

A CHASE THROUGH THE PLANES



BY EUGENE MOKEIEV

Catch a mysterious thief who moves across the planes in this adventure for the world's greatest role-playing game!

TABLE OF CONTENTS

INTRODUCTION	3
PART I - BLACKSTAFF'S REQUEST	4
PART II - PLANAR CHASE	6
THE PLANE OF FIRE - CITY OF BRASS	7
THE SHADOWFELL - LETHERNA OUTPOST	9
THE FEYWILD - FAERIE GLADE	12
YSGARD - BATTLE OF THE GODS	14
PART III - MYSTERIOUS ISLAND	15
APPENDIX A - MAGIC ITEMS	23
APPENDIX B - PLANAR EFFECTS	24
APPENDIX C - SUPERNATURAL TERRAINS	25
APPENDIX D - NPC	28
APPENDIX E - MONSTER STATS	29
APPENDIX F - BONUS MAPS	37

CREDITS

Written by Eugene Mokeiev

Editing by Sviatoslav Demchenko

Cover Art by [DarkmoonArt_de](#), pixabay licence

Internal Art provided by DMsGuild

Maps by Eugene Mokeiev with the help of Yana Mokliak,
made in [Dungeondraft](#)

Playtesters: Yana Mokliak, Anastasia Berezhnaya,
Sviatoslav Demchenko and Alexey Marchenko

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2021 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



INTRODUCTION

"Traversing the planes of existence is no easy task. Only extremely talented and knowledgeable people could manage it."

- Vajra Safahr, Blackstaff of Waterdeep

BACKGROUND

Iorion is an ancient morkoth, who owns an island in the Astral Plane and spends his life expanding his unique collection. This particular morkoth's specialty is everything of the arcane nature - books, scrolls, and magic items are of great interest to him. He has several agents who steal such items for him from different places across the multiverse. The most prominent of such servants is arcanaloth Viarcraia.

Recently, Iorion learned that one of the Tomes of a Stilled Tongue is currently in possession of Vajra Safahr, the Blackstaff of Waterdeep. He sent Viarcraia to retrieve the item. She successfully infiltrated the Blackstaff tower, dispelled its magical defenses, and stole the book. However, in the process, she was wounded by a cleverly hidden trap. Two hours later, Vajra returns from a meeting in Waterdeep palace and discovers that her home was raided. She immediately calls adventurers that she particularly knows to be competent and asks them to help catch the thief and return with him to Waterdeep while she repairs her tower's magical defenses.

OVERVIEW

A Chase Through The Planes is a planar adventure for 4-5 characters of 9-10 level. It can be played over the course of 8-10 hours and should roughly take two playing sessions. This is a good adventure to either kick off a planar campaign or introduce your players to the Planes during one-shot. It can be summarized to the following points:

- Viarcraia, a powerful arcanaloth who serves Iorion, an ancient morkoth who has an exquisite collector's appetite for rare books, invades Blackstaff tower and steals Tome of the Stilled Tongue from the tower's library. She then uses Well of Many Worlds for the first time and ends up in the Elemental Plane of Fire.
- Vajra returns from the council in the Piergeiron's Palace, immediately notices the mess in the tower, and after examining scrying sensors learns what transpired at her tower and where the thief went. She then calls a band of adventurers she knows and trusts to catch him and return the tome to the tower. Vajra also equips them with Compass of the Planes - a device capable of detecting recently closed portals and reopening them. The archmage attunes the device to Viarcraia's essence, using a drop of her blood she lost to one of the traps.
- Meanwhile, Viarcraia continues throwing off her trail, for which purpose she opens the well again - now ending up in Leterna, Raven Queen's domain in the Shadowfell
- Having spent enough time in the Shadowfell, she opens another portal - this time to the Feywild, in a realm of the Summer Court.
- From the Feywild, Viarcraia steps to the giant floating earthberg which is part of Ysgard. She manages to push through it to the other side and uses a scroll of *plane shift* to return to Iorion's home base in the Astral Plane, where she plans to hand out the tome to the boss and earn more precious time at his library.

ADVENTURE HOOKS

BLACKSTAFF'S FRIENDS

Characters are personal friends of Vajra or members of the Gray Hands / Force Grey. The archmage helped them a couple of times and they owe her a few favors. Now it's the time to repay her.

FACTION AGENTS

Characters are tasked by another Waterdeep faction to help Blackstaff return the dangerous tome to the tower. Both Harpers and Lord's Alliance are a good choice. Laeral Silverhand or Jalester Silvermane could be Lord's Alliance quest givers, and Renaer Neverember, Mirt, or Remalia Haventree, depending on your group's story, could be Harpers quest givers. You can find more info on them in *Waterdeep: Dragon Heist*.

RUNNING THE ADVENTURE

To run this adventure, you will need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You can find important information on the adventure's monsters in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Some magic items and supernatural terrains that can be found in this adventure are taken from *Tasha's Cauldron of Everything*.

If you have the possibility, read through *Manual of the Planes* for third and fourth editions - it will give you plenty of information to expand on this adventure if you wish.

Important magic items mentioned in this adventure are described in appendix A. Effects specific to certain planes of existence can be found in appendix B. Rollable tables for supernatural terrains encountered in this adventure can be found in appendix C. Important information about adventure's NPC can be found in the appendix D. Stat blocks for most of the creatures in this adventure are listed in appendix E.

PART I

Blackstaff's Request



MEETING WITH BLACKSTAFF

Having completed another challenging adventure, the characters enjoy their much-earned rest in one of Waterdeep's local taverns. The food is excellent, bard plays a song about their adventures on the stage, and ale flows like a river. However, during the celebration one of them who had most interactions with Vajra Safahr, the lady Blackstaff of Waterdeep, receives a short message from her via *sending* spell:

A serious crime was committed against Force Grey. Somebody stole a dangerous tome from my tower. Prepare for travel and come to me in the shortest time possible.

Looks like the celebration should be postponed by some time...

AT THE BLACKSTAFF TOWER

Once characters make their way to the Blackstaff tower, read or paraphrase:

You enter a massive tower made from the black stone which stands high amongst the nearby buildings. Once you enter and begin to climb the stairs, you feel that something is wrong with the building's architecture - it feels bigger from the inside, and the layout of the interior doesn't make sense to you. Despite this, eventually, you climb up and enter a simple den. You see a small, well-lit room which has a working desk and a chair. Sitting at the desk is a young, olive-skinned woman with curly black hair. She seems very worried. When you enter, she closes the book and lifts her head.

What Vajra knows:

- Two hours ago, somebody broke through the tower's inner defenses and stole a dangerous book - one of the Tomes of the Stilled Tongue from her cabinet.
- Scrying sensors captured this thief - it appears to be a beautiful elven woman with golden hair, in leather armor with a black cloak over her shoulders. She has an intense look and a scar that crosses the left part of her face. She disabled the magical defenses of the tower, entered the library and took exactly one tome, then unfolded a piece of cloth on the floor and stepped through it, disappearing in the flash of light. Vajra shows this scene to the characters using *major image*.
- During her heist in the tower, this woman lost a bit of blood to one of Vajra's *symbol* traps. Vajra used it to attune the thief's essence to the powerful tracking device in her possession and learn the portal destination - Elemental Plane of Fire.
- The escape device used by the thief is Well of Many Worlds. Vajra only heard about this item but can convey to characters its properties. She suspects that Plane of Fire may not be the thief's final destination.

While she is repairing her defenses and making sure nothing else gets stolen from the tower, Vajra wants the characters to follow the thief, catch her dead or alive and return to her tower with the stolen book. She also wants to make sure that people who are behind the theft are also taken care of, so another theft like this will not happen again. To achieve this task, Vajra gives the characters a powerful magic item - **Compass of the Planes** (see appendix A). It is already attuned to Viarcraia's essence.

Vajra also provides the characters with a **sending stone** to notify her when the assignment is completed. She will send her apprentice, Laraelra Harsard with a *scrying* and *plane shift* spells ready to locate and pick the party up once they report their location.

After one of the characters attunes to the compass (the process takes an hour, during which other characters from the party can make their preparations), he can use this compass to reactivate the portal and follow the thief.

DEVELOPMENT

As soon as the characters use the compass and step through the portal, proceed to **Part II**.

PART II

Planar Chase



THE CHASE RULES

Viarcraia utilizes a **well of many worlds** to travel between different planes of existence and potentially throw off her trail. The notable property of this item is that it needs recharge for 1d8 hours each time it is used.

Viarcraia stepped into the Elemental Plane of Fire, arriving at the City of Brass bazaar. She moved through the city and used *dimension door* to sneak out of the gates, entering the Cinder Wastes and traveling a bit until the well recharged. She spent **2** hours total on this plane. In the next plane, the Shadowfell, she traveled to the mountain pass and used her flying speed to pass the shadar-kai outpost. She stopped on the edge of Letherna, Raven Queen's domain, and waited for the well to recharge. She spent **4** hours here. In the Feywild, she passed through a magical forest and stopped on its edge to rest, having to wait **5** hours total for the well to recharge. In the Ysgard, she moved over the earthberg using her flying speed and returned to the Astral Sea with a *plane shift* spell after spending **1** hour on this plane.

Overall time spent by Viarcraia before returning home is **12** hours. Overall travel time is **10** hours (**1** hour rested in Shadowfell and **1** in the Feywild)

The characters start chasing her after approximately **3** hours (two until Vajra returned to the tower, called them and they arrived, and one for the travel preparations and attunement to the Compass). This means that they have a chance to encounter Viarcraia earlier than her final destination on Iorion's island.

ENCOUNTER WITH VIARCRAIA

It's hard for the characters to catch up with Viarcraia, but not impossible, if they are not taking rests too often, moving at a fast pace most of the time, and befriending the faerie dragon.

If Viarcraia encounters the characters, she is surprised by their ability to follow her and asks about the item they use. If they tell, she tries to trade for it (but she is not going to part with the book no matter what). If she is impressed by their capabilities during conversations and one of them succeeds on DC 18 Charisma (Persuasion or Deception) check, she offers them to speak with her master and try to negotiate with him about the book.

Viarcraia hides the book using *leomund's secret chest* (the material component is one of her scroll tubes) and is immune to charm, so the characters can't force her to give them the tome.

If threatened, or one of the characters tries to do something harmful to her, Viarcraia puts up a fight, kicking off with her *chain lightning* spell. Haven softened characters a bit, she uses on the most squishy one *finger of death*, laughs and retreats using her *dimension door*, *invisibility* and flying speed along with teleport ability. Her goal is to cut the chase off, not to win. If she noticed characters in advance and has some time to prepare, she will also make sure to put *mirror image* on before talking to them. She has considerable defenses available - make sure to utilize *shield* / *counterspell* spells depending on the party structure.

If she is bloodied, she instantly retreats using *contingency* spell paired with *dimension door*. She then uses *dimension door* again if needed and finds a safe space to use *plane shift* scroll and return directly to the Iorion's home island. If she is on the cusp of well's recharge, she will use it instead to move to the next planar destination.



PLANE OF FIRE: CITY OF BRASS BAZAAR

Once characters step through the portal, read to them:

You look around and discover that you are standing amidst a great city. You see massive buildings, gold and scarlet in color, and a lot of folk - tieflings, azers, fire genasi, elementals walking through the streets, and even one fire giant in the distance. You lift your head up and look at the crimson skies, shielded from you with a giant brass sphere. You've arrived on the Plane of Fire, but where is your quarry? The district around you looks like an enormous bazaar - numerous buildings, lodges, and tents placed in rows. Smells of all kinds of spices hit your nose. A menagerie of creatures from different planes is wandering here, trying to find their deal at the biggest planar market in the multiverse.

Plane description. Elemental Plane of Fire is a very hostile environment for most parts of it. Creatures without fire resistance will have a hard time traveling here. The City of Brass, the great metropolis of the efreeti, however, is protected by the large brass dome which makes the environment less harsh. The market of this city is the biggest one in the multiverse - all kinds of creatures can be found here, and almost anything bought for a fair price, which is not always money.

Planar features City of Brass is protected by the bronze dome from the storms, however, it's still considerably hot here - make sure to utilize rules for Extreme Heat from the *Dungeon Master's Guide* (also listed in appendix D). If players have not enough water on them and spend too much time on this plane they will have problems. Also, once they exit the City of Brass and start traversing the Cinder Wastes, they are no longer protected by the dome and need to roll for the extreme heat immediately or suffer one point of exhaustion.

Viacraia's path. Viacraia passed through the city, exited its eastern gates using *dimension door* and then traversed the Cinder Wastes for an hour until well of many worlds was recharged and she used it to get to the next plane. During 2 hours that she spent here, she covered 6 miles, which means her portal is outside of the 5 miles radius of the compass and players have to track her movement for a bit to locate it.

Investigation. Players have different means to find Viarcraia's trail

- They could talk to locals and try to gather details about elven women that passed through the market recently. DC of the Charisma (Persuasion) check to get locals to talk is 18, if Common is used. If characters speak Primordial, DC reduces to 16, and if they know specifically Ignan dialect, the DC will be 14.
- They could try to find her tracks and follow them, but since several hours have passed in a big city, the DC of the Wisdom (Survival) check to do so will be 20
- If these approaches fail, they can try to get the information from one of the merchants on the market, but they will provide it for a price. Dorryn and Rajab will be satisfied by money - an offering of at least 100 gp will make them talk. Hrothgar, however, would be interested in a unique weapon. And Marcella would like something strange, either a portion of the character's luck, his most precious memory, or something else of equal value
- If the characters absolutely stuck, they always have a way to progress - *contact other plane* spell cast through the Compass. However, it has a severe price for failure so should be a last resort

If the characters try to *scry* on Viarcraia at this point, they will learn that she is on a different plane of existence.

Planar market. The place the characters end up in - the Trade Ward of the City of Brass - is probably the biggest planar market in the multiverse. They will likely consider buying something despite the pressure of time. Numerous goods such as food, gear, weapons, armor, magic items, and slaves can be found here. You can utilize the merchants listed in this chapter or create your own.

MARCELLA BOULDERTRICK

Old crone that sells magical potions, who in truth is a **night hag**. She doesn't accept money, wanting anything strange or magical as a payment. She also likes to strike deals, such as the character's dying breath (all death saves are at disadvantage) or a portion of his luck (all ability checks and saving throws are at disadvantage for the rest of the day, etc)
She has the following items in stock:

- *potion of invisibility*
- *potion of healing, potion of greater healing*
- *potion of gaseous form*
- *potion of speed*
- *dust of sneezing and choking*

HROTHGAR

Hrothgar is a **horned devil** from the Nine Hells, who disguises himself as a member of the same race as the character who enters his lodge, to earn his trust. He can sell magical weapons, for a fair price of the buyer's soul.
He has the following items to sell, on which you can expand:

- +2 weapons
- +1 vicious weapons

DORRYN

Old gnome in big golden glasses, who claims his goods to have powerful magical properties, but in reality, all he has in stock is trinkets. Roll on trinkets table from the *Player's Handbook* to populate his shop.

RAJAB ABU BAKR

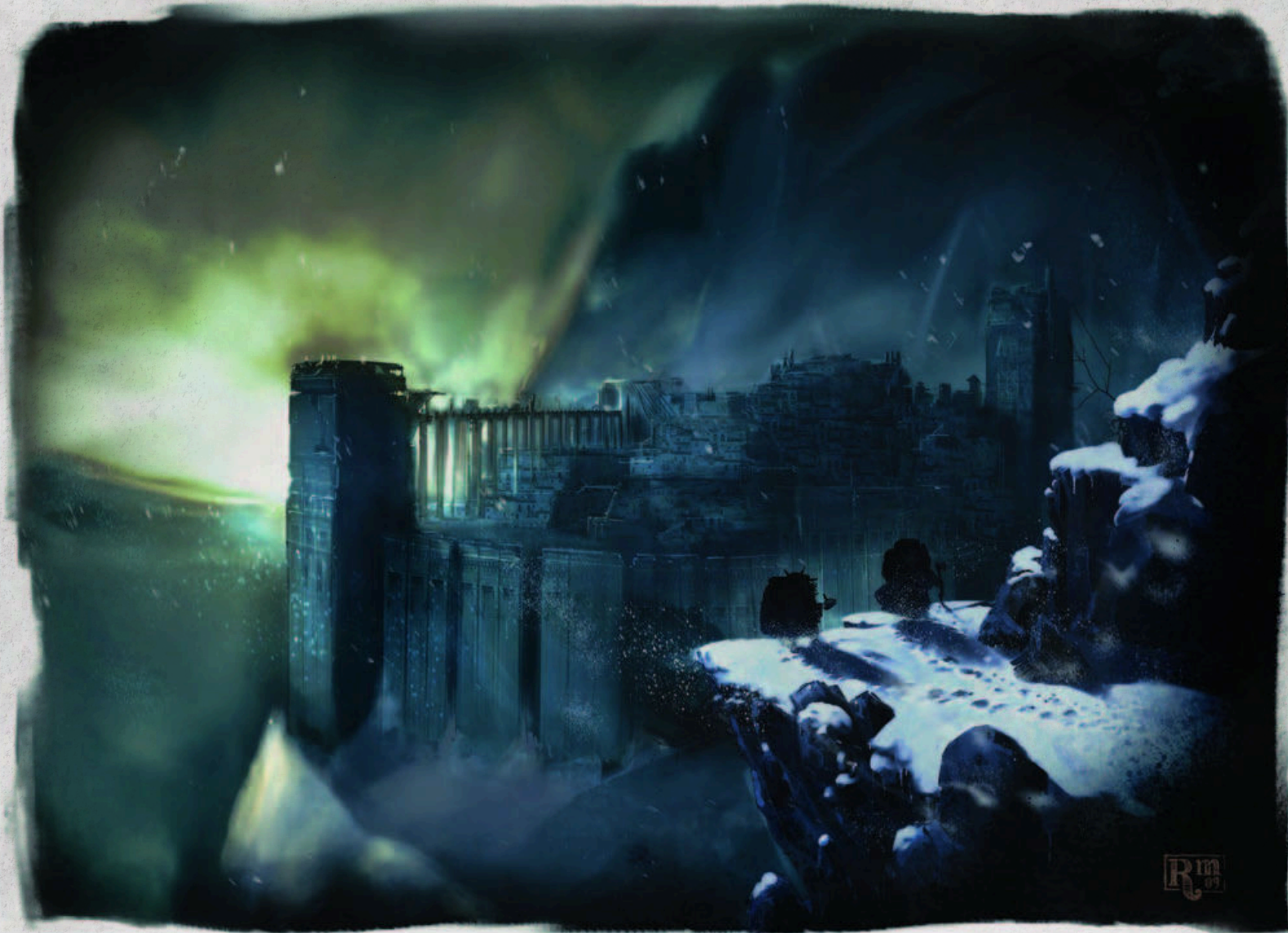
Rajab is **efreeti** who sells wondrous figures. He is interested in money and potential slaves
In his lodge, he has the following items for sale :

- *figurine of wondrous power, onyx dog*
- *figurine of wondrous power, obsidian steed*
- *figurine of wondrous power, ivory goats*
- *figurine of Wondrous Power, serpentine owl*

If players threaten or harm anybody on the market, fly too high in the sky, or otherwise break the peace in the city in any way, they will attract unwanted attention from the guards - a patrol consisting of 3 **efreeti** will approach them and ask questions.

DEVELOPMENT

Once the characters reach the Cinder Wastes, they can locate the disturbance created by Viarcraia and reactivate it. Once it is done, they step into the Shadowfell.



SHADOWFELL: LETHERNA OUTPOST

Once characters step through the planar portal, read to them:

When you step through the portal and your eyes adjust, you see it - the vast, gray desolate plains, crossed by enormous dark mountains on the horizon. The sky is pitch black with heavy clouds and the whole place is overrun with the feeling of despair. Some shapes, which look like winged flying shadows, are moving through the clouds. There are no plants except for long-dead trees. You look ahead and see that the road leads you to the mountains on the horizon. Above them, you see an ominous green glow that rises up to the sky, very much like winter aurora.

Plane description. The Shadowfell is a hopeless and desolate space - a dark reflection of the Material Plane. The place where Viarcraia ended up is on the outskirts of Letherna, Raven-Queens domain. It is surrounded from all sides by the tall mountains and heavily guarded by the shadar-kai, servants of the Queen. Letherna itself is cold and mostly covered in snow.

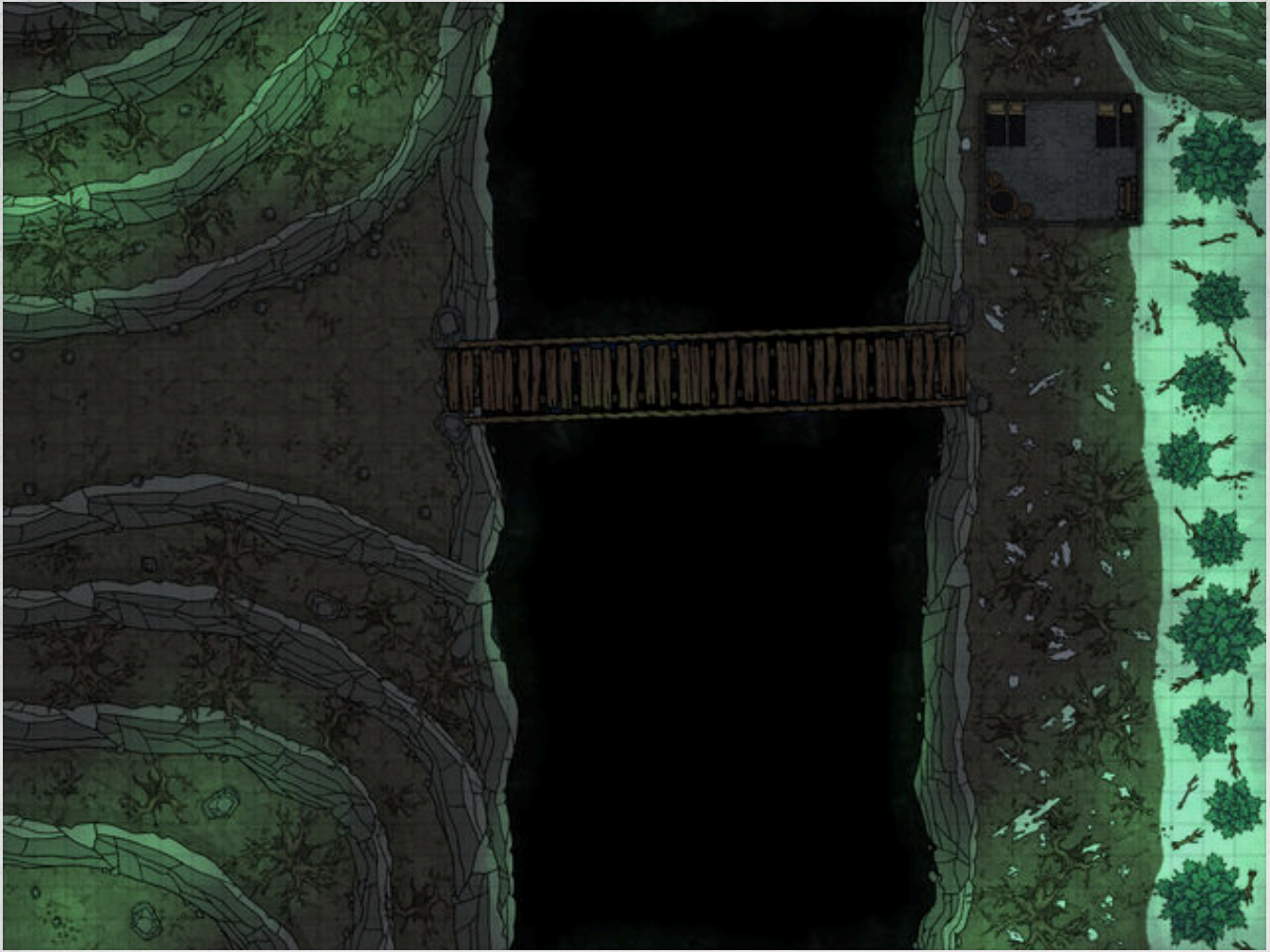
Planar features. The Shadowfell is a challenging place for most people just to be in. The more time the characters spend on this plane, the more they should feel an overwhelming sense of despair and being lost.

Use this plane to build suspense as you describe the character's journey to the mountain range. Make sure to utilize Shadowfell Despair rules from the *Dungeon Master's Guide* (appendix B). It makes sense to roll for it in the middle of the journey when the characters enter a dead magic zone. You can also use the Emotional Echoes rules from the *Tasha's Cauldron of Everything* - the land around the path to Letherna is overflowing with sorrow, so it can provoke those feelings in the characters.

Viarcraia's path. Viarcraia spent a lot of time here - 4 hours, waiting for the well's recharge. She traveled roughly 9 miles. 2 hours she traveled at full speed towards the nearest mountain on foot to avoid nighthaunts which can be spotted in the sky, the next 1 hour through the mountain pass to the bridge and the shadar-kai outpost, where she turned invisible and used her flight speed to pass the guards. After that, she turned to the right soon after entering Letherna, fearing to go too deep into the Raven-Queen's domain. The rest of the time she rested and waited for the well to recharge in the snowy forest.

Journey through the wastes. During her travel through the mountain pass, Viarcraia traveled on foot, so her movement could be tracked with DC 15 Wisdom (Survival) roll. The first part of the journey is 6-mile travel through the gray wastes, which turn into a dead magic zone halfway (similar to the antimagic field). The dead magic zone ends as soon as the characters reach the mountains.

LEThERNA OUTPOST



Encounter with the shadar-kai. Once characters traverse the mountain pass for approximately 1 mile, read to them:

You turn around a winding mountain pass and find yourself standing near the edge of an enormous chasm. It's hard to see how far it reaches below. Between you and the other side, you see a bridge made from the ropes and wood which slowly staggers in the wind. On the other side, the landscape is changing - for the first time that you spent in this awful place. You see tall gray pines covered in snow, as well as the ground below them. Amidst them stands a small stone building with one window which overlooks the bridge. Behind the pines, the green light on the horizon is now glowing brighter. You notice strange silver shadows falling from the sky until they hit the ground, similar to stars. The closer to the glowing light, the thicker they become, forming almost a maelstrom on the horizon. The visage is both beautiful and terrible to behold.

It looks like the only way is forward, and the shadar-kai outpost awaits for the characters on the other side. This mountain pass is not too far from the Fortress of Memories, Raven-Queen's residence, and is heavily watched. Outpost guard consists of three **shadow dancers** and one **soul monger**. The chasm under the bridge is 200 feet deep.

The head of the outpost, soul monger Skagi is assigned to it by the Raven Queen herself. This mountain pass is rarely used by people who come to seek Raven Queen, and a handful of Vecna's and Orcus's spies were caught here in the recent months. Because of this, Skagi is very suspicious, and his first reaction to seeing trespassers is to surround and interrogate them.

If the characters are not traveling stealthily at a slow pace, shadar-kai notice them in advance, teleport using their shadow jumps, surround them and ask what's their business, holding their chains at the ready. Otherwise, if they have not noticed characters, the shadar-kai emerge from the outpost as soon as they start crossing the bridge, because of triggered *alarm* on the far end.

Negotiating with the shadar-kai. It is hard to convince the shadar-kai to let outsiders inside the Raven Queen's domain. They haven't noticed Viarcraia, so suspicious of the character's story. It will take succeeding on DC 20 Charisma (Persuasion, Deception, or Intimidation) check to let the characters pass. If the check failed, it is still possible to bargain - the shadar-kai will accept any item or trinket which has a great sentimental value for the wielder - something from his past, invested with deep feelings of pain, guilt, or sorrow. They will gladly take such an item to present it to their Queen. If by any chance the characters mention that they are searching for the Tome, the shadar-kai will let them pass if they swear to destroy it as soon as they find the item.

If convinced, Skagi sends one of his shadow dancers to watch the party until they leave the Shadowfell. If negotiation fails, he will demand characters to turn back from where they came from.

Shadar-kai combat tactics. If forced into combat, Skagi relies on his *wave of weariness*, trying to take as many characters as possible into the radius. If he has one dangerous opponent, he will use *finger of death*. If *wave of weariness* not recharged yet, he will use *chain lightning*. Shadow dancers move across the battlefield using their teleports, focusing on the most dangerous opponents, trying to restrain them, and then finish using necrotic damage options of their chains.

HANDLING FALLING

Creatures who fall into a chasm can pass a DC 13 Dexterity save to hold on rocks and avoid falling. A creature that failed has one more round to stop its fall. It has fallen roughly 30 feet by the time its turn starts. If it doesn't manage to reach the top or hold onto something during its turn, it falls to the bottom of the chasm at the end of it.

Option: If you want to spice up the character's journey through the Shadowfell wastes, you can add encounters with nighthaunts (use **shadows** statistics with flying speed), **sorrowsworn** or **balhannoth**. A good place to have an encounter is a dead magic zone.

DEVELOPMENT

Having survived the encounter with the shadar-kai, the characters can traverse the chilling forest, activate the portal Viarcraia created, and step through it into the Feywild.

Shadar-kai





THE FEYWILD: FAERIE GLADE

Once characters step through the planar portal, read to them:

As soon as shifting sense fades, you open your eyes and see an incredibly beautiful autumn forest, filled with glowing fireflies, butterflies, and various lush plants. The sun here is frozen in the perpetual sunset, and the whole place feels like a vivid dream. Small streams run through the forest, their sound almost forming a melody. As you walk through the forest, you notice several glowing multicolored lights that are floating ahead of you and guide your way forward.

Plane description The lands of Fey is a strange and exciting place. It is the Shadowfell's antipode - a bright reflection of the Material Plane. The forest where Viarcraia (and the characters) end up is the domain of the seelie fey, the Summer Court. However, this part of the forest is inhabited primarily by faerie dragons, most of whom are unaffiliated fey.

Planar features. Characters are unlikely to fall under the time warp effect - they will spend less than a day on this plane. You can make them roll for memory loss upon exiting (appendix B). Additionally, the forest is so full of primal magic that casting spells of 1st level or higher triggers a wild magic surge (roll on the appropriate table from the *Player's Handbook*).

Viarcraia's Path. Viarcraia waited the most time on this plane for recharge - 5 hours! She traveled through an enchanted forest invisible, escaping distractive illusions with her truesight, for a total of 12 miles and 4 hours. After that, she stopped to rest until the well is recharged, which lasted for 1 hour. She passed through Rono's glade on the way but didn't stop.

Traversing the forest. After traveling through a dream-like forest approximately six miles, characters arrive at the clearing and can see a small river that falls from the cliff and forms a small lake. Once they come closer to the lake, they realize that their feet are now standing in the water - it is larger than seemed, and hear a faint delightful laugh.

Rono, a violet **faerie dragon**, lives here. His favorite way of spending time is to trick and play with wanderers who end up on his glade. The water in the lake is **enchanted spring** (see appendix B). Rono likes persuading travelers to drink from the lake and observing which effect on them it will take. He sensed Viarcraia's presence and knows which way to go after her and how to catch up to her.

Rono's pranks:

- Create a fomorian illusion with a *major image* that threatens the characters.
- Make part of the water in his pool look like solid ground, so characters who step too close fall into the water (*hallucinatory terrain*).
- *Polymorph* characters into small animals (usually squirrels and otters)
- *Suggest* characters to jump into the water or climb a tree
- Snap nose of one character with *mage hand*
- *Dancing lights* which lure characters to his domain

He can serve as the character's guide during their journey in the Feywild, but he wants something in return - each of them must drink the water from the pool. Rono discovered this pool not long ago and was so far excited with its effects and how they affect strangers. He also appreciates anything shiny or tasty goods offered to him.

If the characters befriend Rono and travel with him, they have their travel speed effectively increased twice and their chances to catch up with Viarcraia grow. Rono knows how to get through the magical forest quickly and use the strange magic of Feywild to his benefit.

Option: If you want to spice up characters' journey through the forest, they can encounter **eladrin** of the summer court, **pixies**, **dryads**, **unicorn**, or **quicklings**.

DEVELOPMENT

Once characters reach the Viarcraia's portal and activate it, they step into the Heroic Domains of Ysgard.

Faerie Dragon



YSGARD: BATTLE OF THE GODS

When characters step through the portal, read to them:

When you cross the portal and your eyes adjust, you see that you ended up in a very strange place. There is no sun and sky in common sense - instead, all you see is an endless blue void with an enormous glowing ring that crosses it from side to side. Several flying creatures, roughly in the shape of elephants are seen above. The landscape is beautiful - small green hills dense with trees. You seem to be standing on top of a rather large floating island - you hear very loud noises of something crashing with great volume from the far below, and the whole ground occasionally shifts under your legs - you gather earthquakes is a common thing here. You also hear large shouts and sounds of weapons clashing from the direction in which your path lies.

Plane description. Ysgard, or Gladsheim is a plane constantly shaken by the rivers of earth full of swirling and crashing chunks of stone and rock, so earthquakes occur here regularly. The bottom layer, Nidaveliir, is especially loud, so distant grinding sounds can be heard all the time, even on the upper layer, through which Viarcraia briefly passed.

The bottom part of the upper rivers of the earth is constantly colliding and glowing from the impact, so instead of sky and sun characters see a blue void crossed by enormous glowing rings. Occasional **hollyphants** can be seen passing above the island in the sky. **Planar features.** Notable feature of Ysgard is the impossibility to die here. A creature that was slain comes to life on the next dawn - but if this happens, characters will not be able to catch up to Viarcraia and when they come to the Iorion's island, she will be prepared. Also, you can utilize constant earthquakes if you want to add additional complications to the character's journey here.

Viarcraia's path. Viarcraia used her ability to fly to go over the massive battle on the earthberg, descending on the other side and cast *plane shift* here using one of her spell scrolls (Well of Many Worlds is a random item and is not suitable for going to a particular destination). It's impossible to track her movement because of this, but she traveled only 3 miles distance - so characters already know where they should end up once they step through the portal and activate the compass.

Skill challenge. The island on which characters end up is particularly big and is a sight of a massive battle between the einherjar and giants. To pass through unharmed, characters should be creative and succeed on a skill challenge with the following rules:

- 5 successes need to be accumulated to cross the island to the other side.
- on each failure, characters are hurt when passing through the battle site. Roll on the Battle Complications table.
- characters can contribute to the party's success by describing how they help and passing appropriate checks, or spending some of their resources (consumable items/spell slots/class features). You can decide on the appropriate DC depending on the action taken by the character.

BATTLE COMPLICATIONS

d6

Complications

1	Two random characters: melee attacks: +9 to hit, 2d6+5 slashing damage
2	Two random characters: ranged attacks: +9 to hit, 3d6+2 piercing damage
3	Two random characters: ranged attacks: +9 to hit, 4d10 + 6 bludgeoning damage
4	Three random characters: <i>Lightning bolt</i>
5	Three random characters: <i>Fireball</i>
6	Four random characters: <i>Cone of Cold</i>

DEVELOPMENT

Once characters trace Viarcraia's *plane shift* teleportation to the Astral Plane and step through the portal, proceed to Part III.

Einherjar



PART III

Mysterious Island



THE ASTRAL SEA

Once characters step through the portal and follow Viarcraia's *plane shift* spell, read to them:

You are standing on the old stone platform in the teleportation circle. The area in the immediate vicinity seems to resemble an old elven temple ruin. In front of you, behind ruined stone walls is an incredibly lush jungle, hot, humid, and full of wildlife and strange sounds. When you turn back, you can see behind stone arches the edge of the island. The island seems to be floating in the enormous gossamer sea of silver and white colors which reaches the horizon.

IORION'S ISLAND

Before running this part, read morkoth entry in the *Volo's Guide to Monsters*. Make sure you understand this unique creature's nature as well as its regional effects.

Iorion's island is a well-guarded morkoth domain. The island is roughly 8 miles in diameter, most of it is a jungle with a wide array of strange creatures. The weather in the jungle is warm, and the time of day is frozen in the soft eternal sunset. The creatures from different planes of existence can be encountered here - all part of Iorion's collection, as a result of the island's journey across the planes. For details, refer to the island's encounters table. Roll on this table at least twice per day while characters traverse the island to see what they encounter.

The island has multiple landmarks which can be spotted by the characters with high enough Wisdom (Perception) rolls (DC 13 with disadvantage due to low light): a **primal oak tree** in the northern part of the island, enormous **volcano** in the center, **grung's tree village** in the southern part and **wooden cabin** in the western.

The Iorion's lair can only be accessed if the characters jump in the volcano in the center of the island. The lava in the volcano's caldera is an illusion which conceals entrance below it, produced by the permanent *hallucinatory terrain* spell.

The characters arrive in the eastern part of the island (**arrival point**). As soon as they step on the island, their presence is known by Iorion, and they get the sense that they are constantly watched per morkoth's regional effect ability.

Mosquitoes As characters traverse the jungle, they are exposed to the biting mosquitoes native to this island. Characters must succeed on DC 11 Constitution saving throw or contract **shivering sickness**.

IORION'S ISLAND LOCATIONS

1. ARRIVAL CIRCLE

This is a blank patch on the ground with no plants on it, which has a permanent *teleportation circle* inscribed on top of the old stone altar. The altar is surrounded by the beautiful ruins of an old temple of Corellon, which was picked up by Iorion from the plane of Arborea.

Cadaver collector picked from the plane of Acheron guards it. The automaton is offline most of the time, but if it notices intruders it immediately activates and chases them. Viarcraia and Iorion can both activate this device with a simple command (no action required).

It has one notable change to its construction - when it drops a creature to zero hit points and places it on its spikes, the creature is auto-stabilized and unconscious. After he catches all intruders, he goes straight to Iorion's lair and drops them at the entrance.

Running the encounter. Use provided battle map for this encounter. Jungle is difficult terrain, and temple ruins can provide cover for characters depending on their disposition. If somebody steps from the edge of the island, he starts floating using his mind - check out Astral Plane properties in the appendix B.

I2. GRUNG VILLAGE OF GROVISV

This is a small village where grungs of the island live. They worship Iorion like a god and have numerous wooden totems carved in his likeness. They are hostile to intruders and shoot them with poison arrows on sight.

The village consists of approximately 8 wooden tree houses. A population of 30 grungs of different colors lives here.

I3. THE PRIMAL OAK

This giant tree, which is a massive white oak, feels out of place in the jungle. It was grown from a small seed stolen from the plane of Arcadia. Most jungle beasts come here from time to time to feast on its fruits - a **quetzalcoatlus**, **grungs** or **stegosaurus** can be encountered here. Grungs believe it to be a holy place and gift from their god for their service.

I4. THE MIMIC CABIN

This is a small wooden cabin, which appears to be suspiciously empty, is in fact a colony of mimics. The colony was picked up during the island's journey through the planes. Viarcraia is on friendly terms with mimics and often comes here to work on her books which Iorion allows her to read as part of the payment for her service. A total of 20 mimics live here (the largest one is a building itself, with smaller ones being pieces of furniture, bookshelves, and utensils)

SHIVERING SICKNESS

A giant or humanoid exposed to the disease must succeed on a DC 11 Constitution saving throw or become infected. A creature with natural armor has advantage on the saving throw. It takes 2d6 hours for symptoms to manifest in an infected creature. Symptoms include blurred vision, disorientation, and a sudden drop in body temperature that causes uncontrollable shivering and chattering of the teeth.

Once symptoms begin, the infected creature regains only half the normal number of hit points from spending Hit Dice and no hit points from a long rest. The infected creature also has disadvantage on ability checks and attack rolls. At the end of a long rest, an infected creature repeats the saving throw, shaking off the disease on a successful save.

I5. THE ILLUSORY VOLCANO

This is a big volcano, roughly 800 feet in diameter and 300 feet high which appears to be active and sometimes produces clouds of smoke and lava. However, it's lava is an illusion, as the volcano covers the entrance to the island master's lair beneath the caldera. The illusion becomes obvious upon closer inspection when the creature succeeds on DC 17 Investigation (Intelligence) check against morkoth's DC.

Once characters reach the base of the volcano, Iorion attempts *scrying* on one of them to listen to their conversations. If he hears that characters are aggressive, he makes water in his lair non-breathable and murky to make the upcoming fight very hard for them.

Enchantment. Any character who reaches the top of the mountain is subject to the enchantment on the entrance (one of the regional effects). It should pass DC 15 Wisdom saving throw or feel an intense urge to jump into the volcano and move all the way to the inner sanctum.

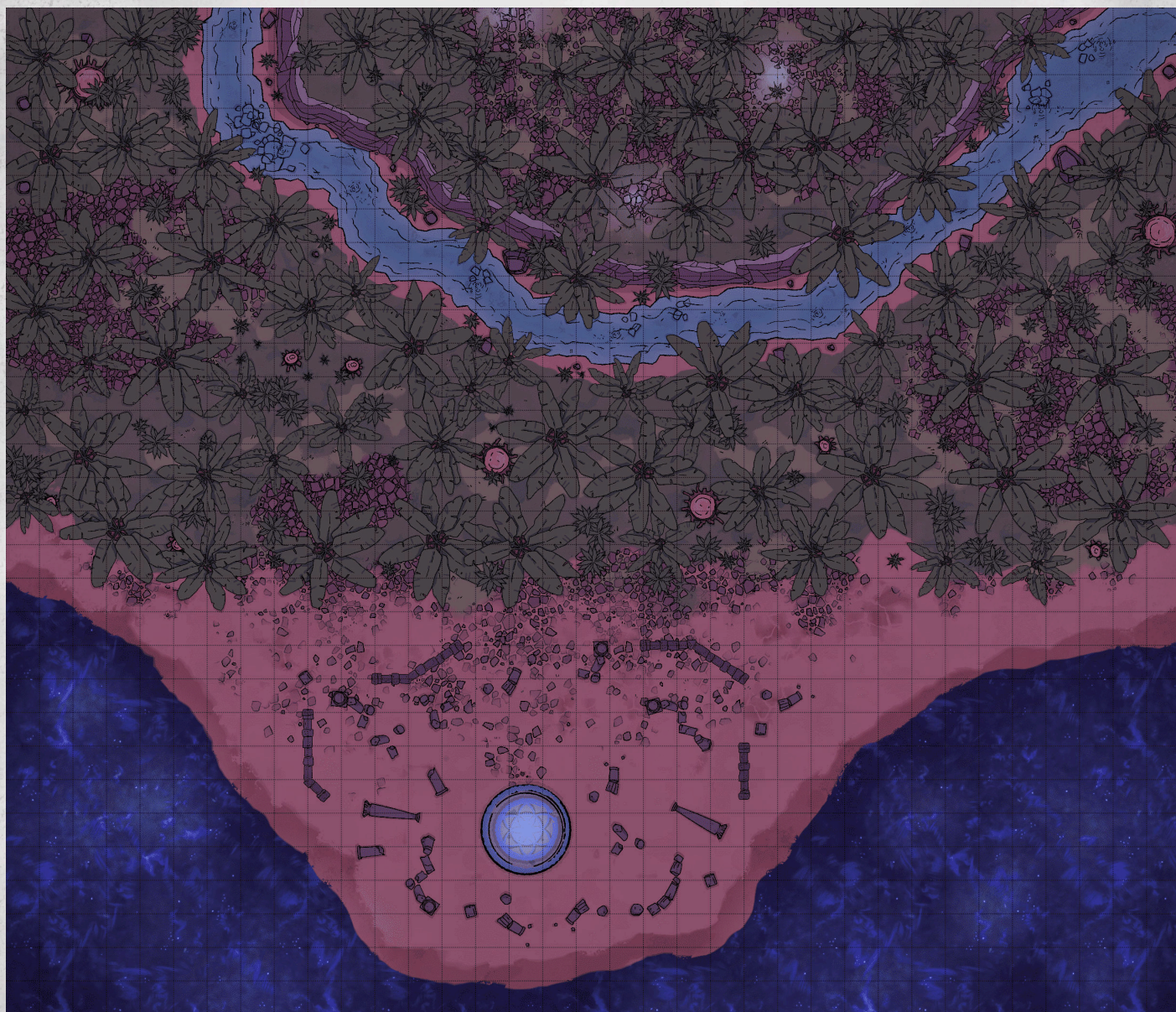
IORION'S ISLAND RANDOM ENCOUNTERS

d10	Encounter
1	1d4 sentient mimics from the colony
2	1d4 Stegosaurus
3	Grung elite warrior, grung wildling along with 1d6 grungs
4	Catoblepas
5	Flail Snail
6	1d4 Quetzalcoatlus
7	1d4 Assassin Vines
8	T-Rex
9	Howler
10	Frogheemoth

Cadaver Collector



ARRIVAL CIRCLE ENCOUNTER MAP



IORION'S LAIR MAP



IORION'S LAIR FEATURES

Unless noted otherwise, the following features apply to all areas of the lair:

Doors. All doors in the lair are made of stone. DC to open such a door with Dexterity (Thieves Tools) check is 15, and 20 for Strength (Athletics) check to force it open.

Dampness. Iorion keeps his trophy room and library dry with *prestidigitation* fields, but the main sanctum is always filled with water. When he moves through the lair to the other rooms, he usually brings water with him - therefore dampness can be spotted on all floors and walls.

IORION'S LAIR LOCATIONS

L1. CRYSTAL PRISON

When the characters begin to fall into the volcano's caldera, read to them:

You fall, and then suddenly caught by some unseen force in the middle. You safely descend roughly 150 feet and find yourself standing in the pool of water, roughly 1 foot deep and 5 feet in diameter. When you look around, you notice that you are standing in the big crystal cavern. Light from the countless crystal stalagmites and stalactites reflects and makes you close your eyes for a moment.

If characters look around and succeed on DC 13 Perception check, read to them:

Something is off about these stalagmites... When you adjust your eyes and concentrate, you see it: figures trapped inside some of them - men, women, all of different ages and races. They look dead and perfectly preserved inside their crystal prisons.

Cavern. Any visitor who jumped into the volcano falls 150 feet, but is subjected to the permanent *feather fall* field in the middle of the fall. At the bottom visitors fall in the small pool with water in the middle of a crystal cavern.

Crystal prisons. The creature inside the stalactite can't be targeted by attacks or be subject to magical effects. It's restrained and can't make attacks against the prison. It can cast spells as normal, however. Each prison is a Large object with AC 15, 80 hit points, and immunity to psychic and poison damage. A prison reduced to 0 hit points shatters, revealing the creature within.

Door. On the eastern side of the cavern, a stone door to the next room is visible. It can be opened with DC 15 Thieves Tool's check or DC 20 Athletics check.

Guards. Three **crystal elementals** guard this room, hidden amongst the naturally formed crystals. Their combat tactics are simple - if they notice characters, they try to grapple them and burrow with them to the nearest stalagmite. Once they do that, they return to catch the rest of the party. If reduced to ¼ hp, they burrow into the ground and escape.

Crystal elementals are **earth elementals** with the next adjustments:

- **Illumination.** The elemental magically sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light goes out when the elemental is destroyed.
- **Grappling attacks.** When crystal elemental hits the target with its slam, it can grapple the target (escape DC 15) instead of dealing damage. The creature can try to break the grapple as an action.

L2. MUSHROOM GARDEN

When players enter this room, read to them:

You enter the room and see that it's an incredibly lush garden. It is filled with different plants, mostly fungus, but some of them definitely shouldn't grow in this biome. You notice that plants cover not only the floor but also the walls and the cellar of the cavern. It's hard to determine where is top, and where is the bottom in this room. No presence of insects or animals can be seen. In the middle of the garden, you notice an old turtle in simple leather clothing who tends to one giant glowing fungi.

Plants. Each time a plant is eaten or cut here, it magically regrows after 1 minute. The mushrooms are extremely bright, and, to Iorion's taste, tasty. They were picked up in Feydark. Other plants were picked up across a wide variety of planes.

Gardener. Inqwy, a **turtle druid** tends to this garden for Iorion. He was picked from the Feywild during the island's journey. He has a neutral demeanor to visitors and just happy to tend to this beautiful garden and do his job. However, he misses the outside world and if characters tell him a tale and promise to take him with them, he might spill some secrets about Iorion's lair.

Dinosaurs



L3. MISPLACED ITEMS STORAGE

When the characters enter this room and they have lost some of their possessions to the morkoth's regional effect, read to them

You see a small cavern with a wet floor and high ceiling, which reaches almost 40 feet in height. On the top of the ceiling, you suddenly notice some of your items that you previously lost on the island. In the northern wall, there is a stone arch that seems to lead nowhere. On the western and southern sides of the room, there are other doors.

Storage. This room is the place where all misplaced items on the island end up - they appear on the room's ceiling, where Iorion eventually inspects them and either adds them to his collection or gets rid of them, throwing them through the portal to burn. When entering this room, he takes water with him - that's why the floor remains wet for some time. Any items characters lost to Iorion's regional effect are instantly spotted here by them.

Reversed gravity. The gravity in the room is reversed - which means anything that touches it falls on the cellar that is 40 feet high.

Disposal. Permanent portal to the Elemental Plane of Fire is placed in the northern part of the room. Any items that Iorion wants to get rid of are just thrown in the portal, which leads to the plane's outskirts where it touches Elemental Chaos - this means extremely high temperatures. The portal is inactive now; it activates as soon as somebody produces a fire in the 5 feet vicinity of it.

Doors. Door in the western wall leads straight to Iorion's sanctum. The door in the southern wall leads to a tunnel network that ends with a dead end.

L4. IORION'S SANCTUM

Iorion's sanctum is a large underwater lair with several exits. When characters open the door to it, read to them:

As soon as you open the door, you immediately face the wall of water, which for some reason stands still and does not spill on the floor. In the south western part of the room, you can see various coral reefs as well as portions of pearly matter which rise from the ground. The water is perfectly clean, and near the far wall, you can discern a big hoard of various trinkets, gold, weapons, and armor under which resides a strange creature - it has arms of a spider, tentacles of an octopus, and a huge carapace which seems to blend with the piles of loot and looks like part of his body. You see two doors leading from the room - one on the opposite corner, and one in the southern part of the room.

Environment. If Iorion successfully used *scrying* on the characters earlier and gathered they are going to fight him, the water in the lair is murky (heavily obscured) and non-breathable. Change room description accordingly.

Reefs. The lair is adorned with coral reefs and pearly matter at the bottom, of which the core of the island consists. A creature forcibly moved into the reef takes 1d6 bludgeoning damage per 5 feet moved.

Inhabitants. Iorion, as well as his bodyguards - two **water weirds** bound to the room's water, live here.

Treasure. In the pile of loot on top of Iorion's shell the next treasure can be found

- 7,500 gp total of 3,500 gp and 400 pp
- 8 gemstones worth 200 gp each

Doors. The Door in the northwestern wall leads to the trophy room, and the door in the southern wall leads to the library.

Iorion showdown. Iorion is interested in new arrivals. He wants to talk to the guests first - after all, if they made it to his lair, they are strong enough and have piqued his curiosity. He can exchange items in his possession for rare books, spell scrolls, or powerful magic items. Unfortunately, Tome of the Stilled Tongue is unique and there is nothing characters can have at this moment comparable to its power.

As soon as Iorion senses violent confrontation, he summons two **water weirds**, who are invisible in the water, and strikes his opponents. During the battle, he relies on his *hypnosis* lair action to shut down several opponents and then finish them by casting spells or attacking with tentacles while water weirds keep them at bay. If he heard that characters are going to attack him, he strikes them the moment they enter the room using held action. He is aware of the characters' position on the island and inside his lair at any moment.

L5. TROPHY ROOM

This is Iorion's private treasury, where he keeps notable items that belonged to his enemies, as well as pieces of art that should be kept dry. When characters enter this room, read to them

When you open the door, a powerful warm wind blows and instantly dries you. The room is relatively small. You notice several paintings hanging on the walls which depict different, bizarre places you've never seen before. Along the far wall, under one of the paintings stands a weapon stand, on which you can see an intricate, long curved blade and a strange wand that shines with all colors of the rainbow. To the left and right sides of the stand, two statues stand with dark hoods and black faces under them.

Drying field. As soon as the characters enter the room, their clothes and skin is dried using a powered up *prestidigitation* field. The air in the treasury is dry and cold.

Traps. There are two statues in the room with black faces near the northern wall. Both of them are trapped with the Sphere of Annihilation trap. The weapon stand is trapped with a Death *symbol* spell. Weapon stand trap activates when somebody tries to take the sword or the wand and is within 30 feet of the stand. Statues activate when somebody tries to take one of the paintings from the wall.

Treasure. Sword on the weapon stand is a *nodachi* (**shortsword of wounding**). A wand is a **wand of wonder**. Each painting is worth 250 gp when sold, and there are eight in total.

L6A. FALSE LIBRARY

This is the most prized and guarded room in Iorion's lair - the library. The first part of the library is a false one, designed to distract thieves (if any arrive here without Iorion's knowledge - but he's paranoid enough to assume such possibility). When the characters reach this room, reads to them:

You enter a long chamber filled with bookshelves, on which all manner of arcane and history books can be seen. Your skin and clothes are instantly dried with warm wind. Near the western wall stands a table with a pair of chairs. The southern part of the room consists of several large mirrors, placed side to side. Along the far wall, you see two creatures that resemble a dog, but they lack faces and have long tongues protruding from their mouths.

Drying field. As soon as the characters enter the room, their clothes and skin is dried using a powered up *prestidigitation* field. The air in the library is dry and cold.

Canoloth wardens. Another two yuggoloth mercenaries - a pair of **canoloths** assigned to guard the library. They attack any intruder who does not look like Viarcraia or Iorion on sight.

Screaming books trap. Some books on the shelves are traps. When a character opens a book, roll a d4. On 1 or 2, he opens a screaming book. Nothing is written in such a book - a mouth is opened between the pages and emits a horrifying scream. The character should pass a DC 15 Wisdom save, taking 2d8 psychic damage on fail, or half if saved.

Mirrors. Characters can inspect mirrors and interact with them in various ways (refer to **mirror zone** in appendix C). Additionally, characters can touch the surface and stare in the reflection for 30 seconds, which also triggers a mirror zone effect. As soon as the effect is triggered, the character is teleported to the other side of the mirror, in the reflection part of the chamber.

L6B. MIRROR LIBRARY

As soon as a character steps through the mirror, read to him:

You feel yourself being shrunken and sucked into a mirror. As soon as you come to senses, you notice that you stand in almost the same chamber - but it's much colder here and everything looks reversed in relation to the previous one. You take a glance at the shelves and notice that they are different. You arrived at the well-hidden true library which belongs to the master of the island.

Treasure. The rarest and prized magical tomes are located here, along with various works on high level magic and planar travel. Tome of the Stilled Tongue, if delivered by Viarcraia, is here. Besides that, the library holds **manual of clay golems**, **atlas of endless horizons**, **tome of clear thought** (already recharged after Iorion found and used it 100 years ago), and **manual of quickness of action** (will recharge after approximately 1 year).

Viarcraia. If not defeated previously, she is here holding **tome of the stilled tongue** and writing spells in it. Depending on her previous interactions with the characters, she can first talk with them or start a fight. If she had time to attune to the tome, she can cast her one of her spells as a bonus action once during combat.

THE ISLAND DESTRUCTION

If Iorion dies in combat, the island begins to shatter into multiple pieces which will disperse and be set adrift across the Astral Sea over a short time, so unless the characters get to the library quickly, they will have to glide through the Astral Sea to its remains, and other parts of the lair will quickly become inaccessible to them.

The rooms of Iorion's lair will become fully separated by growing rifts within a minute. As the island was moving with 30 ft speed through the Astral Sea when the destruction process began, all of them set adrift after that time in different directions. The good news is that they are not gaining more speed - they just keep their initial momentum. The bad news is that all characters start moving with a speed proportional to their intellect (refer to appendix B), so depending on the party's capabilities, they may or may not be able to get to all parts of the lair they want.

DEVELOPMENT

If the characters manage to acquire **tome of the stilled tongue** and deal with Iorion and Viarcraia, they are ready to return to Waterdeep and report to Vajra.

They can try to use a *scroll of plane shift* recovered from Viarcraia (if they defeated her). Otherwise, they can contact Vajra using their *sending stone*, and she will send her apprentice, Laraelra Harsard, to pick them up. As soon as characters return to Waterdeep, proceed to the adventure conclusion.

CONCLUDING THE ADVENTURE

Vajra greets characters with warmth, rewards them with a total reward of 600 platinum, and offers them to work for Force Grey, if characters aren't already part of it. If they are part of Force Grey, they earn 5 renown inside the organization. She can also arrange an audience with the Open Lord, should the characters need it in the future. The tome is returned to its proper place in the library, and the compass is returned back to Vajra's possession.

OUTCOME 1: COMPLETING THE TASK

Characters defeat Viarcraia, Iorion, and his servants, the island is destroyed, they loot as many parts of the lair as they had time and return to Waterdeep as heroes. They now have access to a sizable amount of gold and platinum which they could spend on different things, as well as several powerful magic items. If they took **well of many worlds** from Viarcraia, they now have an excellent travel item that can be a source of the next adventures, should the characters take the risk of using it.

If characters had time to pick some books from the library, Vajra shows great interest in them. If they gathered not all of the tomes before the island was destroyed, Vajra is eager to organize an expedition that will travel to the Astral Plane and gather the rest of the books before they are stolen or lost. This could be a potential hook for the next planar adventure!

OUTCOME 2: WORKING FOR IORION

Characters are now working for the morkoth - either because they were defeated or decided that Iorion is too powerful for them and chose the path of negotiation instead of facing him. If they were defeated, he casts *geas* spell on all of them and sends on their next job together with Viarcraia to watch after them. The job is to invade the great library of Candlekeep and steal some heavily guarded books from it. It's up to the characters to find a way to escape from his control, and subject for a separate adventure in itself.

If they chose negotiation and persuaded morkoth that they are eager to work for their prize - the Tome - he offers them several possible jobs to acquire magical items of higher value than the Tome, to bring them to him for exchange. There are numerous possibilities, such as invading the sultan's library in the City of Brass, searching for relics in the githyanki city of Tu'narath here in the Astral Plane, or obtaining tomes of dark magic from the city of Gloomwrought in the Shadowfell. But this is again a subject for another adventure.

REWARDS / XP

When characters finish this adventure, they should reach 10th level (or advance halfway to 11th if they were 10th level at the start). They also earn 5 renown with the Force Grey faction.

APPENDIX A – MAGIC ITEMS

COMPASS OF THE PLANES

WONDROUS ITEM, MAJOR TIER, VERY RARE, REQUIRES ATTUNEMENT

It's an old compass with different arcane symbols engraved across the circle. It was specifically designed in ancient times to catch quarries that try to escape by means of planar teleportation. It has numerous abilities to achieve this purpose.

Planar Tracker. As an action, you can try to attune the compass to the designated quarry. The target should make the save as though it was targeted by a *scrying* spell. If the target fails, the tracker is attuned to the quarry.

Detect Planar Disturbance As an action, you can activate the compass and learn the direction to the planar portal opened by the designated quarry within the last 10 hours in 5 miles radius. The portal is detected even if it's currently closed, allowing to trace usages of such spells as *plane shift* and *gate*.

Analyze Planar Disturbance As an action, while standing within a 10-foot radius of the planar disturbance, you can try to pass a DC 15 Intelligence (Arcana) check to try to learn the portal destination.

Reactivate Portal. As an action, while standing within a 10-foot radius of planar disturbance, you can open the portal once again, to the same exact destination, which remains opened for a minute.

Contact Planar Being. As an action, you can cast *contact other plane* spell from the compass. This ability can be used up to three times per day. When this spell is cast from the compass, the god of wizards Azuth is always contacted.

WELL OF MANY WORLDS

WONDROUS ITEM, MAJOR TIER, LEGENDARY

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the DM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once well of many worlds has opened a portal, it can't do so again for 1d8 hours.

TOME OF THE STILLED TONGUE

WONDROUS ITEM, MAJOR TIER, LEGENDARY (REQUIRES ATTUNEMENT BY A WIZARD)

This thick leather-bound volume has a desiccated tongue pinned to the front cover. Five of these tomes exist, and it's unknown which one is the original. The grisly cover decoration on the first tome of the stilled tongue once belonged to a treacherous former servant of the lich-god Vecna, keeper of secrets. The tongues pinned to the covers of the four copies came from other spellcasters who crossed Vecna. The first few pages of each tome are filled with indecipherable scrawls. The remaining pages are blank and pristine.

If you can attune to this item, you can use it as a spellbook and an arcane focus. In addition, while holding the tome, you can use a bonus action to cast a spell you have written in this tome, without expending a spell slot or using any verbal or somatic component. Once used, this property of the tome can't be used again until the next dawn.

While attuned to the book, you can remove the tongue from the book's cover. If you do so, all spells written in the book are permanently erased.

Vecna watches anyone using this tome. He can also write cryptic messages in the book. These messages appear at midnight and fade away after they are read.

ATLAS OF ENDLESS HORIZONS

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT BY A WIZARD)

This thick book is bound in dark leather, crisscrossed with inlaid silver lines suggesting a map or chart. When found, the book contains the following spells, which are wizard spells for you while you are attuned to the book: *arcane gate*, *dimension door*, *gate*, *misty step*, *plane shift*, *teleportation circle*, and *word of recall*. It functions as a spellbook for you.

While you are holding the book, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be of the conjuration school.
- When you are hit by an attack, you can use your reaction to expend 1 charge to teleport up to 10 feet to an unoccupied space you can see. If your new position is out of range of the attack, it misses you.

APPENDIX B – PLANAR EFFECTS

THE PLANE OF FIRE – EXTREME HEAT

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and 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. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

THE SHADOWFELL – SHADOWFELL DESPAIR

A melancholic atmosphere pervades the Shadowfell. Extended forays to this plane can afflict characters with despair, as reflected in this optional rule.

When you deem it appropriate, though usually not more than once per day, you can require a character not native to the Shadowfell to make a DC 10 Wisdom saving throw. On a failure, the character is affected by despair. Roll a d6 to determine the effects, using the Shadowfell Despair table. You can substitute different despair effects of your own creation.

SHADOWFELL DESPAIR

d6	Effect
1–3	Apathy. The character has disadvantage on death saving throws and on Dexterity checks for initiative, and gains the following flaw: “I don’t believe I can make a difference to anyone or anything.”
4–5	Dread. The character has disadvantage on all saving throws and gains the following flaw: “I am convinced that this place is going to kill me.”
6	Madness. The character has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: “I can’t tell what’s real anymore.”

If a character is already suffering a despair effect and fails the saving throw, the new despair effect replaces the old one. After finishing a long rest, a character can attempt to overcome the despair with a DC 15 Wisdom saving throw. (The DC is higher because it’s harder to shake off despair once it has taken hold.) On a successful save, the despair effect ends for that character.

THE FEYWILD – MEMORY LOSS

A creature that leaves the Feywild must make a DC 10 Wisdom saving throw. Fey creatures automatically succeed on the saving throw, as do any creatures, like elves, that have the Fey Ancestry trait. A creature that fails the saving throw remembers nothing from its time spent in the Feywild. On a successful save, the creature’s memories remain intact but are a little hazy. Any spell that can end a curse can restore the creature’s lost memories.

YSGARD – IMMORTAL WRATH

Ysgard is the home of slain heroes who wage eternal battle on fields of glory. Any creature, other than a construct or undead, that is killed by an attack or a spell while on Ysgard is restored to life at dawn the next day. The creature has all its hit points restored, and all conditions and afflictions it suffered before its death are removed.

THE ASTAL SEA EFFECTS

Aging. Creatures on the Astral Plane don’t age or suffer from hunger or thirst.

Movement. A traveler in the Astral Plane can move by simply thinking about moving, but distance has little meaning. In combat, though, a creature’s walking speed (in feet) is equal to 3 × its Intelligence score. The smarter a creature is, the easier it can control its movement by act of will.

APPENDIX C – SUPERNATURAL TERRAINS

ENCHANTED SPRING

Enchanted springs brim with miraculous waters, whether they tap into magical sources hidden beneath the earth or they're blessed by eldritch beings. Those who find these mystical sites might bathe or drink from the pools and temporarily gain a measure of the waters' magic. All manner of protectors or covetous guardians might lurk around these springs, driving off strangers or demanding a worthy price for access to the mystical waters.

While many enchanted springs bear the blessings of wild gods or fey beings, some are tainted. These might be waters that were long ago polluted by the ichor of an evil entity. As with pristine enchanted springs, folk seek out such defiled places, whether to purify them or claim their foul powers.

Regardless of whether a spring is pure or tainted, creatures might need to drink the water to experience the spring's effects, simply touch the water, or bathe in it for a minute to trigger an effect.

Bottling an enchanted spring's water removes its magical properties, unless the bottle is a specially prepared vial blessed by whatever being enchanted the spring in the first place.

ENCHANTED SPRING EFFECTS

d12	Effect
1	Any creature that touches or drinks the water of this spring feels blessed. The creature gains the benefits of a bless spell for 1 hour.
2	Bathing in the spring covers a creature with a glowing coat of golden feathers. While the creature isn't wearing armor, the feathers grant a +1 bonus to AC. The feathers vanish after 1d4 days.
3	A creature that touches or drinks the water of this spring develops an overwhelming desire to sing. Every sentence the creature speaks for the next 24 hours rings with lyrical splendor, which grants it advantage on all Charisma checks.
4	Bathing in the spring grants a creature the benefits of the greater restoration spell. As a side effect, the creature's skin, hair, and eyes become a shimmering golden color for 1d4 days.
5	Bathing in the spring grants a creature the benefits of the spider climb spell for 24 hours.
6	A creature that touches or drinks the water of this spring grows the tail of its favorite animal. The tail is not under the creature's control; it moves or reacts to emotions. The tail vanishes after 24 hours.

d12	Effect
7	Any creature with an Intelligence score of 6 or higher that touches or drinks the water of this spring gains advantage on Wisdom (Insight) checks and can cast the detect thoughts spell once, requiring no components. The effects of the spring fade when either the spell is used or 24 hours pass, whichever happens first.
8	Bathing in the spring causes 1d10 flowers to grow from a creature's head. The flowers smell lovely, and they renew their vitality and scent every day. The flowers vanish after 7 days.
9	A creature that touches or drinks the water of this spring grows 1d4 eyestalks. These eyestalks let the creature see in all directions and grant it advantage on Wisdom (Perception) checks that rely on sight. The eyestalks vanish after 1d4 days.
10	Bathing in the spring causes a creature's voice to sound sinister. For the next 24 hours, the creature's voice grants it advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Deception) and Charisma (Persuasion) checks.
11	A creature that touches or drinks the water of this spring grows a set of donkey ears. The ears grant the creature advantage on Wisdom (Perception) checks that rely on hearing. The ears vanish after 1d4 days.
12	Bathing in the spring causes a creature to develop a third eye on its forehead. The eye grants the creature truesight out to a range of 60 feet. The eye vanishes after 24 hours.

PRIMAL FRUIT

In wild places brimming with nature's power, gardens meticulously tended by eccentric wizards, and blessed groves touched by divine providence, plants can sometimes produce fruit bursting with primal magic. Not every fruit bearing plant holds this stored magic, but those that do bear obvious signs: their colors are more vibrant or shift randomly, their skin sparkles in the light or glows in the dark, soft hums emanate from them, or they feel peculiar to the touch.

A fruit bearing plant that is suffused with magic might produce 1d6 pieces of primal fruit every week. Primal fruit remains potent for 1 week, after which it loses its magical properties but remains edible.

As an action, a creature can eat a piece of primal fruit to gain its effects. This fruit can be squeezed into juice or cooked into a dish and retains its magic. Choose an effect or roll on the Primal Fruit Effects table to determine what happens when a piece of the fruit is consumed. An identify spell or similar magic reveals the beneficial effect of a piece of fruit before it is eaten, but it doesn't reveal a curse or side effect.

PRIMAL FRUIT EFFECTS

d8	Effect
1	The creature regains 3d8 + 4 hit points, and its skin sheds bright light in a 5-foot radius and dim light for an additional 5 feet for 1 hour.
2	The creature feels a surge of might. For 1 hour, the creature has advantage on attack rolls using Strength, Strength checks, and Strength saving throws. When the effect ends, the creature gains 1 level of exhaustion.
3	Waves of vitality crash over the creature. The creature's hit point maximum increases by 2d10, and it gains the same number of hit points. The increase lasts until the creature finishes a long rest, at which time the creature must succeed on a DC 15 Charisma saving throw or be cursed with a random form of lycanthropy (see "Lycanthropes" in the Monster Manual).
4	The creature's skin prickles faintly. For 1 hour, it gains resistance to one damage type (chosen by the DM).
5	Euphoric visions of bright light swim through the creature's mind. The creature gains the benefits of the death ward spell for 8 hours and must succeed on a DC 13 Constitution saving throw or be poisoned for the duration.
6	A faint humming drones in the background of everything the creature hears for 1 hour, during which the creature has advantage on saving throws against spells.
7	The creature doesn't require food, drink, or sleep for 1d4 days. For the duration, the creature can't be put to sleep by magic, and its dreams intrude upon its waking thoughts, imposing disadvantage on its Wisdom (Perception) checks.
8	Whispers intrude on the creature's mind for 24 hours. For the duration, the creature can telepathically communicate with any creature it can see within 120 feet of it. If the other creature understands at least one language, it can respond telepathically.

MIRROR ZONE

A mirror zone occurs where planar and magical energies converge and create a place of reflections. Creatures, objects, and energy reflect, refract, duplicate, or are transported elsewhere. Such locations arise from the intrusion of a theorized Plane of Mirrors upon the Material Plane, or where powerful magic governing transition, protection, or divination had unexpected results.

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

- A creature shatters a mirror
- A creature uses any teleportation magic.
- An illusion appears
- A creature impersonates another creature.

MIRROR ZONE EFFECTS

d100	Effect
01–06	Creatures in the region begin to display features other than their own for the next 24 hours. During that time, affected creatures have advantage on Charisma (Deception) checks and ability checks made to disguise themselves.
07–12	The hallucinatory terrain spell (save DC 15) affects the natural terrain of the region, changing it into a different kind of terrain (DM's choice).
13–18	One random creature in the region gains the benefits of the blink spell for 1 minute, shimmering with overlapping shattered reflections.
19–24	Creatures in the region don't cast reflections. Wisdom (Insight) checks made against those creatures have disadvantage, and the creatures have disadvantage on Charisma (Persuasion) checks made against anyone who notices their lack of reflection. When they leave the region, creatures regain their reflections, and the effect ends.
25–34	Reflections of 1d4 creatures in the region emerge from mirrors and attack. The reflections are two-dimensional, shimmering versions of the creatures that cast them. Treat the reflections as shadows that are fey instead of undead and vulnerable to bludgeoning damage instead of radiant.
35–40	One character in the region gains the benefit of the mirror image spell. The images created sometimes move or speak of their own volition.
41–46	For the next 24 hours, certain wounds caused in the region attract spectral slivers of glass that cause extra damage. Any creature, other than a construct or an undead, hit by an attack that deals piercing or slashing damage begins to bleed, losing 1d4 hit points at the start of each of its turns. If the bleeding creature is hit by another such attack, the bleeding increases by 1d4. Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (Medicine) check. The bleeding also stops if the target receives magical healing.
47–52	Mirrors and other highly reflective surfaces allow magical transport while in the region. Any creature that touches its reflection in an object that it isn't wearing or carrying can immediately cast the misty step spell, requiring no components.
53–58	One character can cast the scrying spell (save DC 17) once within the next 24 hours, requiring no components but using a mirror or other reflective surface.
59–64	The skin of one random creature in the region becomes silvery and reflective for the next 24 hours. For the duration, that creature has advantage on saving throws against spells, and spell attacks have disadvantage against that creature.
65–70	A longsword or shortsword with a blade made of a jagged mirror appears in an unoccupied space within 60 feet of a random creature in the region. The weapon is a sword of wounding (see the Dungeon Master's Guide). If the weapon's wielder rolls a 1 or 20 on an attack roll using the weapon, the weapon shatters and is destroyed after that attack.
71–76	For the next 24 hours, when anyone in the region hits a creature with an attack roll and deals damage to it, the attacker must succeed on a DC 13 Charisma saving throw or take force damage equal to half the damage dealt.
77–82	Two shimmering, vertical, reflective disks of energy appear in unoccupied spaces in the region for 1 minute. Each is 6 feet in diameter and floats 1 foot above the ground. One appears in an unoccupied space within 30 feet of the party. Any creature that moves through the disk instantly appears within 5 feet of the other disk or the nearest unoccupied space.
83–88	The next time one character in the party sees their reflection in the region, that reflection comes to life and engages its counterpart in conversation. It offers to answer one question posed to it as if the creature cast the divination spell. After answering the question, the reflection returns to normal.
89–94	Floating shards of broken mirrors swirl through the region, showing reflections of creatures and places that aren't present, for the next minute before vanishing. On initiative count 20 (losing all ties), the shards make a ranged weapon attack (+6 to hit) against one random creature in the region. On a hit, the target takes 10 (3d6) slashing damage.
95–00	A duplicate of one random creature in the region appears in an unoccupied space within 30 feet of that creature. The duplicate's appearance, game statistics, and equipment are identical to the creature's. The duplicate immediately attacks the creature, seeking to slay it. If the duplicate dies, it and all its equipment shatter into mirror shards. If the duplicate fails to slay the creature within 1 hour, the duplicate vanishes.

d100

Effect

47–52

Mirrors and other highly reflective surfaces allow magical transport while in the region. Any creature that touches its reflection in an object that it isn't wearing or carrying can immediately cast the misty step spell, requiring no components.

53–58

One character can cast the scrying spell (save DC 17) once within the next 24 hours, requiring no components but using a mirror or other reflective surface.

59–64

The skin of one random creature in the region becomes silvery and reflective for the next 24 hours. For the duration, that creature has advantage on saving throws against spells, and spell attacks have disadvantage against that creature.

65–70

A longsword or shortsword with a blade made of a jagged mirror appears in an unoccupied space within 60 feet of a random creature in the region. The weapon is a sword of wounding (see the Dungeon Master's Guide). If the weapon's wielder rolls a 1 or 20 on an attack roll using the weapon, the weapon shatters and is destroyed after that attack.

71–76

For the next 24 hours, when anyone in the region hits a creature with an attack roll and deals damage to it, the attacker must succeed on a DC 13 Charisma saving throw or take force damage equal to half the damage dealt.

77–82

Two shimmering, vertical, reflective disks of energy appear in unoccupied spaces in the region for 1 minute. Each is 6 feet in diameter and floats 1 foot above the ground. One appears in an unoccupied space within 30 feet of the party. Any creature that moves through the disk instantly appears within 5 feet of the other disk or the nearest unoccupied space.

83–88

The next time one character in the party sees their reflection in the region, that reflection comes to life and engages its counterpart in conversation. It offers to answer one question posed to it as if the creature cast the divination spell. After answering the question, the reflection returns to normal.

89–94

Floating shards of broken mirrors swirl through the region, showing reflections of creatures and places that aren't present, for the next minute before vanishing. On initiative count 20 (losing all ties), the shards make a ranged weapon attack (+6 to hit) against one random creature in the region. On a hit, the target takes 10 (3d6) slashing damage.

95–00

A duplicate of one random creature in the region appears in an unoccupied space within 30 feet of that creature. The duplicate's appearance, game statistics, and equipment are identical to the creature's. The duplicate immediately attacks the creature, seeking to slay it. If the duplicate dies, it and all its equipment shatter into mirror shards. If the duplicate fails to slay the creature within 1 hour, the duplicate vanishes.

APPENDIX D - NPC

INQWY

Inqwy is an old turtle druid with multiple fungi which grow from his shell. He was picked up in the Feywild when the island briefly passed through this plane. He wants to go home, but has no means of escaping the moving island. He tries to take joy in growing plants and tending to his unique garden.

GAME STATISTICS

Inqwy is a **turtle druid**.

IORION

Iorion is an ancient morkoth whose island slowly drifts through the planes of existence. His specialty is collecting rare books and scrolls, especially those of arcane nature, and occasionally magic items, gold and gems. He has multiple yuggoloth servants that travel across the multiverse and steal those items for him. The most prominent of such servants, who is able to break in the most secure places is arcanaloth Viarcraia.

GAME STATISTICS

Iorion is a **morkoth** with three items that he is attuned to: **amulet of health**, **ring of invisibility** and **ring of protection**. He has read **tome of clear thought** and **manual of quickness of action** which is reflected in his stat block. It does not affect his challenge rating.

VIARCRAIA

Viarcraia is a mercenary and, like most of her arcanaloth kind, strives for knowledge. She met Iorion roughly 60 years ago and was enthralled by his collection. She gets him new items in exchange for spending time in his library.

In her true form, she looks like a humanoid fox creature with sharp claws and glowing yellow eyes. In her preferred disguise form, she looks like a beautiful elven woman with long blond hair, scar on the right side of her face, fine brown leather armor and shoulder belt with several spell scroll tubes.

GAME STATISTICS

Viarcraia is **arcanaloth**, with the following changes:

- She has maximum possible hit points (160) instead of average.
- She is equipped with **well of many worlds** - her travel device.
- She has two scrolls of *plane shift*
- She also has *leomund's secret chest* spell prepared, which she uses to hide the stolen tome.
- She uses *contingency* spell which is set to *dimension door* her away from danger in the direction of her travel the moment she is bloodied.

RONO

Rono is a playful violet faerie dragon, who enjoys spending time on his glade and pranking passerbys. His glade is part of the Summer Court's territory. However, the dragon himself is an unaffiliated fey.

GAME STATISTICS

Rono is a **faerie dragon**

Viarcraia



APPENDIX E – MONSTER STATS

SHADOW DANCER

Medium humanoid (elf), neutral

Armor Class 15 (studded leather armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Cha +4

Skills Stealth +6

Damage Resistances necrotic

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 7 (2,900 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

Actions

Multiattack. The shadow dancer makes three spiked chain attacks.

Spiked Chain. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.

The target is knocked prone.

The target takes 22 (4d10) necrotic damage.

SOUL MONGER

Medium humanoid (elf), neutral

Armor Class 15 (studded leather armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	19 (+4)	15 (+2)	13 (+1)

Saving Throws Dex +7, Wis +6, Cha +5

Skills Perception +6

Damage Immunities necrotic, psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish

Challenge 11 (7,200 XP)

Fey Ancestry. The soul monger has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The soul monger's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: chill touch, poison spray

1/day each: bestow curse, chain lightning, finger of death, gaseous form, phantasmal killer, seeming

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

Soul Thirst. When the soul monger reduces a creature to 0 hit points, the soul monger can gain temporary hit points equal to half the creature's hit point maximum. While the soul monger has temporary hit points from this ability, it has advantage on attack rolls.

Weight of Ages. Any beast or humanoid, other than a shadar-kai, that starts its turn within 5 feet of the soul monger has its speed reduced by 20 feet until the start of that creature's next turn.

Actions

Multiattack. The soul monger makes two phantasmal dagger attacks.

Phantasmal Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (4d4 + 3) piercing damage plus 19 (3d12) necrotic damage, and the target has disadvantage on saving throws until the start of the soul monger's next turn.

Wave of Weariness (Recharge 4–6). The soul monger emits weariness in a 60-foot cube. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 45 (10d8) psychic damage and suffers 1 level of exhaustion. On a successful save, it takes 22 (5d8) psychic damage.

FAERIE DRAGON (VIOLET)

Tiny dragon, chaotic good

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components:

1/day each: color spray, dancing lights, hallucinatory terrain, mage hand, major image, minor illusion, mirror image, polymorph, suggestion

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5–6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

VIARCRAIA

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 160 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +11, Insight +11, Perception +7

Damage Vulnerabilities damage_vulnerabilities

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

At will: alter self, darkness, heat metal, invisibility (self only), magic missile

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

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

Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, minor illusion, prestidigitation

1st level (4 slots): detect magic, identify, shield, tensor's floating disk

2nd level (3 slots): detect thoughts, mirror image, phantasmal force, suggestion

3rd level (3 slots): counterspell, fear, fireball

4th level (3 slots): banishment, dimension door, leomund's secret chest

5th level (2 slots): contact other plane, hold monster

6th level (1 slot): chain lightning, contingency

7th level (1 slot): finger of death

8th level (1 slot): mind blank

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

CADAVER COLLECTOR

Large construct, lawful evil

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages but can't speak
Challenge 14 (11,500 XP)

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

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 1d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

Actions

Multiattack. The cadaver collector makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage.

Paralyzing Breath (Recharge 5–6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

CRYSTAL ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

Illumination. The elemental magically sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light goes out when the elemental is destroyed.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. When crystal elemental hits with this attack, it can grapple the target (escape DC 15) instead of dealing damage. Creature can try to break the grapple as an action.

CANOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-3)	17 (+3)	12 (+1)

Skills Investigation +3, Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., truesight 120 ft., passive Perception 19
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 8 (3,900 XP)

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of the canoloth. Any attempt to do so is wasted.

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

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

Uncanny Senses. The canoloth can't be surprised while it isn't incapacitated.

Actions

Multiattack. The canoloth makes two attacks: one with its tongue or its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) piercing damage.

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

Tongue. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. Hit: 17 (2d12 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15), pulled up to 30 feet toward the canoloth, and is restrained until the grapple ends. The canoloth can grapple one target at a time with its tongue.

IORION

Medium aberration, chaotic evil

Armor Class 18 (natural armor, ring of protection)

Hit Points 170 (20d8 + 80)

Speed Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	16 (+3)	19 (+4)	20 (+5)	17 (+3)	13 (+1)
---------	---------	---------	---------	---------	---------

Saving Throws Str +3, Dex +7, Con + 5, Int +10, Wis +8, Cha +2

Skills Arcana +9, History +9, Perception +11, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages telepathy 120 ft.

Challenge 11 (7,200 XP) or 12 (8,400 XP) when encountered in lair

Amphibious. The morkoth can breathe air and water.

Spellcasting. Iorion is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared: Cantrips (at will): acid splash, mage hand, mending, ray of frost, shocking grasp

1st level (4 slots): detect magic, identify, shield, witch bolt

2nd level (3 slots): darkness, detect thoughts, shatter

3rd level (3 slots): dispel magic, lightning bolt, sending

4th level (3 slots): dimension door, Evard's black tentacles

5th level (3 slots): geas, scrying

6th level (1 slot): chain lightning

Actions

Multiattack. Iorion makes three attacks: two with its bite and one with its tentacles or three with its bite.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. Hit: 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

Reactions

Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Lair Actions

On initiative count 20 (losing initiative ties), the morkoth takes a lair action to cause one of the effects described below:

- The morkoth uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn't need to see the effect's point of origin.
- The morkoth casts *darkness*, *dispel magic*, or *misty step*, using Intelligence as its spellcasting ability and without expending a spell slot.

REGIONAL EFFECTS

The island surrounding a morkoth's lair is warped by the creature's presence, creating the following effects:

- The morkoth is aware of any new arrival, whether an object or a creature, on its island or in its sanctum. As an action, the morkoth can locate any one creature or object on the island. Visitors to the island feel as though they are being watched, even when they aren't.
- Each time a creature that has been on the island for less than a year finishes a short or long rest, it must make a DC 10 Intelligence (Investigation) check. On a failure, the creature has misplaced one possession (chosen by the player, if the creature is that player's character). The possession remains nearby but concealed for a short time, so it can be recovered with a successful DC 15 Wisdom (Perception) check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hour later. If the creature later goes to the morkoth's lair, its lost possessions stand out in its perception and are
- Entrances to the morkoth's lair have an enchantment that the morkoth can activate or suppress at any time while it's in its lair and not incapacitated. Any creature within 30 feet of such an entrance and able to see it must make a DC 15 Wisdom saving throw. On a failed save, the creature feels an intense urge to use its movement on each of its turns to enter the lair and to move toward the morkoth's location (the target doesn't realize it's heading toward a creature). The target moves toward the morkoth by the most direct route. As soon as it can see the morkoth, the target can repeat the saving throw, ending the effect on itself on a success. It can also repeat the saving throw at the end of each of its turns and every time it takes damage.
- With a thought (no action required), the morkoth can initiate a change in the water within its lair that takes effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water (ranging in clarity from murky to clear).

If the morkoth dies, these regional effects end immediately.

WATER WEIRD

Large elemental, neutral

Armor Class 13
Hit Points 58 (9d10 + 9)
Speed Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., passive Perception 10
Languages understands Aquan but doesn't speak
Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

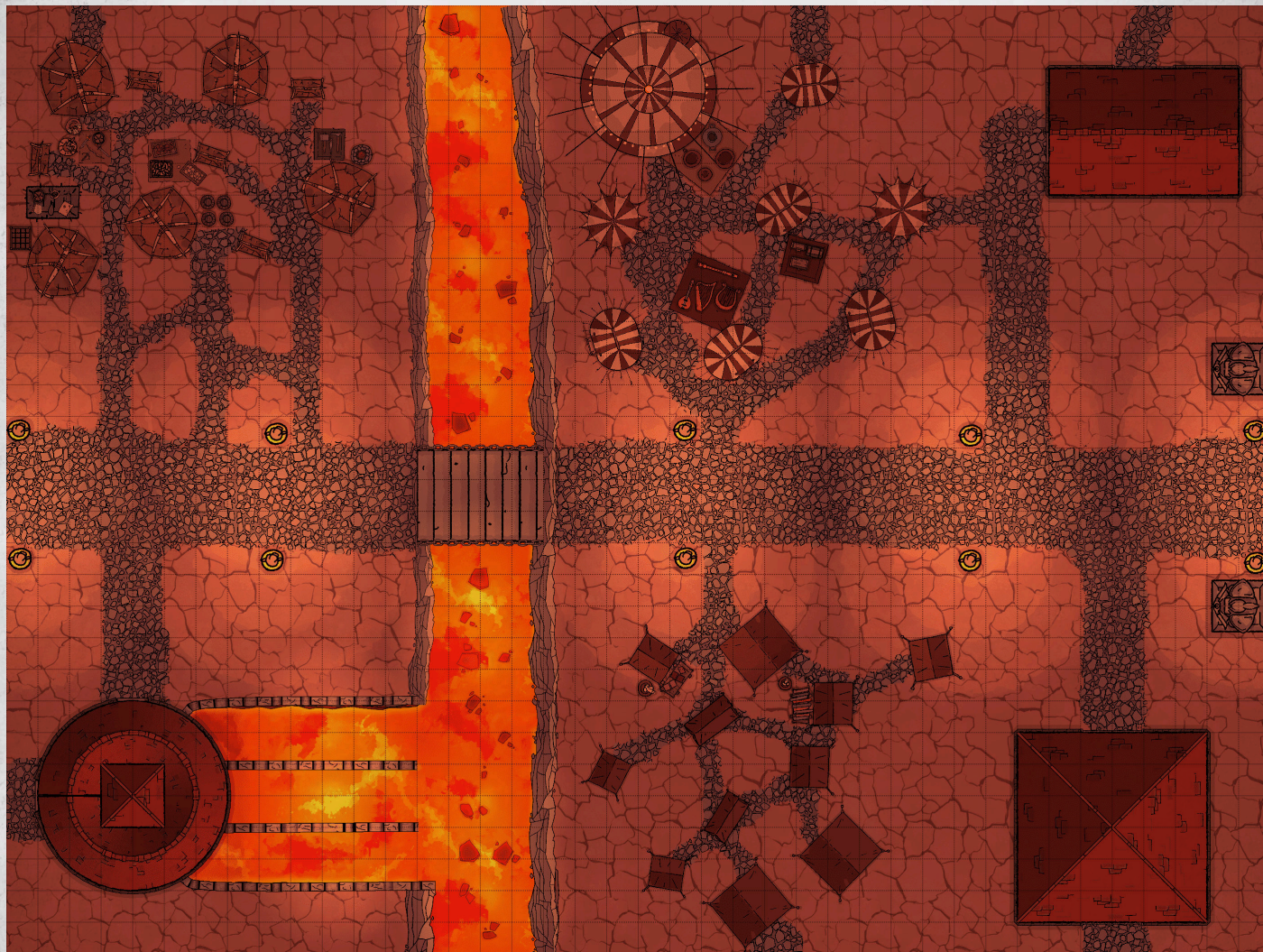
Actions

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

APPENDIX F – BONUS MAPS

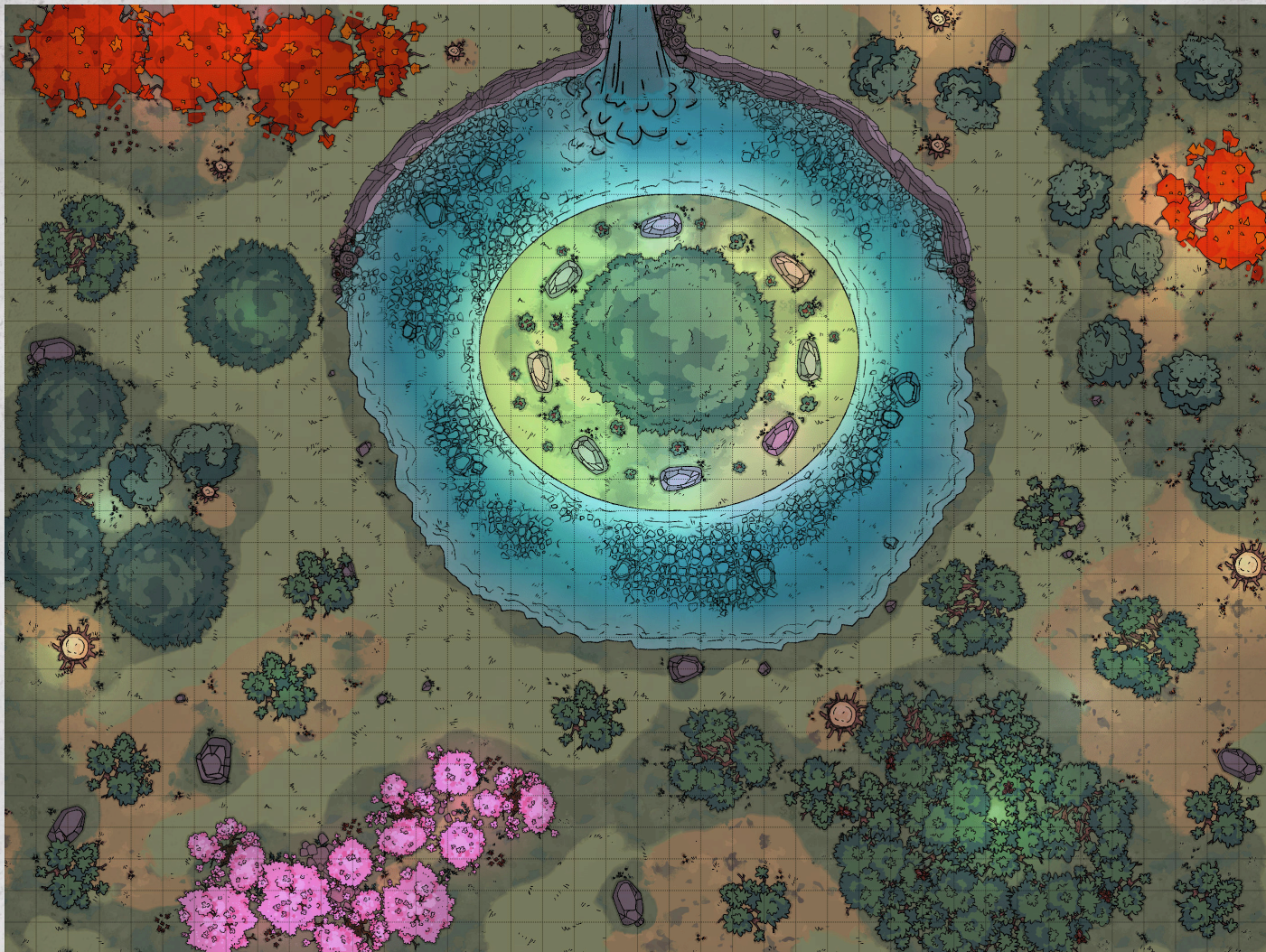
MARKET OF THE CITY OF BRASS

You can use this map to provide a visual aid to your players, especially if playing online. Or, this map could serve as an encounter map if rising tension with efreeti guards leads to a violent conflict.



FEYWILD FOREST GLADE

You can use this map as a generic Feywild encounter map if you use random encounters during the character's travel through this plane. Alternatively, you can use this map for a combat encounter with Viarcraia if the characters managed to catch up to her here.



A CHASE THROUGH THE PLANES

This document was made with [GM Binder](#).

Check out my other adventures [here](#) if you liked this one!

Thank you for purchasing this product on the DMsGuild. Don't forget to rate and review it to let me know what you think!

