather than with force. Serving as the right hand of the Hebdomad, the tome archons are few in number (some sages believe there to be but one per layer) but each possesses untold power and authority, so much so that they have often been conflated with the Hebdomad themselves.

"Virtue wedded to intention. No blade is more terrible."

—Verin, Voice of Graz'zt

Tome Archon

Large Celestial, Typically Lawful Good

Armor Class 20 (plate, shield)
Hit Points 231 (22d10 + 132)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	22 (+6)	25 (+7)	26 (+8)

Saving Throws Int +12, Wis +13, Cha +14
Skills Arcana +12, History +12, Investigation +12, Nature +12, Perception +13, Religion +13
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed
Senses darkvision 120 ft., truesight 30 ft., passive Perception 23
Languages all
Challenge 18 (20,000 XP)
Proficiency Bonus +6

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts their turn within 20 feet of the archon must make a DC 22 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of their next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

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

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

Dying Curse. If a creature willingly helps kill the archon, a holy rune appears scarred into their forehead. If the creature somehow manages to remove the rune, it reappears here the next time they finish a long rest. While the creature is marked in this way, Celestials have advantage on attack rolls against them and on ability checks made to track or locate them. This rune can only be removed by casting *remove curse* while in a Material Plane at high noon on the Summer Equinox, or at any time while in Mount Celestia. After receiving the *remove curse* spell, the creature makes a DC 22 Constitution saving throw. On a success, the curse is broken and the rune is permanently removed. On a failure, the curse remains, and the target automatically fails any saving throw made to break this curse for 24 hours.

Actions

Multiattack. The archon makes three attacks. They can replace one of these attacks with a use of their Spellcasting.

Light Beam. *Melee or Ranged Spell Attack:* +14 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 13 (3d8) radiant damage.

Vorpal Blade. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage. Damage from this weapon is magical and ignores resistance to slashing damage.

If the attack roll is a 20 on the die and the target is a creature with a head that can be removed, the attack also beheads the target. The target creature dies if they can't survive without the lost head. If the target doesn't have or need a head, has legendary actions, or is too large to be beheaded, the creature takes an extra 27 (6d8) slashing damage from the attack instead of being decapitated. If the target is immune to slashing damage, the attack has no effect.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *command*, *continual flame*, *detect evil and good*, *detect thoughts*, *plane shift* (self only)
1/Day each: *aid*, *divine word* (as a bonus action), *protection from evil and good*, *raise dead* (as an action), *zone of truth*

Teleport. The archon teleports to somewhere they have seen or been before.

Legendary Actions

The archon 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 archon regains spent legendary action at the start of their turn.

Attack. The archon makes a Light Beam or Vorpal Blade attack.

Minor Spell. The archon casts a spell they can cast at will.

Major Spell (Costs 3 Actions). The archon casts a spell they can cast 1/Day.

"Some like it hot, some like it cold. Me? I just like it lawful."

—A trumpet archon after several pints of mead

Trumpet Archon

Trumpet archons are the third highest tier of archon and appear as tall, radiant, winged elves wearing metal collars and armor and carrying silver trumpets or swords. Trumpet archons blow their instruments to announce their arrival when they teleport, and they travel often. Trumpets help ferry the newly dead to Mount Celestia or back to their bodies if they benefit from a *raise dead* spell or similar magic.

Trumpet Archon

Large Celestial, Typically Lawful Good

Armor Class 19 (splint armor, shield)
Hit Points 190 (20d10 + 80)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Int +8, Wis +9, Cha +10
Skills Performance +10, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities exhaustion, paralyzed
Senses darkvision 120 ft., truesight 30 ft., passive Perception 19
Languages all
Challenge 12 (8,400 XP)
Proficiency Bonus +4

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts their turn within 20 feet of the archon must make a DC 18 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of their next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

Instrument. The archon has a special magical tool that can magically change shape to suit the archon's needs. This instrument can take one of two forms: Instrument of Awe (traditionally a trumpet) or Instrument of War (traditionally a sword), but it may take other forms as well. In the hands of anyone besides its rightful archon owner, the instrument takes the form of a lump of worthless metal.

Actions

Multiattack (Instrument of War Only). The archon makes three Silver Sword attacks.

Silver Sword (Instrument of War Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 9) slashing damage. Damage from this attack is magical and silvered.

Stunning Song (Instrument of Awe Only). The archon plays a short, heavenly chord on their instrument. All creatures that can hear the archon within 30 feet must succeed on a DC 18 Wisdom saving throw or take 10 (4d4) psychic damage and be stunned until the start of the archon's next turn. Celestials automatically succeed on this saving throw.

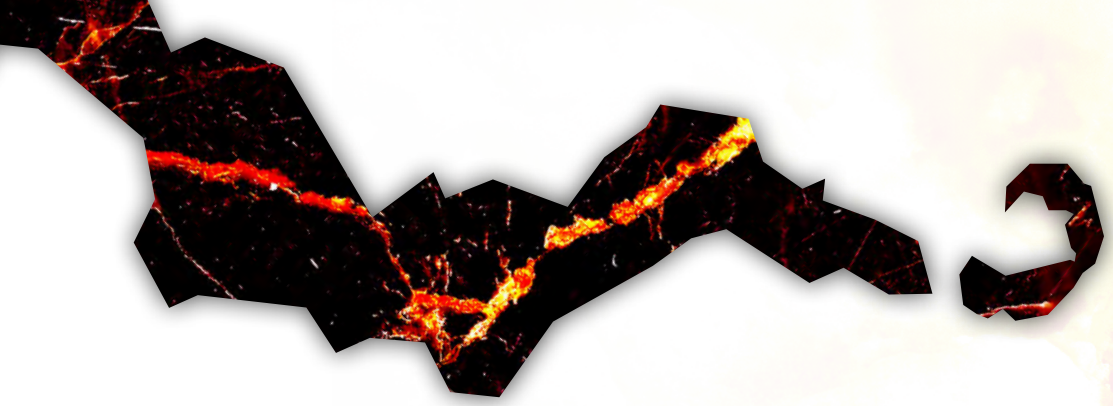
Heraldic Welcome (Instrument of Awe Only). The archon teleports to a location they have been to or seen before. Loud music plays when they arrive, which is audible for 120 feet.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, spell attack +10):

At will: *detect evil and good*
1/Day each: *aid*, *continual flame*, *divine word* (as a bonus action), *plane shift* (self only), *protection from evil and good*

Bonus Actions

Shape Instrument. The archon's instrument changes from an Instrument of Awe into an Instrument of War, or vice versa.



Ardlings

Ardlings are supernal beings who are either born on the Upper Planes or have one or more ancestors who originated there. Their bright souls shine with the light of immortal beings who call the Upper Planes home.

An ardling has a head resembling that of an animal, typically one with virtuous associations, and the body of a human. Depending on the animal, the ardling might also have soft fur, downy feathers, or supple bare skin.

The following stat blocks represent ardlings who are fledgling adventurers (**ardling wanderer**), who combine primal and divine magic (**ardling ferallum**), who combine divine magic with martial prowess (**ardling paladarch**), and who combine arcane and divine magic (**ardling heavensage**).

Ardling Wanderer

Medium Humanoid, Typically Any Good Alignment

Armor Class 14 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +4, Survival +3
Damage Resistances radiant
Senses passive Perception 13
Languages Celestial, Common
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sacred Flame (At-Will Cantrip). The ardling casts *sacred flame*, using Wisdom as the spellcasting ability. Flame-like radiance descends on a creature that the ardling can see within 60 feet. The target must succeed on a DC 11 Dexterity saving throw or take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.

Bonus Actions

Angelic Flight (2/Day). The ardling flies up to 30 feet.

Ardling Ferallum

Medium Humanoid, Typically Any Good Alignment

Armor Class 14 (hide)
Hit Points 76 (17d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Str +4, Dex +5, Wis +6
Skills Medicine +6, Nature +4, Perception +6, Stealth +5, Survival +6
Damage Resistances radiant
Senses passive Perception 16
Languages Celestial, Common
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Actions

Multiattack. The ardling makes one Corrosive Net attack and one Inspired Trident attack.

Corrosive Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one target. *Hit:* The target is restrained. A creature restrained in this way takes 9 (2d8) acid damage at the start of each of their turns. A creature can use their action to make a DC 10 Strength check to free themself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming them and destroys the net.

Inspired Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 7 (1d10 + 2) piercing damage if used with two hands to make a melee attack. On a hit, the target also takes an additional 7 (2d6) radiant damage.

Shamanism. The ardling casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft*, *mending*, *spare the dying*, *speak with animals*
3/Day each: *animal messenger*, *find traps*, *gentle repose*, *goodberry*
1/Day each: *beast sense*, *protection from energy*, *protection from poison*, *water walk*

Bonus Actions

Angelic Flight (3/Day). The ardling flies up to 30 feet.

Reactions

Adrenaline Surge. When the ardling rolls initiative, they can use their reaction to make a single Inspired Trident attack, cast a spell using the Shamanism action, or spend a use of their Angelic Flight.

Ardling Paladarch

Medium Humanoid, Typically Any Good Alignment

Armor Class 16 (chain mail)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Cha +6, Con +5
Skills Athletics +5, Insight +4, Intimidation +6, Persuasion +6
Damage Resistances radiant
Senses passive Perception 11
Languages Celestial, Common
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Actions

Multiattack. The paladarch makes two Maul attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a random other effect. Roll a d6 and consult this list:

1. *Awesome Smite.* The target takes an additional 10 (3d6) psychic damage.
2. *Glorious Smite.* The target is blinded until the start of the paladarch's next turn.
3. *Great Smite.* The target takes an additional 7 (2d6) bludgeoning damage.
4. *Holy Smite.* The target takes an additional 10 (3d6) radiant damage
5. *Stunning Smite.* The target is stunned until the start of the paladarch's next turn.
6. *Terrible Smite.* The target takes an additional 14 (4d6) bludgeoning damage.

Divine Fury. The ardling casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *light*, *resistance*, *thaumaturgy*
3/Day each: *command*, *cure wounds*, *detect evil and good*
1/Day each: *hold person*, *daylight*, *revivify*, *remove curse*

Bonus Actions

Angelic Flight (3/Day). The ardling flies up to 30 feet.

Ardling Heavensage

Medium Humanoid, Typically Any Good Alignment

Armor Class 10 (13 with *mage armor*)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills History +6, Investigation +6, Religion +6
Damage Resistances radiant
Senses passive Perception 11
Languages Celestial, Common
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Actions

Halo Bolt. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (3d8) radiant damage plus 13 (3d8) force damage, and attack rolls made against the target are made with advantage until the start of the ardling's next turn.

Communion. The ardling casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14, spell attack +6):

At will: *blade ward*, *guidance*, *prestidigitation*, *true strike*
3/Day each: *detect magic*, *identify*, *shield*
1/Day each: *counterspell* (as a reaction), *detect thoughts*, *mage armor*, *magic circle*, *protection from evil and good*

Bonus Actions

Angelic Flight (3/Day). The ardling flies up to 30 feet.

"YOU WOULDN'T THINK SELF-RIGHTEOUS INDIGNATION WOULD MAKE FOR A SUCH A GOOD DRINKING COMPANION."

—XUXARIX THE MEZZOLOTH, SIGIL BARFLY

Bardic Dean

Bards are widely known for their prowess over the words of creation and interest in magical secrets. Some of these bards achieve great powers, establishing colleges where masters teach students the bardic arts. Comparable to the bard equivalent of an **archmage** or **archdruid** (see *Monsters of the Multiverse*), a bardic dean wields powerful magic over sound, place, thought, illusions, and even life itself. Some famous bardic deans that travel the multiverse include Hyskosa of the Vistani and Ellywick Tumblestrum.

"I want my tears back, each one I have ever shed, that I may weep them anew in joy."

—Silviath the Poet, on meeting Queen Morwel

Bardic Dean

Medium or Small Humanoid (Bard), Any Alignment

Armor Class 17 (studded leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +9, Cha +9
Skills Acrobatics +9, Arcana +7, Deception +9, History +7, Intimidation +9, Performance +13, Persuasion +9
Senses passive Perception 12
Languages Any six languages
Challenge 12 (8,400 XP)
Proficiency Bonus +4

Actions

Multiattack. The dean uses their Illusory Daggers action three times.

Illusory Daggers. The dean chooses a creature they can see within 20 feet, which must succeed on a DC 17 Intelligence saving throw or take 14 (4d4 + 4) psychic damage.

Resonant Harmonics. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 35 (10d6) thunder damage. The dean has advantage on this attack roll if the target is an object, structure, or Construct creature.

Vicious Mockery (At-Will Cantrip). The dean unleashes a string of insults laced with subtle enchantments at a creature they can see within 60 feet. If the target can hear the dean (though they need not understand the dean), they must succeed on a DC 17 Wisdom saving throw or take 10 (4d4) psychic damage and have disadvantage on the next attack roll they make before the end of their next turn.

Spellcasting. The dean casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, spell attack +9):

At will: *message*, *minor illusion*, *prestidigitation*, *vicious mockery*
3/Day each: *calm emotions*, *charm person*, *compulsion*, *greater restoration*, *lesser restoration*
1/Day each: *etherealness*, *power word kill*, *power word stun*

Bonus Actions

Word of Creation (3/Short or Long Rest). If the dean can speak or perform the verbal components of spells, they cause one of the following effects:

- The dean casts a spell they can cast at will.
- The dean turns invisible until the start of their next turn.
- A creature the dean can see within 30 feet heals 14 (4d6) hit points.

Reactions

Bardic Inspiration. When the dean sees a creature other than themself fail an ability check, saving throw, or attack roll, they magically bolster the creature's resolve and confidence. The creature rolls a d12 and adds the result to their failed roll, potentially turning the failure into a success.

"YOU HAVE GOT TO BE KIDDING."

—A VISITOR TO THE BEASTLANDS, UPON MEETING THE WORM LORD

Beast Lord

The local leaders of the Beastlands, beast lords are also known as the Masters of the Cults of the Beast. These creatures are massive paragons of their respective species, and have great command over other beasts. There is only one known beast lord representing any kind of animal at one time, though there can be both a Cat Lord and a Lion Lord despite the former associating with all kinds of felines. Beast lords generally prefer spending time in their true forms, but each gravitates toward a particular humanoid form that they will employ when they need to deal with visitors to the Beastlands. These humanoid forms often possess unique equipment, skills, and magical abilities.

Beast Lord

Gargantuan Beast, Typically Neutral

Armor Class 19 (natural armor)
Hit Points 319 (22d20 + 88)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	19 (+4)	18 (+4)	21 (+5)	11 (+0)

Saving Throws Dex +8, Cha +6
Skills Stealth +8, Perception +11
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 21
Languages Celestial, Sylvan
Challenge 18 (20,000 XP)
Proficiency Bonus +6

Terrain Affinity. The beast lord has one of five forms: Burrower, Climber, Flyer, Racer, or Swimmer. This form determines some traits in this stat block.

Burrower. The beast lord has a burrowing speed of 30 ft., and they gain tremorsense for 120 ft.

Climber. The beast lord has a climbing speed of 60 ft.

Flyer. The beast lord has a flying speed of 90 ft.

Racer. The beast lord's walking speed is 90 ft instead of 60 ft.

Swimmer. The beast lord has a swim speed of 90 ft., and they can breathe both air and water.

Part the Way. Moving through difficult terrain costs the beast lord no extra movement.

Divinity. The beast lord's attacks are magical.

Nature's Speech. The beast lord can communicate with plants and animals as if they shared a language. They also have advantage on Insight, Intimidation, and Persuasion checks made to interact with plants and animals.

Actions

Multiattack. The beast lord makes one Bite attack and two Strike attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 13 (2d12) poison damage.

Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Change Shape. The beast lord magically polymorphs into a Humanoid that has a Challenge Rating no higher than its own, or back into their true form. They revert to their true form if they die. Any equipment the beast lord is wearing or carrying is absorbed or borne by the new form (beast lord's choice).

In a new form, the beast lord retains their alignment, hit points, Hit Dice, ability to speak, proficiencies, and this action, as well as their Intelligence, Wisdom, and Charisma scores. Their statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Bonus Actions

Camouflage (Swimmer Only). The beast lord takes the Hide action.

Dash (Racer Only). The beast lord takes the Dash action.

Escape (Burrower Only). The beast lord takes the Disengage action.

Snatch (Climber Only). When the beast lord hits a creature with a Bite or Strike attack, they can choose to also grapple the creature (escape DC 21). The beast lord can only have one creature grappled at a time.

Wing Attack (Flyer Only). The beast lord beats their wings. Each creature within 15 feet of the beast lord must succeed on a DC 21 Dexterity saving throw or be knocked prone.

Legendary Actions

The beast lord 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 beast lord regains spent legendary action at the start of their turn.

Command. The beast lord commands an allied beast that can hear them within 60 feet to make an attack. That beast can then use their reaction to make a single attack.

Move. The beast lord moves up to half their speed.

Strike (Costs 2 Actions). The beast lord makes a Strike attack.

Blights

Awakened plants gifted with the powers of limited intelligence and mobility, blights plague lands contaminated by darkness. Drinking that darkness from the soil, a blight carries out the will of ancient evil and attempts to spread that evil wherever it can. The *Monster Manual* describes the most common blights and their traits in greater detail, and this section provides new blights that can be used to populate planes vibrant with sentient plant life.

Algae Blight

In the moonlight, algae blights appear as corpse-shaped lumps of foam and froth. They emerge from the water at night to grab sleeping prey and drag them quietly back beyond the shoreline. With the ability to squeeze through small gaps, sometimes not even a locked door or window can protect you from a hungry algae blight. These can often be found working alongside kelp blights.

Algae Blight

Small Plant, Typically Neutral Evil

Armor Class 8
Hit Points 38 (7d6 + 14)
Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	14 (+2)	4 (-3)	10 (+0)	3 (-4)

Damage Resistances slashing
Condition Immunities blinded, deafened, grappled, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but can't speak
Challenge 1 (200 XP)
Proficiency Bonus +2

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the blight is animate.

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

Limited Amphibiousness. The blight can breathe air and water, but it needs to be submerged at least once every hour to avoid suffocating.

Actions

Absorb Nutrients. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage, and the algae regains half as many hit points.

Flytrap Blight

One of the most dangerous types of blight, flytrap blights root themselves in soil and appear as massive tangles of vine and stem. Leaves larger than a human's head grow in pairs and are bordered by long, thin thorns that enable the blight to latch on to prey with deadly force. These leaves also function as mouths and stomachs, quickly digesting any creatures unfortunate enough to be caught inside.

Flytrap Blight

Large Plant, Typically Neutral Evil

Armor Class 10
Hit Points 150 (20d10 + 40)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	3 (-4)

Skills Perception +3
Condition Immunities blinded, deafened
Senses blindsight 60 ft., (blind beyond this radius), passive Perception 13
Languages understands Common and Druidic but can't speak
Challenge 6 (1,800 XP)
Proficiency Bonus +3

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the blight is animate.

Multiple Heads. The blight has five heads. While it has more than one head, the blight has advantage on saving throws against being charmed, frightened, stunned, and knocked unconscious.

Whenever the blight takes 20 or more damage in a single turn, one of its heads dies. If all its heads die, the blight dies. It regrows lost heads when it finishes a Long Rest, if it has at least one head.

Actions

Multiattack. The blight makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) acid damage, and the target becomes restrained by the blight. A creature can use their action to make a DC 13 Strength check, freeing themself or another restrained creature within reach on a success.

Fungal Blight

The fungal blight has three stages of life: spore, husk, and engorged.

Fungal Blight Husk. When a humanoid dies to the fungal blight's disease, Gulthias Plague, it rises after a short period of time as a husk of their former self. Although comparatively much weaker than its two fungal blight counterparts, it is still dangerous. Husks may hide a stronger foe inside themselves; when killed, they can explode into a fresh, new spore cloud.

Fungal Blight Spore Cloud. This gaseous foe is hardly sentient but incredibly dangerous. It is always seeking to infect new prey and bring more victims into the fold of Gulthias, but can be easily stopped by well-prepared adventurers or even a blustery day.

Fungal Blight Engorged. When the fungal blight in a husk has exceeded the capacity of the host corpse and has consumed it entirely, the result is an engorged fungal blight. A writhing mass of fungal tissue, this indomitable brute can erupt in a toxic spew of poisonous filth.

Fungal Blight Husk

Small or Medium Plant, Typically Neutral Evil

Armor Class 8
Hit Points 90 (12d8 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Common and Druidic but can't speak
Challenge 2 (450 XP)
Proficiency Bonus +2

Weak Skull. When the husk takes a critical hit from a weapon attack or unarmed strike that deals bludgeoning, piercing, or slashing damage, its head explodes and it is reduced to 0 hit points.

Actions

Scratching Grasp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 19 (3d12) poison damage, and the target is grappled by the husk (escape DC 12). The target must also make a DC 16 Constitution saving throw or become diseased with Gulthias Plague.

When a creature sick with Gulthias Plague finishes a long rest, they must succeed on a DC 16 Constitution saving throw or take 1 level of exhaustion. They also do not recover levels of exhaustion from finishing long rests. If a creature diseased with Gulthias Plague dies, they become a **fungal blight husk** 1 hour later.

Variant Husk: Spore Cloud Spawner

As an optional variant, a **fungal blight husk** may have the following trait. Note that this trait means a CR 2 creature effectively turns into a CR 10 creature when it would normally die, making it a very dangerous combat encounter for lower level parties.

Death Throes. When the husk dies, it explodes in a puff of spores. The infected corpse falls to the ground and a **fungal blight spore cloud** (see this book) appears in its space with full hit points.

Fungal Blight Spore Cloud

Medium Plant, Typically Neutral Evil

Armor Class 8
Hit Points 195 (23d8 + 92)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	18 (+4)	2 (-4)	6 (-2)	3 (-4)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities blinded, deafened, grappled, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Common and Druidic but can't speak
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Misty Form. The spore cloud can occupy another creature's space and vice versa. In addition, if air can pass through a space, the spore cloud can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The cloud can't manipulate objects in any way that require fingers or manual dexterity.

Wind Susceptibility. When the cloud is subjected to a strong wind, it takes 11 (2d10) force damage and is pushed 5 feet in the wind's direction. This can happen only once per round.

Actions

Infect. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 65 (10d12) poison damage and the target must succeed on a DC 16 Constitution saving throw or become diseased with Gulthias Plague.

When a creature sick with Gulthias Plague finishes a long rest, they must succeed on a DC 16 Constitution saving throw or take 1 level of exhaustion. They also do not recover levels of exhaustion from finishing long rests. If a creature diseased with Gulthias Plague dies, they become a **fungal blight husk** (see this book) 1 hour later.

Fungal Blight Engorged

Large Plant, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 262 (25d10 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	2 (-4)	6 (-2)	3 (-4)

Condition Immunities blinded, deafened, frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Common and Druidic but can't speak
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Fungal Body. Any critical hit against the engorged blight counts as a normal hit instead.

Disgusting Aura. A creature that starts their turn within 5 feet of the engorged blight takes 5 (1d10) poison damage.

Actions

Multiattack. The engorged makes two Slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Toxic Spew (Recharge 5-6). The engorged ejects decaying waste in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 65 (10d12) poison damage on a failed save, or half as much damage on a successful one. On a failed save, a creature also becomes diseased with Gulthias Plague.

When a creature sick with Gulthias Plague finishes a long rest, they must succeed on a DC 16 Constitution saving throw or take 1 level of exhaustion. They also do not recover levels of exhaustion from finishing long rests. If a creature diseased with Gulthias Plague dies, they become a **fungal blight husk** (see this book) 1 hour later.

Kelp Blight

Medium Plant, Typically Neutral Evil

Armor Class 12
Hit Points 60 (11d8 + 11)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities slashing
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but can't speak
Challenge 1/2 (100 XP)
Proficiency Bonus +2

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the blight is animate.

Water Breathing. The blight can breathe only underwater.

Actions

Multiattack. The kelp blight makes three Tangling Strands attack. For every 20 hit points the blight is missing, it can make one less attack (minimum of one attack).

Tangling Strands. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is restrained by the blight (escape DC 12).

Swarm of Moss Blights

Medium Swarm of Tiny Plants, Typically Neutral Evil

Armor Class 7
Hit Points 55 (10d8 + 10)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	4 (-3)	12 (+1)	4 (-3)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but can't speak
Challenge 2 (450 XP)
Proficiency Bonus +2

False Appearance. If the swarm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the swarm is animate.

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a single member of the swarm. The swarm can't regain hit points or gain temporary hit points.

Actions

Enzyme Soak. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) acid damage, or half that if the swarm has half its hit points or fewer.

Kelp Blight

The kelp blight is an underwater tangle of weeds and leaves. It hides among true kelp, seaweed, and other underwater flora and lashes out with wicked lassos against the unsuspecting. Kelp blights can often be found working in tandem with algae blights.

Moss Blight

Miniscule and practically meaningless in combat, the moss blight is weak alone. But like any creature, many moss blights together make a formidable foe. They slowly creep across cavern ceilings and drop below onto hikers, spelunkers, and adventurers, then excrete acidic enzymes to dissolve potential meals into an absorbable liquid.

Stinking Blight

Reminiscent of the rafflesia and other flowers that reek of rotting flesh, stinking blights can cause nearby creatures to retch and reel in disgust, leaving them vulnerable to attacks. They walk around on two to four roots that function as legs and slam their hefty bodies against foes.

Stinking Blight

Medium Plant, Typically Neutral Evil

Armor Class 10
Hit Points 102 (12d8 + 48)
Speed 20 ft.

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

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but can't speak
Challenge 3 (700 XP)
Proficiency Bonus +2

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the blight is animate.

Stinking Aura. The blight radiates a cloud of poisonous spores. Each creature that starts their turn within 10 feet of the blight must succeed on a DC 14 Constitution saving throw or take 13 (2d12) poison damage and spend their action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 6 (1d12) poison damage.

Moss Blight

Tiny Plant, Typically Neutral Evil

Armor Class 7
Hit Points 7 (2d4 + 2)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	4 (-3)	12 (+1)	4 (-3)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but can't speak
Challenge 1/8 (25 XP)
Proficiency Bonus +2

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the blight is animate.

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

Actions

Enzyme Soak. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) acid damage.

Chronotyryn

Native to the Infinite Battlefield of Acheron, chronotyryns scavenge the ruined places of the planes in search of peculiar magics. They resemble tremendous falcons with humanoid arms grafted onto their breast, their feathers bearing the color and fortitude of adamantine.

Chronotyryns tend to amass vast extra dimensional hoards of magic items, either wearing them on their person or calling them from other points in space and time.

These creatures earn their name from their unique relationship to time, bearing two minds that perceive events from past to future and from future to past, respectively. This second, backwards-seeing mind often disputes with their forward-seeing counterpart, and while chronotyryns are often lost in internal dialogues these two brains coordinate expertly in battle. This temporal insight grants chronotyryns a special affinity for time-related magic, and chronomantic relics are especially prized by these avian creatures.

Chronotyryns care nothing for the ruin or death caused by their treasure hunts; their twofold minds lead them to view every agony as preordained.

Chronotyryn

Large Monstrosity, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	20 (+5)	23 (+6)	20 (+5)	26 (+8)

Saving Throws Dex +10, Int +12, Cha +14
Skills Arcana +12, Perception +11, Stealth +10
Damage Resistances acid, cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Senses darkvision 60 ft. passive Perception 21
Languages Abyssal, Celestial, Draconic, Infernal
Challenge 18 (20,000 XP)
Proficiency Bonus +6

Dual Actions. A chronotyryn rolls twice on initiative and can take a turn on each of its initiative counts.

Manifold Mind. A chronotyryn has advantage on all Intelligence and Wisdom checks and can concentrate on up to two spells at a time.

Actions

Multiattack. The chronotyryn makes three attacks. They can replace one of these attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Adamantine Feather. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft. *Hit:* 16 (3d6 + 6) slashing damage.

Spellcasting. The chronotyryn casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22, +14 to hit with spell attacks):

At will: *blur*, *detect magic*, *magic missile*, *prestidigitation*, *teleport*
2/Day each: *disintegrate*, *cloudkill*, *feeblemind*, *hold monster*, *polymorph*
1/Day each: *plane shift*, *time stop*

Bonus Actions

Procure Magic Item. The chronotyryn summons a *mantle of spell resistance*, *oathbow*, *shield (+3)*, or another magic item of their choice that is Very Rare or less rare. If the object requires attunement, the chronotyryn is automatically attuned to it. This item disappears after 1 hour and only the chronotyryn can use it. The chronotyryn can have up to three items summoned in this way at once, and can dismiss an item as a bonus action. The chronotyryn is considered proficient with any magic weapons they summon in this way.

Dracolich Greatwyrm

The most ancient dracoliches, who have survived over twelve hundred years of undeath and acquired vast hoards worth millions of gold pieces, can achieve a form of apotheosis, reaching a level of power approaching that of Tiamat's mighty aspect. The competitive avarice of dragonkind and the interference of adventures prevent most dracoliches from attaining this level of power. But a dracolich who can outwit all rivals and overcome all potential thieves can rise to become one of the mightiest undead.

The most famous dracolich greatwyrm is Ashardalon, who makes his lair floating in the Astral Plane.

Dracolich Greatwyrm

Gargantuan Undead, Typically Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 553 (27d20 + 270)
Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	30 (+10)	21 (+5)	21 (+5)	28 (+9)

Saving Throws Dex +10, Con +18, Wis +13, Cha +17
Skills Arcana +13, Deception +17, Perception +21
Damage Immunities necrotic, poison, any immunities the dragon had in life
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 31
Languages Common, Draconic
Challenge 27 (105,000 XP)
Proficiency Bonus +8

Dracolich Awakening (Recharges after a Short or Long Rest). If the greatwyrm would be reduced to 0 hit points, their current hit point total instead becomes 450 hit points, they recharge their Breath Weapon, and they regain any expended uses of Legendary Resistance. Additionally, the greatwyrm can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 105,000 XP (210,000 XP total) for defeating the greatwyrm after their Dracolich Awakening activates.

Legendary Resistance (4/Day). If the dracolich fails a saving throw, they can choose to succeed instead.

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

Rejuvenation. If they have a phylactery, a destroyed dracolich gains a new body in 1d10 days, regaining all their hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Actions

Multiattack. The greatwyrm makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 13 (2d12) necrotic damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage. If the target is a Huge or smaller creature, they are grappled (escape DC 18) and are restrained until this grapple ends. The greatwyrm can have only one creature grappled in this way at a time.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage. If the target is a creature, they must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath of Undeath (Recharge 5-6). The greatwyrm exhales a blast of necrotic energy in a 300-foot cone. Each creature in that area must make a DC 26 Constitution saving throw. On a failed save, the creature takes 91 (14d12) necrotic damage and their maximum hit points are reduced by an equal amount. A creature whose maximum hit points are reduced to 0 by this breath weapon immediately dies and becomes a **zombie** under the dracolich's permanent control. On a successful save, a creature takes half as much damage and their maximum hit points are unaffected.

Legendary Actions

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

Attack. The greatwyrm makes one Claw or Tail attack.

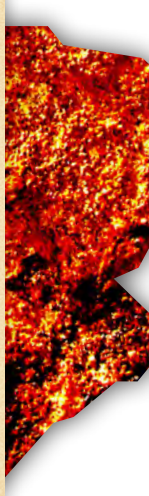
Wing Attack (Costs 2 Actions). The greatwyrm beats their wings. Each creature within 30 feet of them must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The greatwyrm can then fly up to half their flying speed.

Mythic Actions

If the greatwyrm's Dracolich Awakening trait has activated in the last hour, they can use the options below as legendary actions.

Bite. The greatwyrm makes one Bite attack.

Toxic Splash (Costs 2 Actions). The greatwyrm spews forth poisonous muck in a 60-foot radius sphere centered on themself. Each creature in the area must succeed on a DC 26 Constitution saving throw or take 27 (6d8) poison damage and be poisoned until the end of their next turn.



Eodath

The sensation of warmth from a fire flooding through your cold body, a crisp blast of cold air welcoming you to a fresh new day of possibilities, the hope raised by a light sparking in the darkness: these are the emotions that fuel the eodaths.

Beings of passion and inspiration with a fierce love of life and a song of their own forever engraved in their hearts, eodaths have erroneously been called "eladrins" by many scholars for their fey appearance and ageless natures. Any resemblance to that people is purely surface-level, however, as eodaths take such forms purely for their love of nature and wildness – in their true forms, eodaths are beings of starlight and flame, of storm and shade.

The inhabitants of the plane of Arborea, eodaths embody the fundamental goodness and tempestuous chaos that make up their home, being driven to offer guidance, to challenge apathy, and to lash out against evil and tyranny in all forms.

Unlike their lawful counterparts, the archons, eodaths do not progress through a hierarchy of forms; many will never change form in their lives, while some few will choose one day to try something new, a process known as "ignition," which sees them flare into a powerful light as they give back the essence of their time in their current form to Arborea, emptying themselves of preconceptions and prejudices and opening themselves to taking in a new perspective and a new personal identity. This process loses nothing of the essential self, but can result in a very different personality overall – a renewal as much as a transformation.

Bralani Eodath

Medium Celestial (Shapechanger), Typically Chaotic Good

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +8, Dex +8, Cha +6
Skills Acrobatics +8, Athletics +12, Perception +6, Stealth +8
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 15
Languages all
Challenge 9 (5,000 XP)
Proficiency Bonus +4

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

Unbound Movement. The bralani ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can't reduce the bralani's speed. The bralani can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The bralani makes three attacks using their Scimitar, Longbow, or Wind Blast. One attack can be replaced by a use of Spellcasting.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Damage from this attack is magical.

Longbow. *Ranged Weapon Attack:* +8 to hit., range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. Damage from this attack is magical.

Wind Blast (Zephyr Form Only). *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 9 (2d8) bludgeoning damage.

Spellcasting. The bralani casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *blur*, *gust of wind*
1/Day each: *lightning bolt*, *wind wall*

Whirlwind (Zephyr Form Only; Recharge 5–6). The bralani can ensnare foes in a whirlwind. Each creature in the bralani's space must make a DC 16 Strength saving throw. On a failure, a target takes 17 (3d8 + 4) bludgeoning damage and is flung up 20 feet away from the bralani in a random direction and knocked prone. If a thrown target strikes an object or structure, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet they were thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

If the Strength saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Bonus Actions

Change Shape. The bralani turns into a zephyr or back into their true form. While in zephyr form, the bralani can't make weapon attacks or manipulate objects but can speak and use their Whirlwind Blast attack, Whirlwind action, and Spellcasting. They are weightless; have a flying speed of 90 feet; can hover; become immune to the grappled, prone, and restrained conditions; can move through a space as narrow as 1 inch wide without squeezing; and can occupy another creature's space and vice versa. They revert to their true form if they die.

Cunning Action. The bralani takes the Dash or Disengage action.

"STOOOOP!"

—SKORNE BLOODWRATH, OGRE-KING OF SKULLREACH, TO A FLOCK OF COURES PELTING HIM WITH BLUEBERRIES

Bralani

Primarily residing on Pelion, third layer of Arborea, bralani are short and stocky, resembling white-haired elves with the stature and musculature of dwarves. Their eyes flash and swirl in an endless dance of colors, and they bear distinctive furrows under the eyes that resemble wind erosion on stone. A bralani always appears to be caught in a strong wind, no matter how still the air around them – their clothing and hair will never remain still.

The most feral and wild of eodaths, bralani have the most volatile moods and as a result can be dangerous to approach. Their zeal is for freedom, roaming like the wind itself across the dust of Pelion. They enjoy open lands they can shape with their very passage – fields of snow, deserts, savannahs. In their true forms bralani are whipping whirlwinds that kick up dust, snow, or whatever else surrounds them. Headstrong and spontaneous, bralani live and roam in loose, leaderless bands.

Coure

Smallest of the eodath, coures live in the moment and sometimes fail to think through the consequences of their actions, though they are never malicious. The energies of the coures are bent towards action and reaction, with a hatred for inertia. They love to pull pranks, would be the first to push a button just to see what happens, and are gleefully willing to needle or undermine the status quo whenever it results in things being the same. For this reason, they make excellent messengers – with their great speed and eagerness to see things happen, coures naturally want to carry news and gossip and observe how information causes events to set in motion.

Though they possess a great sense of humor and a love of song and dance, coures can and will grow serious when evil draws near. They are the scouts of Arborea as well as its messengers, and their small forms allow them to gather information with great stealth. Coures resemble tiny sprites with dragonfly wings in physical form; their special form is a tiny flickering ball of light.

Coure Eodath

Tiny Celestial (Shapechanger), Typically Chaotic Good

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	13 (+1)	11 (+0)	14 (+2)

Skills Insight +2, Perception +2, Persuasion +4, Stealth +5
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common
Challenge 1 (200 XP)
Proficiency Bonus +2

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

Unbound Movement. The coure ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can't reduce the coure's speed. The coure can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The coure casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *prestidigitation*

Bonus Actions

Change Shape. The coure turns into a 3-inch sphere of light or back into their true form. While in light form, the coure can't take any actions or manipulate objects but can speak. They are weightless, have a flying speed of 60 feet, can hover, can occupy another creature's space and vice versa, and can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object. While in sphere form, they have advantage on Strength, Dexterity, and Constitution saving throws, and they are immune to nonmagical bludgeoning, piercing, and slashing damage. They revert to their true form if they die.

Firre

Firres are the eodaths most concerned with beauty and art in all forms; natural entertainers, they travel the three layers of Arborea and the planes beyond as wandering minstrels, artists, and performers. The physical forms of firres bear a kind of exaggerated beauty – resembling tall and slender elves with fierce red hair, longer and pointier ears, more vibrant coloration than a mortal, and solid pupilless eyes filled with a flaming radiance. Their special forms are orbs or pillars of dancing flames that may reveal unique blends of coruscating colors within.

Despite this fiery aspect, the nature of a fire is anything but destructive – they are warmth, passion, wonder, and shared experience made manifest. Lovers more than fighters, their melodic voices are the first weapon they bring to bear in any situation, though they can bring forth greatswords when riled to anger and will burn away any evil or malignancy that dares cross their path.

Firre Eodath

Medium Celestial (Shapechanger), Typically Chaotic Good

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +8, Int +8, Wis +7, Cha +9
Skills Acrobatics +8, Insight +7, Perception +7, Performance +9, Persuasion +9
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, lightning
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 19
Languages all
Challenge 12 (8,400 XP)
Proficiency Bonus +4

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

Unbound Movement. The firre ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can neither reduce the firre's speed. The fire can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The firre makes two Blaze or Greatsword attacks. One attack can be replaced by a use of Spellcasting.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (6d6+4) slashing damage. Damage from this attack is magical.

Blaze (Firestorm Form Only). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. and range 200/800 ft., one target. *Hit:* 15 (3d6 + 5) fire damage.

Conflagrate (Firestorm Form Only; Recharge 5-6). The firre can erupt in a massive fireball in a 30-foot radius sphere. Each creature in that area must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The firre casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability spellcasting ability (spell save DC 17, spell attack +9). The firre may cast any non-damaging spell without somatic components by singing, and onlookers must attempt an Arcana check opposed by the firre's Performance check to recognize that they are casting a non-damaging spell.

At will: *charm person*, *greater invisibility*, *hold person*, *scorching ray*, *sleep*
3/Day each: *fireball*, *suggestion*, *wall of fire*

Bonus Actions

Change Shape. The firre turns into a firestorm or back into their true form. While in firestorm form, the firre can't make weapon attacks or manipulate objects and cannot use their Conflagrant Inspiration or Blinding Gaze but can speak and use their Blaze attack, Conflagrate action, and Spellcasting. In this form, they are weightless; have a flying speed of 60 feet; can hover; become immune to the grappled, prone, and restrained conditions; can move through a space as narrow as 1 inch wide without squeezing; and can occupy another creature's space and vice versa. They revert to their true form if they die.

While the firre is in firestorm form, a creature that touches them, hits them with a melee attack while within 5 feet of it, or starts their turn in their space takes 10 (3d6) fire damage.

Reactions

Blaze of Passion. When the firre sees a creature other than themself fail an ability check, saving throw, or attack roll, they magically bolster the creature's resolve and confidence to the point of recklessness. The creature can roll a d10 and add the result to their failed roll, potentially turning the failure into a success. If the effect remains a failure, the creature takes fire damage equal to the d10 result.

Blinding Gaze. In response to being targeted by an attack roll or spell, the firre turns their magical gaze toward the attacker or spellcaster within 60 feet of themself and forces it to make a DC 17 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) fire damage and becomes blinded for 1 minute. On a success, the creature takes half as much damage but is not blinded.

Ghaele

Knights-errant of the eodaths, ghaeles are mentors and meddlers who go forth among others in disguise. Their mission is to inspire rebellion against tyranny, compassion in the face of cruelty, and hope to combat despair. In physical form, ghaeles appear as tall, athletic elves with pearly eyes and a radiant aura that surges and dims with their mood. When excited, their hair may begin to rise up of its own accord, as though the ghaele was enrobed by a wind rising from the ground beneath them. In their special form, ghaeles are spheres of colorful light that swirls and dances.

Ghaeles move among mortals invisibly where possible, encouraging those of good will to action, building strength where there is common cause to be found against evil. When forced to act directly, ghaeles are unrelenting combatants fixed on destroying all that is wicked. For this reason a ghaele that takes direct action on the Material Plane often must return to Arborea for many years immediately afterward, to let their fury wane and remind themselves of the better world that they hope to bring to others. They offer advice and counsel to the wise tulani, but no ghaele ever forgets a prior mission, or stops thinking of ways that they might have done more. It is for this reason that some perceive an innate sorrow to the ghaeles – they allow themselves to be haunted by a guilt for what could have been.

Ghaele Eodath

Medium Celestial (Shapechanger), Typically Chaotic Good

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Str +9, Dex +9, Wis +8, Cha +8
Skills Acrobatics +9, Athletics +9, Insight +8, Perception +8, Persuasion +8
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities radiant
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 18
Languages all
Challenge 15 (13,000 XP)
Proficiency Bonus +5

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

Protective Aura. The ghaele and all of their allies within 20 feet have advantage on all saving throws from spells and other magical effects originating from more than 20 feet beyond the ghaele.

Unbound Movement. The ghaele ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can not reduce the ghaele's speed. The ghaele can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The ghaele makes three attacks using Greatsword, Light Ray, or a combination of them. One attack can be replaced by a use of Spellcasting.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (6d6+4) slashing damage. Damage from this attack is magical.

Light Ray. *Ranged Spell Attack:* +8 to hit, range 200/800 ft., one target. *Hit:* 28 (8d6) radiant damage.

Spellcasting. The ghaele casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *charm person*, *greater invisibility*, *hold monster*
3/Day each: *cure wounds*, *dispel magic*, *major image*
1/Day each: *prismatic spray*, *wall of force*

Bonus Actions

Change Shape. The ghaele turns themself into a 5-foot sphere of light or back into their true form. While in light form, the ghaele can't make weapon attacks or use their Fearstrike Gaze, but can speak and use their Light Ray attack, Protective Aura, and Spellcasting. In this form, they are weightless, have a flying speed of 120 feet, can hover, can occupy another creature's space and vice versa, and can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object. In this form, they also have advantage on Strength, Dexterity, and Constitution saving throws, and they are immune to nonmagical bludgeoning, piercing, and slashing damage. They revert to their true forms if they die.

Reactions

Fearstrike Gaze. In response to being targeted by an attack roll or spell, the ghaele turns their magical gaze toward one creature it can see within 60 feet of themself and forces it to make a DC 16 Wisdom saving throw. On a failed save, the creature takes 14 (4d6) radiant damage and becomes frightened for 1 minute. On a success, the creature takes half of this damage but is not frightened. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the ghaele's Fearstrike Gaze for the next 24 hours.

Noviere

Blessed with unearthly grace, noviere eschew the elven or eladrin-inspired forms of many other eodaths, resembling instead humans with blue, emerald-green, or gold skin. Their hair may take any hue from a rich turquoise up to a pale blonde resembling sea salt. Their eyes always mirror the color of the nearest body of water, and they do not have any kind of webbing between their fingers or toes. These would be superfluous: novieres are part of the water itself, and have no need for physical assistance to swim through it.

Most accommodating and approachable of the eodaths, novieres enjoy learning and understanding. Fascinated with gemstones and jewelry, novieres are equally keen on enjoying the simple beauty of a single moment, event, or location in nature — they may sit quietly for hours to await a dawn to bask in, or days marveling as they slowly explore a new stretch of coast. To novieres, all worlds contain wonder and one has but to open oneself to an experience in order to gain everything from it that it can give.

In their special forms, novieres are luminous, shimmering golden water, often in the approximate form of a marine animal (dolphins are most common). Novieres prefer to avoid combat where possible, but they will protect the seas of Ossa in Arborea with ferocity when pressed to do so.

Noviere Eodath

Medium Celestial (Shapechanger), Typically Chaotic Good

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	15 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +7, Wis +6, Cha +7
Skills Athletics +9, Deception +7, Insight +6, Perception +6, Persuasion +7, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 16
Languages all
Challenge 7 (3,900 XP)
Proficiency Bonus +3

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

Unbound Movement. The noviere ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can neither reduce the noviere's speed. The noviere can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The noviere makes three attacks using Trident, Enchanted Net, Crashing Wave, or a combination of them. One attack can be replaced by a use of Spellcasting.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack. Damage from this attack is magical.

Enchanted Net. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one target. *Hit:* The target is restrained. A creature can use their action to make a DC 14 Strength check to free themself or another creature in a net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Crashing Wave (Water Form Only). *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 150 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Water Form Only; Recharge 5–6). The noviere can entrap foes in this form. Each creature in the eodath's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If the target is Medium or smaller, they are also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless they can breathe water. If the saving throw is successful, the target is pushed out of the noviere's space.

The noviere can grapple one creature at a time. At the start of each of the noviere's turns, any target grappled by them takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the noviere can pull a creature or object out of them by using their Action to succeed on a DC 15 Strength (Athletics) check.

Spellcasting. The noviere casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, spell attack +7):

At will: *disguise self*, *silent image*
2/Day each: *charm person*, *mirror image*, *slow*, *water breathing*

Bonus Actions

Change Shape. The noviere turns into a mass of water (usually in the shape of an animal) or back into their true form. While in water form, the noviere can't make weapon attacks but can speak and use their Crashing Wave attack, Whelm action, and Spellcasting. In this form, they have a swim speed of 90 feet; become immune to the grappled, prone, and restrained conditions; can move through a space as narrow as 1 inch wide without squeezing; and can occupy another creature's space and vice versa. They revert to their true form if they die.

Shiere

If ghaeles are the lone crusaders seeking injustice to right and rebels to rouse, shieres are warriors of a more stolid, practical sort. Rangers of the Arborean wilds, guardians of the Court of Stars, shieres are the heart of the eodath armies. They appear as tall elves with piercing eyes of blue, green, or violet. Their features are more angular than those of other eodath, and looking closely at their glasslike skin will reveal unique patterns of whorls that resemble frost on a window pane. Shieres are cool to the touch and bear glassy, crystalline arms and armor similar to ice.

In service to their home and their cause, shieres serve as cavalry, riding horses, camels, or elk that move faster in the dark of night when justice must be swift. They are loath to assume their true forms, for these are little more than an insubstantial ball of faint, cold light. The strength of a shiere is entirely manifested in their willingness to stand within the world and fight for their purpose; as such, they are diminished when they separate from the physical world, and use this form only in great need.

Shiere Eodath

Medium Celestial (Shapechanger), Typically Chaotic Good

Armor Class 17 (natural armor, shield)
Hit Points 106 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +7, Wis +6, Cha +7
Skills Acrobatics +7, Athletics +8, Insight +6, Perception +8, Persuasion +7
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities paralyzed, petrified, restrained
Senses darkvision 60 ft., passive Perception 18
Languages all
Challenge 13 (10,000 XP)
Proficiency Bonus +4

Guardian's Tenacity. As long as the shiere is mounted on a creature it has summoned with *find steed*, the shiere's mount benefits from the shiere's damage resistances, damage immunities, condition immunities, Magic Resistance, and Unbound Movement.

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

Mounted Combatant. As long as the shiere is mounted on a creature it has summoned with *find steed*, a shiere has advantage on melee attack rolls against any unmounted creature that is smaller than their mount and can force an attack targeted at their mount to target the shiere instead. If the shiere's mount is subjected to an effect that allows them to make Dexterity saving throw to take only half damage, they instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

Star Strider. At night, the shiere gains a fly speed equal to twice their walking speed. If the shiere is on a mount summoned with *find steed*, the steed also gains this fly speed.

Unbound Movement. The shiere ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can neither reduce the shiere's speed. The shiere can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The shiere makes three attacks using Mace, Shield Bash, Frost Bolt, or a combination of them. One attack can be replaced by a use of Spellcasting.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. Damage from this attack is magical.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (4d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. Damage from this attack is magical.

Frost Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 18 (4d8) cold damage.

Spellcasting. The shiere casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *color spray*, *find steed* (as an action)
2/Day each: *ice storm*, *wall of ice*

Bonus Actions

Change Shape. The shiere turns themself into a 3-inch sphere of light or back into their true form. While in light form, the shiere can't take any actions or manipulate objects but can speak. In this form, they are weightless, have a flying speed of 100 feet, can hover, can occupy another creature's space and vice versa, and can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object. In this form, they have advantage on Strength, Dexterity, and Constitution saving throws, and they are immune to nonmagical bludgeoning, piercing, and slashing damage. They revert to their true form if they die.

Tulani

The nobility of the eodath, tulani are starlight given physical form, impossibly beautiful elves with ears that stand straight up and eyes that seem to be gateways into the viewer's own dreams. When a tulani moves, reality seems to almost ripple around it, as a fingertip drawn over a silken veil. Beyond these characteristics, no two tulani are alike in appearance – even their entrancing voices are unforgettably distinctive, as though each were their own musical instrument.

Prideful but not without compassion, tulani are hard to find when they don't wish to be found. As members of the Court of Stars, they oversee efforts across the planes to combat evil and advance the cause of freedom. Each is sovereign over their own fief of Arborea on one layer or another, though their form of "rule" is remote and hands-off, born more out of duty than privilege. They have little patience for mortal insolence and envision vastly creative ideas for how to teach those who transgress an unforgettable lesson.

While they can be gracious hosts and possess incredible magical abilities, tulani do not often involve themselves in routine matters — their minds are turned toward how best to counter ultroloths, pit fiends, balors, and the like. The more vast and terrible the evil, the more passionate a tulani will be about seeking out a way to end it. In their special forms, tulani are pure starlight and shadow, glimmering with a light that is ready to erupt forth and blind those of ill intent with the absolute truth that the soul cannot be silenced or subjugated.

Tulani Eodath

Medium Celestial, Typically Chaotic Good

Armor Class 18 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 60 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	19 (+4)	21 (+5)	22 (+6)	22 (+6)

Saving Throws Dex +12, Int +11, Wis +12, Cha +12
Skills Acrobatics +12, Athletics +10, Deception +12 Insight +12, Perception +12, Performance +12, Persuasion +12
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic, radiant
Condition Immunities paralyzed, petrified, restrained
Senses truesight 120 ft., passive Perception 22
Languages all
Challenge 19 (22,000 XP)
Proficiency Bonus +6

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

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

Protective Aura. The tulani and all of their allies within 20 feet have advantage on all saving throws from spells and other magical effects originating outside the area of this ability.

Unbound Movement. The tulani ignores difficult terrain and is immune to any effect which would forcibly move them. Spells and other magical effects can neither reduce the tulani's speed. The tulani can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Actions

Multiattack. The tulani makes three attacks using Lightblade, Light Ray, or a combination of them. One attack can be replaced by a use of Spellcasting.

Lightblade. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 31 (7d6 + 7) radiant damage.

Light Ray. *Ranged Spell Attack:* +12 to hit, range 200/800 ft., one target. *Hit:* 28 (8d6) radiant damage.

Stellar Nova. (Recharge 5–6). The tulani unleashes a surge of starlight in a 90-foot cone originating from them or a 30-foot radius surrounding them. Each creature in that area must make a DC 20 Constitution saving throw, taking 59 (17d6) radiant damage and becoming blinded until the end of their next turn, or half as much damage with no blindness on a successful one.

Spellcasting. The tulani casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20, spell attack +12):

At will: *chain lightning*, *charm person*, *disguise self*, *greater invisibility* (self only), *major image*, *project image*, *slow*
3/Day each: *disintegrate*, *dispel magic*, *hold monster*, *mirage arcane* (as an action), *wall of force*
1/Day each: *antipathy/sympathy* (as an action), *time stop*, *weird*

Bonus Actions

Change Shape. The tulani turns themself into a 5-foot sphere of glimmering starlight or back into their true form. While in starlight form, the tulani can't make weapon attacks or use their Dreamlost Gaze, but can speak and use their Light Ray, Protective Aura, Stellar Nova, and Spellcasting. They are weightless, have a flying speed of 120 feet, can hover, can occupy another creature's space and vice versa, and can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object. They have advantage on Strength, Dexterity, and Constitution saving throws, and they are immune to nonmagical bludgeoning, piercing, and slashing damage. They revert to their true form if they die.

Reactions

Dreamlost Gaze. In response to being targeted by an attack roll or spell, the tulani turns their magical gaze toward one creature it can see within 60 feet of themself and forces it to make a DC 20 Wisdom saving throw. On a failed save, the creature takes 21 (6d6) psychic damage, has their speed halved, takes a –2 penalty to AC and Dexterity saving throws, and they can't use reactions. On their turn, they can use either an action or a bonus action, not both. These effects last for 1 round. A creature that fails this save while under the effects of a *slow* spell falls into a state of eternal dreaming, entering a trance which causes the creature to become helpless and from which the creature cannot be awoken except through *dispel magic* (this effect functions as a 6th-level spell). On a success, the creature takes half damage but does not suffer any additional effects.

Ethergaunts

Hidden in the wastes of the Deep Ethereal are the khen-zai, known as the ethergaunts. Concealed inside great pyramids of stone, they plan their return to the Prime Material after ages of exile. Their great pursuit is to achieve progress through advancements in philosophy, science, and magic, while removing from their path everything and everyone that can threaten their existence.

Path of Rationality. Through millennia of research and perfecting, the khen-zai reached a level of philosophical and technological advancement that completely distances them from the younger races. Their philosophy is built on the idea of perfected rationality; emotions are a burden. They believe the one who manages to control emotions to the point of eliminating them completely is the most pure being and worthy to guide the others to advancement and perfection. This philosophy has developed from their complex constructions deep in the Ethereal Plane, a realm where even the slightest error in conception or thought could risk protoplasmic discorporation. However, even if the khen-zai consider themselves to be beyond the traditional dichotomy of good and evil, they are far from their ideal as beings of pure rationality, as they are still subject to many negative and destructive emotions.

Castes of Colors. Every ethergaunt wears a mask of a different color, that has the dual purpose of obscuring their horrifying face and identifying their level of enlightenment. An ethergaunt reproduces asexually once in their whole lifetime (they have only one gender), producing an heir that is genetically identical to the parent, but retains neither the parent's memories nor their personality. The caste of the new creature is assigned to them by the leaders of the community before the individual's birth, based on the achievements of the parent. The assigned caste is for life. Each ethergaunt develops their enlightenment not just for their own enrichment but for the sake of their progeny, with the social goal of their family line progressing up the levels of enlightenment with each subsequent generation. The most common castes (from the least to the more enlightened) are the red, the white, and the black. More castes exist, even if they are less widespread than these three, as they compose the backbone of the khen-zai society.

"WITH MY MASS SET IN ACCORDANCE TO DENSITY AND VOLUME, I NOW ATTEND TO FORCE. / THE FORCE I EXHIBIT IS A PRODUCT OF MY MASS AND ACCELERATION. / WHEN EXHIBITING SUCH FORCE, I ORIENT MYSELF BY ENVISIONING MY ACCELERATION ALWAYS AS DOWNWARD. / WHATEVER OBJECT IMPEDES SUCH ACCELERATION UPON WHICH I EXHIBIT SUCH FORCE SHALL BE KNOWN AS GROUND. / THE GROUND MUST EITHER BE SOLID ENOUGH TO STOP MY MOVEMENT OR IT MUST NOT, IN WHICH CASE IT BREAKS"

—FRAGMENT OF A KHEN-ZAI LITANY FOR ETHEREAL STABILIZATION

Alienating Faces. The mere sight of the true face of a khen-zai is enough to damage the mind of many creatures. The ethergaunts keep their faces hidden under their masks, to be able to deal with the "less worthy" creatures without unsettling them, but they will open their masks longitudinally when they want to unleash their full horror. Under the mask, there is a mass of creeping colorful tentacles that function as sensory organs and as a means of communication with other khen-zai. A creature whose willpower has been weakened by this alien sight, is ready to fall to the mental enslavement of the ethergaunts.

Horrors of the Mind. The mind of an ethergaunt is beyond the comprehension of most creatures. First of all, they have phenomenal brains: even the average red one (a low caste) is trained in arcane magic and is more brilliant than many wizards. They are capable of very complicated and long term plans that can span for eons and involve many other civilizations. At the same time, their alien minds are so strong that they are capable of subjugating the will of other creatures just by looking at them

The Ethergaunt Mask

Ethergaunts usually wear a mask of the color of their caste, which is also necessary to interact with other species. The mask opens by splitting in half longitudinally, like a double door. An ethergaunt or any creature wearing such a mask can open or close it as their free object interaction granted by their movement or action. Some ethergaunt abilities, like the Stupefying Gaze, require the mask to be open.

Ethergaunt Technology

You can find more information on ethergaunt technology in chapter 1, including the statistics for the *etherblade* and the *doubt bomb*, both pieces of equipment that the players can retrieve from the khen-zai and use for themselves.

Black Ethergaunt

The peak of khen-zai society is composed by the black ethergaunts, a caste of philosopher-scientists considered of semi-divine status. To contradict one is considered ludicrous folly and an attack to the society as a whole; upon them is the privilege and the responsibility of driving their people to a new level of perfection, using their incredibly advanced minds.

Gaunt Bodies, Great Minds. Black ethergaunts lack the physical build of their lower kins, which they sacrificed in favor of their prodigious brains. They are able to outsmart even the most clever opponent and to elaborate extremely intricate plans. Black ethergaunts have a wizardly prowess comparable to the one of an archmage, which they use to exercise mind control and to challenge and reverse the laws of nature at their will.

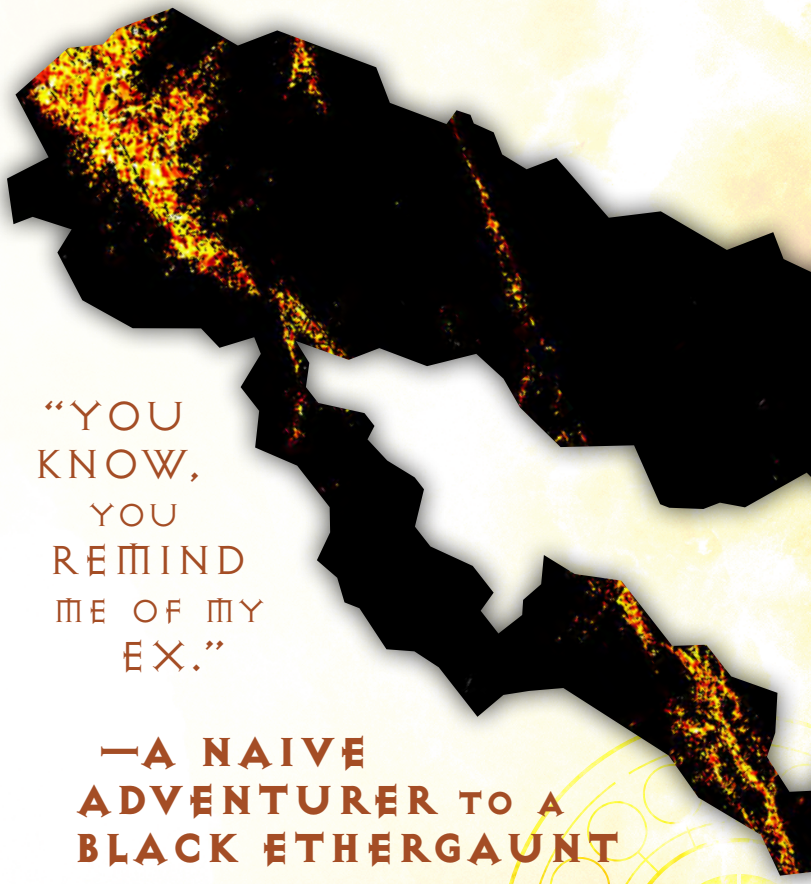
No Emotions, Maybe. The black mask, as dark as the void, is considered the symbol of a pure mind. Who wears it managed to reach absolute rationality and is completely free from the burden of emotion. In fact, the minds of black ethergaunts are very resistant to external influence. Still, they often possess some very selfish emotions, like ambition, greed, and hubris. Black ethergaunts will often hide these emotions by trying to justify them behind layers of reasons that they consider perfectly logical.

Red Ethergaunt

The red ones are the most common caste of the khen-zai. Their red mask symbolizes their mind, still unpurged from the burden of passions. This makes them inferior to the more perfected rational mind of the higher castes, so they have the role of scouts, trackers and sometimes low level diplomats. They act as the rank-and-file of the khen-zai forces, helped by their physical structure that is tougher than the one from the higher castes. They understand and accept their role in the ethergaunt society, while fighting the "uncultured ones" of the Material Plane with the passion that distinguishes them.

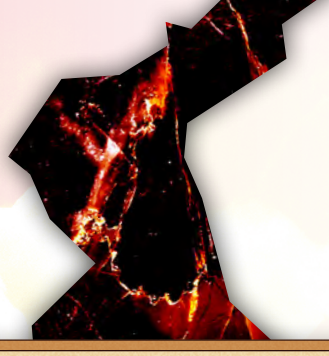
White Ethergaunt

The white ones aim to purge their emotions through commitment to an objective, with absolute pragmatism. Because of this, they act as the intellectuals, diplomats and bureaucrats of the khen-zai society. The whites are the tallest of the three most common castes, and they often dress with robes made by a special white organic rubber. When these ethergaunts are employed as diplomats, they conduct their dealings with cold rationality. That usually includes convincing the other party of how much of a waste it would be for them to experience the destruction brought by the ether legions, instead of surrendering unconditionally to the khen-zai. Their diplomacy revolves around intimidation.



"You know, you remind me of my ex."

—A naive adventurer to a black ethergaunt



Black Ethergaunt

Medium Aberration (Wizard), Typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 203 (37d8 + 37)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	25 (+7)	15 (+2)	15 (+2)

Saving Throws Int +14, Wis +9, Cha +9
Skills Arcana +14, Insight +9, Investigation +21, Nature +14, Perception +9
Damage Immunities psychic (with *mind blank*)
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 19
Languages Khen-zai and two other languages
Challenge 21 (33,000 XP)
Proficiency Bonus +7

Limited Arcane Immunity. The black ethergaunt can't be affected or detected by spells of 6th level or lower unless they wish to be, or unless the caster is a cleric, druid, paladin, or ranger. They have advantage on saving throws against all other spells and magical effects.

Stupefying Gaze (Open Mask). When a creature that can see one or more ethergaunts without their masks starts their turn within 30 feet of any of them, the creature is affected by the Stupefying Gaze of the one with the higher DC. If they are this ethergaunt, the target makes a DC 22 Wisdom saving throw, unless the ethergaunt is incapacitated or the target is an Aberration or a Construct. If they fail, they take 9 (2d8) psychic damage plus 1 damage per each other ethergaunt that the target can see within 30 feet of themself. If the saving throw fails by 5 or more and the target takes the psychic damage, the target has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws until they finish a long rest, or until they receive *greater restoration*, *heal* or similar magic.

Unless surprised, a creature can avert their eyes to avoid the saving throw at the start of their turn. If the creature does so, they can't see the ethergaunt until the start of their next turn, when they can avert their eyes again. If the creature looks at the ethergaunt in the meantime, they must immediately make the saving throw.

If a creature's saving throw is successful, the creature is immune to the Stupefying Gaze of every ethergaunt for the next 24 hours, unless the creature is being exposed to a Stupefying Gaze with a higher DC.

Actions

Multiattack. The ethergaunt makes four Etherblade attacks. They can cast an at-will or a 3/Day spell in place of two of these attacks.

Etherblade. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage if melee or 16 (4d6 + 2) force damage if ranged.

Spellcasting. The ethergaunt casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 22):

At will: *detect magic*, *detect thoughts*, *dispel magic*, *mending* (as an action), *message*, *prestidigitation*, *telekinesis*
3/Day each: *blink*, *fireball*, *dimension door*, *hold monster* (6th level), *invisibility*, *major image*, *mirror image*, *misty step* (as a bonus action), *modify memory*, *true seeing*, *wall of force*
1/Day each: *chain lightning*, *disintegration* (7th level), *feeblemind*, *mass suggestion*, *mind blank**, *plane shift*, *prismatic spray*, *reverse gravity*, *teleport*, *time stop*

*The ethergaunt casts these spells on themself before combat.

Bonus Actions

Enslave (Open Mask; 3/Day). The black ethergaunt targets one creature they can see within 30 feet of them. The target must succeed on a DC 22 Wisdom saving throw or be magically charmed by the black ethergaunt for 1 day, or until the black ethergaunt dies or is more than 1 mile from the target. The charmed target obeys the black ethergaunt's commands and can't take reactions, and the black ethergaunt and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, they can repeat the saving throw, ending the effect on themself on a success.

Material Jaunt (Recharges after a Short or Long rest). The ethergaunt can shift from the Ethereal Plane to the Material Plane. If they do so, they go back to the Ethereal Plane automatically after 1 minute, or earlier as a bonus action. They can stay longer on the Material Plane by getting there through other means, like by crossing a portal or by using *plane shift* or similar magic.

Reactions

The black ethergaunt can take up to three reactions per round but only one per turn.

Horrific Intrusion. When a creature that the ethergaunt can see within 60 feet fails a Wisdom saving throw, the ethergaunt deals 21 (6d6) psychic damage to that creature and the creature can't take reactions until the beginning of their next turn.

Reactive Domination. When a creature that the ethergaunt can see within 60 feet that makes an attack roll, they do so with disadvantage. If the attack misses, the attacker makes a DC 22 Wisdom saving throw. On a failure, the ethergaunt can choose a new target for the attack, other than the attacker themself. A creature that can't be charmed is immune to this reaction.

Reflective Counterspell. The ethergaunt casts *counterspell* when they see a creature within 60 feet of themself casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the ethergaunt makes an Intelligence check (DC 10 + the spell's level).

On a success, the ethergaunt can take control of all the specifics of the spell as if it was casted by the ethergaunt themself (for example, they can establish new targets) instead of letting it fail. If the controlled spell deals more than 20 damage, restores more than 20 hit points or adds more than 20 temporary hit points, it turns into 20.

"YOUR PEOPLE CHOSE TO RUN FROM THE UNIVERSE INTO AN ETHEREAL DELUSION OF YOUR OWN PERFECTION. YOU'VE BECOME YOUR OWN GODS IN ALL THE WORST WAYS."

—NEIOR HALARKA OF THE ATHAR

Red Ethergaunt

Medium Aberration (Wizard), Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	21 (+5)	15 (+2)	13 (+1)

Saving Throws Int +8, Wis +5, Cha +4
Skills Arcana +8, Insight +8, Investigation +11, Perception +5
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Khen-zai and two other languages
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Limited Arcane Immunity. The red ethergaunt can't be affected or detected by spells of 2nd level or lower unless they wish to be, or unless the caster is a cleric, druid, paladin, or ranger. They have advantage on saving throws against all other spells and magical effects.

Stupefying Gaze (Open Mask). When a creature that can see one or more ethergaunts without their masks starts their turn within 30 feet of any of them, the creature is affected by the Stupefying Gaze of the one with the higher DC. If they are this ethergaunt, the target makes a DC 16 Wisdom saving throw, unless the ethergaunt is incapacitated or the target is an Aberration or a Construct. If they fail, they take 4 (1d8) psychic damage plus 1 damage per each other ethergaunt that the target can see within 30 feet of themself. If the saving throw fails by 5 or more and the target takes the psychic damage, the target has disadvantage on Intelligence, Wisdom and Charisma ability checks and saving throws until they finish a long rest, or until they receive *greater restoration*, *heal* or similar magic.

Unless surprised, a creature can avert their eyes to avoid the saving throw at the start of their turn. If the creature does so, they can't see the ethergaunt until the start of their next turn, when they can avert their eyes again. If the creature looks at the ethergaunt in the meantime, they must immediately make the saving throw.

If a creature's saving throw is successful, the creature is immune to the Stupefying Gaze of every ethergaunt for the next 24 hours, unless the creature is being exposed to a Stupefying Gaze with a higher DC.

Actions

Multiattack. The ethergaunt makes two Etherblade attacks. They can cast an at-will or a 3/Day spell in place of one of these attacks.

Etherblade. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage if melee or 16 (4d6 + 2) force damage if ranged.

Spellcasting. The ethergaunt casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16, spell attack +8):

At will: *mage hand*, *mending* (as an action), *message*, *prestidigitation*
3/Day each: *blink*, *detect magic*, *detect thoughts*, *invisibility*, *misty step* (as a bonus action), *silent image*
1/Day each: *dimension door*, *Evard's black tentacles*, *lightning bolt*, *wall of force*

Bonus Actions

Enslave (Open Mask; Recharges after a Short or Long Rest). The red ethergaunt targets one creature they can see within 30 feet of them. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the red ethergaunt for 1 day, or until the red ethergaunt dies or is more than 1 mile from the target. The charmed target obeys the red ethergaunt's commands and can't take reactions, and the red ethergaunt and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, they can repeat the saving throw, ending the effect on themself on a success.

Material Jaunt (Recharges after a Short or Long Rest). The ethergaunt can shift from the Ethereal Plane to the Material Plane. If they do so, they go back to the Ethereal Plane automatically after 1 minute, or earlier as a bonus action. They can stay longer on the Material Plane by getting there through other means, like by crossing a portal or by using *plane shift* or similar magic.

Reactions

Counterspell (2/Day). The ethergaunt casts the *counterspell* spell when they see a creature within 60 feet of themself casting a spell. By doing so, if the creature is casting a spell of 3rd level or lower, their spell fails and has no effect. If they are casting a spell of 4th level or higher, the ethergaunt makes an Intelligence check (+5) against a DC of 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Fanatical Burst (Recharges after a Short or Long Rest). After reaching half hit points or lower (usually 35 hit points) or seeing another ethergaunt falling by an enemy's hand, the red ethergaunt erupts with fanatical rage. The ethergaunt can immediately move up to half of their speed, make an Etherblade attack, or both, and gains resistance to all damage. If the ethergaunt doesn't have any target in range now, they can make this extra attack at the beginning of their next turn. At the end of each of the ethergaunt's turns, roll a d6. On a 4-6, the ethergaunt loses this resistance.

White Ethergaunt

Medium Aberration (Wizard), Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	23 (+6)	15 (+2)	13 (+1)

Saving Throws Int +11, Wis +7, Cha +6
Skills Arcana +11, Insight +9, Intimidate +6, Investigation +16, Perception +7
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17
Languages Khen-zai and two other languages
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Limited Arcane Immunity. The white ethergaunt can't be affected or detected by spells of 4th level or lower unless they wish to be, or unless the caster is a cleric, druid, paladin, or ranger. They have advantage on saving throws against all other spells and magical effects.

Rational Mind. The white ethergaunt has advantage on saving throws against being charmed or frightened.

Stupefying Gaze (Open Mask). When a creature that can see one or more ethergaunts without their masks starts their turn within 30 feet of any of them, the creature is affected by the Stupefying Gaze of the one with the higher DC. If they are this ethergaunt, the target makes a DC 19 Wisdom saving throw, unless the ethergaunt is incapacitated or the target is an Aberration or a Construct. If they fail, they take 5 (1d10) psychic damage plus 1 damage per each other ethergaunt that the target can see within 30 feet of themself. If the saving throw fails by 5 or more and the target takes the psychic damage, the target has disadvantage on Intelligence, Wisdom and Charisma ability checks and saving throws until they finish a long rest, or until they receive *greater restoration*, *heal* or similar magic.

Unless surprised, a creature can avert their eyes to avoid the saving throw at the start of their turn. If the creature does so, they can't see the ethergaunt until the start of their next turn, when they can avert their eyes again. If the creature looks at the ethergaunt in the meantime, they must immediately make the saving throw.

If a creature's saving throw is successful, the creature is immune to the Stupefying Gaze of every ethergaunt for the next 24 hours, unless the creature is being exposed to a Stupefying Gaze with a higher DC.

Menacing Gaze. A creature that fails a saving throw against Stupefying Gaze while within range of a white ethergaunt is also frightened for one minute. A creature can repeat the saving throw at the end of each of their turns, ending the frightened condition on a success. If a creature's saving throw is successful or the effect ends for them, the creature can't be frightened by the Stupefying Gaze ability for the next 24 hour.

Actions

Multiattack. The ethergaunt makes three Etherblade attacks. They can cast an at-will or a 3/Day spell in place of two of these attacks.

Etherblade. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage in melee or 16 (4d6 + 2) force damage ranged.

Spellcasting. The ethergaunt casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 19):

At will: *mage hand*, *mending* (as an action), *message*, *prestidigitation*
3/Day each: *blink*, *detect magic*, *detect thoughts*, *dimension door*, *dispel magic*, *fireball*, *hold monster*, *invisibility*, *major image*, *mirror image*, *misty step* (as a bonus action), *modify memory*, *telekinesis*
1/Day each: *chain lightning*, *disintegration*, *plane shift*, *reverse gravity*, *true seeing*, *wall of force*

Bonus Actions

Subjugation in Horror. Every frightened creature that can see or hear the white ethergaunt takes 10 (3d6) psychic damage and is knocked prone.

Enslave (Open Mask; 2/Rest). The white ethergaunt targets one creature they can see within 30 feet of them. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the white ethergaunt for 1 day, or until the white ethergaunt dies or is more than 1 mile from the target. The charmed target obeys the white ethergaunt's commands and can't take reactions, and the white ethergaunt and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, they can repeat the saving throw, ending the effect on themself on a success.

Material Jaunt (Recharges after a Short or Long Rest). The ethergaunt can shift from the Ethereal Plane to the Material Plane. If they do so, they go back to the Ethereal Plane automatically after 1 minute, or earlier as a bonus action. They can stay longer on the Material Plane by getting there through other means, like by crossing a portal or by using *plane shift* or similar magic.

Reactions

Counterspell (2/Day). The ethergaunt casts *counterspell* when they see a creature within 60 feet of themself casting a spell. By doing so, if the creature is casting a spell of 3rd level or lower, their spell fails and has no effect. If they are casting a spell of 4th level or higher, the ethergaunt makes an Intelligence check (+6) against a DC of 10 + the spell's level. On a success, the creature's spell fails and has no effect.

"SEANCES DON'T WORK IN SIGIL, NOT UNLESS THE DEAD SOD IS STILL IN THE CITY. WE HAVE TO DIVINE BY OTHER METHODS."

—GODSLOVE, KEEPER OF THE FEATHER

Executioner's Ravens

Sigil's only two native birds are a gray-green pigeon with no meaningful combat abilities and a type of gray-bodied massive raven with black wings and head. The latter is called the executioner's raven because of its fondness for the easy meals found at the block, gallows, and stake. Some say that feasting on the flesh of fiends and the blood of slaadi accounts for these ravens' enormous size. Certain of the largest birds are said to speak, but rumormongers speculate these are actually special wereravens in disguise.

In truth, there is a cabal of executioner's wereravens who live in Undersigil, the tunnel ways beneath the City of Doors. These are a special, militant branch of the Keepers of the Feather, who protect the Shadowfell and the Domains of Dread from those that threaten to unleash the evils trapped there onto the rest of the myriad planes. *Curse of Strahd* and *Van Richten's Guide to Ravenloft* describe the Keepers of the Feather in greater detail.

Executioner's Raven

Medium Beast, Unaligned

Armor Class 12
Hit Points 10 (3d8 - 3)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	3 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages –
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Pack Tactics. The raven has advantage on attack rolls against a creature if at least one of the raven's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be blinded until the start of the raven's next turn.

Executioner's Wereraven

Medium Humanoid (Human, Shapechanger), Any Alignment

Armor Class 12 (hide)
Hit Points 49 (11d8)
Speed 30 ft. in humanoid form; 10 ft., fly 30 ft. in raven form; 30 ft., fly 30 ft. in hybrid form

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

Skills Athletics +4, Investigation +4, Survival +3
Senses passive Perception 11
Languages Common (can't speak in raven form)
Challenge 2 (450 XP)
Proficiency Bonus +2

Regeneration. The wereraven regains 10 hit points at the start of their turn. If the wereraven takes damage from a silvered weapon or a spell, this trait doesn't function at the start of the wereraven's next turn. The wereraven dies only if they start their turn with 0 hit points and don't regenerate.

Pack Tactics. The wereraven has advantage on attack rolls against a creature if at least one of the wereraven's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Peck (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw, or be blinded until the start of the raven's next turn and cursed with wereraven lycanthropy indefinitely.

Mancatcher Scythe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 6 (1d12) force damage, and the target can't teleport until the start of the wereraven's next turn.

Bolas (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and if the target is a Large or smaller creature, they are grappled (escape DC 13). Dealing 5 slashing damage to the bolas (AC 10) frees the target without harming them and destroys the bolas.

Change Shape. The wereraven polymorphs into a raven-humanoid hybrid or into an executioner's raven, or back into their humanoid form. Their statistics, other than their size and speed, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their humanoid form if they die.

Farspawn

Creatures influenced by the Far Realm (or Far Realm incursions which manifest as vague semblances of creatures) may see portions of their form flicker in and out of reality, have body parts stretched and contorted into impossible shapes, make noises which come from distant places, cause nearby surfaces to weep viscous purple fluid, or any number of other horrific effects that indicate reality is fracturing. Keep in mind that modifying a monster, including when you apply a template to it, might change its Challenge Rating. For advice on how to customize creatures and calculate their Challenge Ratings, see the *Dungeon Master's Guide*.

Traits

Abjection. Whenever the creature deals damage, they can change the damage type to psychic. The creature is immune to Divination and Enchantment spells as well as the charmed condition and psychic damage.

Melt Existence. The creature's Challenge Rating increases by 1. When the farspawn creature starts their turn, roll a number of d6s equal to one third of their normal Challenge Rating (rounded down; minimum of 1d6). Any creature, structure, or object that isn't being worn or carried within 10 feet takes acid damage equal to the total rolled.

Actions

Everywhere At Once (3/Day). The farspawn creature makes a melee attack and splits itself into countless copies, which collapse back into a single entity as the attack resolves. If it hits, the attack is a critical hit. If the creature can make melee attacks with a Multiattack action, they can replace one of those attacks with Everywhere At Once.

Horrifying Visions (3/Day). The creature's Challenge Rating increases by 1. The farspawn creature slices a hole in reality in an unoccupied space within 5 feet. This rift persists for 1 minute.

When a creature takes damage from this effect, roll a number of d6s equal to half the creature's normal Challenge Rating (rounded down; minimum of 1d6). The damage dealt is equal to the total rolled.

When the rift first appears, all creatures within 60 feet of them must make a DC 15 Wisdom saving throw. On a failed save, a creature takes psychic damage from the reality-altering mayhem beyond and is obsessed with the rift. On a successful save, the creature takes no damage, is not obsessed, and is immune to the effects of such rifts for 24 hours. Aberrations automatically succeed on this saving throw.

When a creature starts their turn obsessed with the rift, they must use their action and all of their movement on that turn to approach the rift. Once the creature is within 5 feet of the rift, they can choose how to use their action. An obsessed creature cannot willingly move away from the rift. The creature can repeat the saving throw at the end of each of their turns, taking force damage on a failed save. On a successful save, the creature takes no damage, ceases to be obsessed, and is immune to the effects of such rifts for 24 hours.

Reactions

Duplication Error (3/Day). The creature's Challenge Rating increases by 1. As a reaction when the farspawn creature is hit by a melee weapon attack, they replicate hundreds of nonmagical copies of the attacker's weapon in a 30-foot cone. Roll a number of d6s equal to half the farspawn creature's normal Challenge Rating (rounded down; minimum of 1d6). Each creature in the area must make a Dexterity saving throw. The DC for this saving throw is equal to the attack roll result that hit the farspawn creature. On a failed save, a creature takes bludgeoning damage equal to the total rolled. On a successful save, the creature takes half as much damage.

Flickering Steps. As a reaction when the farspawn creature takes damage, they can teleport to an unoccupied space of their choice within 10 x 1d6 feet. Their movement speed is then 0 feet until the start of their next turn.

Formians

Resembling a cross between ants and centaurs and covered in a crystal-like chitin, formians (not to be confused with fomorians) are an insectile race of celestial beings native to the plane of Arcadia. Orderly and expansionist, formians build massive architectural marvels on their home plane and beyond. Formians are born into castes and function in a single role all their lives, from the lowly workers whose combined efforts have raised great hive cities, to the mysterious queens who administrate the hive mind and plan the future of their people. Beings of law, formians have spread beyond Arcadia to planes such as Mechanus and Acheron (where they are tolerated), Celestia and the Nine Hells (where they are unwelcome).

Curiously, formians seem more active on the lower layers of Arcadia, and even more curious is that sections of other planes across the multiverse bear the mark of formian civilization, almost as though they were fragments of Arcadia that have since been sloughed off of that plane. How they got there is uncertain, but it is worth noting that the formians, while not particularly hostile, pursue a clear vision of what "perfection" entails that often has little room for others. In particular, modrons and formians have come into conflict time and time again on Mechanus – despite sharing many principles, formians are fundamentally individuals pursuing a shared purpose.

Formian Worker

Workers are roughly the size of a large dog or small pony, standing on four legs with an upright thorax and humanoid shoulders. Two forearms terminate in simple blunt-clawed "hands" that the worker can use to manipulate materials and perform basic labor. Workers are little more than drones, able to communicate through the hive mind but possessed of little individuality. They can be found anywhere that formians operate, usually outnumbering all other castes combined.

Formian Worker

Medium Celestial, Typically Lawful Neutral

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	9 (-1)

Saving Throws Str +4, Con +3
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Formian (can't speak out loud), telepathy 60 ft.
Challenge 1/8 (25 XP)
Proficiency Bonus +2

Adept Laborer. A formian worker has proficiency with all artisan's tools and makes ability checks as if they had any such tools.

Hive Mind. The formian can communicate telepathically with any other formian it knows within 6 miles.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Collaborative Repair. The formian begins to repair an object or structure within 5 feet. Any formian also within 5 feet of the object or structure can then use their reaction to help repair. If at least one formian uses their reaction to help, roll a number of d6s equal to half the number of formians involved (rounded down). The object or structure regains a number of hit points equal to the total rolled. If no formians use their reaction to help, then this formian fails to repair the target at all.

Formian Warrior

Medium Celestial, Typically Lawful Neutral

Armor Class 16 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Str +5, Con +3
Skills Athletics +5, Perception +3
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Formian (can't speak out loud), telepathy 60 ft.
Challenge 2 (450 XP)
Proficiency Bonus +2

Hive Mind. The formian can communicate telepathically with any other formian it knows within 6 miles.

Pack Tactics. The formian warrior has advantage on attack rolls against another creature if at least one of the formian warrior's allies is within 5 feet of the target creature and the ally isn't incapacitated.

Actions

Multiattack. The formian warrior makes one Bite and one Sting attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. On a hit, the target is grappled (escape DC 13) if they are a Medium or smaller creature and the formian warrior doesn't have another creature grappled.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success.

"I GUESS ANTEATERS DO HAVE NIGHTMARES!"

—J'NENTONK, GREEN SLAAD

Formian Warrior

Resembling workers but larger, with a stinger at the end of their abdomen, warriors serve any martial purpose the hive requires – guards, soldiers, security patrols. Roughly the size of a pony, warriors have sharp claws on their hands that can be used to attack foes. They possess some individual personality, but are still largely extensions of the hive mind's will. Warriors can direct workers and will move to defend them in combat, drawing attacks wherever possible but not taking undue risks besides attempting to have workers fall back from danger. Warriors can be recognized by their powerful mandibles.

Formian Taskmaster

Resembling warriors but without any visible mouth or mandibles, taskmasters are the same size and bear colorful spotted patterns on their shoulders, forehead, and dorsal carapace. Their main coloration is slightly darker than that of workers and warriors, and they lack the natural claws and mandibles of their kindred. Such alterations allow the taskmaster to communicate more clearly, and they will often employ a psionically-enhanced polearm weapon for defense and coordination. Directors and supervisors of formian activity on behalf of their superiors, taskmasters can communicate telepathically with workers, warriors, and other formians.

In their efforts to expand formian control and fortify seized territory, taskmasters employ powerful mental domination where necessary to "recruit" non-formians to serve as forced labor. They do this without malice and without any hint of compassion or consideration. To the taskmasters, the duty to which they have been assigned is the only priority worth addressing, and anyone refusing to contribute to the success of their objective is defying the rightful way of things. Taskmasters are not skilled in combat, but use their domination and precise control abilities to employ the talents of more physically powerful creatures in their stead.

Formian Taskmaster

Medium Celestial, Typically Lawful Neutral

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +7, Wis +5, Cha +4
Skills Investigation +7, Perception +5
Damage Resistances psychic
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Formian, Modron, telepathy 120 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Hive Mind. The formian can communicate telepathically with any other formian it knows within 6 miles.

Actions

Multiattack. The formian taskmaster makes one Psionic Halberd and one Sting attack.

Psionic Halberd. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage, plus 1 psychic damage for each ally that isn't incapacitated that the taskmaster is in telepathic contact with within 10 feet.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 1 psychic damage for each ally that isn't incapacitated that the taskmaster is in telepathic contact with within 10 feet. On a hit, the target also takes 2 (1d4) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success.

Precise Control. The formian takes total and precise control of one creature charmed by their Dominate bonus action. Until the start of the formian's next turn, the creature takes only the actions the formian chooses and doesn't do anything the formian doesn't allow them to do. During this time, the formian can also cause the creature to use a reaction, but this requires the formian to use their own reaction as well.

The formian can only take precise control over one creature at a time.

Bonus Actions

Dominate. The formian taskmaster targets one creature they can see within 40 feet. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the formian taskmaster for 1 day, or until the formian taskmaster dies or is more than 6 miles from the target. The charmed target obey's the formian taskmaster's telepathic commands and can't take reactions, and the formian taskmaster and the target can communicate telepathically with each other at a distance of up to 50 miles.

Whenever a charmed target takes damage, they can repeat the saving throw, ending the effect on themself on a success.

Whenever the formian taskmaster takes psychic damage, all creatures currently charmed by the formian taskmaster in this way take an equal amount of psychic damage and can repeat the saving throw as normal.

The formian can have up to four creatures dominated in this way at once.

Genies

Though the archomentals lay claim to the Elemental Planes, they have always been challenged by the arcane might of the genies. Living incarnations of elemental magic who fought in the War of Law and Chaos, their rulers are the epitome of geniekind: capricious, arrogant, and very, very powerful. To face them is to face the storm, and the earth trembles at their touch.

The *Monster Manual* describes genies that are normally found on the Material Plane, but in the Elemental Planes great genie monarchs lead massive societies of attendant commoners.

Genie Commoner

Large Elemental, Any Alignment

Armor Class 13 (natural armor)
Hit Points 16 (3d10)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 120 ft., passive Perception 10
Languages Primordial
Challenge 1 (200 XP)
Proficiency Bonus +2

Elemental Affinity. The genie commoner is connected to one of the four types of genie: dao (earth), djinni (air), efreeti (fire), or marid (water). This determines some of their traits, as follows:

Dao (Earth). The genie's Club attack deals additional magical bludgeoning damage. The genie is immune to the petrified condition and they have a burrowing speed of 30 feet. They can burrow through nonmagical, unworked earth and stone. While doing so, the genie doesn't disturb the material they move through.

Djinni (Air). The genie's Club attack deals additional thunder damage. The genie is immune to lightning and thunder damage and they have a flying speed of 60 feet instead of 30 feet.

Efreeti (Fire). The genie's Club attack deals additional fire damage. The genie is immune to fire damage, and they can magically ignite and snuff out Tiny fires they can see within 30 feet.

Marid (Water). The genie's Club attack deals additional cold damage. The genie has resistance to acid, cold, and lightning damage, and they can breathe both air and water.

Elemental Demise. If the genie dies, their body disintegrates, leaving behind only equipment the genie was wearing or carrying.

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 4 (1d8) damage based on the genie's Elemental Affinity trait.

Spellcasting. The genie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

1/Day each: *detect magic*

Genie Conglomerate

When genies die, they disintegrate into elemental residue. When this residue drifts together and piles up, imbued with magical binding substances or imperfect resurrection magic, genie conglomerates are formed.

A genie conglomerate retains only scattered feelings from its many lives and the ability to grant broken versions of wishes they once granted. They know little but chaos and malice, equal parts tyrranical and egalitarian – indiscriminate in who they hate and rival.

Conglomerates are found most often rising from the Elemental Chaos and sites of great genie battles.

Genie Conglomerate

Large Elemental, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 30 ft., burrow 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	8 (-1)	13 (+1)	14 (+2)

Saving Throws Wis +6, Cha +7
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 120 ft., passive Perception 11
Languages Primordial
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Absorb Wishes. When the conglomerate is targeted by a spell or included in one's area of effect, it can make a Constitution saving throw with a DC equal to 10 + the spell's level. On a success, it is immune to the effects of that casting of that spell and regains hit points equal to 5 times the spell's level (0 hit points for cantrips). On a failure, it is affected normally.

Unusual Nature. The conglomerate does not need to breathe.

Actions

Shattered Wish. The conglomerate makes 1d4 Wish Fragment attacks. It must choose a different target for each on its turn.

Wish Fragment. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* A random effect (roll a d6):

1. *Altered Body.* 36 (8d8) acid damage and the target is blinded until the start of the conglomerate's next turn.
2. *Beyond Death's Grasp.* 36 (8d8) necrotic damage and the target has disadvantage on Dexterity attack rolls, ability checks, and saving throws until the start of the conglomerate's next turn.
3. *Infatuated Love.* 36 (8d8) psychic damage and the target has disadvantage on Strength attack rolls, ability checks, and saving throws until the start of the conglomerate's next turn.
4. *Instant Peace.* 36 (8d8) radiant damage and the target is stunned until the start of the conglomerate's next turn.
5. *Secret Knowledge.* 36 (8d8) thunder damage and the target is deafened, can't speak, and can't perform verbal components of spells until the start of the conglomerate's next turn.
6. *Shower of Riches.* 36 (8d8) bludgeoning damage and the target is restrained by coins and gems until the start of the conglomerate's next turn. The riches then disappear.

Dao Monarch

Large Elemental, Typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 283 (21d10 + 168)
Speed 30 ft., burrow 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	26 (+8)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Con +14, Int +7, Wis +8, Cha +9
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Celestial, Infernal, Primordial, Sylvan
Challenge 19 (22,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/Day). If the monarch fails a saving throw, they can choose to succeed instead.

Earth Glide. The monarch can burrow through nonmagical unworked earth and stone. While doing so, the monarch doesn't disturb the material they move through.

Elemental Demise. If the monarch dies, their body disintegrates into crystalline powder, leaving behind only equipment the monarch was wearing or carrying.

Sure-Footed. The monarch has advantage on Strength and Dexterity saving throws made against effects that would knock them prone or move them against their will.

Actions

Multiattack. The monarch makes three attacks. They can replace one of these attacks with a use of Spellcasting.

Hurl Stone. *Ranged Weapon Attack:* +13 to hit, range 120/300 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Grand Maul. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage. If the target is a Huge or smaller creature, they must succeed on a DC 21 Strength saving throw or be knocked prone.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 17):

At will: *detect evil and good*, *detect magic*, *flesh to stone*, *move earth*, *stone shape*
3/Day each: *conjure elemental* (earth elemental only), *passwall*, *tongues*, *wall of stone*
1/Day each: *earthquake*, *plane shift*, *wish*

Legendary Actions

The monarch can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The monarch regains spent legendary actions at the start of their turn.

Attack. The monarch makes a Hurl Stone or Grand Maul attack.

Petrify (Costs 2 Actions). The monarch casts *flesh to stone* without requiring concentration. The monarch chooses what kind of material the creature transmutes into, usually a valuable gemstone or metal.

Djinni Monarch

Large Elemental, Typically Chaotic Good

Armor Class 19 (natural armor)
Hit Points 262 (21d10 + 147)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	24 (+7)	17 (+3)	18 (+4)	23 (+6)

Saving Throws Str +11, Dex +9, Wis +10, Cha +12
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, Celestial, Infernal, Primordial, Sylvan
Challenge 19 (22,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/Day). If the monarch fails a saving throw, they can choose to succeed instead.

Elemental Demise. If the monarch dies, their body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Actions

Multiattack. The monarch makes three Scimitar attacks or two Thunderbolt attacks. They can replace one of these attacks with a use of Spellcasting or Create Whirlwind.

Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Thunderbolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 11 (2d10) thunder damage plus 11 (2d10) lightning damage.

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the monarch can see within 120 feet of them. The whirlwind lasts as long as the monarch maintains concentration (as if concentrating on a spell). Any creature but the monarch that enters the whirlwind must succeed on a DC 20 Strength saving throw or be restrained by it. The monarch can move the whirlwind up to 60 feet as an action, potentially picking up creatures as it moves, and creatures restrained by the whirlwind move with it. The whirlwind ends if the monarch loses sight of it. A creature within the whirlwind is pushed to the highest unoccupied space within the whirlwind column.

A creature can use their action to free a creature restrained by the whirlwind, including themself, by succeeding on a DC 20 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 20):

At will: *detect evil and good*, *detect magic*, *gaseous form*, *major image*
3/Day each: *conjure elemental* (air elemental only), *create food and water* (can create wine instead of water), *tongues*, *wind walk*
1/Day each: *creation* (as an action), *plane shift*, *storm of vengeance*, *wish*

Legendary Actions

The monarch can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The monarch regains spent legendary actions at the start of their turn.

Attack. The monarch makes a Scimitar or Thunderbolt attack.

Atomize (Costs 2 Actions). *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* the target must succeed on a DC 20 Constitution saving throw or be targeted by a *gaseous form* spell, even if they are unwilling, without requiring the monarch's concentration. The creature can repeat this saving throw at the end of each of their turns, ending the effect on a success.

Efreeti Monarch

Large Elemental, Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 324 (24d10 + 192)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Con +13, Int +10, Wis +9, Cha +10
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Celestial, Infernal, Primordial, Sylvan
Challenge 19 (22,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/Day). If the monarch fails a saving throw, they can choose to succeed instead.

Elemental Demise. If the monarch dies, their body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the monarch was wearing or carrying.

Actions

Multiattack. The monarch makes three attacks. They can replace one of these attacks with a use of their Spellcasting.

Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 18):

At will: *daylight*, *detect evil and good*, *detect magic*, *enlarge/reduce*
3/Day each: *conjure elemental* (fire elemental only), *wall of fire*
1/Day each: *incendiary cloud*, *plane shift*, *wish*

Legendary Actions

The monarch can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The monarch regains spent legendary actions at the start of their turn.

Attack. The monarch makes a Scimitar or Hurl Flame attack.

Supernova (Costs 2 Actions). The monarch burns with incredible heat. Each creature within 30 feet of the monarch must succeed on a DC 18 Dexterity saving throw or ignite in flames. Flammable, nonmagical objects that aren't being worn or carried within range also ignite. A creature or object that starts their turn on fire in this way takes 22 (4d10) fire damage. A creature can use their action to put out this fire on themself or a creature or object within reach.

Marid Monarch

Large Elemental, Typically Chaotic Neutral

Armor Class 19 (natural armor)
Hit Points 362 (25d10 + 225)
Speed 30 ft., fly 60 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	28 (+9)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Str +12, Dex +8, Wis +10, Cha +11
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Abyssal, Celestial, Infernal, Primordial, Sylvan
Challenge 19 (22,000 XP)
Proficiency Bonus +6

Legendary Resistance (2/Day). If the monarch fails a saving throw, they can choose to succeed instead.

Amphibious. The monarch can breathe air and water.

Elemental Demise. If the monarch dies, their body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Actions

Multiattack. The monarch makes three Trident attacks. They can replace one of these attacks with a use of their Spellcasting or Water Jet.

Trident. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, or 18 (2d10 + 7) piercing damage if used with two hands to make a melee attack.

Water Jet. The monarch magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if they are Huge or smaller, is pushed up to 20 feet away from the monarch and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 19):

At will: *create or destroy water*, *detect evil and good*, *detect magic*, *detect thoughts*, *fog cloud*, *gaseous form*, *purify food and drink*
3/Day each: *conjure elemental* (water elemental only), *control water*, *tongues*, *water breathing*, *water walk*, *zone of truth*
1/Day each: *control weather*, *plane shift*, *wish*

Legendary Actions

The monarch can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The monarch regains spent legendary actions at the start of their turn.

Attack. The monarch makes a Trident attack.

Liquid Form (Costs 2 Actions). The monarch turns into a wave of water until the start of their next turn and immediately moves up to half their speed without provoking opportunity attacks. While in this form they are invisible while in water, they can pass through any opening or material that water can pass through, and they have resistance to all damage but force damage.

Guardinals

Nomadic and peaceful, guardinals are animalistic Celestials who hail from Elysium. Guardinals resemble Humanoids with bestial traits. In their daily interactions, guardinals embody the beauty, calm, and righteousness of their home plane. Guardinals can be found throughout the Outlands, especially in Ecstasy, the gate-town to Elysium, and in Faunel, the gate-town to the Beastlands.

Though they are not leaders among the guardinals, the mighty celestials known as Talisid and his Five Companions are held up by the guardinals as paragons of loyalty, virtue, and valor. Each of the companions corresponds to a major type of guardinal in both form and philosophy, though it is unknown which inspires the other.

Cervidal Guardinal

Though more than capable of subduing the errant fiend, cervidals are typically peaceful creatures, content with their idyllic life as the caretakers of Amoria, the topmost layer of Elysium. In the vein of Rhanok of the Five Companions and his successor Manath, cervidals understand the value of words in de-escalating conflict and are quick with a cordial remark when challenged. Cervidals are anthropomorphic with many characters of deer, possessing hoofed feet and reddish fur alongside many hornlike growths that cover their body like armor. Two curling horns adorn their head, and the touch of a cervidal's horn can ameliorate many conditions.

Cervidal Guardinal

Medium Celestial, Typically Neutral Good

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +4, Wis +4
Skills Acrobatics +5, Athletics +4, Perception +4, Persuasion +4
Damage Resistances radiant
Condition Immunities frightened
Senses passive Perception 14
Languages Celestial, Common
Challenge 1 (200 XP)
Proficiency Bonus +2

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) radiant damage and the target is subject to the effects of Blessed Horns.

Blessed Horns. The cervidal touches a creature within 5 ft. with their horns, affecting the target with the *lesser restoration* spell (using Wisdom as their spellcasting ability modifier). The cervidal can affect themself with this ability.

Leonal Guardinal

Just as Talisid the Celestial Lion leads his Five Companions through strength and resolve, leonals champion Elysium through their immense strength and unfailing resolve. Resembling muscular anthropomorphic lions, leonals are considered the strongest of the guardinals, bringing foes to their knees with a roar before rushing into battle with their claws. As proud warriors, leonals rarely use their spells to directly hamper foes but will quickly employ them to punish fleeing or dishonorable combatants. Leonals are the most likely to face planar evils outside of Elysium, traversing the Great Wheel to bring down the mightiest foes possible.

Lupinal Guardinal

The noble lupinals seek to protect realms against incursion, be their wards within Elysium or across the planes. Though their appearance as humanoid wolves leads many to compare lupinals to werewolves, the fighting style of these guardinals relies more upon poise and patience rather than bestial ferocity. Taking after Kharash the Stalker, lupinals are loyal friends and cautious tacticians, defending their chosen territories and all those inside of it against those who would harm them. Lupinals are among the most group-oriented of guardinals, often traveling and fighting in small packs.

Ursinal Guardinal

As the scholars and archivists of Elysium, the ursinals travel the planes in search of new insights regarding the nature of Good. Taking after Bharrai the Great Bear, ursinals take a great interest in the study of magic and are often eager to share their views on cosmic philosophy. In their natural form, ursinals resemble immense humanoid bears, dressing in simple robes and carrying immense tomes said to contain the sums of their travels. Though endowed with immense physical strength, most ursinals refrain from physical combat, instead preferring to utilize their spells or polymorph into the most interesting creatures they've encountered.

Leonal Guardinal

Medium Celestial, Typically Neutral Good

Armor Class 20 (natural armor, shield)
Hit Points 153 (18d8 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	13 (+1)	19 (+4)	20 (+5)

Saving Throws Str +9, Dex +8, Wis +8
Skills Acrobatics +9, Athletics +9, Intimidate +9, Perception +8, Persuasion +9
Damage Resistances poison, radiant, thunder
Condition Immunities frightened
Senses passive Perception 18
Languages Celestial, Common
Challenge 12 (8,400 XP)
Proficiency Bonus +4

Pounce. If the leonal moves at least 20 feet in a straight line toward a creature then hits them with a Claw attack on the same turn, that creature must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the leonal can make one bite attack against them as a bonus action.

Keen Scent. The leonal has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The leonal makes two Claw and one Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) radiant damage. Damage from this attack is magical.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) radiant damage. Damage from this attack is magical.

Righteous Roar (Recharge 6). The leonal lets out a tremendous roar. Each creature within 60 feet of the leonal must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 31 (9d6) thunder damage and is stunned until the end of the leonal's next turn, or takes half damage on a successful one and is not stunned.

Spellcasting. The leonal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, spell attack +9):

2/Day each: *cure wounds*, *flame strike*, *hold monster*, *wall of force*

Bonus Actions

Soul-bearing Scent. By succeeding on a Wisdom (Perception) check contested by a target creature's Dexterity (Stealth) check, the leonal can detect surface thoughts of creature within 60 feet, gaining insight into their reasoning (if any), their emotional state, and something that looms large in their mind (such as something it worries over, loves, or hates).

Lupinal Guardinal

Medium Celestial, Typically Neutral Good

Armor Class 16 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	12 (+1)	11 (+0)	16 (+3)	16 (+3)

Saving Throws Str +6, Dex +6, Wis +6
Skills Acrobatics +6, Athletics +6, Intimidate +6, Perception +6, Stealth +6
Damage Resistances radiant
Condition Immunities frightened
Senses passive Perception 16
Languages Celestial, Common
Challenge 4 (1,100 XP)
Proficiency Bonus +3

Pack Tactics. The lupinal has advantage on attack rolls against another creature if at least one of the lupinal's allies is within 5 feet of the target creature and the ally isn't incapacitated.

Planar Scent. The lupinal has advantage on Wisdom (Perception) checks that rely on smell. If the lupinal succeeds on a DC 15 Perception check that relies on smell, it knows if there's an Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 60 feet, as well as where such creatures are located.

Actions

Multiattack. The lupinal can use their Frightful Presence, then makes two Bite or Handaxe attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) radiant damage. If the target is a creature, they must succeed on a DC 16 Strength saving throw or be knocked prone. Damage from this attack is magical.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. Damage from this attack is magical.

Frightful Presence. Each creature of the lupinal's choice that is within 60 feet of the lupinal and aware of them must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to the lupinal's Frightful Presence for the next 24 hours.

Spellcasting. The lupinal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *blur*
1/Day each: *darkness*, *fly*

Reactions

Deflect Missile. The lupinal deflects or catches the missile when they are hit by a ranged weapon attack. The damage they take from the attack is reduced by 14 (1d10 + 9).

If this reduces the damage to 0, the lupinal can catch the missile if it is small enough for them to hold in one hand and they have at least one hand free. If the lupinal catches a missile in this way, they may make a ranged attack (+6 to hit) with a range of 20/60 feet using the weapon or piece of ammunition they just caught, as part of the same reaction.

"I tried to pet one. Once."

—Vrits the one-handed, gnome rogue

Usrinal Guardinal

Large Celestial, Typically Neutral Good

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	21 (+5)	19 (+4)	18 (+4)

Saving Throws Int +9, Wis +8, Cha +8
Skills Arcana +9, History +9, Investigation +9, Nature +9, Perception +8, Religion +9
Damage Resistances radiant
Condition Immunities frightened
Senses passive Perception 18
Languages Celestial, Common, and any two languages
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Avoidance. When the ursinal is subjected to an effect that allows them to make a saving throw to take only half damage, the ursinal instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

Actions

Multiattack. The ursinal makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 13 (2d12) radiant damage. Damage from this attack is magical.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 13 (2d12) radiant damage. Damage from this attack is magical.

Spellcasting. The ursinal casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16, spell attack +8):

At will: *dimension door*, *polymorph*, *speak with animals*
2/Day each: *banishment*, *flame strike*, *mass suggestion*
1/Day each: *divine word* (as a bonus action), *heal*

Illuminary

Illuminaries are a surreal antithesis to the keepers (presented later in this chapter), obscuring events and writing over reality to incite creatures to take action. Illuminaries see reality as a great narrative, for which they are the editors – and only with their intervention can the narrative reach its ideal end. To fulfill this purpose, illuminaries obscure events by modifying the memories of those present, performing other illusionary magics to alter or influence creatures' perception of reality, all to incite them into a course of action that the illuminary has decided will serve the narrative.

Their quill blades can pierce even the hardiest defenses, while an illuminary's array of illusions and enchantments allow them to beguile creatures into believing or fulfilling the fey's fabricated narratives.

Those few illuminaries who have revealed their plans to scholars tend to speak of arcs, canons, climaxes, and allusions, as if they strive to make reality conform to such literary devices.

Whatever force ultimately arbitrates the value of an illuminary's desired story is a mystery. One can only speculate how many events have been twisted or undone by an illuminary's intervention.

Illuminary

Medium Fey, Typically Neutral

Armor Class 18 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 50 ft, fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	16 (+3)	18 (+4)	16 (+3)	25 (+7)

Saving Throws Dex +11, Int +9, Wis +8, Cha +12
Skills Acrobatics +11, Arcana +9, Deception +12, Insight +8, Perception +8, Performance +12, Persuasion +12, Sleight of Hand +11, Stealth +11
Damage Resistances necrotic, radiant
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages all
Challenge 14 (11,500 XP)
Proficiency Bonus +5

Immersed in Deception. When the illuminary successfully affects a creature under the effects of their *modify memory* with the *seeming* or *suggestion* spells, the duration of the new spell persists for as long as the creature's memory is modified, and the illuminary does not need to concentrate on the new spell. The creature is not aware that they are affected by these other spells for as long as their memory is modified, believing any changes to be part of their normal existence.

Unseen Editor. The illuminary is aware of any Divination spells which they are subject to and can attempt a Charisma (Deception) check against a DC of 10 + the spell's level to change the revealed information of any such spell (including revealing no information).

Actions

Multiattack. The illuminary makes three Quill Blade attacks. One attack can be replaced by a use of Spellcasting.

Quill Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing or slashing damage, and the target can't regain hit points until the start of the illuminary's next turn. A creature damaged by a quill blade gains disadvantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute. Damage from this attack is magical and ignores damage resistances.

Spellcasting. The illuminary casts one of the following spells, using Charisma as their spellcasting ability (spell save DC 20):

At will: *detect magic*, *greater invisibility* (self only), *modify memory*, *prestidigitation*, *seeming*, *suggestion*
2/Day each: *dispel magic*, *etherealness*, *plane shift* (self only), *symbol* (as an action), *teleport*
Day each: *gate*

eactions

canny Dodge. When an attacker that the illuminary can see them with an attack, the ursinal can use their reaction to e the attack's damage against them.

Kaorti

Seeking to unify all of reality through their portal magic, a cabal of ancient eladrin mages tore a hole in existence which led to the Far Realm and entered. What eventually returned from the space beyond could only be described as vague simulacra of the wizards, their minds and souls in perpetual agony as they sought to coexist with the structure of reality. What was once their body now flowed like warm syrup, and the few who survived were required to encase themselves in resin bodysuits to maintain their forms.

These living transgressions of existence were the first kaorti, and their magical insights have coupled with an infectious reproductive method to spread their influence across the multiverse. With no need to eat or sleep, the kaorti can fully commit themselves to their ambitions. Kaorti care little for other creatures and do not negotiate, though they are quick to track down stolen objects made from kaorti resin. Such resin armaments fetch a high price for their durability and versatility.

A typical kaorti resin suit resembles a molasses-colored coat of armor with skeletally thin limbs and four gnarled fingers on each hand. A kaorti's liquid body is a brownish-green goo which swirls with a rainbow of colors.

Kaorti Initiate

Above all else, kaorti desire to spread their atrocious condition to all other beings, perhaps because they find some sublime truth in their new existence or perhaps because they view all other beings as acceptable sacrifices for their grand schemes.

To create offspring, a kaorti is required to spend eight hours in contact with a living intelligent body, with most resin suits containing a locking mechanism for clear passage of the liquid self into the new form. The kaorti liquid proceeds to devour the still-living host from the inside out, with fellow kaorti working to encase their new sibling in a resin suit as the form's structure is compromised. Some new kaorti retain memories of their previous existence, though they rarely have any idea what to make of relationships or morals.

Kaorti Initiate

Medium Aberration, Typically Neutral Evil

Armor Class 16 (resin armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Int +5, Wis +4
Skills Arcana +5, Medicine +4
Damage Resistances psychic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Elvish, Kaorti, Sylvan
Challenge 3 (700 XP)
Proficiency Bonus +2

Resin Enclosure. A kaorti initiate is reliant on their resin suit to survive in the Great Wheel. When the kaorti takes 20 or more damage in a single turn, their suit becomes compromised, causing the kaorti to take 5 (1d10) force damage at the start of each of their turns until the suit is repaired.

Unusual Nature. Kaorti do not need to eat, drink, breathe, or sleep.

Actions

Multiattack. The kaorti initiate makes two Ribbon Dagger attacks. One attack can be replaced by a use of Spellcasting.

Ribbon Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. On a hit, the target is grappled (escape DC 13) if they are a Medium or smaller creature and the kaorti initiate doesn't have another creature grappled.

Spellcasting. The kaorti casts one of the following spells, using Charisma as their spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *alter self*, *color spray*, *enlarge/reduce*, *ray of enfeeblement*, *spider climb*, *true strike*
1/Day each: *blindness/deafness*, *dispel magic*, *meld into stone*, *mending* (as an action), *vampiric touch*

Kaorti Resincrafter

Kaorti resin is the most prized resource of the kaorti, a versatile substance which only they have discovered how to create. Durable, flexible, and immensely sharp, kaorti resin is used in the creation of suits as well as unique weapons such as ensnaring ribbon daggers and launchable wristlancets.

Kaorti artificers, known as resincrafters, augment their suits with countless additional protections and armaments. This insight into kaorti resin extends to many other biological materials, with horrors such as rukanyr and skybleeders (both presented later in this chapter) emerging from the labs of resincrafters. Resincrafters are the most valued members in kaorti communities and tend to hold positions of leadership.

"I'd like to know where they came from so that I can make it a point never to go there."

—Tonbordan, bariaur planewalker

Kaorti Resincrafter

Medium Aberration, Typically Neutral Evil

Armor Class 20 (resin armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	19 (+4)	21 (+5)	16 (+3)	20 (+5)

Saving Throws Con +6, Int +9, Wis +7
Skills Arcana +9, Investigation +9, Medicine +7
Damage Resistances psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Elvish, Kaorti, Sylvan
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Resin Enclosure. A kaorti resincrafter is reliant on their resin suit to survive in the Great Wheel. When the kaorti takes 40 or more damage in a single turn, their suit becomes compromised, causing the kaorti to take 5 (1d10) force damage at the start of each of their turns until the suit is repaired.

Unusual Nature. Kaorti do not need to eat, drink, breathe, or sleep.

Actions

Multiattack. The kaorti resincrafter makes three Wristlancet attacks. One attack can be replaced by a use of Spellcasting.

Wristlancet. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 40/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 18 (4d8) poison damage.

Resin Spray. The kaorti fires a salvo of molten resin in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 36 (8d8) acid damage and becoming restrained for one round on a failed save, or half as much damage with no restrained condition on a successful one.

Spellcasting. The kaorti casts one of the following spells, using Charisma as their spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *alter self*, *blindness/deafness*, *color spray*, *enlarge/reduce*, *mending* (as an action), *ray of enfeeblement*, *spider climb*, *transmute rock*
2/Day each: *dispel magic*, *fabricate* (as an action), *greater restoration*, *meld into stone*, *vampiric touch*

Reactions

Adaptive Resin. When the kaorti resincrafter would take acid, cold, fire, lightning, or thunder damage, they can spend their reaction to gain resistance to damage of that type until the end of their next turn (this resistance applies against the triggering effect).

Keeper

Those who probe the depths of planar lore or witness dangerous cosmic events often find themselves accosted by mysterious figures in long black coats and thick goggles. When an ancient secret or foundational agreement of existence risks discovery, these figures intervene to preserve a veneer of a stable and sensible multiverse. Resembling gray-skinned humans with perpetually stern expressions, these "keepers" use such clothing to conceal their lack of eyes and malleable, claylike bodies. In combat, keepers are highly coordinated, fighting in small teams and diversifying their tactics to probe at the weaknesses of their foes. Should one of them be damaged, another will quickly use their swap places ability to keep their companion in the fight.

The bizarre arsenal of the keepers is formed directly from their body, and the different weapon models they use are thought to have been taken from advanced militaries across time and space. Complementing the keeper's skill and coordination is an apparent disregard for their own life, as these beings seem more than willing to destroy themselves to eliminate their targets.

Keeper

Medium Aberration, Typically Lawful Neutral

Armor Class 14
Hit Points 117 (9d10+72)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	15 (+2)	12 (+1)	6 (-2)

Saving Throws Dex +6, Wis +4
Skills Acrobatics +7, Athletics +7, History +5, Investigation +5, Perception +4, Survival +4
Damage Resistances necrotic, poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Infernal, telepathy 120 ft.
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Mutual Awareness. Creatures do not gain advantage on attacks against a keeper unless they also have advantage on attacks against all other keepers within 120 feet of the keeper.

Keen Smell. The keeper has advantage on Wisdom (Perception) checks that rely on smell.

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

Hive Mind. The keeper can communicate telepathically with any other keeper it knows within 6 miles.

Melt. When a keeper would die, or if they are incapacitated, paralyzed, restrained, or unconscious for at least 1 minute, their Emergency Dissolution bonus action occurs automatically.

Actions

Multiattack. The keeper makes two attacks using Morphing Armament, Morphing Artillery, or a combination of them.

Morphing Armament. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) damage, see Moldable Arsenal bonus action for damage type.

Morphing Artillery. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 17 (3d8 + 4) damage, see Moldable Arsenal bonus action for damage type.

Poison Breath (Recharge 5-6). The keeper exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) poison damage and becoming poisoned for 1 minute on a failed save, or half as much damage on a successful one. A creature poisoned in this way can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Swap Places. The keeper teleports into the space of another willing keeper within 120 feet, with the keeper in that space teleporting into the keeper's original space.

Bonus Actions

Emergency Dissolution. The keeper dies and melts into a 5-foot square toxic puddle occupying their space. Creatures that come into contact with the puddle must make a DC 13 Constitution saving throw, taking 28 (8d6) poison damage and becoming poisoned for 1 minute on a failed save, or half as much damage on a successful one. A creature poisoned in this way can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Moldable Arsenal. The keeper morphs one of their arms into a melee or ranged weapon. When they do so, they choose a damage type: acid, cold, fire, lightning, thunder, necrotic, radiant, or psychic. Their attacks deal damage of that type. The keeper must take this bonus action again to change this damage type or the type of weapon.

Alternatively, the keeper morphs both arms together into one larger melee or ranged weapon. If they morph both arms, their reach and range is doubled for their attacks, but their weapons have the Two-Handed property.

These keeper weapons count as magical and cannot be taken from them.

Kuldurath

Large Monstrosity, Typically Neutral

Armor Class 18 (plate armor)
Hit Points 167 (16d10 + 80)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	5 (-3)	16 (+3)	10 (+0)

Saving Throws Str +11, Con +9
Skills Athletics +11, Perception +7
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 17
Languages understands one language but can't speak
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Charge. If the kuldurath moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, they must succeed on a DC 17 Strength saving throw or be knocked prone.

Shared Defenses. A kuldurath gains the resistances and immunities (including the Magic Resistance trait) of any creature riding it and the effects of any beneficial spells on its rider. Creatures riding a kuldurath gain immunity to lightning damage.

Actions

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Bonus Actions

Stormwrack (Recharge 5-6). The kuldurath unleashes a surge of electricity in a 30-foot radius around itself. Creatures in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) lightning damage, or half that on a successful one.

"That answer is wrong, human. Eight times eight is 64, not 62."

—Septiembre, a septon modron quiz show host

Kuldurath

As Prime heroes ride into battle astride their warhorses, the cavaliers of the Outer Planes rely on the mighty kulduraths to carry them through the fray. Combining the size of a rhinoceros, the shape of a hound, and the goring tusks of a boar, a kuldurath may charge, climb, or even leap across the battlefield unbothered by the weight of armored riders or plated barding.

The first kuldurath were thought to be natives of the Outlands, their descendents spreading to other planes as ferrumach rilmani rode these beasts into battle across the Great Wheel. Today, kuldurath regiments are common sights on every manner of planar battlefield, with exemplars relying on their strength, resilience, protective magic, and especially their ability to tear through infantry with their lightning storms.

Modrons

At the pinnacle of all modrons are the most powerful ranks of hierarch modron, quinton and above. They each have specialized roles overseeing different aspects of the hierarchy's actions with the secundi directly communicating with Primus and carrying out their will. The biomechanical bodies of elite modrons stop even magical weapons, with only adamantine being sufficient to pierce their armor. The *Monster Manual* and *Planescape: Adventures in the Multiverse* describe other types of modrons and modron society in greater detail.

Quinton Modron

Quintons are the record keepers of the modrons, compiling and analyzing information to pass recommendations up to quartons. Within the hierarchy of Regulus, they operate as the highest level of supervision still separated by functional role, with each quinton overseeing a bureau tasked with a specific function. They appear like tall, stocky humanoids of the same biomechanical construction as other modrons. They have two tentacle-like arms emerging from each shoulder, and a fifth out of their backs between two fan-shaped wings.

Quarton Modron

Quartons oversee the regions of Regulus and in battle command legions of modrons. They work to assimilate information from multiple functional areas in the hierarchy. Quartons are also remarkably fast in order to quickly relay information and coordinate activity across an army of modrons. Quartons are 12 feet tall and have four long, slender arms and large mechanical wings.

Quinton Modron

Large Construct, Typically Lawful Neutral

Armor Class 18 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	20 (+5)	20 (+5)	21 (+5)

Saving Throws Int +10, Wis +10, Cha +10
Skills Insight +10, Perception +10, Persuasion +10
Damage Resistances acid, cold, fire, lightning, psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)
Proficiency Bonus +5

Axiomatic Mind. The quinton can't be compelled to act in a manner contrary to their nature or their instructions.

Combat Ready. The quinton has advantage on initiative checks.

Disintegration. If the quinton dies, their body disintegrates into dust, leaving behind anything they were carrying.

Supreme Coordination. The quinton radiates an aura of coordination, organization, and combat tactics. They and their allies within 30 feet have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Legendary Resistance (2/Day). If the quinton fails a saving throw, they can choose to succeed instead.

Actions

Multiattack. The quinton makes three Slam attacks. One attack can be replaced by a use of Spellcasting.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target: *Hit:* 22 (4d8+4) bludgeoning damage.

Spellcasting. The quinton casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17, spell attack +9):

At-will: *clairvoyance* (as an action), *detect magic*, *dispel magic*, *divination*, *legend lore*, *mending* (as an action), *teleport*, *wall of force*
2/Day each: *antimagic field*, *blade barrier*, *hold monster*, *dispel evil and good*, *power word stun*, *protection from evil and good*

"THE ANSWER IS TOO 62! LET ME SHOW YOU MY MATH."

—GIB THIMSEN, BEFORE BEING FORCIBLY EJECTED FROM THE COMPETITION

Quarton Modron

Large Construct, Typically Lawful Neutral

Armor Class 20 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 50 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	22 (+6)	20 (+5)	20 (+5)	16 (+3)

Saving Throws Int +11, Wis +11, Cha +9
Skills Acrobatics +10, Perception +11
Damage Resistances acid, cold, fire, lightning, psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP)
Proficiency Bonus +6

Axiomatic Mind. The quarton can't be compelled to act in a manner contrary to their nature or their instructions.

Combat Ready. The quarton has advantage on initiative checks.

Disintegration. If the quarton dies, their body disintegrates into dust, leaving behind anything they were carrying.

Freedom of Movement. The quarton ignores difficult terrain, and magical effects can't reduce their speed or cause them to be restrained. They can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Actions

Multiattack. The quarton makes three Slam attacks. One attack can be replaced by a use of Spellcasting.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target: *Hit:* 24 (4d8 + 6) bludgeoning damage.

Spellcasting. The quarton casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19):

At-will: *detect magic*, *dispel magic*, *haste*, *mending* (as an action), *plane shift*, *teleport*
2/Day each: *antimagic field*, *blade barrier*, *divine word* (as a bonus action), *holy aura*, *mind blank**, *protection from evil and good*, *symbol* (as an action)

* The quarton casts these spells on itself before combat.

Bonus Actions

Agile Movement. The quarton takes the Dash or Disengage action.

Rapid Aid. The quarton takes the Help action, targeting any number of allies or enemies within 10 feet.

Tertian Modron

Tertians serve as the intermediaries between quartons and the ruling secundi, but are otherwise removed from the modron hierarchy having no legions they directly command. Instead, tertians are the judges and dispensers of justice, both rooting out rogue behavior among the modrons themselves, as well as crimes and violations within much of Mechanus and against modron interests across the planes. Tertians look relatively humanoid but with still distinctively biomechanical composition. They are 12 feet tall but broader in build than the quartons and have horns protruding from the sides of their bald heads and a tail with a mace-like end. Tertian faces also rarely ever show emotion and so rarely speak that it leads many to believe they are incapable of facial movement at all.

"For all those who wish to find meaning and belonging, the clockwork nirvana can find a fulfilling role. The cosmos is ever-evolving, and our machine must evolve with it."

—Tertian 4 of the 127th Sector

Tertian Modron

Large Construct, Typically Lawful Neutral

Armor Class 22 (natural armor)
Hit Points 300 (24d10 + 168)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	24 (+7)	20 (+5)	24 (+7)	23 (+6)

Saving Throws Int +12, Wis +14, Cha +13
Skills History +12, Intimidate +13, Investigation +12, Perception +14, Persuasion +13, Religion +12
Damage Resistances acid, cold, fire, lightning, psychic; bludgeoning, piercing, and slashing damage from attacks that aren't adamantine
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 24 (62,000 XP)
Proficiency Bonus +7

Axiomatic Mind. The tertian can't be compelled to act in a manner contrary to their nature or their instructions.

Combat Ready. The tertian has advantage on initiative checks.

Disintegration. If the tertian dies, their body disintegrates into dust, leaving behind anything they were carrying.

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

Actions

Multiattack. The tertian makes two Excising Slam attacks and one Tail Mace attack. One attack can be replaced by a use of Spellcasting to cast an at-will or 2/Day spell.

Excising Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target: *Hit:* 25 (4d8 + 7) bludgeoning damage. On a hit, the tertian ends one spell effect on themself or the target. Damage from this attack is magical.

Tail Mace. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target: *Hit:* 33 (5d10 + 7) bludgeoning damage and the target must succeed on a DC 21 Constitution saving throw or become restrained for 1 minute. If the target is a creature and they fail the saving throw by 5 or more or if they are already restrained, they are also stunned for the duration. The creature can repeat this saving throw at the end of each of their turns, ending the effect on a success. Damage from this attack is magical.

Spellcasting. The tertian casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 21):

At-will: *clairvoyance* (as an action), *detect magic*, *dispel magic*, *holy aura*, *legend lore*, *mending* (as an action), *teleport*, *wall of force*
2/Day each: *antimagic field*, *blade barrier*, *divine word* (as a bonus action), *plane shift*, *protection from evil and good*, *symbol* (as an action)
1/Day each: *gate*, *mind blank**, *power word kill*, *prismatic wall*

* The tertian casts these spells on itself before combat.

Reactions

The tertian can take up to three reactions per round but only one per turn.

Override Instructions (3/Day). The tertian utters a magical word to interrupt a creature they can see that is casting a spell. If the spell is 5th level or lower, it fails and has no effect. If the spell is 6th level or higher, the tertian makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the tertian immediately casts *divine word* if it has any uses of that spell left.

Eternal Vigilance. When a creature the tertian can see does one of the following, the tertian can make an Excising Slam attack against them:

- The creature comes within 10 feet of the tertian.
- The creature takes the Disengage within 10 feet of the tertian.
- The creature is within 10 feet of the tertian and makes an attack roll against a creature other than the tertian.

Secundus Modron

Secundi are the viceroys of the modron hierarchy. As the philosophers among the modrons, they draw on intense discipline and countless ages of wisdom for their powers, reaching a level of enlightenment that monastics across the cosmos strive to match. They are the direct advisors and servants of Primus and virtually never leave Regulus. Secundi appear relatively humanoid but are extremely slender with spindly limbs, deep-set eyes, and long faces.

"I'd rather fight devils or demons. At least they notice when they're making you miserable."

—Rexanyr, dragonborn mercenary, currently filling out form 27B-6

Secundus Modron

Large Construct, Typically Lawful Neutral

Armor Class 24 (natural armor)
Hit Points 375 (30d10 + 210)
Speed 70 ft., fly 70 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	24 (+7)	25 (+7)	27 (+8)	26 (+8)

Saving Throws Int +14, Wis +15, Cha +14
Skills History +12, Intimidate +13, Investigation +12, Perception +14, Persuasion +13, Religion +12
Damage Resistances acid, cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 28 (120,000 XP)
Proficiency Bonus +8

Axiomatic Mind. The secundus can't be compelled to act in a manner contrary to their nature or their instructions.

Combat Ready. The secundus has advantage on initiative checks.

Disintegration. If the secundus dies, their body disintegrates into dust, leaving behind anything they were carrying.

Clockwork of the Universe. When the secundus rolls a 9 or lower on a d20 roll, it can instead treat the roll as a 10.

Legendary Resistance (4/Day). If the secundus fails a saving throw, they can choose to succeed instead

Actions

Multiattack. The secundus makes three attacks using Overriding Slam, Force Bolt, or a combination of them. One attack can be replaced by a use of Spellcasting.

Overriding Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target: *Hit:* 35 (6d8 + 8) bludgeoning damage and the target must succeed on a DC 23 Constitution saving throw or be stunned until the start of the secundus' next turn. On a hit, the secundus can also choose to end one spell or condition on themself or on the target. Damage from this attack is magical.

Force Bolt. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target: *Hit:* 29 (4d10 + 8) force damage and the target must succeed on a DC 23 Wisdom saving throw or be targeted by a *slow* spell for 1 minute.

Spellcasting. The secundus casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

At-will: *clairvoyance* (as an action), *detect magic*, *dispel magic*, *divine word* (as a bonus action), *greater invisibility*, *holy aura*, *legend lore*, *mending* (as an action), *protection from evil and good*, *teleport*, *wall of force*
3/Day each: *antimagic field*, *blade barrier*, *counterspell* (as a reaction), *dominate monster*, *mind blank**, *symbol* (as an action)
1/Day each: *astral projection* (as an action), *gate*, *imprisonment*, *power word kill*, *prismatic wall*, *time stop*, *wish*

* The secundus casts these spells on itself before combat.

Legendary Actions

The secundus 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 secundus regains spent legendary action at the start of their turn.

Force Bolt. The secundus makes a Force Bolt attack.

Slam. The secundus makes an Overriding Slam attack.

Spellcasting (Costs 2 Actions). The secundus casts a spell.

Nerra

Beyond every reflection there is said to lie a mirrored world, a place which may represent another parallel timeline or perhaps a connected realm elsewhere in the planes. In the space between these reflections dwell beings known as the nerra, mirror-skinned beings who observe the world through windows of reflection. The glasslike bodies of the nerra can also be weaponized into deadly razor storms or crafted into elaborate shard weapons. On rare occasions, individual nerra may step from the space between mirrors to answer summons or to fulfill their own mysterious agendas.

Kalareem

Kalareem are the most physically powerful of the nerra, often summoned to serve as soldiers or laborers by mages who know of their existence. Their mirrored skin often resembles ornate armor in shape, endowing them with similar protection. Though they cannot weave illusions with the skill of their fellows, kalareem retain the stealth and mobility of their kin and are ruthless with their twin shard swords. Kalareem often guard the space between mirrors against intruders, using their strength to chase out or destroy interlopers.

Kalareem Nerra

Medium Celestial, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Dex +5
Skills Perception +4, Stealth +7
Damage Vulnerabilities bludgeoning, thunder
Damage Resistances cold, fire, lightning
Senses darkvision 60 ft., passive Perception 14
Languages Nerra and one other language
Challenge 3 (700 XP)
Proficiency Bonus +2

Reflective Body. A kalareem is immune to effects that a creature can avert their eyes to avoid, such as the gaze of a medusa. The kalareem's body is considered a reflective surface, but cannot be used for Mirror Step.

Spell Reflection. A kalareem has advantage on saving throws against any spell that targets only themself. In addition, if the kalareem rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on the kalareem and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Actions

Multiattack. The kalareem makes two Shard Sword attacks.

Shard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an Undead or a Construct, they are severely wounded. While wounded in this way, a creature makes a DC 13 Constitution saving throw at the start of each of their turns. On a failed save, the creature takes a 5 (1d10) slashing damage from a bleeding wound. This damage increases by 5 (1d10) any time the creature is hit by a nerra's Shard Sword attack. On a successful save, the creature takes no damage but remains wounded. A creature can use their action to attempt to staunch the wound, requiring a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target regains any hit points.

Razor Storm (Recharge 5–6). The kalareem unleashes a flurry of glass shards in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are severely wounded, as if struck by the kalareem's Shard Sword.

Bonus Actions

Barrier Transformation. The kalareem transforms their body into a stationary reflective barrier. While in this form, the kalareem's movement speed is reduced to 0 feet but their AC is increased to 19, and it gains resistance to all damage except bludgeoning and thunder. While in barrier form, the kalareem cannot take any actions except to leave barrier form as a bonus action. They are considered a reflective surface and other nerra can travel through them with Mirror Step. Allies adjacent to the kalareem in barrier form have half cover.

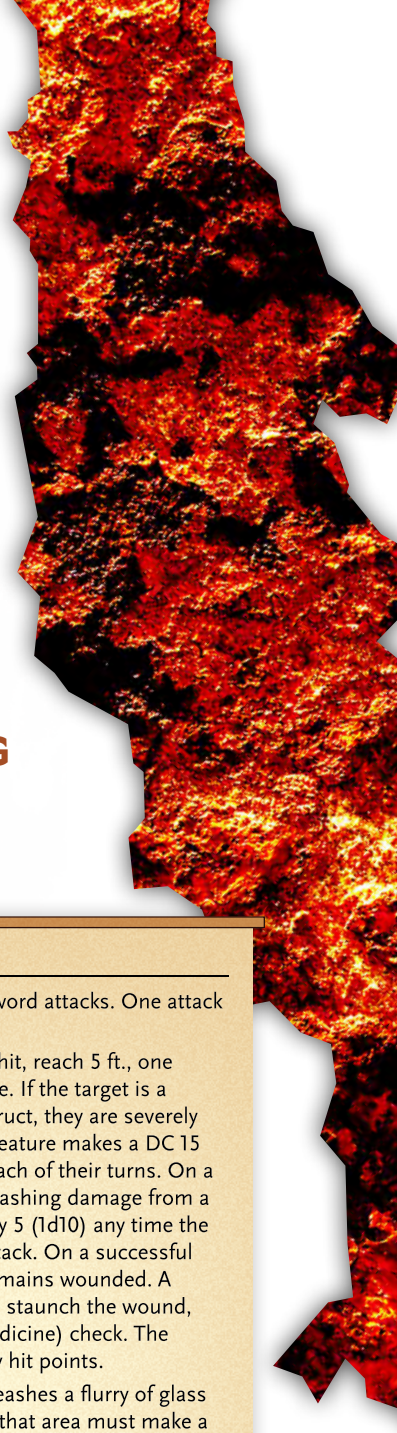
Mirror Step. The kalareem spends 5 feet of movement and steps into a reflective surface they can see within 5 feet, then exits from another reflective surface they can see within 60 feet or a reflective surface they have touched before at any distance. These reflective surfaces must be at least 1 square foot in size.

Sillit

Considered to be the leaders among the nerra, sillits are masterminds with remarkable skill at planning and deception. The natural face of a sillit is a blank surface, though their penchant for illusion magic ensures that few ever see such a countenance. Though they rarely leave the space between mirrors, adventurous sillits often immerse themselves in local cultures, adopting the clothing, language, and mannerisms of the beings they observe. Many suspect that the sillits are preparing their people for a mass exodus from the space between mirrors, scoping out different planes and worlds to find an acceptable home. Whether they will claim such a home through peace, subterfuge, or violence remains a mystery.

"If they're a reflection of us, I don't like what that says about us. If they're not, I don't like what that says about mirrors."

—Daldin of Amn, tiefling bard



Sillit Nerra

Medium Celestial, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	17 (+3)	14 (+2)	18 (+4)

Saving Throws Int +6, Wis +5, Cha +7
Skills Deception +7, Perception +5, Stealth +7
Damage Vulnerabilities bludgeoning, thunder
Damage Resistances cold, fire, lightning
Senses darkvision 60 ft., Passive Perception 15
Languages Nerra and two other languages
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Mirror Barrier. A *wall of ice* created by a sillit is composed of glass rather than ice. It is not vulnerable to fire, and it deals slashing damage rather than cold damage. In addition, the sillit's *wall of ice* mirror barrier is considered a reflective surface and can be used in conjunction with Mirror Step.

Reflective Body. A sillit is immune to effects that a creature can avert their eyes to avoid, such as the gaze of a medusa. The sillit's body is considered a reflective surface, but cannot be used for Mirror Step.

Spell Reflection. A sillit has advantage on saving throws against any spell that targets only themself. In addition, if the sillit rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on the sillit and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Actions

Multiattack. The sillit makes two Shard Sword attacks. One attack can be replaced by a use of Spellcasting.

Shard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8 + 2) piercing damage. If the target is a creature other than an Undead or a Construct, they are severely wounded. While wounded in this way, a creature makes a DC 15 Constitution saving throw at the start of each of their turns. On a failed save, the creature takes a 5 (1d10) slashing damage from a bleeding wound. This damage increases by 5 (1d10) any time the creature is hit by a nerra's Shard Sword attack. On a successful save, the creature takes no damage but remains wounded. A creature can use their action to attempt to staunch the wound, requiring a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target regains any hit points.

Razor Storm (Recharge 5–6). The sillit unleashes a flurry of glass shards in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) slashing damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are severely wounded as if struck by the sillit's Shard Sword.

Spellcasting. The sillit casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *disguise self*, *mirror image*, *nondetection*
3/Day each: *mislead*, *wall of ice* (see Mirror Barrier)

Bonus Actions

Mirror Step. The sillit spends 5 feet of movement and steps into a reflective surface they can see within 5 feet, then exits from another reflective surface they can see within 60 feet or a reflective surface they have touched before at any distance. These reflective surfaces must be at least 1 square foot in size.

Varoot

Though few can recall the moment, most travelers are likely to have encountered a curious varoot in their lifetime. These slim mirror-skinned beings excel at changing their appearance and mannerisms, seamlessly blending in with their environment or community. Though usually content to observe and explore, varoots are prized by mages and sillits alike as spies. In times of need, a varoot's mirror dagger is a vicious blade, and their talent at infiltration makes them deadly assassins.

Phane

Be they the misbegotten children of temporal deities, the twisted echoes of powerful time travelers, or denizens of an alternate reality where time and space abide by different rules, the spectral abominations known as phanes are among the most feared and least understood beings in the multiverse.

These beings resemble flickering, three-dimensional shadows, their forms apparently cast from higher geometries. Their dark bodies may resemble humanoids or beasts, occasionally dotted with glowing orbs that some may interpret as eyes. Their mastery of dimensions allows phanes to rearrange the battlefield, phase through barriers, rejuvenate by drawing mass from unseen realms, and even imprison beings outside of time to feed off their life force. A phane may even appear in multiple places at the same time, suggesting that they may engage in any given battle across countless parallel timelines.

While phanes appear to sustain themselves through the consumption of life force, each appears to have some larger goal in traveling across the multiverse, perhaps searching for their origin in space and time.

Varoot Nerra

Medium Celestial, Typically Neutral

Armor Class 14 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +4, Wis +3
Skills Deception +5, Perception +3, Sleight of Hand +4, Stealth +6
Damage Vulnerabilities bludgeoning, thunder
Damage Resistances cold, fire, lightning
Senses darkvision 60 ft., Passive Perception 13
Languages Nerra and one other language
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Reflective Body. A varoot is immune to effects that a creature can avert their eyes to avoid, such as the gaze of a medusa. The varoot's body is considered a reflective surface, but cannot be used for mirror walk.

Spell Reflection. A varoot has advantage on saving throws against any spell that targets only themself. In addition, if the varoot rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on the varoot and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Actions

Shard Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

If the target is a creature other than an Undead or a Construct, they are severely wounded. While wounded in this way, a creature makes a DC 12 Constitution saving throw at the start of each of their turns. On a failed save, the creature takes a 2 (1d4) slashing damage from a bleeding wound. This damage increases by 2 (1d4) any time the creature is hit by a nerra's Shard Dagger attack. On a successful save, the creature takes no damage but remains wounded. A creature can use their action to attempt to staunch the wound, requiring a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target regains any hit points.

Spellcasting. The varoot casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *disguise self*
1/Day each: *mirror image*

Bonus Actions

Mirror Step. The varoot spends 5 feet of movement and steps into a reflective surface they can see within 5 feet, then exits from another reflective surface they can see within 60 feet or a reflective surface they have touched before at any distance. These reflective surfaces must be at least 1 square foot in size.

Phane

Large Aberration, Typically Chaotic Evil

Armor Class 15
Hit Points 230 (20d10 + 120)
Speed 60 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	23 (+6)	20 (+5)	23 (+6)	25 (+7)

Saving Throws Dex +12, Int +12, Wis +13, Cha +14
Skills Perception +13, Stealth +12
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, psychic
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft. passive Perception 22
Languages Abyssal, Deep Speech
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Incorporeal Movement. The phane can move through other creatures and objects as if they were difficult terrain.They take 5 (1d10) force damage if they end their turn inside an object.

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

Null Time Field. Each creature which starts their turn within 20 feet of a phane must succeed on a DC 22 Wisdom saving throw or be affected by the *slow* spell until the start of their next turn. Additionally, the phane may choose to allow any creatures in this area or themself to act during the extra turns from a *time stop* spell cast by any creature.

Regeneration. The phane regains 10 hit points at the start of their turn. If the phane takes radiant damage or is damaged by a weapon forged in an alternate timeline, this trait doesn't function at the start of the phane's next turn. The phane dies only if they start their turn with 0 hit points and don't regenerate.

Actions

Multiattack. The phane makes three attacks with Stasis Touch, Entropic Blast, or a combination of them. One attack can be replaced by a use of Spellcasting and two attacks can be replaced with a use of Temporal Scramble.

Stasis Touch. *Melee Spell Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) necrotic damage. If the target is a creature, they must succeed on a DC 21 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success.

Entropic Blast. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 29 (4d10 + 7) force damage.

Spellcasting. The phane casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At-will: *dispel magic*, *greater invisibility*, *haste*, *slow*, *teleport*
2/Day each: *hunger of Hadar*, *plane shift*
1/Day each: *heal*, *time stop*

Temporal Scramble. The phane magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see. When they do so, they can choose up to 10 creatures they can see within 120 feet. Each chosen creature must succeed on a DC 22 Wisdom saving throw or be teleported to an unoccupied space of the phane's choice on safe ground within 120 feet.

Bonus Actions

Multilocation. The phane creates a duplicate of themself in an unoccupied space they can see within 60 feet, or dismisses such a duplicate. The duplicate cannot take actions on their own and shares a pool of hit points with the phane. The phane and their duplicates share senses and can communicate telepathically at any range. As an action, the phane can cause the duplicate to take an action instead. Whenever the phane moves or teleports, the duplicates may move or teleport to an unoccupied space within 120 feet of the true phane. A phane may have up to seven duplicates at a time. All duplicates are destroyed if the phane is killed.

Legendary Actions

The phane 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 phane regains spent legendary action at the start of their turn.

Attack. The phane makes a Stasis Touch or Entropic Blast attack.

Siphon Time (Costs 2 Actions). All paralyzed creatures within 60 feet of the phane must succeed on a DC 22 Wisdom saving throw or take 21 (6d6) necrotic damage. The phane then regains hit points equal to half the total amount of necrotic damage dealt.

Spellcasting (Costs 2 Actions). The phane uses their Spellcasting.

Temporal Scramble (Costs 3 Actions). The phane uses Temporal Scramble

"THAT DARN 'CRAB' ISN'T GOING TO GET THE BEST OF ME! LET'S STRIKE AT ITS WEAKEST POINT FOR MASSIVE DA-"

—TSONI, SPELLJAMMER CAPTAIN, LAST WORDS

Pseudonatural Crab

Though few things in the Far Realm can be categorized as "alive," entities dragged from this impossible frontier into known reality may have their essence twisted into an abominable state resembling sentience. Named for their vague resemblance to a gigantic sea creature, the Pseudonatural Crab is among the most infamous of these "pseudonatural" beings.

The creature's shell is more akin to the twisted wreckage of a battleship, their body continually warping as it grows and retracts over a dozen "legs" to scuttle along the ground. While many of their gnarled protrusions resemble hulking claws, the Pseudonatural Crab is just as likely to extend a portion of their face as a grasping appendage as swing one of their pincers.

Though endowed with vast intellect, the creature seems to have no prerogatives beyond sating their ravenous appetite, their misbegotten existence a source of continual agony and confusion. The Pseudonatural Crab often emulates normal crabs in their hunting methods, seizing hold of individual targets before teleporting away to devour them.

Pseudonatural Crab

Huge Aberration, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 319 (22d12+176
Speed 60 ft., swim 60

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	27 (+8)	19 (+4)	25 (+7)	23 (+6)

Saving Throws Str +16, Dex +13, Con +15, Cha +13
Skills Athletics +16, Perception +14
Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities psychic
Senses darkvision 120 ft., passive Perception 24
Languages –
Challenge 24 (62,000 XP)
Proficiency Bonus +7

Amphibious. The pseudonatural crab can breathe air and water.

Dimensional Agility. When the pseudonatural crab casts *dimension door*, they can teleport up to 495 feet, make a Claw attack, and then teleport a distance equal to 500 ft minus the initial distance teleported.

Freedom of Movement. The pseudonatural crab ignores difficult terrain, and magical effects can't reduce their speed or cause it to be restrained. They can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Actions

Multiattack. The pseudonatural crab makes three Claw attacks. One attack can be replaced by a use of Spellcasting.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 36 (5d12 + 9) slashing damage and 22 (4d12) force damage. The target is grappled (escape DC 22) if they are a Huge or smaller creature. Until this grapple ends, the target is restrained. The pseudonatural crab has seven claws, each of which can grapple one target. When casting *dimension door*, the pseudonatural crab can bring any number of grappled creatures with them. Damage from this attack is magical.

Spellcasting. The pseudonatural crab casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At-will: *blur*, *dimension door*, *dispel magic*
1/Day each: *holy aura*

Reactions

The pseudonatural crab can take up to three reactions per round but only one per turn.

Detect. The crab keeps a close watch on a creature it can see that attempts to hide. The crab makes a Wisdom (Perception) check.

Pseudocounter. The crab attempts to interrupt a creature it can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the crab makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the caster's spellcasting ability score is reduced by 1d4 until they finish a short or long rest.

Rending Parry. The crab adds 7 to its AC against one weapon attack roll that would hit it. To do so, the crab must see the attacker. After the attack hits or misses, the attacker's Strength or Dexterity score (crab's choice) is reduced by 1d4 until they finish a short or long rest.

Reality Snarl

A five-dimensional being has infiltrated from the Far Realm. They may appear to our uncomprehending eyes as static floating in the air, a pulsing light, a massive eyeball, or a flock of birds that fly in odd patterns. This is the reality snarl. When angered, they can lash out in cosmic whips of unreality and antimagic.

Rilmani

The Keepers of the Spire, the rilmani are exemplars of true neutrality, observers of the fundamental forces of the cosmos who analyze its principles and intervene when they determine that imbalance threatens to entrench itself in the march of the cosmos. Metallic and bipedal, rilmani have few features and are roughly humanoid, although their anatomy tends to defy the rules of the physical world. The rilmani supplanted an earlier people of the Outlands, a strange species known as the kamerel, whose brand of neutrality involved a fear of contact with anything outside of themselves – a total disconnect from the forces of the cosmos.

The rilmani have thrived where the kamerel vanished into ancient history, due to the rilmani's vision of a multiverse in which they are involved as a finger on the scales, always working to counterbalance, to moderate. Put simply, they believe they have a purpose, and so they do. Rilmani may be found aiding or opposing just about anything and anyone – a tyrant who has opened a gate to the Abyss might be opposed by an aurumach leading an army of heroes to destroy it; just as easily, a good king whose reign brings true peace and contentment might be assassinated by a cuprilach. Both would do their jobs without joy, without malice – they are committed to a greater purpose, one that does not allow such personal investment.

The rilmani described below are counselors, civilians, diplomats, and evaluators. From the plumachs whose character hews most closely to that of the lost kamerel to the subtle but powerful argenachs, each kind of rilmani has a distinct role to play in preserving the Outlands, the balance, and the mysteries of the Spire. *Planescape: Adventures in the Multiverse* describes other types of rilmani and their societies in greater detail.

Reality Snarl

Huge Aberration, Unaligned

Armor Class 11
Hit Points 241 (21d12 + 105)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	10 (+0)	5 (-3)	4 (-3)

Saving Throws Dex +5, Int +4, Wis +1, Cha +0
Damage Vulnerabilities force
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages –
Challenge 11 (7,200 XP)
Proficiency Bonus +4

Cessation. If the snarl dies, they cease to exist in this reality.

Otherworldly Movement. The snarl can occupy another creature's space and vice versa, and the snarl can move through any opening at least 1 inch wide.

Actions

Angered Burst. When the snarl is missing any hit points, they can make a Constricting Lasso attack, a Draining Tentacle attack, and an Unreal Whip attack. If they are not missing any hit points, they can only make one attack.

Constricting Lasso. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage, and the target is grappled (escape DC 19) by the snarl. The snarl can have up to 3 creatures grappled in this way at once. While grappled in this way, a creature benefits from the snarl's Otherworldly Movement trait.

Draining Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage, and one of the target's ability scores is reduced by 1d6 until they finish a long rest. If any ability score is reduced to 0, the creature dies. Roll a d8 and consult the following list to determine which ability score is reduced.

1. Strength.
2. Dexterity.
3. Constitution.
4. Intelligence.
5. Wisdom.
6. Charisma.
7. No Reduction. The target is spared by sheer chance.
8. Two Scores Reduce. Roll twice and use both results (ignoring additional results of 7 or 8).

Unreal Whip. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage plus 6 (1d12) force damage. The target can't cast spells or activate magic items until the start of the snarl's next turn.

Reactions

Lash Out. When a creature within 20 feet damages the snarl, they can use their reaction to make a single attack against the creature. Roll a d6 to determine which attack the snarl makes.

1-2. Constricting Lasso.
3-4. Draining Tentacle.
5-6. Unreal Whip.

"THEY'RE NOT ABOUT BALANCE – THEY'RE ABOUT IMBALANCE! IT ALL MAKES SENSE – THEY KEEP TILTING THE WHEEL SO THAT IT NEVER STOPS SPINNING!"

—DOKOLA, HANDS OF HAVOC CONSPIRACY THEORIST

Argenach Rilmani

Medium Celestial, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 210 (28d8 + 84)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	18 (+4)	21 (+5)	20 (+5)

Saving Throws Int +9, Wis +10, Cha +10
Skills Deception +10, History +9, Insight +10, Perception +10, Persuasion +10
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP)
Proficiency Bonus +5

Actions

Multiattack. The argenach makes three attacks. One attack can be replaced by a use of Spellcasting.

Evoked Glaive. *Melee Spell Attack:* +10 to hit, reach 10 ft., one target: *Hit:* 16 (2d10 + 5) slashing damage plus 11 (2d10) force damage. Damage from this attack is magical.

Silver Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 19 (3d12) force damage.

Spellcasting. The argenach casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At-will: *charm person*, *disguise self*, *major image*, *mirror image*, *suggestion*
2/Day each: *cure wounds*, *greater invisibility*, *mirage arcane* (as an action), *slow*

Reactions

Momentary Deception. When a creature makes an attack roll against the argenach, the argenach may cast one of their Illusion spells as a reaction. If the spell would impose disadvantage on attack rolls, the attack roll is made with disadvantage.

Argenach Rilmani

When the balance requires direct action, the aurumachs will dispatch ferrumachs; when surgical precision is needed, a cuprilach will be assigned. When the masters of the balance need to apply a gentle touch or a subtle manipulation to steady the cosmos, an argenach will be assigned.

Counselors and sages with piercing insight into the motives of others, argenachs tend to operate in disguise, as in their true forms – tall, angular, slender figures of gleaming silver, limbs forming a loosely diamond silhouette as they hover around the narrow torso and bladed teardrop head – they are too clearly alien to make effective manipulators.

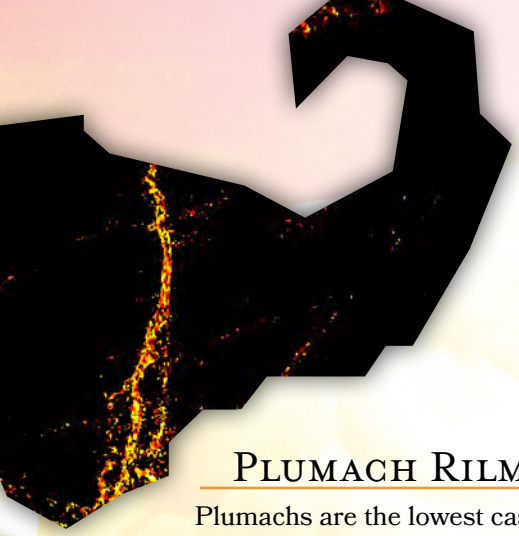
Argenachs shape powerful silvery glaives out of flickering white light and the substance of their own selves to serve them in combat, but prefer employing a suite of potent illusions to prevent their efforts from becoming too obvious and threatening the very balance they seek to maintain.

Abiorach Rilmani

The balance is assessed by the aurumachs on a cosmic scale, and keeping it stable depends on efforts beyond the Material Plane and Outer Planes. Abiorachs work on the Inner Planes, blending seamlessly with their environments thanks to their liquid metal bodies, which adapt to their needs as they move among the elements.

Their faces appear young, with crystalline eyes that capture and refract light. Unlike other rilmani, abiorachs often appear to have fully connected forms, though their alien nature is revealed by their flowing limbs, their upper arms or thighs thinning to a thread without losing an iota of strength, or their torsos fanning outward around an injury to create an aperture in their bodies.

Abiorachs may be more carefree than their counterparts, but their mindsets are quite possibly the least relatable to mortals, for they take their perspective and context from the Elemental Planes.



Plumach Rilmani

Plumachs are the lowest caste of rilmani, the workers and traders, and that's how they like it. They are stout and blocky figures of a dull, gray metallic aspect with abstract features that bear only passing resemblance to eyes, nose, and mouth. Plumachs represent neutrality by noninvolvement – they do not care what is going on in the multiverse beyond, and could not be less interested in taking actions in service to the cause of balance. In the view of the plumachs, as long as they live and let live, the balance will continue to exist within them, so why would they ever need to do anything else?

If pressed into conflict, plumachs fight with hammers and use a limited set of magical abilities to impede adversaries. A plumach is rarely dangerous alone, but in groups they are as intractable as any modron.

Plumach Rilmani

Medium Celestial, Typically Neutral

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +4, Con +4, Int +3
Skills Investigation +5, Perception +2
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 12
Languages any two languages, telepathy 120 ft.
Challenge 1 (200 XP)
Proficiency Bonus +2

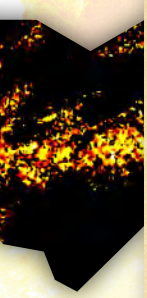
Builder's Insights. The plumarch is proficient with all types of artisan's tools

Actions

Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) force damage.

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

At will: *detect magic*, *mending* (as an action)
1/Day each: *fog cloud*, *heat metal*, *hold person*



Abiorach Rilmani

Medium Celestial, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., see Elemental Affinity

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +6, Con +6
Skills Acrobatics +6, Athletics +6, Perception +5
Damage Resistances psychic
Damage Immunities see Elemental Affinity
Senses truesight 120 ft., passive Perception 15
Languages Primordial and any one languages, telepathy 120 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Elemental Affinity. Every abiorach is associated with a specific elemental plane, which grants them specific abilities. Abiorachs may be associated with other elements at DM discretion.

Air. The abiorach is immune to thunder damage, can cast *gust of wind* 1/Day, gains a fly speed of 60 feet, can hover, and is associated with **air elementals**.

Earth. The abiorach is immune to acid damage, can cast *spike growth* 1/Day, gains a burrow speed of 30 feet, and is associated with **earth elementals**.

Fire. The abiorach is immune to fire damage, can cast *flaming sphere* 1/Day, increases their walking speed to 70 feet, and is associated with **fire elementals**.

Water. The abiorach is immune to cold damage, can cast *create or destroy water* 1/Day, gains a swim speed of 40 feet, can breathe underwater, and is associated with **water elementals**.

Actions

Multiattack. The abiorach makes two Trident attacks. One attack can be replaced by a use of Spellcasting.

Trident. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 3) piercing damage plus 5 (1d10) psychic damage, or 13 (2d8 + 3) piercing damage plus 5 (1d10) psychic damage if used with two hands to make a melee attack. Damage from this attack is magical.

Spellcasting. The abiorach casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *detect magic*
1/Day each: *blindness/deafness*, *charm monster*, *invisibility*

Summon Elemental (1/Day). The abiorach has a 50 percent chance of summoning one elemental of the type associated with their Elemental Affinity. A summoned elemental appears in an unoccupied space within 60 feet of the abiorach, acts as an ally of the abiorach, and can't summon other elementals. It remains for 1 minute, until it or the abiorach dies, or until the abiorach dismisses it as an action.

Stannach Rilmani

Often considered the friendliest of the rilmani, stannachs hold the philosophy that all things and all beings have a place in the great cosmic balance – they just sometimes need to be nudged to get them there. As aides-de-camp for aurumachs and argenachs, stannachs put their minds to determining how to keep the balance via inclusion – but this does not make them any less dangerous, for they are perfectly happy to purge anything and anyone that refuses to accept the multiverse's cosmic order.

Silvery in hue, but lacking the reflective sheen of abiorachs or argenachs, stannachs have a cranial frill that surrounds their forward-projecting faces like an escoffion or lion's mane. They try to generally keep their bodies in roughly humanoid configuration, but sometimes forget to move their free-floating hands in tandem with their four tapered, spiked arms. While they possess substantial magical powers, the greatest threat of the stannach is their voice, for they can unleash a primordial cry that resonates with and tears at the fabric of the multiverse.

"Every genie thinks themself greater than any non-genie – that's why they rarely travel anywhere that would clue them in."

—Cinnabaris, abiorach rilmani

Stannach Rilmani

Medium Celestial, Typically Neutral

Armor Class 18 (natural armor)
Hit Points 156 (24d8 + 48)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	20 (+5)	17 (+3)	11 (+0)

Saving Throws Int +9, Wis +7
Skills Arcana +9, History +9, Investigation +9, Nature +9, Perception +7, Religion +9
Damage Resistances psychic
Senses truesight 120 ft., passive Perception 17
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Actions

Multiattack. The stannach makes three Projectile Hand attacks.

Projectile Hand. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 30 ft., one target: *Hit:* 9 (1d10 + 4) bludgeoning damage plus 6 (1d12) force damage. The target is grappled (escape DC 16) if they are a Large or smaller creature. The creature is restrained while grappled in this way. The stannach can have up to four creatures grappled in this way at once. Damage from this attack is magical.

Ousting Declaration (Recharge 5-6). With a cosmic cry, the stannach attempts to render their foes unreal. Enemies within 30 feet of the stannach must make a DC 15 Charisma saving throw. On a failed save, a creature takes 33 (6d10) force damage and is restrained for 1 minute as the forces of existence attempt to shunt them out. They can repeat this saving throw at the end of each of their turns, ending the effect on a success. On a successful save, a creature takes half damage and isn't restrained.

Spellcasting. The stannach casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At-will: *detect magic*, *detect thoughts*, *faerie fire*, *shatter*
2/Day each: *arcane eye*, *divination*
1/Day each: *disintegrate*, *divine word* (as a bonus action)

Bonus Actions

Scholar's Epiphany. The stannach makes an Intelligence (History) check and may use the result in place of another attack roll, saving throw, or ability check result they would make before the end of their next turn.

Rukanyr

Large Monstrosity, Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 40

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	15 (+2)	3 (-4)	1 (-5)

Saving Throws Str +8, Con +8, Wis +0
Skills Athletics +8
Damage Immunities thunder
Senses darkvision 60 ft., passive Perception 10
Languages Elvish, Kaorti
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Horrific Screams. Any creature that starts their turn within 60 feet of a rukanyr must succeed on a DC 16 Constitution saving throw or become deafened until the start of their next turn.

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

Stability. The rukanyr cannot be moved against their will.

Actions

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

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage. If the target is a creature other than an Undead or a Construct, they must succeed on a DC 16 Constitution saving throw or become stunned until the start of the rukanyr's next turn.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 4) piercing damage plus 10 (3d6) poison damage.

Sundering Roar (Recharge 5-6). The rukanyr focuses their horrific screams on a single object or creature within 60 feet, which must make a DC 16 Constitution saving throw. On a failed save, the target takes 45 (7d12) thunder damage. On a successful save, the target takes half as much damage.

Reactions

Entrapment. When a creature makes a melee attack against the rukanyr, the rukanyr can spend a reaction to entrap the assailant's weapon in their mass of claws. Regardless of whether the attack hits, the attacker drops their weapon unless they succeed on a DC 16 Dexterity saving throw. If the attacker was using an unarmed strike or natural weapon and fails the saving throw, they become grappled (escape DC 16) by the rukanyr rather than dropping their weapon.

Rukanyr

The armored body of a rukanyr scuttles along on a dozen legs as tiny snapping claws extend off like tree branches. Three distended maws protrude from their face in a perpetual scream as an unblinking spherical eye forms a dome atop their scorpionesque back. Finally, the rukanyr's many-spiked tail arches over their body, ready to crush any oncoming foe with their tremendous mass.

Created by the kaorti (presented earlier in this chapter) through exposing animals to the Far Realm's energies, the rukanyr are deployed to cause rampant destruction during the resincrafters' wars. In order to contain and direct the calamitous strength and ruinous screams of these intelligent creatures, the kaorti engineered the rukanyr with minimal capacity for communication and perception, forcing them to rely on their masters for navigation and survival.

Skybleeder

Devised by the kaorti (presented earlier in this chapter) as aerial mounts, skybleeders earn their name from the deep red acid which continually pours from their bulbous form. A skybleeder typical resembles a folded membrane with countless eyes and dangling claws, although they can unfold themself to cover a much wider area with their acid. The yellow fog they release helps to obscure their form, but does little to stop the skybleeder from ensnaring grounded targets to trap them in acid rain.

Kaorti ride atop these creatures using resin platforms lashed to the skybleeder's back, although the immense intellects of these horrors requires that the rider be diplomatic in their engagement. Though they understand multiple languages, skybleeders only respond to Kaorti.

Skybleeder

Huge Monstrosity, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12+70)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Con +9, Dex +7, Wis +7
Skills Perception +7
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Kaorti, Sylvan
Challenge 12 (8,400 XP)
Proficiency Bonus +4

Acid Rain. The skybleeder continually pours acid from their body. Creatures who move under the skybleeder, who the skybleeder moves over, or who start their turn under a skybleeder must make a DC 17 Dexterity saving throw, taking 11 (2d10) acid damage on a failed save, or half as much damage on a successful one. A creature can only take damage from a single skybleeder's acid rain once per turn.

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

Unnatural Mist. Swirling mists extend outwards from a skybleeder to a range of 30 feet. Creatures in the area gain advantage on Stealth checks and saving throws against spells, but are not considered willing targets for any spell. Creatures outside the mist treat the area within the mist as lightly obscured, but creatures inside the mist can see normally in and out of the mist. Strong wind causes this mist to dissipate for 1 minute.

Actions

Multiattack. The skybleeder makes three Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 9 (2d8) poison damage. The target is grappled (escape DC 17) if they are a Large or smaller creature. The skybleeder can have up to three creatures grappled in this way at once. When attacking a creature directly below the skybleeder, the claw's reach increases to 120 feet.

Bonus Actions

Dissipate. The skybleeder causes their Unnatural Mist to dissipate or restart.

Unfurl. The skybleeder unfolds their body to increase their space from a 15 foot cube up to a 45 foot cube, if there is room to do so. While unfurled, the skybleeder's fly speed is reduced to 5 feet and they have no walking speed. The skybleeder may return to their normal size as a bonus action.

Orange Slaad

Large Aberration (Shapechanger), Typically Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	7 (-2)	9 (-1)	16 (+3)

Skills Perception +2
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 12
Languages Slaad, telepathy 60 ft.
Challenge 7 (2,900 XP)
Proficiency Bonus +3

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

Regeneration. The slaad regains 10 hit points at the start of their turn if they have at least 1 hit point.

Congenial Aura. Creatures within 10 feet of the slaad have disadvantage on Wisdom saving throws, disarmed by the slaad's natural charm. Slaadi are immune to this effect.

Actions

Multiattack. The slaad makes three attacks: one with their Bite and two with their Claws. They can replace one of these attacks with a use of Spellcasting.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Spellcasting. The slaad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect thoughts*, *invisibility* (self only), *Tasha's hideous laughter*
1/Day each: *dispel magic*, *Otto's irresistible dance*, *see invisibility*

Shapechange. The slaad can use their action to polymorph into a Small or Medium humanoid, or back into their true form. Their statistics, other than their size, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

Slaadi

In the Ever-Changing Chaos of Limbo, bits of forest and meadow, ruined castles, and isolated islands drift through a tumult of fire, water, earth, and wind. The foremost inhabitants of this inhospitable plane are the toad-like slaadi. Slaadi are undisciplined and have no formal hierarchy, although weaker slaadi tend to obey stronger ones under threat of annihilation.

Orange Slaad

Orange slaadi are burly, jovial creatures, less violent than their brethren but more prone to seeking all kinds of entertainment. They love a good fight, however, and are easily a match for most other slaad. While most of their kin find oranges unbearable, grays and death slaadi find them easy to manipulate – and entertaining besides. When paired up, an orange and a gray can bring merry havoc anywhere in the multiverse.

Orange slaadi stand 12 feet tall. Their prodigious bulk is all muscle, and their flesh ripples with iridescent yellow stripes, although their primary coloration runs to orange. Their bony, ridged heads have thin membranous whiskers that fan backwards, and they sometimes have black or yellow fur.

Orange slaadi are exciting, dynamic, and cheerful. Unlike gray slaadi, who tend toward the evil side of neutrality, oranges tend toward the good. Most creatures regard them with some degree of amusement, even when they have changed their form. They can channel this cheer into another creature by casting *Tasha's hideous laughter*, which they often rely on in combat. If feeling more savage, however, they will bring on their claws and bite.

Pink Slaad

Pink slaadi are a relatively new discovery; they spawn from psionic creatures implanted by a **red slaad's** egg or infected by a **blue slaad's** chaos phage. As a rarity among their kin, pinks stand out and spark divisive reactions within their fellow slaadi. While blue and orange slaadi tend to taunt and bully pinks for their novel nature, the other slaadi treat them as prized mates. Pinks tend to socialize most of all the slaad races, but fear death slaadi.

A pink slaad stands seven feet tall. They resemble a humanoid toad with a spherical skull riddled with miniature horns. The slaad's coloration runs the gamut from pale rose to hot pink, rarely veering into lavender. Their skin is generally veiny, their muscles taut and corded, and their eyes contain a vibrant glow.

In combat, pink slaadi can extend their prodigious claws by a psychic aura of pink flame. They can dismiss these fires, although they rarely bother to do so. They can also use psionic abilities to protect themselves physically and mentally.

Pink Slaad

Medium Aberration, Typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	18 (+4)	14 (+2)	15 (+2)

Skills Insight +5, Perception +5
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 15
Languages Slaad, telepathy 60 ft.
Challenge 8 (3,900 XP)
Proficiency Bonus +3

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

Regeneration. The slaad regains 10 hit points at the start of their turn if they have at least 1 hit point.

Actions

Multiattack. The slaad makes three attacks: one with their Bite and two with their Mindfire Claws.They can replace one of these attacks with a use of Spellcasting or maintaining the *telekinesis* spell.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

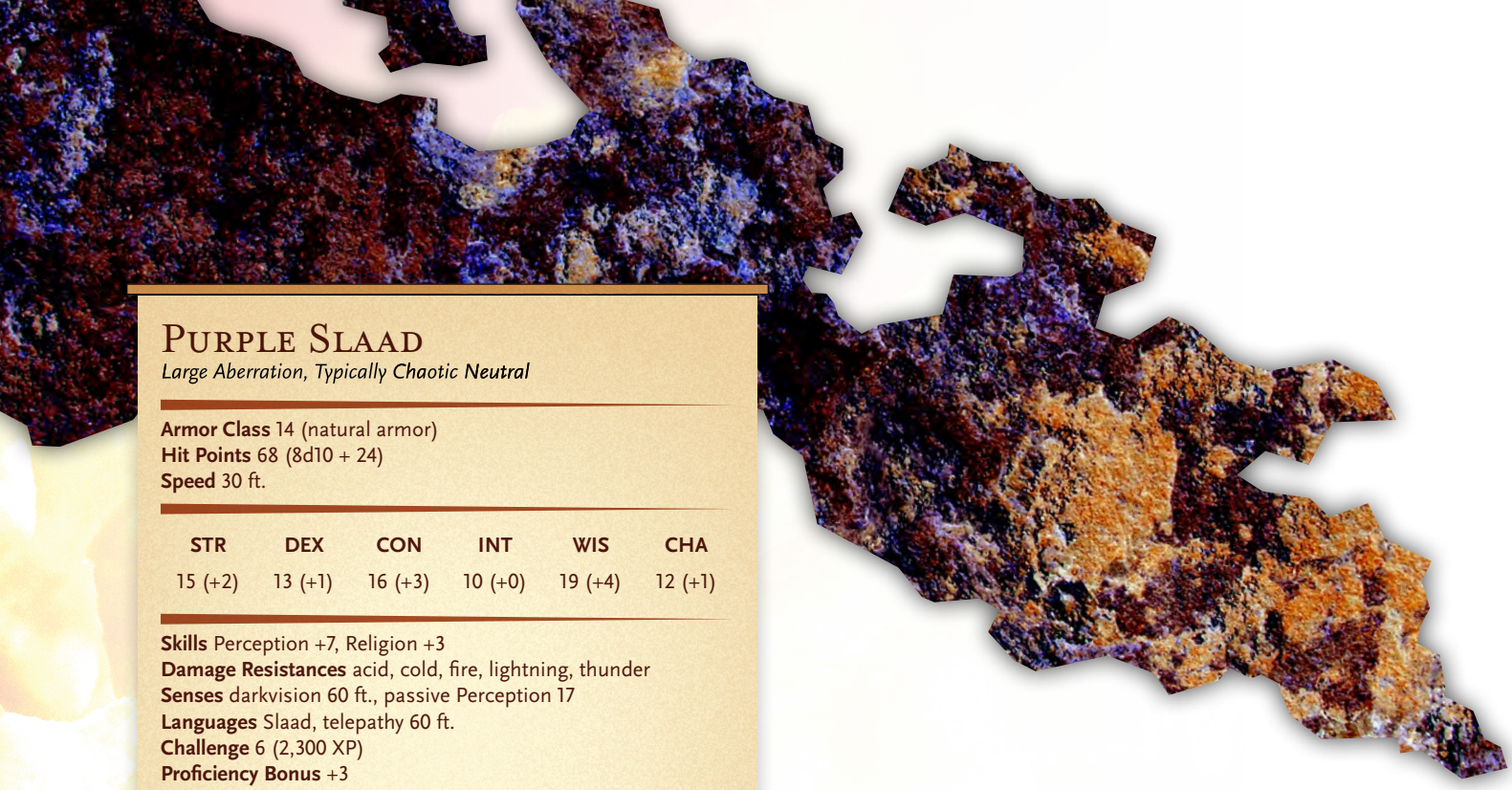
Mindfire Claws. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 14 (4d6) psychic damage. Damage from this attack is magical.

Spellcasting. The slaad casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts*, *sending*
1/Day each: *mind blank* (self only), *telekinesis*

Reactions

Psionic Deflection. The slaad adds 4 to their AC against one attack that would hit them. To do so, the slaad must see the attacker.



Purple Slaad

Large Aberration, Typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	10 (+0)	19 (+4)	12 (+1)

Skills Perception +7, Religion +3
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 17
Languages Slaad, telepathy 60 ft.
Challenge 6 (2,300 XP)
Proficiency Bonus +3

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

Regeneration. The slaad regains 10 hit points at the start of their turn if they have at least 1 hit point.

Feed on Energy. When the slaad would take radiant or force damage while they are not incapacitated, they can choose to instead heal an equal number of hit points. If the slaad is incapacitated or chooses not to heal, they take the damage as normal.

Actions

Multiattack. The slaad makes three attacks: one with their Guiding Bite and two with their Wounding Claws. They can replace one of these attacks with a use of Spellcasting.

Guiding Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) radiant damage. The next attack roll made against this target before the end of the slaad's next turn has advantage, thanks to mystical dim light glittering on the target until then. Damage from this attack is magical.

Wounding Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 3 (1d6) necrotic damage. Damage from this attack is magical.

Spellcasting. The slaad casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *detect evil and good*, *detect magic*, *detect poison and disease*
1/Day each: *lesser restoration*, *protection from evil and good* (self only), *protection from poison* (self only)

Reactions

Chaotic Distraction (3/Day). The slaad utters a word of chaos to interrupt a creature they can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the slaad makes a Wisdom check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the caster takes 5 (1d10) radiant damage and 5 (1d10) necrotic damage if the spell fails.

"I've got a broken arm, singed eyebrows, a scar in the shape of a trout on my chin, and I'm covered in pudding. All things considered, I got off light."

—Imilo the Optimist, on his encounter with a group of slaadi

Purple Slaad

Purple slaadi are attuned to power; their attacks are imbued with pure energy and they can siphon the strength of spellcasters. These reckless beings love nothing more than to gorge themselves on pure, magical energy.

A purple slaad resembles a humanoid toad from the waist up, with defining ridges coating their muscles, joints, and skeletal structure. Their overall coloration varies from fuchsia to magenta, with indigos, blues, and purples abundant. Their two arms bear shorter claws than most slaad breeds. Below the torso, the slaad's body is akin to that of a giant snake, but lacks the dexterity to constrict foes with their narrow tails.

Spirits

Some scholars believe the spirits of our dearly departed live on in an afterlife. Interplanar adventurers can confirm this is true – when a creature dies in the Great Wheel, they are usually resurrected as a petitioner or exemplar in the Outer Planes. But sometimes magical complications arise and prevent such conversion. In such cases spirits may return to the Material Plane to haunt locales of significant emotional meaning to them.

You can use *Monster Manual* stat blocks to represent specific types of otherworldly spirits, such as a **ghost** or **specter**, or you can use the following general spirit stat blocks and customization tables to create a more diverse cast of restless, incorporeal undead.

Spirit Hound

Small Undead, Unaligned

Armor Class 13 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 13
Languages –
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

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

Pack Tactics. The spirit has advantage on attack rolls against a creature if at least one of the spirit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Ethereal Bite. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) force damage.

Bonus Actions

Ethereal Jaunt. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is on the Ethereal Plane, and vice versa, yet it can't affect or be affected by anything on the other plane.

Weak Spirit

Medium or Small Undead, Any Alignment

Armor Class 11
Hit Points 71 (13d8 + 13)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Damage Immunities poison
Senses darkvision 60 ft., passive Perception 11
Languages any languages they knew in life
Challenge 1 (200 XP)
Proficiency Bonus +2

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when they are on the Material Plane, and vice versa.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Actions

Ethereal Slam. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) force damage.

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

At will: *mage hand* (the hand is invisible), *thaumaturgy*

Possess Person. One Humanoid that the spirit can see within 5 feet of them must succeed on a DC 11 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of their body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and they retain their alignment, Intelligence, Wisdom, Charisma, Spellcasting action, and magical fly speed. They otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possess Person for 24 hours after succeeding on the saving throw or after the possession ends.

Bonus Actions

Ethereal Jaunt. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. They are visible on the Material Plane while they are on the Ethereal Plane, and vice versa, yet they can't affect or be affected by anything on the other plane.

Strong Spirit

Medium or Small Undead, Any Alignment

Armor Class 13
Hit Points 135 (18d8 + 54)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 13
Languages any languages they knew in life
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when they are on the Material Plane, and vice versa.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Actions

Multiattack. The spirit makes two Ethereal Slam attacks. They can replace one of these attacks with a use of their Spellcasting.

Ethereal Slam. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Spellcasting. The spirit casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand* (the hand is invisible), *thaumaturgy*

Possess Person. One Humanoid that the spirit can see within 5 feet of them must succeed on a DC 14 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of their body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and they retain their alignment, Intelligence, Wisdom, Charisma, Spellcasting action, and magical fly speed. They otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possess Person for 24 hours after succeeding on the saving throw or after the possession ends.

Bonus Actions

Ethereal Jaunt. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. They are visible on the Material Plane while they are on the Ethereal Plane, and vice versa, yet they can't affect or be affected by anything on the other plane.

Elder Spirit

Medium or Small Undead, Any Alignment

Armor Class 15
Hit Points 209 (22d8 + 110)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages any languages they knew in life
Challenge 11 (7,200 XP)
Proficiency Bonus +4

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when they are on the Material Plane, and vice versa.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside an object.

Actions

Multiattack. The spirit makes two Ethereal Slam attacks. They can replace one of these attacks with a use of their Spellcasting.

Ethereal Slam. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) force damage.

Spellcasting. The spirit casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *mage hand* (the hand is invisible), *thaumaturgy*

Possess Person. One Humanoid that the spirit can see within 5 feet of them must succeed on a DC 17 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of their body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and they retain their alignment, Intelligence, Wisdom, Charisma, Spellcasting action, and magical fly speed. They otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possess Person for 24 hours after succeeding on the saving throw or after the possession ends.

Bonus Actions

Ethereal Jaunt. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. They are visible on the Material Plane while they are on the Ethereal Plane, and vice versa, yet they can't affect or be affected by anything on the other plane.

Legendary Actions

The spirit can take 1 legendary action, 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 spirit regains spent legendary action at the start of their turn.

Attack. The spirit makes an Ethereal Slam attack.

Dash. The spirit moves up to their speed.

Planar Whiplash. The spirit uses their Ethereal Jaunt. They then take 5 (1d10) force damage.

Spirit Customizations

To customize the powers of a **spirit**, you can add one or more of the following Standard or Superior Custom Traits. For each Superior trait you add, increase the spirit's Challenge Rating by 1. If a trait references a save DC, the DC is equal to the spirit's spell save DC.

Standard Custom Traits

d10	Custom Trait
1	***Mistmolder.*** The spirit can create small objects, sights, and sounds out of ephemeral mist. They add the following spells to their Spellcasting action. At will: *minor illusion*, *prestidigitation* 1/Day each: *fabricate* (as an action), *major image*
2	***Pins and Needles.*** Once per turn when the spirit hits a creature with an Ethereal Slam, they can also cause the target to have disadvantage on the next Perception, Sleight of Hand, or Stealth check they make before the start of the spirit's next turn.
3	***Plantspeaker.*** The spirit can communicate with plants as if they shared a language, and they are fluent in Druidic. The spirit also adds the following spells to their Spellcasting action. At will: *druidcraft* 1/Day each: *awaken* (as an action), *entangle*
4	***Possess Object.*** As an action, the spirit disappears into a corpse or other object within 5 feet of them that is Large or smaller. Being inside an object in this way does not damage the spirit. The spirit now controls the object. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn or detect Undead, and they retain their alignment, Intelligence, Wisdom, Charisma, Spellcasting action, and magical fly speed. They also retain the ability to hear, but not see. They otherwise use the possessed object's statistics. The possession lasts until the object drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the object.
5	***Release the Hounds (1/Day).*** As a bonus action, the spirit conjures a **spirit hound** (presented earlier in this chapter) in an unoccupied space they can see within 5 feet. The hound is friendly to them and their companions and follows the spirit's verbal commands to the best of its ability. The spirit can have a number of these hounds at once up to one half their Challenge Rating (rounded down, minimum of 1). For example, a CR 12 spirit can have up to six of these hounds, each summoned on different days.
6	***Shapeshifter.*** The spirit adds the following spells to their Spellcasting action. At will: *alter self* (Change Appearance only) 1/Day each: *polymorph* (self only)
7	***Skilled Soul.*** The spirit retains some training from their former life. They gain proficiency in up to three skills of the DM's choice.
8	***Supreme Commander.*** When the spirit reduces a Humanoid to 0 hit points, that creature becomes cursed for 1 minute. If that creature dies while cursed in this way, they will rise as a **zombie** indefinitely under the spirit's control 1d4 rounds later.
9	***Turn Resistance.*** The spirit has advantage on saving throws against any effect that turns Undead.
10	***Watched.*** The spirit is constantly surrounded by the departed souls of a flock of Tiny beasts, such as cats, flies, or small birds. When the spirit and flock are together, the spirit gains the following traits. *Borrowed Eyes.* The flock is helpful, many-eyed, and psionically connected to the spirit. The spirit has advantage on Insight, Investigation, and Perception checks, and they can't be blinded. *Uncontrolled.* The flock is unruly and disobedient. The spirit has disadvantage on Deception, Performance, and Persuasion checks made against creatures that can see the flock, and disadvantage on saving throws made against Divination spells. *Shoo Away.* With 1 minute of work and a successful DC 15 Wisdom (Animal Handling) check, the spirit can cause the flock to disappear for 1 hour. They lose the Borrowed Eyes and Uncontrolled traits for the duration.

"I DID NOTHING WRONG. SHE DESERVED IT."

—LORD GODEFROY, DARKLORD OF MORDENT, ON WHY HE CAN'T PASS ON

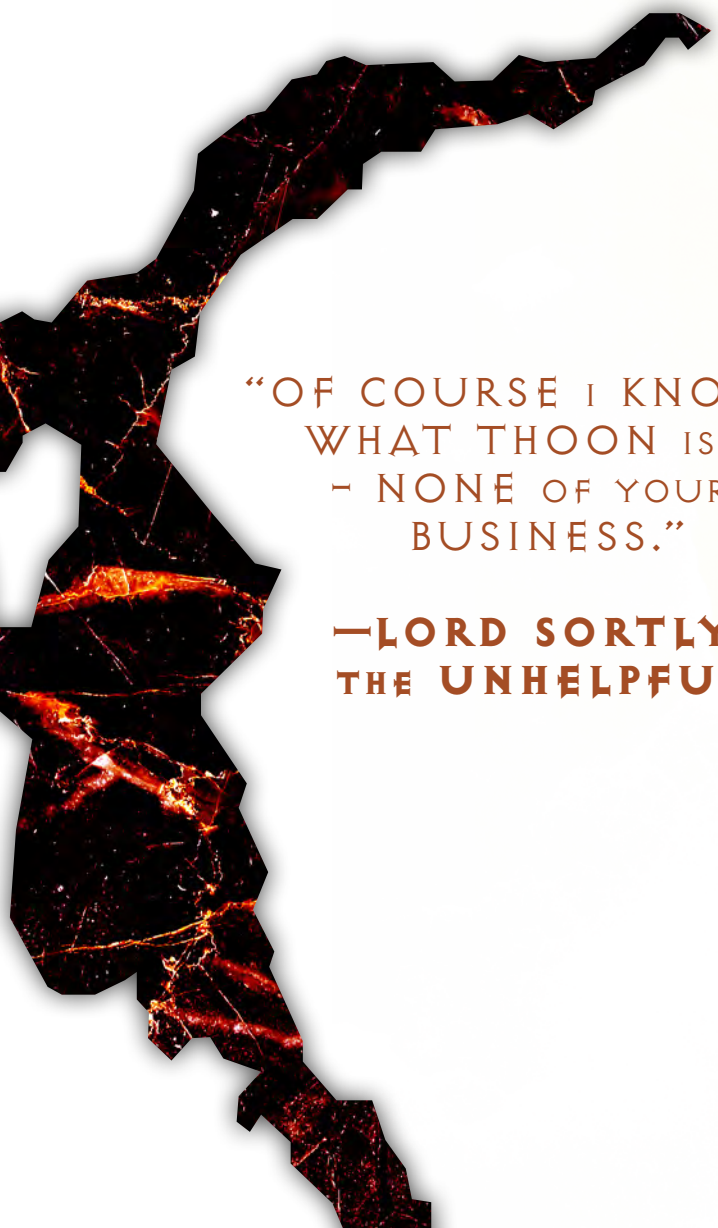
Superior Custom Traits

d20	Custom Trait
1	***Adjust Gravity.*** The spirit can change what direction gravity pulls on a creature. Once per turn when the spirit hits a creature with an Ethereal Slam, the spirit can cause the target to make a Dexterity saving throw. On a failure, the creature is violently pulled up to 30 feet in a direction of the spirit's choice. If they strike a solid structure (such as a ceiling or wall), they take 1d6 bludgeoning damage for every 5 feet moved in this way. Gravity then returns to normal on the creature, allowing them to fall or stand as normal. On a success, the target falls prone as they grab onto something anchored nearby, such as a pole, crate, friend, or something sticking out of the ground. They otherwise aren't moved.
2	***Aura of Lethargy.*** As a bonus action, the spirit can project an aura of complete apathy. Each hostile creature within 30 feet of the spirit must make a Charisma saving throw. If a creature fails their saving throw (which they can choose to do so), they become indifferent to the spirit instead of hostile. This indifference ends after 10 minutes or if the target is attacked or harmed by a spell or if they witness any of their friends being harmed.
3	***Cause Revulsion.*** As a bonus action, the spirit exhibits some gruesome gore or act of body horror, such as vomiting blood, twisting their head all the way around, or disemboweling themself. Any Beast or Humanoid that sees this behavior must succeed on a Constitution saving throw or become poisoned for 1 minute as they are struck with intense nausea. A poisoned creature can repeat this saving throw at the end of each of their turns, ending the effect on a success.
4	***Complete Terror.*** Once per turn when the spirit hits a creature with their Ethereal Slam, they can switch the damage type to psychic. If so, the target is frightened by the spirit until the start of the spirit's next turn. The target is also stunned while frightened in this way.
5	***Death Grip.*** Once per turn when the spirit hits a creature with their Ethereal Slam, they can switch the damage type to necrotic. If so, the target is grappled by the spirit (escape DC equal to the spirit's spell save DC). The target can't regain hit points while grappled in this way.
6	***Divine Resistance.*** The spirit has resistance to necrotic and radiant damage.
7	***Elastic Limbs.*** The spirit's reach for melee attacks increases by 30 feet.
8	***Elemental Resistance.*** The spirit has resistance to acid, cold, fire, lightning, and thunder damage.
9	***Frightening Faces.*** As a bonus action, the spirit can pull or squish their face into a grotesque mockery of their true self. Each non-Undead creature within 60 feet of the spirit that can see them must succeed on a Wisdom saving throw or become frightened of the spirit for 1 minute. A frightened target can repeat the saving throw at the end of each of their turns, ending the frightened condition on themself on a success. If a target's saving throw is successful or the effect ends for them, the target is immune to this spirit's Frightening Faces for the next 24 hours.
10	***Hard to See.*** The spirit is invisible in dim light and darkness.
11	***Magic Resistance.*** The spirit has advantage on saving throws against spells and other magical effects.
12	***Mental Resistance.*** The spirit has resistance to psychic damage. They are immune to any effect that would sense their emotions or read their thoughts, as well as any Divination spell that they refuse. Wisdom (Insight) checks made to ascertain the spirit's intentions or sincerity have disadvantage.
13	***Mentally Adept.*** The spirit has proficiency in Intelligence, Wisdom, and Charisma saving throws.
14	***Physically Adept.*** The spirit has proficiency in Strength, Dexterity, and Constitution saving throws.
15	***Regeneration.*** The spirit regains 10 hit points at the start of each of their turns. If the spirit takes force or radiant damage or damage from a silver weapon, this trait doesn't function at the start of the spirit's next turn. The spirit only dies if they start their turn with 0 hit points and don't regenerate.
16	***Sensory Deprivate.*** Once per turn when the spirit hits a creature with an Ethereal Slam, they can also cause the target to become deafened and blinded until the start of the spirit's next turn.
17	***Steal Soul Sliver.*** Once per turn when the spirit hits a creature with an Ethereal Slam, they can switch the damage type to radiant. If so, the spirit regains hit points equal to half the damage dealt.
18	***Steal Warmth.*** Once per turn when the spirit hits a creature with their Ethereal Slam, they can switch the damage type to cold. If so, the target has disadvantage on the next attack roll they make before the end of their next turn.
19	***Strength Drain.*** Once per turn when the spirit hits a creature with an Ethereal Slam, they can also cause the target's Strength score to be reduced by 1d4. The target dies if this reduces their Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
20	***Tyrant.*** The spirit adds the following spells to their Spellcasting action. 3/Day each: *command*, *crown of madness* 1/Day each: *compulsion*, *enthrall*

Thoon Incubator

The origins of the thoon incubators are a mystery, each theory more unpleasant than the last. They may be illithids warped by their exposure to the Far Realm, their distortions amplified by the psionic material "quintessence" which forms their diet. Legends whisper of quintessence-fueled hybridizations between illithids and other creatures, or perhaps a concoction of countless humanoid thralls melded into a single pulsating form. An incubator's psionic abilities, copious limbs, networks of installed tubing, and vaguely-human oversized head lend credence to all of these theories.

A thoon incubator's ability to synthesize powerful minions within their bulbous form makes them an asset to the illithids despite their ravenous appetites for quintessence. Despite their intellectual capabilities, thoon incubators are generally conditioned for subservience, sacrificing their own bodily integrity to churn out additional constructs in time of need. These golems are generally loyal to the incubator, but just like the illithids themselves the incubator holds no true power over their creations.



"Of course I know what thoon is – none of your business."

—Lord Sortlyn the Unhelpful

Thoon Incubator

Huge Aberration, Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	19 (+4)	13 (+1)	14 (+2)

Saving Throws Con +9, Int +8, Wis +5, Cha +6
Skills Arcana +8, Investigation +8, Medicine +5, Perception +5
Damage Resistances psychic
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 17
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 11 (7,200 XP)
Proficiency Bonus +4

Cannibalize Flesh. If the Thoon incubator has no remaining uses of its Disgorge Spawn ability, they can take 28 (8d6) piercing damage and immediately gain another use of their Disgorge Spawn ability.

Imbued Spells. When the Thoon incubator uses Disgorge Spawn, they may spend a use of one of their spells to give their created flesh golem the ability to cast that spell a single time using the Thoon incubator's spell save DC and spell attack bonus.

Actions

Multiattack. The Thoon incubator makes two Bite attacks. One attack can be replaced by a use of Spellcasting.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and 10 (3d6) acid damage.

Disgorge Spawn (3/Day). The Thoon incubator spits out a **flesh golem** in any unoccupied space within 30 feet. Any creature within 10 feet of the newly-formed flesh golem must succeed on a DC 16 Dexterity saving throw or take 21 (6d6) acid damage as the incubation fluids flow around them.

Mind Blast (Recharge 5–6). The Thoon incubator emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 31 (6d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themself on a success.

Spellcasting. The Thoon incubator casts one of the following spells, using Intelligence as their spellcasting ability (spell save DC 16, spell attack +8):

At will: *detect magic*
2/Day each: *dispel magic*, *fly*, *lightning bolt*, *moonbeam*

Umbral Banyan

Gargantuan Plant, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Str +12, Con +10
Damage Resistances piercing
Damage Immunities necrotic, psychic
Condition Immunities charmed, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12
Languages Sylvan
Challenge 15 (13,000 XP)
Proficiency Bonus +5

False Appearance. If the banyan is motionless at the start of combat, they have advantage on their initiative roll. Moreover, if a creature hasn't observed the tree move or act, that creature must succeed on a DC 18 Intelligence (Nature) check to discern that the tree is animate.

Inscrutable. The banyan is immune to any effect that would sense their emotions or read their thoughts, as well as any Divination spell that they refuse. Wisdom (Insight) checks made to ascertain the tree's intentions or sincerity have disadvantage.

Aversion to Radiance. If the banyan takes radiant damage, they have disadvantage on attack rolls and ability checks until the end of their next turn.

Actions

Multiattack. The banyan makes up to three Constricting Root attacks.

Constricting Root. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d12) bludgeoning damage, and if the target is a creature that is Large or smaller, they are grappled by the banyan (escape DC 20). The creature is restrained while grappled in this way.

Planar Jaunt (1/Day). The banyan teleports to a plane of darkness and shadow, such as the Shadowfell, Negative Energy Plane, or Hades. If they are already on such a plane, they teleport to the Material Plane instead. Any creatures grappled by the tree must succeed on a DC 15 Wisdom saving throw or be teleported along with them.

Umbral Banyan

Umbral banyans are the dark trees at the heart of many dangerous forests. They blend in with other trees, strangling intruders with shadowy nooses that drop from the forest canopy.

An umbral banyan looks just like the surrounding trees, only larger. Their massive root-and-trunk system can cover a thousand square feet or more, and their branches form an almost impenetrable ceiling 20 feet above the forest floor. Concealed among the branches are tendrils of inky blackness that slither around unwary victims, pulling them away from the ground and constricting them. Once the umbral banyan has strangled a victim, the tendrils toss the body among the exposed roots, where it decays and provides fertilizer for the tree.

Umbral banyans are native to the Shadowfell, the Negative Energy Plane, and other planes of darkness. They are intelligent, but resist all forms of divination and mind-reading. When nearing death, the banyan teleports away to another plane for safety, taking along as many victims with them as they can.

Vaati

The vaati are a species of nigh-immortal elementals dedicated to the forces of Law. Eons ago, they ruled a vast empire spread over several worlds on what would become the Material Plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati rallied the beings of reality, existence, and physical construction against the forces of unhindered ephemera. Most vaati were totally annihilated in the conflict. They survived only by creating the Rod of Seven Parts, using it to end the war, and retreating to Aaqa, the Valley of Winds, on the Elemental Plane of Air. Their pastoral society is built on strict social roles called castes, which shape each vaati's unique magical abilities.

Those vaati who are commonly accepted by their own society and who dwell in Aaqa are called wind dukes. They can use the **vaati wind duke** stat block.

Those who travel the multiverse, searching for and guarding pieces of the Rod of Seven Parts, are wanderers of the unique "wendeam" caste. They can use the **vaati wanderer** stat block.

Vaati Castes

The vaati have designated social roles that are immediately obvious to other vaati and imperceptible to everyone else. You can adapt the **vaati wind duke** stat block to represent a member of each of these castes, by expanding their Spellcasting action as described in the Caste Spellcasting table.

Bledrudeam. One of the two wizardly castes, bledrudeam function as scholars, philosophers, and advisors. They specialize in Abjuration magic.

Haikjadeam. The haikjadeam serve as record keepers, teachers, and combatants against extraplanar incursions (especially the undead).

Houdeam. Guards of Aaqa, the houdeam conduct their society's civil and military affairs as commanders, representatives, and masters of ceremonies.

Kheirdeam. Kheirdeam are the vaati's physicians and spiritual counselors. During the war against Chaos, they formed a medical corps that cared for the wounded and acted as reserve troops.

Trygrideam. As farmers, ranchers, veterinarians, and druids, the trygrideam specialize in tending plants and animals. They also serve as common judges and mediate when disputes arise between fellow vaati. Trygrideam keep secret contact with wendeam wanderers and would be the first wind dukes to rise in defense against the Queen of Chaos should those forces once again try to eradicate the vaati.

Vindeam. One of the two wizardly castes, vindeam function as mystics, primordial diplomats, and elemental alchemsists. They specialize in elemental air magic.

Wendeam. A handful of wandering vaati descended from the Captain of Law who scattered the pieces of the Rod of Seven Parts and pursued the Queen of Chaos' chief lieutenant, Miska the Wolf-Spider, through a planar rift. They are seen as outcasts for devoting time and energy to tracking the Rod's parts throughout the worlds, instead of staying safe in the Vale of Aaqa. Wendeam typically use the **vaati wanderer** stat block.

Wergadeam. Most vaati belong to this caste and have no additional magic powers. They have the most diverse set of roles in the community and are societal crafters, merchants, and commoners.

Vaati Wanderer

Medium Elemental, Typically Lawful Neutral

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	14 (+2)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +7
Skills Arcana +5, Investigation +5, Perception +7, Survival +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 17
Languages Common, Primordial
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Fogvision. Fog, mist, smoke, clouds, and similar substances do not obscure the vision of the vaati.

Powerful Build. The vaati counts as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

Actions

Multiattack. The vaati makes two Longbow attacks or two Shortsword attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 11 (2d10) thunder damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 11 (2d10) thunder damage.

Spellcasting. The vaati casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *feather fall*, *gust of wind*, *silence*
1/Day each: *pass without trace*, *plane shift* (self only)

Reactions

Telesense. When the vaati sees a creature teleport or go through a portal within 60 feet, they can use their reaction to magically know where the creature traveled to.

Vaati Wind Duke

Medium Elemental, Typically Lawful Neutral

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	15 (+2)	16 (+3)	11 (+0)

Skills Nature +4, Investigation +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 13
Languages Primordial
Challenge 3 (700 XP)
Proficiency Bonus +2

Fogvision. Fog, mist, smoke, clouds, and similar substances do not obscure the vision of the vaati.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 11 (2d10) thunder damage.

Conjure Whirlwind. The vaati conjures a Medium dust storm in an unoccupied space they can see within 30 feet. All creatures within 5 feet of the whirlwind must succeed on a DC 13 Strength saving throw or be knocked prone and pushed up to 10 feet away from the whirlwind.

Spellcasting. The vaati casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *feather fall*, *gust of wind*, *silence*

"Optimism and pessimism are defined by whether you credit the vaati for the state of the multiverse or blame them for it."

—Lord Sortlyn the Occasionally Wise

Caste Spellcasting

Caste	Additional Spells
Bledrudeam Abjurer	3/Day each: *shield*, *protection from poison* 1/Day each: *aid*, *glyph of warding* (as an action), *protection from energy*, *remove curse*
Haikjadeam Operator	3/Day each: *detect evil and good*, *detect magic*, *protection from evil and good* 1/Day each: *animate dead* (as an action), *augury* (as an action), *dispel magic*
Houdeam Officer	At will: *blade ward* 3/Day each: *cloud of daggers*
Kheirdeam Cleric	At will: *guidance* 3/Day each: *cure wounds*, *purify food and drink* 1/Day each: *zone of truth*
Trygrideam Druid	At will: *speak with animals* 3/Day each: *animal friendship*, *entangle*, *fog cloud* 1/Day each: *sending*
Vindeam Air Mage	3/Day each: *fog cloud*, *gaseous form* 1/Day each: *conjure elemental* (air elemental only), *wind walk*
Wendeam Wanderer	See the **vaati wanderer** stat block (above)
Wergadeam Commoner	No additional spells.

Xag-Ya and Xeg-Yi

Life finds a way, even in the most desolate of climes. The Planes of Positive and Negative Energy have overpowering effects that quickly deteriorate most mortal bodies, but these aberrations are immune to the effects of their respective planes. Both xag-ya and xeg-yi are floating globules of pure energy, but are two opposite sides of the same concept. Xag-ya are created of magical energy, radiate white light, and are native to the Plane of Positive Energy. Xeg-yi are comprised of antimagic, radiate ultraviolet light, and are native to the Plane of Negative Energy.

If adventurers can manage to find ways to survive in the harsh, overwhelming environments of the energy planes, then exploring them for secrets and treasure might be inordinately rewarding. But getting around these planes can be a challenge. Thankfully those who successfully communicate with xag-ya and xeg-yi learn they serve as reliable guides for those they believe to be friends.

Xag-Ya

Small Aberration, Typically Neutral

Armor Class 12
Hit Points 7 (2d6)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	10 (+0)	13 (+1)	7 (-2)

Skills Survival +3
Damage Vulnerabilities necrotic
Damage Resistances psychic; nonmagical bludgeoning, piercing, and slashing
Damage Immunities radiant
Condition Immunities exhaustion, grappled, prone, restrained
Senses truesight 30 ft., passive Perception 11
Languages Deep Speech
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Alien Mind. If a creature tries to read the xag-ya's thoughts or deal psychic damage to the xag-ya, that creature must succeed on a DC 11 Intelligence saving throw or be stunned until the start of their next turn.

Illumination. The xag-ya sheds bright light in a 10-foot radius and dim light for an additional 10 feet. They are warm to the touch.

Incorporeal Movement. The xag-ya can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside a creature or object.

Death Burst. When the xag-ya dies, they explode in a burst of hot, bright energy. Each creature within 20 feet of them must make a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) fire damage and 5 (1d10) radiant damage.

Actions

Overcharge. *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 7 (2d6) radiant damage, and the target then gains half as many temporary hit points as damage dealt.

Xeg-Yi

Small Aberration, Typically Neutral

Armor Class 12
Hit Points 7 (2d6)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	10 (+0)	13 (+1)	7 (-2)

Skills Survival +3
Damage Vulnerabilities radiant
Damage Resistances psychic; nonmagical bludgeoning, piercing, and slashing
Damage Immunities necrotic
Condition Immunities exhaustion, grappled, prone, restrained
Senses truesight 30 ft., passive Perception 11
Languages Deep Speech
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Alien Mind. If a creature tries to read the xeg-yi's thoughts or deal psychic damage to the xeg-yi, that creature must succeed on a DC 11 Intelligence saving throw or be stunned until the start of their next turn.

Illumination. The xeg-yi sheds bright light in a 10-foot radius and dim light for an additional 10 feet. They are cool to the touch.

Incorporeal Movement. The xeg-yi can move through other creatures and objects as if they were difficult terrain. They take 5 (1d10) force damage if they end their turn inside a creature or object.

Death Burst. When the xeg-yi dies, they explode in a burst of freezing, dark energy. Each creature within 20 feet of them must make a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) cold damage and 5 (1d10) necrotic damage.

Actions

Countermagic. *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 3 (1d6) necrotic damage, and the target must succeed on a DC 11 Wisdom saving throw or become unable to cast spells or activate magic items until the start of the xeg-yi's next turn.

Appendix

This section contains useful supplemental information that supports other content found in this book.

Stat Blocks by Challenge Rating

This list presents the stat blocks from chapter 4 of this book, sorted by Challenge Rating.

1/8
Formian Worker
Moss Blight

1/4
Executioner's Raven
Spirit Hound
Xag-Ya
Xeg-Yi

1/2
Aoskian Hound
Ardling Wanderer
Kelp Blight
Varoot Nerra

1
Algae Blight
Cervidal Guardinal
Coure Eodath
Genie Commoner
Plumach Rilmani
Weak Spirit

2
Executioner's Wereraven
Formian Warrior
Fungal Blight Husk
Swarm of Moss Blights

3
Kalareem Nerra
Kaorti Initiate
Stinking Blight
Vaati Wind Duke

4
Lupinal Guardinal

5
Abiorach Rilmani
Ardling Ferallum
Ardling Heavensage
Ardling Paladarch
Formian Taskmaster

6
Flytrap Blight
Purple Slaad
Sillit Nerra
Strong Spirit
Vaati Wanderer

7
Achaierai
Keeper
Noviere Eodath
Orange Slaad

8
Pink Slaad
Red Ethergaunt

9
Bralani Eodath
Kuldurath
Stannach Rilmani

10
Fungal Blight Spore Cloud
Kaorti Resincrafter
Rukanyr
Sword Archon
Ursinal Guardinal

11
Elder Spirit
Reality Snarl
Thoon Incubator

12
Bardic Dean
Firre Eodath
Leonal Guardinal
Skybleeder
Trumpet Archon

13
Fungal Blight Engorged
Shiere Eodath

14
Genie Conglomerate
Illuminary
Throne Archon
White Ethergaunt

15
Argenach Rilmani
Ghaele Eodath
Umbral Banyan

16
Quinton Modron

18
Beast Lord
Chronotyryn
Quarton Modron
Tome Archon

19
Dao Monarch
Djinni Monarch
Efreeti Monarch
Marid Monarch
Tulani Eodath

20
Seelie Monarch
Unseelie Monarch

21
Black Ethergaunt

22
Phane

24
Pseudonatural Crab
Tertian Modron

27
Dracolich Greatwyrm

28
Secundus Modron

Stat Blocks by Creature Type

This list presents the stat blocks from chapter 4 of this book, sorted by Creature Type.

Aberration
Black Ethergaunt
Kaorti Initiate
Kaorti Resincrafter
Keeper
Orange Slaad
Phane
Pink Slaad
Pseudonatural Crab
Purple Slaad
Reality Snarl
Red Ethergaunt
Thoon Incubator
White Ethergaunt
Xag-Ya
Xeg-Yi

Beast
Beast Lord
Executioner's Raven

Celestial
Abiorach Rilmani
Argenach Rilmani
Bralani Eodath
Cervidal Guardinal
Coure Eodath
Firre Eodath
Formian Taskmaster
Formian Warrior
Formian Worker
Ghaele Eodath
Kalareem Nerra
Leonal Guardinal
Lupinal Guardinal
Noviere Eodath
Plumach Rilmani
Shiere Eodath
Sillit Nerra
Stannach Rilmani
Sword Archon
Throne Archon
Tome Archon
Trumpet Archon
Tulani Eodath
Ursinal Guardinal
Varoot Nerra

Construct
Quarton Modron
Quinton Modron
Secundus Modron
Tertian Modron

Elemental
Dao Monarch
Djinni Monarch
Genie Commoner
Genie Conglomerate
Efreeti Monarch
Marid Monarch
Vaati Wanderer
Vaati Wind Duke

Fey
Illuminary
Seelie Monarch
Unseelie Monarch

Humanoid
Ardling Ferallum
Ardling Heavensage
Ardling Paladarch
Ardling Wanderer
Bardic Dean
Executioner's Wereraven

Monstrosity
Achaierai
Aoskian Hound
Chronotyryn
Kuldurath
Rukanyr
Skybleeder

Plant
Algae Blight
Flytrap Blight
Fungal Blight Engorged
Fungal Blight Husk
Fungal Blight Spore Cloud
Kelp Blight
Moss Blight
Stinking Blight
Swarm of Moss Blights
Umbral Banyan

Undead
Dracolich Greatwyrm
Elder Spirit
Spirit Hound
Strong Spirit
Weak Spirit