

PSC1

THE LIMITLESS LIGHT

The Demiplane of Rainbows



THE LIMITLESS LIGHT



ee—the Sky has lent her jewel
To the Mountain for an hour
Has forgotten to be cruel
In a kind caprice of power

— Ruby Archer, *Rainbow on the Mountain*

INTRODUCTION

The Limitless Light is the first in a series of books centered around the planes of existence. Originally, it was given some detail in **Dragon Magazine Issue 321** from July 2004. One article entitled *The Limitless Light* described the plane and another titled *Creatures of Brilliance* gave insight into a few of its inhabitants. Both articles were written by Bennett Marks.

The plane was originally given the title, the "Plane of Radiance" and stood as a counter to what at the time was known as the Plane of Shadows and is better known today as the Shadowfell. While the Plane of Radiance moniker also once referred to a plane of the elements, and the Feywild serves as the Shadowfell's bright counterpart today, the Limitless Light still exists and it is like neither of those things.

In these pages, The Limitless Light will be revealed for what it truly is; a nigh infinite demiplane of rainbows, light and color. It has countless new denizens, some seen nowhere else in the multiverse. Its locations are often beautiful, but don't let this beauty lull you into the false assumption that the demiplane is safe and all its folks all friendly.

It is the land of the glimmerfolk, a race of elflike beings whose souls can be found in the colorful balls of light that orbit their heads like wispy Ioun stones. It is the home of the mysterious and enigmatic rainbow dwellers, who are intimately connected to the plane and its workings. It is also the location of marvelous wonders, but most notable for first time visitors is the indestructible Bridge of Rainbows which connects its myriad floating islands under a many-hued aurora.

This product and all future products with the **PSC** tag will be given at least some small connection to either a Maztican, Anchôromian or Lopangan setting, but will also remain fiercely independent. This book is released simultaneously with the adventure **ANA3 Journey into Rainbow**, which is also on DMsGuild and heavily relies on the information in this book. The adventure brings players from the fabled lands of Anchôromé directly into the demiplane of rainbows.

While **ANA3** details an adventure, this product gives an overview of anything relating to the plane itself. This includes features, locations, character options, almost twenty new monsters and some miscellaneous magic.

The Limitless Light is truly a place of beauty, and whether or not you stop for a short visit or an entire campaign, it will surely be a memorable trip. Beware that you do not anger the Rainbow Phoenix or the Radiant Titan!

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INTO THE RAINBOW

We paused and moved again in languid fits, and it went on like that, advancing and sitting, until the tempests left and the overcast passed us; then the sun appeared, and a rainbow arched behind us. But the rainbow brought no respite.
— Milan Sime Martinic, *Ironway: Watching Over Benjamin Hill*

WHAT IS THE LIMITLESS LIGHT?

The Limitless Light is a demiplane which is loosely connected to the Spirit Realm, but is metaphysically distant from almost anywhere else in the multiverse. Its remote "location" has allowed it to remain mostly untouched by foreign influences and its own influence on the multiverse is itself limited. There are creatures that exist on the Prime who originated on demiplane but their transition is so distant in the past, many do not remember their origin.

Connections are astoundingly rare, though they are believed to occur naturally in areas where permanent and vibrant rainbows can be found. It is unknown whether more temporary rainbows can form a connection or not.

The demiplane is believed to be infinite in scope, but this has never been proven. If there is an end, it has never been found and what may lie at such a terminal point can only be guessed at.

FEATURES

Some of the features of the Limitless Light are consistent regardless where one is located on the plane. These features are the fixed and floating islands, the Bridge of Rainbows, the auroras, and the distant stars.

FIXED AND FLOATING ISLANDS

Almost every being who calls the Limitless Light home lives on an island. The islands vary in size, with some of the smaller ones being as small as 50 feet across, while there are others that reach sizes that can hold entire cities and more.

The island which holds Conil-A-Ald is a good example of the larger sort, with a nearly circular 2 mile radius. There are undoubtedly larger islands, but rumors of those the size of continents are unfounded.

Most islands are connected by the Bridge of Rainbows, but there are also floating islands that follow the natural rhythms of the plane's winds. Most of this movement is random, but some floating islands are intelligently controlled.

In either case, they never approach too close to the fixed islands or particularly the rainbow bridge, lest they incur the wrath of the rainbow dwellers.

In the distance, it is an amazing sight to see a floating castle outlined in the plane's multi hued auroras.

THE BRIDGE OF RAINBOWS

Also known as the Rainbow Bridge, this indestructible footpath is made of solidified rainbow. It is immune to all forms of damage and originates in the legendary nexus known as Prisme. Despite its indestructibility, even attempting to harm the bridge incurs the wrath of beings known as the rainbow dwellers who arrive within moments to punish offenders.

No matter where the Bridge is located, it never collects any detritus and remains clear of obstruction. Attempts to build upon the bridge are met with a response from the rainbow dwellers, though in this case they are more apt to give a warning before outright attacking offenders. Items left upon the bridge are gently removed to appear on the nearest island if they are left unattended for too long. This too, is believed to be enacted by the dwellers, though none have ever been observed doing so.

The Rainbow Bridge has no guardrails or other construction though in some populated regions additional constructed bridges are built to connect islands in other points of contact.

THE AURORA AND STARS

Perhaps one of the greatest planar displays of beauty lies in the skies above and below the floating islands of the Limitless Light. Above, there is a permanent prismatic aurora which favors one color of the rainbow over others, dependent on which direction one stares into. The auroras twist and shimmer, appearing like the glowing gases found in the polar climes of some worlds, though they are far more intense.

Below, the auroras fade into twinkling stars and color intermixes with starlit darkness. The effects are consistent, and there is no day or night on the Limitless Light, making it difficult to keep track of time. Pastel clouds often travel through the skies above and below and it precipitates in the Limitless Light with as much variety as it would on the Prime.

Glimmerling scholars have posited a method of recording "years" through the motion of the stars, but this technique is not yet widely used among other races.

PHYSICAL LAWS

The Limitless Light has unique physics consistent throughout the plane. For the most part, it is not immediately threatening to most life as it might be in the elemental planes.

GRAVITY

There is a definite up and down on the Limitless Light with the auroras and stars representing those directions respectively.

The gravity is no different on the islands or Bridge than it would be on any world of the Prime.

However, once one goes only 100 feet from solid ground, gravity no longer exists and momentum is slowed and then halted. If you were to step off an island's edge for example, you would fall until you reached 100 feet underneath and stop relatively abruptly, but not dangerously so. At that point, your motion would depend upon the prevailing planar winds which could place you dangerously close to the gravitational radius above another island.

TIME

Time flows at the same rate as it does on the Prime. Creatures who visit the Limitless Light age just as they would on the Prime.

While day and night is not clearly distinguished by any physical cues, most creatures and beings adhere to a 24 hour cycle as if they were natives of the Prime. As on Prime worlds, there are beasts whose cycles have different 12 hour activity; "diurnal" and "nocturnal" creatures unattached to a light cycle. Why this standard has remained in a plane with no distinction is a mystery.

TRAVEL

In a plane of floating islands, being able to fly is a distinct advantage and many creatures are capable of doing so. Because of the roundabout path of the Bridge of Rainbows it is often difficult to go directly towards a location despite its actual physical distance. Because of this, "overland travel" takes twice as long as normal unless the traveler is flying.

If a local being were to give directions to a traveler however, times are often given in 24 hour days, taking into account the nature of the trip on foot. Correspondingly, times are halved for flying creatures in such a circumstance.

DIRECTION

There is no north, south, east or west in the Limitless Light, but the colors of the rainbow roughly dominate opposing directions within the coloration of the auroras. This gives the plane seven cardinal directions of Red Skies, Orange Skies, Yellow Skies, Green Skies, Blue Skies, Indigo Skies and Violet Skies. The most obvious distinction is located where Red Skies and Violet Skies meet. Travelers from other planes tend to correlate this artificial but clear border with "due north."

Fliers who approach the stars or aurora never reach either no matter how long they head towards either.



THE LIMITLESS LIGHT COMPASS ROSE

ENVIRONMENTAL DANGERS

While the air is breathable and the temperature maintains a consistent warmth in most regions, there are certainly threats from the environment of the Plane of Rainbows.

ENTHRALLING BEAUTY

The beauty of the Limitless Light is often too much to handle, and it has a mystical effect on visitors. Non-native travelers to the Limitless Light must make a DC 12 Wisdom saving throw or be affected as if they were under an *enthrall* spell with the victim ignoring all but the physical features of the plane itself. Such a creature will stare at the auroras and ignore all creatures or other threats, even if they take damage.

The effect is unfortunately permanent until dispelled, and one does not have to search too long to find the skeleton of a traveler who stood, mouth agape, while slowly starving to death.

This save need be made only once unless the creature departs the plane for 30 days or more. Creatures who are immune to being charmed or who have an intelligence of 3 or less are also immune to this effect.

RADIANT CLOUDS

The radiant clouds are one threat that might convince those with flying capability to walk, considering they never approach within 100 feet of the Bridge of Rainbows or the islands.

A radiant cloud is a thick and billowing nebula of radiant gases. They are most often stationary clouds of 200-2000 feet in diameter, but occasionally one is picked up in the planar winds and they can move with a variety of speeds.

Visibility in a radiant cloud is similar to what occurs in a *fog cloud* spell, and every time a creature starts its turn within the cloud, it must make a DC 15 Wisdom saving throw or be stunned for 1d4 minutes.

Alone, this isn't necessarily deadly, but predators are aware of the effects of the cloud and often flying beasts congregate in the vicinity of a radiant cloud in order to pick off easy targets. Creatures with blindsight are immune to the cloud's effects.

CHROMATIC TORNADOES

Chromatic tornadoes are roiling bursts of radiant energy that pass through at speeds up to 90 feet. They move randomly but in the Limitless Light they can be seen from 1,000 feet away and avoided.

Unlike radiant clouds, a chromatic tornado has no repulsion to either the Rainbow Bridge or the floating islands and they can decimate entire communities. Luckily they are rare, and many local societies have developed defenses to these natural disasters.

Just like a normal tornado on the Prime, chromatic tornadoes adopt a funnel shaped appearance with the bottom of its funnel reaching a diameter of about 250 feet. The tornado crackles and spits bursts of color.

Both creatures and objects caught in the funnel suffer 21 (6d6) bludgeoning damage but must also make a DC 15 Wisdom save or suffer the effects of a *color spray* if they are a creature.

ALTERED MAGIC

Common magic spells have a variety of alterations including a number of effects that are simply cosmetic. The Limitless Light affects many spells, and spells not in the PHB might also have alterations determined by the DM.

- Spells which do radiant damage have advantage on the damage roll
- Spells that do necrotic damage suffer disadvantage on the damage roll
- When a conjuration spell summons allies from other planes (such as *conjure celestial*), they do not need to save against the enthralling beauty of the plane.
- Spells that create a flame affect have a random color for the flame (such as a blue *fireball*).

INDIVIDUAL SPELLS

Aura of Life. The resistance to necrotic damage afforded by this spell does not stack in any way with the natural resistance to necrotic damage afforded by the plane itself. However, those in its area still cannot have their hit points reduced.

Chromatic Orb. In addition to the damage types listed in the spell, you may choose to have the chromatic orb cause radiant damage.

Clone. Any clone created in the Limitless Light takes the form of a glimmerling or chroma (caster's choice). Other than its new race and resultant gain or loss in racial abilities, it is still identical to the caster with only race related differences in physical appearance.

Color Spray. This spell is cast at one level higher than usual without using a higher level spell slot.

Creation. The duration of created objects is halved because their shadow-matter origin does not hold for long on a plane of radiance.

Dancing Lights. You may change the color of the dancing lights to any you wish, including combinations of colors.

Earthquake. Casting this spell on the Bridge of Rainbows angers the **rainbow dwellers** and 1d4 hostile ones arrive at the start of your next turn.

Faerie Fire. The faerie fire takes on the appearance of the auroras.

Find Familiar. The caster may choose a **corollax** familiar.

Find Steed. The steed is a celestial and has a mane colored like one of the colors of the rainbow.

Fog Cloud. The fog created by this cloud is a radiant cloud and has the same effects.

Gaseous Form. The gaseous form appears cosmetically much like a radiant cloud.

Light. The radius of the light doubles.

Prismatic Spray. If a target is struck, it is automatically struck by two rays. Reroll results of 8 on either roll.

Prismatic Wall. The duration of the wall is doubled to 20 minutes.

Reincarnate. On the 1d100 roll, the creature returns as a chroma (1-25) or a glimmerfolk (26-100).

Storm of Vengeance. Rounds 5-10 summon a chromatic tornado instead of the freezing rain and gusts described in the spell description.

PLANAR CONNECTIONS

The Limitless Light connects to the Prime only in regions with intense and likely permanent rainbows. On any given world, there are typically only two to three such locations.

On Toril, Kan'wita Falls is said to be joined by equally massive waterfalls in the southerly continents of Katashaka and there are rumors of an artificial rainbow created by djinn in the lands of Zakhara which also hold a connection.

Other planes also hold permanent or semi-permanent portals, but not as often. It is believed that there was once a portal to the Limitless Light on Lunia, the first level of Seven Mounting Heavens of Celestia. Olympus has a permanent portal which is kept guarded by some titanic beast on the Olympian side of the portal. Lower planes are not as apt to have or maintain connections but oddly there is believed to be some linkage to Gehenna.

The greatest portals however, are found in Prisme where even the strands of time are rumored to be able to be breached. Souls of non-native creatures pass by the titan guardian Riis through this portal to move on to their destination plane.

Native souls are believed to become a new star on the Limitless Light as a reward for a well lived life, or fade into oblivion for one that is not.

RANDOM ENCOUNTERS

Each day a party travels from location to location on the Limitless Light there is the chance of a random encounter. There is one table for flying characters and one for walking, but remember that flying characters take 1/2 the time to reach each locations. Traveling distances on most maps assume the party travels at a walking speed of 30 feet with normal time taken for resting.

WALKING ENCOUNTERS

Roll 1d100 for each day a party travels by walking using the Bridge of Rainbows and the islands. Encounters usually occur on the islands themselves as creatures of the plane instinctively fear incurring the wrath of the rainbow dwellers.

Note that many of these creatures who have become native to the plane have cosmetic features differentiating them from normal creatures of their species. For example, a unicorn might have a rainbow colored mane and tail, the hydra's heads are each a different color of the rainbow (possibly raising unfounded fears of a connection to Tiamat), and the dragon head of the chimera might have similar appearances to a prismatic dragon.

1d100	Encounter
1-25	No Encounter
26-29	Carbuncle
30-33	1d4 Rainbow Serpent
34-37	Unicorn
38-41	Couatl
42-45	Energon (<i>any</i>)
46-49	Ravid with 2 Animated Armor
50-53	Senmurv
54-57	Shimmerling Swarm
58-61	Prismfly Swarm
62-65	1d8+2 Glimmerfolk Bandits and 1 Glimmerfolk Bandit Captain
66-69	1d6 Prismatic Roper
70-73	1d4 Chimera
74-77	Prismasaurus Rex
78-81	Hydra
82-85	Quesar
86-88	Young Prismatic Dragon
89-90	Deva
91-92	Lillend
93-94	Chaos Roc
95-96	Adult Prismatic Dragon
97-98	Rhakshasa
99-100	Chromatic Tornado

FLYING ENCOUNTERS

The following encounters occur if the PCs travel by flying directly to their destinations. If the roll results in a radiant cloud, roll again on the table to see if the cloud is occupied or patrolled.

1d100	Encounter
1-25	No Encounter
26-50	Radiant Cloud
51-55	1d4 Rainbow Serpents
56-60	Couatl
61-65	Energon (<i>any</i>)
66-69	1d4 Ravids
70-73	Senmurv
74-77	Shimmerling Swarm
78-81	Prismfly Swarm
82-85	1d6+1 Will-o'-Wisp
86-89	1d4 Chimera
90-92	Young Prismatic Dragon
93-95	Deva
96-97	Chaos Roc
98-99	Lillend
100	Adult Prismatic Dragon

LOCATIONS

Considering the presumably infinite size of the Limitless Light, there are an infinite number of mysteries to explore.

Prisme is believed to be the true center of the plane however, and this section details some of the major locations in its vicinity.

LAKE VIVIDEN

Long ago the Radiant Titan Riis was forced to combat a great and unnamed evil that sought to take control of the portal system found in Prisme. Riis was victorious, but he was forced to call on favors from a band of celestials including a solar and numerous devas.

Unintentionally, the presence of so many celestials tore a hole in the fabric of the reality of the Plane of Rainbows. The other end connected to a shallow underwater trench on the first layer of Celestia known as Lunia.

The hole was not permanent, but before it closed an entire clan of curious octopoid celestials known as the zoveri made their way through. The tear connected to the shallow rainbow waters of Lake Vividen and when the hole closed, the zoveri remained behind.

Many centuries later, the zoveri have gone native to the plane. Over time their chromatophores evolved to a point where their camouflage can nearly render them invisible. This is at least true in the waters of the lake which they now call home.

The zoveri home is not difficult to find, but if the radiant celestials wish to remain hidden in its waters, there is almost no way to find them.

Lake Vividens waters are colored in thick bands of rainbow coloration, cycling through red, orange, yellow, green, blue, indigo and violet.

MOUNT BRILLIANCE

Mount Brilliance is home to the Rainbow Phoenix Amitole. Her origin is unknown, but what is certain is that she has some connection to the birth of the plane itself. Like Riis and the Dwellers in Rainbow, her life is somehow intertwined to the vibrancy of the plane.

Folks from the Prime will be surprised to see that Mount Brilliance is not surrounded by aurora, but rather the lighting has more in common with sunlight. The Bridge of Rainbows majestically curves over the island which is over ten miles in width. Why and how sunlight exists here instead of the auroras is lore known only to Amitole.

All manner of flying creatures inhabit and nest upon the island, including dangerous chaos rocs and curious rainbow serpents. She is served by a retinue of couatl whom she calls her children.

PELLUCIDUS

Pellucidus is the massive cavern of one of the grandest prismatic dragons known whose name is also Pellucidus. The prismatic dragon is neither cruel nor kind, but he does not suffer fools and interruptions to his long bouts of sleep can drive him to violence.

Flattery goes a long way with the dragon and he is not unwilling to trade bits of lore for services he is too lazy to accomplish himself.

His treasure is hidden, but believed to be grander than the most rapacious red dragon of the Prime. Even his scales are known to have incalculable value.

PRISM KEEP

A noble wizard named Alarius served a long succession of kings and extended his life well beyond the time of normal men. Eventually the archmage left his kingdom to find peace in solitude with his magic and his apprentices, including a princess named Irinia.

Alarius crafted the greatest magic of his life at this time, forging a magical gem comprised of six lesser jewels imbued the power of his very soul. The artifact grew a grand castle of of colored crystal about itself which was raised into the sky and shone its refracted and colored light on the kingdom far below.

Irinia was a spoiled princess who fell in with a creature of the lower planes named Kaxathros. Kaxathros found it easy to corrupt the princess and she betrayed the powerful wizard at his most vulnerable, trapping his body in the ether.

The gem was rent asunder and Alarius' soul split among the pieces. Irinia sought to take the keep for herself and use it to return to her kingdom a "hero" where none would have the power to resist her rulership.

Irinia's plot was eventually foiled by a band of brave heroes and Alarius returned to his home with a sole remaining apprentice named Tensil.

Tensil was young and cowardly at the time, but wise and intelligent enough to remain alive. As a man, Tensil grew in both ability and will. Alarius' magic began to fade after so many centuries and even the most powerful life-extending magics no longer seemed to work for him.



As a final wish, Alarius enacted a second great feat of magic with the help of Tensil and transported the entire Prism Keep to the Limitless Light; a realm he had dreamed of becoming part of. Only a week later, Alarius got his wish as he passed on peacefully. Now his soul no longer inhabits the White Gem and has instead become one of the infinite stars of the Plane of Rainbows.

When Alarius passed, the White Gem lost its power to control the keep's movements, but it is of no consequence in the gravity bereft skies of the Limitless Light.

Tensil has taken control of his master's home and uses only small magics to maintain distance from the islands of the Limitless Light.

SPECTRA GROTTO

Spectra Grotto is the home of the enigmatic Dwellers in Rainbow. They are beings tasked with the upkeep and protection of the Limitless Light itself, particularly the Bridge of Rainbows.

The grotto is a cliff face of deep purple and smooth rock-crystal riddled with cave entrances that serve as homes to individual rainbow dwellers. Each home connects to a series of titanic caverns which sparkle with gems irregularly spaced at all elevations on the purple walls.

These gems are conduits formed from the soulstuff from the peaceful dead of the Limitless Light. Every time a worthy glimmerfolk, chroma or other intelligent native of the plane dies, a new gem takes its place in the grotto.

The grotto is believed to somehow be infinite in size, despite its outward appearance of a paltry mile. Each gem is also believed to be tied to an individual star, and loved ones can instinctively find and gaze upon the star that represents their beloved departed.

At no point in history has the grotto ever been assaulted, but there are rumored to be tens of thousands

of rainbow dwellers available should such a fool's errand be undertaken. Amitole would add her considerable power to its defense should her help be necessary.

THE INDEFINITE CHURN

When the unfettered chaos of Limbo meets the brilliance of the Plane of Radiance, the Indefinite Churn is what arises. It is one of the newest features of the Limitless Light and has entirely replaced a city of opalescent light that was once known as Fractal. This city was once strongly allied with Conil-A-Ald and it was the homeland of the people known as the chroma.

A century ago, the slaad Lord of Randomness known as Chourst unironically committed an act of purely random behavior. It is said Chourst's only predictable behavior is his unpredictability, but this time his actions have had far reaching consequences.

Chourst used incredible magics to banish another slaad lord from Limbo along with a retinue of slaadi servitors. This slaad whose name is named Renbuu is the Lord of Color and fittingly his banishment led him directly to the Limitless Light. His piece of Limbo became an apocalypse upon the unsuspecting and unfortunate inhabitants of Fractal.

Renbuu ironically seems to enjoy his new home, but the chaotic infection spreads, slowly poisoning the plane itself.

While rainbow dwellers have been dispatched, they have been powerless against Renbuu's abilities. They are creatures of pure color and Renbuu, who lords over color, can simply will them out of existence.

Amitole was dispatched to eradicate the menace as well and Renbuu was even able to neutralize the Rainbow Phoenix, though he could not harm her easily.

The powers of the Limitless Light are concerned to say the least.



CONIL-A-ALD

Conil-A-Ald is a metropolis of the Limitless Light and a cultural center of the plane. Its glassteel towers and homes, glowing streets lined with mother-of-pearl and endless air of light and beautiful song has been ruled over for centuries by the lillend Chyseria. She who is also known as Chyseria of the Luminescent Voice rules with a light hand with the help of her seven daughters.

There are all manner of beings to be found here and it is certainly the most cosmopolitan location found in the Plane of Rainbows. Conil-A-Ald is a city of artists, authors, actors, and musicians. Art is the most commonly used form of currency and gold coins can be frowned upon for their limited beauty and lack of creativity. A song that brings tears to the eye is worth far more in Conil-A-Ald than a full bag of gold.

This is a city where the bard reigns supreme, and violence is not tolerated. Chyseria is haughty, but fair. Her rulership has been effective at keeping the peace for hundreds of years.

The city, which is also known as "Harp-of-Glass" on occasion, has had a few enemies in its time. Beings known as the reigar once came in vast numbers from another realm or world and arrived in living ships known as esthetics.

Their constructs and tall servito-warriors decimated swaths of the city which they claimed belonged to them by divine right. Chyseria turned the tide on the reigar and the few that still remain in the Limitless Light are not welcome in the city they so badly desired to rule.

Conil-A-Ald has numerous art galleries, many of which are privately owned and requires the payment of some sort of fee for visitors to enter.

Chyseria herself maintains one of the greatest public collections known. Its worth is valued in the millions of gold pieces if the sum of its artwork were to be recorded. Just looking at the artwork is believed to inspire the observer.

PRISME

Prisme is the metaphysical center of the Limitless Light, the source of the Bridge of Rainbows, and home of the Radiant Titan Riis.

Riis has guarded Prisme since the start of history and will likely guard it until the end of time while wielding his fabled sword Crystal Lightning. Never has he faltered, though there is at least one occasion where he has had to call upon allies.

Prisme is a circular island with titanic marble pillars that raise over 200 feet and support a dome of brilliant gold. The dome center is penetrated by a beam of blinding white light which emanates from an unknown source in the sky above the dome. All of the auroras come together and swirl into this singularity, but similar to attempting to travel to the auroras themselves, flying ever upwards brings one no closer to the light.

After it passes through the whole in the golden dome, the beam of light strikes a titanic prism for which the location is named. It then splits into its constituent colors, raining down like a waterfall at the base of the pillars and spilling outwards to the seven cardinal directions as the Bridge of Rainbows. Where it strikes ground, there is said to be portals to infinite realms and possibly even infinite times. A chaos roc, an ally of Riis, stands guard eternally at the edge of the island and screeches should visitors approach. This alerts the titan that he has company.



PRISME ENVIRONS MAP

The map of the Limitless Light has a scale which references days of travel by walking at a normal pace rather than using miles.

Direction is referred to using the primary color of the auroras. For example, from Pellucidus to Spectra Grotto the distance is 4 walking days towards "Red Skies."

From the Indefinite Churn to Lake Vividea, it is 14 days towards "Indigo Skies," and the return trip would also be 8 days using "Yellow Skies" as a guide.

Remember that flying halves the time necessary to complete a trip and faster speeds can reduce times as well.



CHARACTERS

You may complain that rain has stained your plans but you cannot restrain the rain; rain is water and water is life. None appreciates rainbow and sunshine better than he on whose parade it has rained.
— Vincent Okay Nwachukwu,
Weighty 'n' Worthy African Proverbs - Volume 1

RACES

The two main playable races of the Limitless Light are the Chroma and the Glimmerfolk.

CHROMA

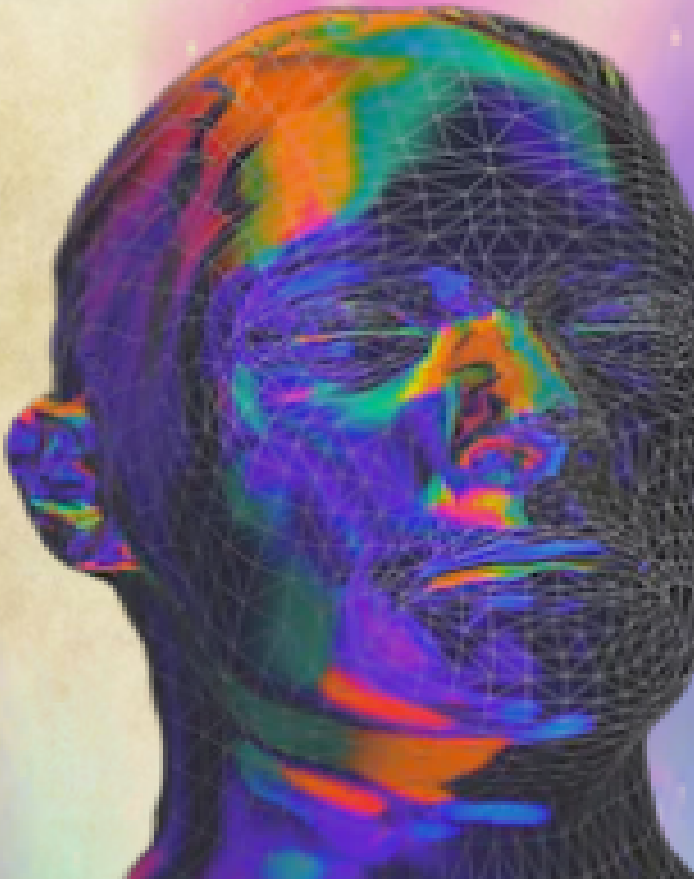
The full description of the chroma can be found in the DmsGuild supplement **Wrought from Rainbows** by author Theo Evans.

The information provided below is specific to the chroma that reside within the Limitless Light.

OPALESCENT HUMANOIDS

Chroma appear humanoid in form but their skin is a resplendence of color which bends and refracts light like a prism. Color swirls beneath their skin and the effect is beautiful to behold. It is typically dominated by one particular color of the rainbow spectrum.

Chroma are incapable of growing facial or body hair, and many choose to cleanly shave the hair on their heads completely whether they are male or female. Chroma with hair are known to dye it in a variety of colorations, but otherwise both their hair color and eye color matches the dominant coloration within their skin.



REFUGEES OF FRACTAL

Just a little more than a century past, the chroma were a vibrant and happy race who primarily resided in a city known as Fractal. Fractal was opalescent and shimmering with lofty towers on par with Conil-A-Ald in beauty.

Fractal was guarded by prismatic golems and the chroma had become allies with the living celestial constructs known as qesar. Their alliance with Chyseria of Conil-A-Ald was strong and the city enjoyed nearly a millenia of peace.

This time of plenty was shattered in barely a moment when a massive piece of Limbo came crashing atop the city itself. This time coincided exactly with an event known as the Spellplague on the Prime, and it brought with it the exiled slaad lord, Renbuu.

Where Fractal once stood is now a swirling mass of deformity and distorted colors known as the Indefinite Churn. Fractal is no more and the chroma who survived have been left without a place to call home.

Chroma sages speak of a time when they will find a new home in a cryptic prophecy. This is known as the *Prophecy of the Whirling Rainbow*, and it is meant to be a time when many folks come together in harmony. Exact details of how or when this occurs are vague at best.

MEMORIES OF HOME

The chroma of the Limitless Light still face the racial memory of the loss of their home. Because of this, they tend to be more melancholy in the Limitless Light than those who have found homes on other planes such as the Prime.

They wait patiently however, and underlying the melancholy is a sense of hope that the prophecy will come true one day soon. Chroma can be found just about anywhere now in the Limitless Light and many have spread well beyond the old limits of their now defunct homeland. Chroma still maintain friendships with individual qesar.

CHROMA NAMES

Like chroma who have emigrated to the prime, those who remain in the Limitless Light favor names with melodic tones. The names found in the demiplane however, are considered archaic by some or traditional by others. They also maintain familial names which is an abandoned tradition elsewhere.

Male Names. Ayred, Elyon, Eroan, Fylson, Gantar, Gorduin, Jojeon, Kharis, Kyrtaar, Nieven, Rophalin, Tiarsus, Ualiar, Vaalyun, Zyllen

Female Names. Arnarra, Brylen, Carhice, Ciradyl, Daxina, Fathyra, Ilrune, Jodi, Kelpine, Lorarona, Loraxina, Maeral, Magris, Qidove, Rosaniya

Family Names. Craran, Datris, Grenorin, Heibanise, Holawynn, Inamys, Olofaren, Qiqirelle, Reypetor, Shacaryn, Wranmenor, Xilsandoral, Ylyndar, Zumfaren

CHROMA TRAITS

Your chroma character has most of the same racial traits on the Limitless Light as those who are immigrants to the Material Plane.

Ability Score Increase. Your Charisma score increases by 2 and your intelligence score increases by 1.

Age. Chroma reach full maturity at 20 years old and live up to 100 years.

Alignment. Chroma typically are kind and caring giving them a good alignment, but their lives as refugees have given them a more neutral or even chaotic outlook on life.

Size. Chroma are lightweight, typically averaging around 120 lb. Their heights tend to stay between 5 and 6 feet tall with a few exceptions. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Chromatic Resistance. Your body is dominated by one particular color chosen from a list of red, orange, yellow, green, blue, indigo or violet which manifests in your hair color, eye color and the dominant tone of your otherwise prismatic skin. This color dominance also indicates a resistance to a particular type of damage; red indicates fire, orange is acid, yellow is radiant, green is poison, blue is cold, indigo is necrotic and violet is lightning.

Prismatic Splendor. You know the *dancing lights* cantrip. When you reach 3rd level, you may also cast the *color spray* spell once with this trait as a 1st level spell and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

Polychromatic Shift. When you or a creature you can see are within 60 feet of you makes an attack, casts a spell or creates some other effect that deals fire, acid, radiant, poison, cold necrotic or lightning damage, you can use your reaction to substitute that damage type with one other damage type from that list. If an effect deals multiple damage types, you can only substitute one. This substitution continues as long as the initial effect itself. Once you have used this feature, you can't use it again until you complete a short rest.

Languages. You can speak, read and write Common and the language of the Chroma. You can understand the visual language known as Versicolor, though you have no way to communicate it in return. You also know one other language of your choice.

GLIMMERFOLK

The glimmerfolk are lithe, colorful and beautiful elf-like folk typically found under the rainbow hued canopies of forests within the Limitless Light.

INFUSED WITH RADIANCE

The glimmerfolk are regal, tall humanoids whose skin radiates an almost luminescent golden tan. Their hair colors vary, but they are almost always multi hued, and often sport every color of the rainbow. While their eyes are night black from the sclera to the iris, this is often the only part of them that contains any dark coloration. Their clothing is typically functional, but elegant and vibrant.

The most unique feature about glimmerfolk is undoubtedly their colorful *nimlis*. Nimlis appear as small balls of colored radiance two inches in diameter which orbit no more than a few feet from a glimmerfolk's shoulders and head.

NATIVES OF RAINBOW

Glimmerfolk they are common enough on the Prime Material Plane that it was once believed to be their native home. As a race of beings, they are better known than their actual home, so this confusion is not surprising. On the Prime, they are often xenophobic and keep the existence of the Limitless Light a secret.

Though glimmerfolk prefer a forest setting, many have adjusted to small towns or even cities such as Conil-A-Ald. As such they have become the most common humanoid race found on the plane. They have as many variations as do humans and there is almost nowhere in the Plane of Rainbows where they cannot be found. Glimmerfolk are certainly more gregarious on their home plane than they are elsewhere.

THE BRIGHT JOURNEY

The onset of puberty is an important time for glimmerfolk. It is when they finally obtain their nimlis and become accepted as full fledged members of their families, clans, tribes or nations.

Almost all glimmerfolk societies expect their young to go on a walkabout which they call the "Bright Journey." This can last weeks or months, but when the young glimmerfolk returns, their nimlis accompany them and they are afforded all the benefits of being an adult in glimmerfolk society.



GLIMMERFOLK NAMES

Glimmerfolk have a variety of naming conventions dependent on the dominant area culture much as it is with human beings. within the vicinity of Prisme, glimmerfolk have a singular name that is gender neutral, and often a name for their particular clan relating to a geographic feature.

Genderless Names. Admete, Axiphiche, Coronis, Eunoe, Metiphoché, Oinoie, Phanio, Philiasei, Polyxio, Rhodys, Sose, Syrianix, Themisto

Clan Names. Bright Tree Tower, Of the Forest Pastel, Of the Opaline Cliff, Shaded by Emerald, Under Purple Canopies

GLIMMERFOLK TRAITS

Your glimmerfolk character shares the following racial traits with all glimmerfolk.

Ability Score Increases. Your Dexterity, Wisdom and Charisma scores each increase by 1.

Age. Glimmerfolk age as do humans but live a few years longer. They don't receive their nimlis until puberty.

Alignment. Glimmerfolk have an innate tendency for self concern and for those of other glimmerfolk. Among their own people, this might be seen as decidedly "good" behavior, but in general a slight majority of glimmerfolk actually have a more purely neutral outlook.

Size. On average, glimmerfolk are taller than humans and both males and females usually range from 6 to 6 1/2 feet as adults with little variation. They typically have little fat, but their lithe muscle gives them an average weight of 150 lb. You are Medium size.

Speed Your base walking speed is 30 feet.

Pure Vision. Your eyes are exceptional in their powers of perception and can cut through darkness and illusions. You have truesight up to 60 feet.

Radiant Resistance. Your inner light and upbringing on a plane rife with radiant energies gives you resistance to radiant damage.

Nimlis. You have three balls of colored light two inches in diameter which orbit around your head and shoulders. These nimlis are an extension of your soul and the light from them gives a constant 30 radius of dim light. You can suppress the light they radiate as a bonus action at any time.

Nimlis can also power a selection of cantrips and spells. When they are used, they disappear until you complete a short or a long rest. You can use one nimli to cast either *dancing lights*, *daze*, or *flare*. Using two nimlis, you may cast *color spray* as a 1st level spell. Using three nimlis, you may again cast *color spray* as a 2nd level spell or *mirror image*. These spells use Wisdom as a spellcasting ability.

Languages. You speak, read and write Common and one other language chosen from either Auran, Chroma, or Sylvan. You can also understand Versicolor, but cannot communicate it without magic.

CLASSES

There are a variety of unique subclasses that are common in the Limitless Light and are new options for players to choose.

WROUGHT FROM RAINBOWS

The DMsguild supplement **Wrought from Rainbows** has a number of subclasses which are often taken on the Plane of Rainbows. Each subclass is briefly summarized here, but picking up this product is otherwise highly recommended.

BARD COLLEGE: COLLEGE OF FROLICS

Characters who choose this bard college learn to move their bodies in perfectly choreographed dances that can inspire allies and enthrall foes. Those who choose the college train relentlessly and they can enter an almost hypnotic state which can disorient or charm their foes.

CLERIC DIVINE DOMAIN: PRISM

The prism domain is related to communication, travel and dazzling or stunning enemies. It is the purview of deities who have some connection to color or rainbow and its clerics are explorers who are always onto the next vista.

DRUID CIRCLE: CIRCLE OF RAINBOWS

A druid of the Circle of Rainbows forms a connection between the spectrum of color and elemental power. They form cloaks from the very elements themselves and generate an area of ambient energy about themselves.



WARLOCK PATRON

There are beings on the Limitless Light of great power such as Riis the Radiant Titan and Amitole the Rainbow Phoenix, but neither are known to make pacts with warlocks. Rainbow servants however, can make a pact with an enigmatic and hidden entity known as the Plumed Serpent.

RAINBOW SERVANT

Your patron is a great being from the hidden depths of the Limitless Light. It is no god or other divine spirit, but rather thought to be a couatl of titanic proportions. The Plumed Serpent is not Qotal or Quetzalcoatl, but it has the strength to offer power in exchange for servitude.

EXPANDED SPELL LIST

Making a pact with the Plumed Serpent and choosing the Rainbow Servant subclass lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level Spells

1st	<i>color spray, faerie fire</i>
2nd	<i>blur, gust of wind</i>
3rd	<i>daylight, protection from energy</i>
4th	<i>conjure minor elementals, greater invisibility</i>
5th	<i>animate objects, rainbow</i>

POLYGLOT

Starting at first level, you are capable of tapping into the vast knowledge of your patron and can speak, read or write any language as if it were your native tongue.

CHROMATIC REBUKE

At 6th level, your body reacts to injury instinctively with a splash of color. Once between short and long rests, you may choose to cast *color spray* as a reaction to taking damage from a melee attack which targets all creatures within 10 feet. The spell is cast using Charisma as a spellcasting ability.

RESISTANCE OF THE COUATL

Starting at 10th level, you are immune to scrying and any effect that would sense emotions, read your thoughts or detect your location. In addition, you gain resistance to radiant damage.

RAINBOW WINGS

You can grow multicolored, feathered wings like those of a couatl once between long and short rests which allow you to fly at a speed of 60 feet. You may keep the wings for up to a half hour every time you summon them. Summoning or dismissing the wings is a bonus action, but you cannot be wearing restrictive clothing or armor when the wings are summoned.

A NOTE ON FAITH

There are a variety of religions for characters to choose from on the Limitless Light, but the eventual fate of a soul is common knowledge among the predominant races and most beings act accordingly. While many are aware of the gods, the closest thing that exists on the Limitless Light to actual divine beings are Riis and Amitole (and now unfortunately, Renbuu).

Gods are not often worshiped but most beings try to act in accordance with their own particular cultural norms which guarantees a place among the stars when a person dies. Those who choose to worship a deity from elsewhere may do so, and their souls pass through the gates at Prisme to go onto their final reward or punishment.



SPILLS

The following spells are used by creatures and spellcasters throughout the Limitless Light. Their usage has spread in some regions of the Prime and some are quite well known.

DAZE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You clouds a creatures mind temporarily with hazy visions of color and wavering lines. Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be incapacitated until the end of your next turn.

A target which has 20 or more remaining hit points automatically succeeds on the saving throw. This spell affects creatures with up to 40 hit points when you reach 5th level, 60 at 11th level and 80 at 17th level.

FLARE

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You clouds a blinding flash of bright white light.

Creatures who can see within 30 feet must succeed on a Dexterity saving throw or be blinded until the start of your next turn.

RAINBOW

5th-level conjuration

Casting Time: 1 action

Range: Self

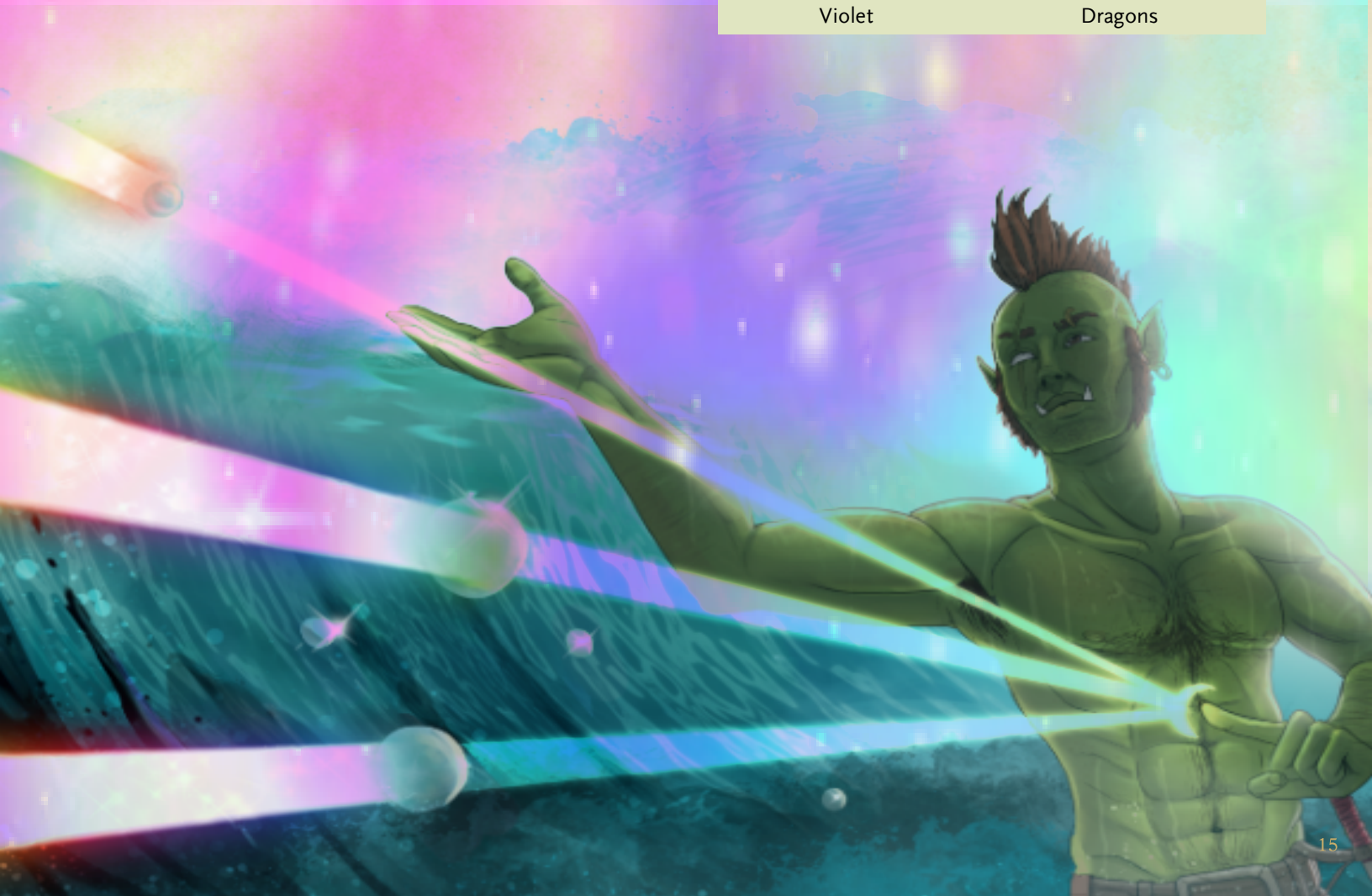
Components: V, S, M (a tiny replica of a bow made from crystal worth 50 gp which is consumed in the casting)

Duration: 1 hour

A longbow made of solidified rainbow appears in your hand along with a similar quiver upon you back loaded with red, orange, yellow, green, blue, indigo and violet arrows. There only appears to be one of each arrow, but when one is used it is immediately replaced with another of its kind. The bow and arrows disappear when the spell's duration expires and they may only be used by the caster.

The arrow are all +1 to hit and damage and each has advantage when calculating damage against a particular type of creature. Consult the table below for creature types.

Arrow Color	Creature Type
Red	Elementals
Orange	Constructs
Yellow	Plants
Green	Monstrosities
Blue	Undead
Indigo	Aberrations
Violet	Dragons



MONSTERS



Two bubbles found they had rainbows on their curves. They flickered out saying: "It was worth being a bubble, just to have held that rainbow thirty seconds."

— Carl Sandburg

Creatures of light and prismatic energy occupy the demiplane known to some as the Plane of Radiance, others as the Plane of Rainbows, and to those in the know as the Limitless Light. Despite their incredible beauty, they are just as deadly as their Prime counterparts.

AMITOLE, THE RAINBOW PHOENIX

Amitole is a powerful and ancient guardian of the Limitless Light, having lived atop Mount Brilliance long before the wisest of glimmerfolk sages could recount. It is rumored that if she were to be slain, the Limitless itself would engage in some sort of rebirth along with the phoenix herself, but the rumor has thankfully never been tested.

Deity to Some. Like the Great Spirits or true deity, Amitole is a being who is worshiped by many tribes. She counts clans of glimmerfolk, chroma, and a number of couatls among her faithful.

AMITOLE, THE RAINBOW PHOENIX

Gargantuan celestial, neutral good

Armor Class 18

Hit Points 262 (15d20 + 105)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	18 (+4)	21 (+5)	21 (+5)

Saving Throws Wis +11, Cha +11

Damage Immunities poison, radiant

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons, fire

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

Senses truesight 90 ft. passive Perception 15

Languages Celestial, Common, Ignan, Versicolor

Challenge 18 (20000 XP)

Flyby. Amitole doesn't provoke an opportunity attack when she flies out of enemy reach.

Illumination. Amitole sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Legendary Resistance (3/Day). If amitole fails a saving throw, she can choose to succeed instead.

Radiant Death And Rebirth. When Amitole dies, she explodes. Each creature within 60 feet of her must make a DC 20 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one. The explosion destroys Amitole's body, and a rainbow travels 100 miles in a random direction from the location of her death and forms a rainbow shaped egg at its end. The egg blazes when touched and does 21 (6d6) radiant damage to any creature that touches it. The egg is immune to all damage and after 1d6 days, a new radiant phoenix is born.

Rainbow Form. Amitole can move through space as narrow as 1 inch wide without squeezing. Any creature that touches Amitole or hits her with a melee attack while within 5 feet of her takes 5 (1d10) radiant damage. In addition, Amitole can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) radiant damage.

Siege Monster. Amitole deals double damage to objects and structures.

ACTIONS

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (3d6+8) radiant damage.

Multiattack. Amitole makes two attacks: one with its beak and one with its radiant talons.

Radiant Talons. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) radiant damage and if the target is a creature with eyes, it must succeed on a DC 20 Constitution saving throw or be blinded for 1 minute.

LEGENDARY ACTIONS

The amitole, the rainbow phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The amitole, the rainbow phoenix regains spent legendary actions at the start of its turn.

Peck. Amitole makes one beak attack.

Move. Amitole moves up to her speed.

Swoop (Costs 2 Actions). Amitole moves up to her speed and attacks with her radiant talons.



She is also served by the warlocks known as rainbow servants despite the fact that she is not their source of power, nor does she make pacts.

Light Upon the Mountain. Amitole rarely leaves her nest atop Mount Brilliance and her home is quite unlike elsewhere on the Limitless Light. The auroras disperse where she lairs and light not unlike the sunlight of the prime surrounds her island like a bubble that cannot be broken.

Radiance, not Fire. While the phoenix is a creature of legend inexorably tied to the concept of fire and rebirth, so too is Amitole with the power of light and radiance. Her feathers are every color of the rainbow and as far as any know, she is an entirely unique being within the multiverse. Instead of destruction followed by rebirth, Amitole's light is said to reveal the beauty in all things. She is capable of finding the hidden good even in the most vile creatures, something her many rainbow servants strive to emulate.

Forgiveness and redemption is a theme to Amitole's existence far more so than pure destruction. She hopes to temper the great Radiant Titan Riis and curb his more unforgiving tendencies. The two are known to be fast allies, particularly in defense of the demiplane as a whole, but her influence on the tempestuous empyrean has been limited at best.

CARBUNCLE

The carbuncle is a good willed but often devious predator that inhabits islands with similar flora and fauna to that of Prime jungles and deep forests. They appear like smallish predatory cats, similar to ocelots in size, but have fine multicolored plumage intermixed within their fur. The carbuncle's most striking feature is the thumb sized garnet jewel found embedded in their skin atop their heads.

Carbuncle Garnet. Foolish folks often hunt carbuncles to attempt to take the gem from their forehead. Rumors abound that the gem amplifies and intensifies magic power.

While it is true that the gem can do these things, it only has such power in the rare circumstance when it is given freely. Otherwise, the gem is worth 300 gp, but obtaining the gem might not be worth it in such a way, considering the carbuncle is smart enough to lead hunters into traps or environmental hazards.

If the gem is obtained as a gift, however, it can be used to add an additional die to any spell roll with an effect that requires the rolling of a die. Most commonly this is used to increase damage, but spells such as *color spray* can also be affected. Freely given carbuncle garnets grow back and return fully in 1d4 weeks. There are additional uses for the garnet in alchemy and in the creation of more permanent magic items.





CARBUNCLE

Small monstrosity, chaotic good

Armor Class 12

Hit Points 36 (8d6 + 8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)	13 (+1)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft. passive Perception 13

Languages Common

Challenge 1 (200 XP)

Forest Camouflage. Carbuncles have advantage on Dexterity (Stealth) checks made to hide in either forests or jungles.

Illumination. The carbuncle can cause its gem to glow or to stop glowing as a bonus action. The gem shines bright light in a 10 foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Multiattack. The carbuncle makes one bite attack and one claw attack.

Radiant Beam (Recharge 5-6). The carbuncle can fire a 30 foot long, 5 foot wide beam of radiance from the garnet gem on its forehead. Each creature in that line must make a DC 13 Dexterity saving throw. Those who fail take 10 (3d6) radiant damage and those who succeed take half damage.

CHAOC ROC

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	4 (-3)	15 (+2)	10 (+0)

Saving Throws Dex +4, Con +9, Wis +6, Cha +4

Skills Perception +6

Damage Immunities radiant

Senses passive Perception 16

Languages -

Challenge 12 (8400 XP)

Keen Sight. The chaoc roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The chaos roc makes two attacks, one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8+9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6+9) slashing damage and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the creature can't use its talons on another target.

Prismatic Spray (Recharge 5-6). The chaos roc can emit a prismatic spray effect from its eyes in a cone with a 100 foot range.

CHAOS ROC

Also known as the radiant roc, the chaos roc is a massive creature of the Limitless Light that hides in the tallest of crystalline peaks and only on the largest of islands. While its appearance is similar in some ways to an eagle, its massive size allows it to ignore all but the most fearsome of predators. The chaos roc is at the top of the Limitless Light's food chain.

Progeny of the Radiant Titan. While Annam, the All-Father of the giant race might have had a hand in the creation of the first roc, it was Riis who used his many portals of Prisme to travel the worlds and steal countless eggs of the fierce sky titans. He brought the rocs to the Limitless Light and hand raised them on radiant energies. In but a single generation the chaos roc was born.

Defenders of Prisme. Prisme has come under attack in the past due to the fact that its system of portals are rivaled only by such planar hubs as Sigil. The chaos rocs instinctively obey the Radiant Titan and there is always at least one flying in the swirling skies above Prisme's central dome.

CHROMATIC ZOVERI

Chromatic Zoveri are a race of celestial beings that have maintained their jovial and kindly nature regardless of life's trials and tribulations. With their remarkable camouflage, they are not always easy to find, but it when these tauric humanoid/octopus beings are spotted, it is usually due to an errant giggle or glowing smile.

Celestial Transplants. Zoveri are a celestial race that primarily live on the first layer of the Seven Mounting Heavens of Celestia known as Lunia. They protect and rescue visitors that unexpectedly arrive in that realm's great sea known as Oceanus.



Long ago, a swirling pool of color opened up among a particularly large tribe of zoveri and their curiosity got the better of them. This temporary portal led directly to the Limitless Light where a cadre of angelic beings were called upon to assist the Radiant Titan in a titanic battle.

Gone Native. Ignorant of the nature of their surroundings and the quickly closing portal, the zoveri became trapped in a lake known as Lake Vividen, but they were none the worse for their new home. The Zoveri marvelled at the spectacular colors and did not entirely despise their entrapment. After a few generations, their chromatophores began to strengthen and now the chromatic zoveri are capable of near invisibility with their ability to change color instantaneously.

Some zoveri have even begun to branch out to other bodies of water, and they are always looking for allies to assist them in emigration.

CHROMATIC ZOVERI

Medium humanoid, lawful good

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	14 (+2)

Damage Resistances radiant

Senses passive Perception 13

Languages Common, Versicolor

Challenge 1/8 (25 XP)

False Appearance. Chromatic zoveri have evolved their chromatophores to the point where they are almost invisible in their native environment. As long as they are unmoving and underwater, they cannot be distinguished from their surroundings.

Color Spray Ink. The ink of a chromatic zoveri is bright and multicolored. When it is ejected, it has the same effect as a color spray, but in a 30 foot cloud centered on the zoveri. Zoveri are immune to the color spray effect.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Spray And Dash (Recharge 5-6). The chromatic zoveri may use its color spray ink and then move at a speed of 90 for its turn.

ANCIENT PRISMATIC DRAGON

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	17 (+3)	26 (+8)

Saving Throws Dex +7, Con +16, Wis +10, Cha +15

Skills Perception +17

Damage Immunities radiant

Damage Resistances necrotic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62000 XP)

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

ACTIONS

Multiattack. The ancient prismatic dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10+10) piercing damage plus 14 (4d6) radiant damage.

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

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage.

Frightful Presence. Each creature of the ancient prismatic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ancient prismatic dragon's Frightful Presence for the next 24 hours.

Prismatic Breath (Recharge 5-6). The ancient prismatic dragon exhales prismatic light in a 90-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 91 (26d6) damage on a failed save, or half as much damage on a saving throw. The damage type is determined using the table from the prismatic spray spell, rerolling a result of 8 on the roll.

LEGENDARY ACTIONS

The ancient prismatic dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ancient prismatic dragon regains spent legendary actions at the start of its turn.

Detect. The ancient prismatic dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient prismatic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient prismatic dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The ancient prismatic dragon can then fly up to half its flying speed.

DRAGON, PRISMATIC

Prismatic dragons are on par in power with the grandest of gold or red dragons, but maintain a fierce independence from the conflict of metallics and chromatics. They are oddly personable creature, but their greed for treasure is no less legendary than the most rapacious of Prime wyrms.

Dragons of Radiance. A prismatic dragon's scales are multicolored and beautiful. They often shimmer and sparkle with a chromatic glow almost too difficult to bear. This often makes them vain, and prismatic dragons are subject to deception by flattery.

At the same time, they are known for their sociable behavior, and woe to the creature who raises their ire by such deception.

Unique Breath. Dragon hunters throughout the multiverse know one thing that is crucial to their success, and that is finding some sort of resistance or immunity to the nergy aspect of a dragon's breath weapon. They would have no such luck however with a prismatic dragon. Like the spell *prismatic spray*, a prismatic dragon's breath is comprised of a multitude of energies, and one never knows which type will strike an intended target. This gives the prismatic dragon a unique advantage over such precise planners.



ADULT PRISMATIC DRAGON

Huge dragon, neutral

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	14 (+2)	24 (+7)

Saving Throws Dex +6, Con +13, Wis +8, Cha +13

Skills Perception +14

Damage Immunities radiant

Damage Resistances necrotic

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

Languages Common, Draconic

Challenge 17 (18000 XP)

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

ACTIONS

Multiattack. The adult prismatic dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Frightful Presence. Each creature of the Adult Prismatic Dragon's choice that is within 120 feet of the Adult Prismatic Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Adult Prismatic Dragon's Frightful Presence for the next 24 hours.

Prismatic Breath (Recharge 5-6). The Adult Prismatic Dragon exhales prismatic light in a 60-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 63 (18d6) damage on a failed save, or half as much damage on a saving throw. The damage type is determined using the table from the prismatic spray spell, rerolling a result of 8 on the roll.

LEGENDARY ACTIONS

The adult prismatic dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The adult prismatic dragon regains spent legendary actions at the start of its turn.

Detect. The adult prismatic dragon makes a Wisdom (Perception) check.

Tail Attack. The adult prismatic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The adult prismatic dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The adult prismatic dragon can then fly up to half its flying speed.

YOUNG PRISMATIC DRAGON

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	12 (+1)	22 (+6)

Saving Throws Dex +4, Con +9, Wis +5, Cha +10

Skills Perception +9

Damage Immunities radiant

Damage Resistances necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5900 XP)

ACTIONS

Multiattack. The young prismatic dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Prismatic Breath (Recharge 5-6). The young prismatic dragon exhales prismatic light in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined using the table from the prismatic spray spell, rerolling a result of 8 on the roll.

PRISMATIC DRAGON WYRMLING

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +2, Con +5, Wis +3, Cha +5

Skills Perception +5

Damage Immunities radiant

Damage Resistances necrotic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 4 (1100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 3 (1d6) fire damage.

Prismatic Breath (Recharge 5-6). The prismatic dragon wyrmling exhales prismatic light in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d10) damage on a failed save, or half as much damage on a successful one. The damage type is determined using the table from the prismatic spray spell, rerolling a result of 8 on the roll.

ENERGON

Energons are translucent globes of energy approximately two feet in diameter with tentacles that represent a particular brand of energy. They are curious creatures, inexorably drawn to concentrations of the energy type which they represent.

Energons love to flit about the radiant clouds of the Limitless Light and even tend to follow in the wake of the devastating chromatic tornadoes.

XAG-YA AND XEG-YI

Creatures from the positive and negative planes respectively, the xag-ya and xeg-yi are the most well known of the enigmatic energons. While neither ascribes to any particular type of aligned behavior, on the Limitless Light, the Xeg-Yi is almost universally considered anathema and are hunted mercilessly even by the most peaceful beings. Xag-Ya on the other hand, are treated almost whimsically and left to wander wherever they please. Oddly, both types of creatures are equally common.

Xag-Ya represent radiant energy and Xeg-Yi represent necrotic energy. If these two creatures should ever meet, they fly towards each other as quickly as possible and "cancel each other out" in an explosion that does 63 (14d8) bludgeoning damage to all who fail a Dexterity saving throw within 30 feet of the explosion, and half damage to those who are successful.

XAC-YEL AND XOR-YOST

The xac-yel almost appears like a living fireball with the standard four energon tendrils trailing behind it as it flies. The xor-yost is still incorporeal like all energons, but it almost appears like a large ball of snow and ice from a distance.

Xac-yel represent fire energy and xor-yost cold energy. If these two creatures should ever meet, they fly towards each other as quickly as possible and "cancel each other out" in an explosion that does 63 (14d8) bludgeoning damage to all who fail a Dexterity saving throw within 30 feet of the explosion, and half damage to those who are successful.

XAP-YAUP AND XONG-YONG

The xap-yaup is a glowing ball of electric energy that continually sparks and its tendrils whip like bolts of lightning at its targets. The xong-yong continuously thrums with power, snapping its tendrils like the snap of a whip at creatures it attacks.

The xap-yaup represents lightning energy and xong-yong represents thunder energy. If these two creatures should ever meet, they fly towards each other as quickly as possible and "cancel each other out" in an explosion that does 63 (14d8) bludgeoning damage to all who fail a Dexterity saving throw within 30 feet of the explosion, and half damage to those who are successful.

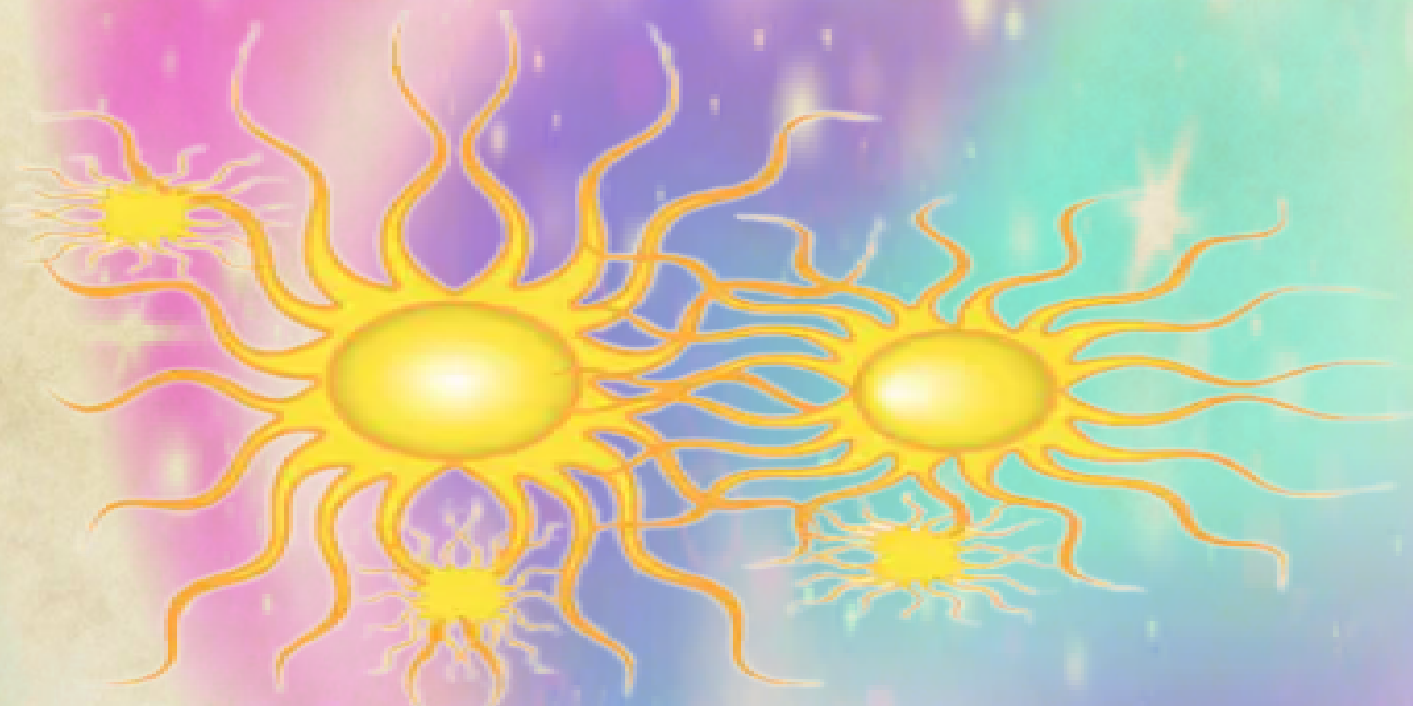
XAC-YIJ

The xac-yij is the sole energon whose energetic counterpart is unknown. Sages believe their "opposite" simply has yet to be discovered, and it is believed if they do exist, they would only logically be related to poison. Xac-yij appear to be sickly green glowing balls, trailing tendrils that drip a constant flow of acid. Xac-yij in fact, represent the energy of acid.

XAG-AZ

Rarest of all the known energons, the Xag-Az is a being of the Astral Plane that evolved over centuries of entrapment on that plane and appear like floating globes of translucent gray energy. They are few and far between on the Limitless Light, but some have found their way to the demiplane of rainbows. Xag-Az are believed to be somehow connected to psionic power but this manifests as a either acid, cold, lightning, fire, or thunder damage, determined by the xag-az. It is not immune to damage from any of these types, but is rather resistant to them all.

If a xag-az meets either a xag-ya or xeg-yi, they will fly towards each other, but instead of causing an explosion, they will shift to a random plane.



ENERGON

Medium aberration, unaligned

Armor Class 14

Hit Points 110 (20d8 + 20)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	12 (+1)	6 (-2)	10 (+0)	16 (+3)

Saving Throws Con +5, Wis +4, Cha +7

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, one type of damage based on energon type

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

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 10 (5900 XP)

Incorporeal Movement. The energon 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.

Energetic Body. If a creature touches an energon with a part of its body like a hand, it takes 9 (2d8) damage of the energon's energy type.

Death Throes. When an energon dies, it explodes and causes 27 (6d8) damage to all creatures who fail a Dexterity saving throw within a 15 foot radius, and half damage to those who are successful.

ACTIONS

Multiattack. The energon makes 4 attacks with its tendrils or uses its energy ray.

Tendrils. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) damage. See individual descriptions for damage type.

Energy Ray (Recharge 5-6). The energon fires a ray of energy in a line with a range of 60 feet and a width of 5 feet. Creatures within the area must make a DC 16 Dexterity save. Those who fail the save take 54 (12d8) damage and those who are successful take half damage. See individual energon descriptions for damage type.

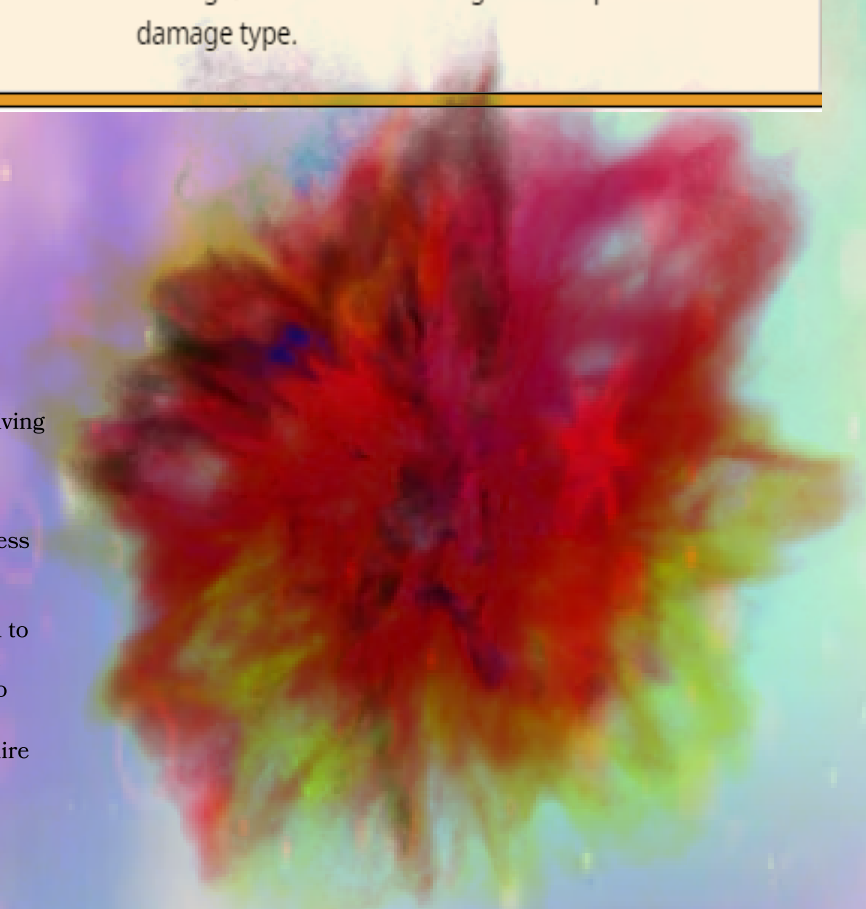
GOLEM, PRISMATIC

Prismatic golems are known for their ties to the plane of Elysium and the radiant energies found on that plane of unfettered goodness. However, beings from the Limitless Light have learned an alternate forging process for such constructs using a variety of energy sources.

Forged of Light. The prismatic golem appears to be a living and intelligent radiant cloud which shines with an intense brightness. They are primarily created as guardians, but display a semblance of intelligence not found in other constructs. The chroma were the first to "invent" the process long ago, having learned of the creatures through celestial visitors to the Limitless Light.

Creating a prismatic golem outside of Elysium is known to require the gathering and draining of numerous energons. These beings become part of the construct and combine to forge the golem who is beholden to its creator.

Constructed Nature. The prismatic golem doesn't require air, food, drink or sleep.



PRISMATIC GOLEM

Large construct, neutral good

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	20 (+5)	3 (-4)	15 (+2)	15 (+2)

Damage Immunities radiant, poison, bludgeoning, piercing and slashing damage from nonmagical weapons

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

Senses darkvision 120 ft., passive Perception 12

Languages understands the language of its creator but can't speak

Challenge 11 (7200 XP)

Incorporeal Movement. The prismatic golem 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.

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

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

Body Of Light. The prismatic golem continuously emits daylight as the spell with a 60 foot radius centered on the golem. In addition, creatures must make a DC 15 Constitution save every time they start their turn within this radius or become blinded for the turn.

ACTIONS

Prismatic Lash. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 48 (8d10+4) damage. The type of damage is determined randomly and each is connected to a color. Roll 1d8; on a roll of 1 the lash is red and does fire damage, 2 is orange and does acid damage, 3 is yellow and does lightning damage, 4 is green and does force damage, 5 is blue and does cold damage, 6 is indigo and does psychic damage, 7 is violet and does thunder damage, and a result of 8 is white and does radiant damage.

LILLEND

Lillends are the tale-tellers and chroniclers, gathering lore and recording stories in the form of epic poems and songs. They are generally peaceful, though they are swift to act if they believe a piece of rare art or a talented artist is threatened. A lillend's lower section is about 20 feet long, and a typical lillend weighs 3,800 pounds.

Defenders of the Arts. Although they have no need of mortal nourishment, it is said that lillends sup on the joy of music, art, and performance.

They also love unspoiled wilderness and seek out places in the mortal realm that remind them of the beauty of their home plane. From the lore of numerous races come tales of these muses, particularly those that have taken a vested interest in the training of a single talented prodigy or the ongoing creation of some fantastic work of art. Such legends sometimes prove true, as all lillends have their favorite works, creations, and artists, and often visit the Material Plane to enjoy their splendor and make sure they remain safe. In the defense of such beauty, lillends prove passionate foes, calling upon the might of nearby allies or crushing philistines in their striking but deadly coils.

LILLEND

Large celestial, chaotic good

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	21 (+5)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +8

Skills Performance +10, Persuasion +7

Damage Immunities lightning, poison

Damage Resistances fire, cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Sylvan

Challenge 9 (5000 XP)

Inspiration. The lillend can inspire others through stirring words or music. Using a bonus action on its turn, the lillend can choose one creature other than itself within 60 feet that can hear it. That creature gains one inspiration die, a d8. Once within the next 10 minutes, the target can roll the die and add the number rolled to one ability check, attack roll or saving throw it makes. The target can wait until after it rolls the d20 before deciding to use the inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the die is rolled, it is lost. A creature can have only one inspiration die at a time

Song Of Rest. The lillend can use soothing music or oration to help revitalize wounded allies during a short rest. If itself or any other creatures who can hear its performance regain hit points at the end of the short rest, each of those creatures gain another 1d6 hit points.

Countercharm. The lillend can use musical notes or words of power to disrupt mind-influencing effects. As an action, the lillend can start a performance that lasts until the end of its next turn. During that time, the lillend and any friendly creatures within 30 feet of it have advantage on saving throws against being frightened or charmed. A creature must be able to hear the lillend to gain this benefit. The performance ends early if the lillend is incapacitated or silenced or the lillend voluntarily ends it early (no action required).

Spellcasting. The lillend is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lillend has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *light*, *mage hand*

1st level (4 slots): *charm person*, *cure wounds*, *identify*, *sleep*

2nd level (3 slots): *enthral*, *knock*, *suggestion*

3rd level (3 slots): *plant growth*, *speak with plants*

4th level (1 slots): *hallucinatory terrain*

ACTIONS

Multiattack. The lillend makes three attacks: two with its sword and one constrict.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the lillend can't constrict another target.



PRISMASAURUS REX

Few believe a creature of such raw savagery could also harbor such beauty. The prismaurus rex is a bizarre creature of prehistoric times whose origins on the Limitless Light is unknown.

Prehistoric Radiance. The primal history of the Limitless Light is somewhat shrouded in mystery, and only Riis, Amitole and possible Chyseria the lillend and a few others know what came before the Radiant Titan's arrival. However, the prismaurus rex and other creatures such as the prismatic coelacanth point to a time where the demiplane actually harbored a savage land. In some regions such lands still stand, and the prismaurus rex is only one such type of creature among many.

Prismatic Ridge. The prismaurus rex shares much in appearance with a normal tyrannosaur with two major exceptions. Its skin and scales refract light with every hue of the rainbow, giving the creature an otherworldly quality unlike any dinosaur known on the Prime Material plane.

Secondly, and more strikingly is the ridge of crystalline scales that travel down the backside of the prismaurus rex from the base of its neck to the end of its tail. The emanations from this ridge are its primary attack form against creatures that it considers a threat. Prey killed by these energies often become inedible, and the prismaurus rex uses more mundane means to kill creatures it intends to eat.

PRISMAURUS REX

Huge monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +5

Damage Immunities radiant

Senses passive Perception 15

Languages -

Challenge 11 (7200 XP)

Blurred Brilliance. The scales and ridge of the prismaurus rex continuously refract and misdirect light, keeping the creature in a permanent blur effect as the spell.

ACTIONS

Multiattack. The prismaurus rex makes two attacks. It either makes an attack with its bite and its tail, its bite and its prismatic emanations, or its tail and its prismatic emanations. If it uses its bite and tail attack it cannot make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 33 (4d12+7) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 20 (3d8+7) bludgeoning damage.

Prismatic Emanations (Recharge 5-6). The prismaurus rex may activate the ridges on its back to cast a combination of the spells color spray and prismatic spray simultaneously.



PRISMATIC COELACANTH

Another remnant of a time long past, the prismatic coelacanth is an prehistoric fish with a magical defense mechanism that has allowed it to thrive in the lakes and seas of the Limitless Light.

They are not tasty to most humanoids, but the chromatic zoveri find them utterly delicious and make great sport of hunting wild coelacanth.

Prismatic coelacanth are inherently wild creatures and neither the zoveri nor any other species of humanoid has found a way to farm the creatures. Generally a unaggressive species, prismatic coelacanths can bite with the bony cartilage in their mouths and have been known to crush a limb.

PRISMATIC COELACANTH

Small monstrosity, unaligned

Armor Class 15

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	1 (-5)	7 (-2)	4 (-3)

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Water Breathing. The prismatic coelacanth can only breathe underwater.

ACTIONS

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

Color Burst (Recharge 5-6). The prismatic coelacanth can refract light on its scales to create a color spray effect as the spell cast at 1st level. The area is within a 15 foot radius of the coelacanth however, instead of a cone.



PRISMATIC ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +2

Damage Immunities radiant

Senses darkvision 60 ft. passive Perception 13

Languages Versicolor

Challenge 6 (2300 XP)

Grasping Tentacles. The prismatic roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the prismatic roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Enthralling Colors. When the prismatic roper initiates combat, its coloration begins to move in patterns which have the same effect as the *enthrall* spell with a duration of 1 minute on all creatures within a 30 foot radius of the prismatic roper who fail a DC 15 Wisdom saving throw. A creature who succeeds on the save is immune to the enthralling colors of that particular prismatic roper for 24 hours. In addition, once the minute duration has expired, a creature cannot be affected again by the same roper for 24 hours.

ACTIONS

Multiattack. The prismatic roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the prismatic roper can't use the same tendril on another target.

Reel. The prismatic roper pulls each creature grappled by it up to 25 feet straight toward it.

PRISMATIC ROPER

The prismatic roper is a transplant to the Limitless Light that has thrived and adapted. It has developed abilities on top of its original formidable powers which tap into the inherent enthralling nature of the plane.

They have become a terrible threat among the crystalline caverns of various islands, but some are less aggressive and sadistic than others.

Benevolent Ropers. While the majority of ropers are by and large cruel and sadistic, the positive energy that emanates through their bodies has had an affect on a small percentage of prismatic ropers. These ropers are generally more intelligent than their typical kin (Intelligence 10), and have alignments that range from neutral to even neutral good. The neutral good ropers are extremely rare, but only feed on normal beasts.



PRISMFLY SWARM

Individual prismflies are hardly a threat. Despite their beauty and the colorful displays however, as a swarm, they can be downright deadly.

Flesheating Swarms. Prismfly swarms are a carnivorous variety of native insect responsible for dazzling light displays in hidden jungles and forests on the Limitless Light.

Alone, they only attack smaller creatures such as chromatic mice and even some birds. As a swarm however, they grow bold, and have been known to take down creatures many times more massive. Their bites contain trace amounts of acidic saliva that contribute to taking down larger prey.

Crystal Abdomens. Each prismfly has a tiny crystal in their abdomen that flashes with an internal light of a particular color when the creature lives. As a whole, the effect of hundreds of these creatures can be quite beautiful. The crystals are not worthless, but their small size and labor intensive harvesting makes it unreasonable to do so. From a single swarm, approximately 50 gp worth of crystal can be harvested over five hours of continuous labor. Alchemically, however, they might have additional value.



PRISMFLY SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 40 (9d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities radiant

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages -

Challenge 2 (450 XP)

Illumination. A prismfly swarm glows with a mixture of colored lights that illuminates a radius of 30 feet with dim light.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Confusing Swarm. A creature which starts its turn occupying the same space as a prismfly swarm must make a DC 14 Wisdom saving throw or suffer the effects of a *confusion* spell for the remainder of their turn.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 10 (4d4) piercing damage plus 7 (2d6) acid damage or 5 (2d4) piercing plus 3 (1d6) acid damage if the swarm has half its hit points or fewer.

QUESAR OF THE LIMITLESS LIGHT

The quesar are powerful constructs given true life by the celestials that created them. Most live on the plane of Elysium independently of their creatures but some have migrated to the Limitless Light by their own choice. These quesar have developed small variations in appearance from their Elysian counterparts, but are essentially the same beings.

Living Constructs. Long ago celestials created the quesar to be guardians for sacred angelic treasures, much as they would a golem. With good intentions, they also gave the constructs free will and the capacity to learn. It was not long before the quesars' servitude was then recognized for what it was as a form of slavery. Though they at first refused, the celestials freed their slaves, but the quesar never truly forgot.

Born of Radiance. Quesars freedom was not gained easily and there was conflict in the early days of their awakening. No new quesar have been created since those early days, but they are essentially immortal. Quesar of the Limitless Light have come here in a quest to find a method of reproduction. If there is any way for a creature born of radiance to do so outside of Elysium, it is here.

Creatures of Rainbow. Normal quesar are known to absorb light as a form of nourishment to power their abilities. The quesar of the Limitless Light have been "fed" on the chromatic energies of the demiplane's auroras for an extended period of time now and it has had some effects on them. Cosmetically, the quesar of the Limitless Light radiate chromatic light now, much like the auroras themselves. It is not known if or how long they would return to normal if they returned to a plane that had normal sunlight.

QUESAR OF THE LIMITLESS LIGHT

Medium construct, neutral good

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

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

Skills Perception +3

Damage Immunities fire, lightning, radiant

Senses passive Perception 13

Languages Celestial, Common

Challenge 8 (3900 XP)

Energy Glow. At all times, a quesar is surrounded by a radiant glow that sheds bright light to a radius of 20 feet and dim light for an additional 20 feet.

Regeneration. The quesar regains 5 hit points at the start of its turn as long as it is in daylight or under the lights of the auroras of the Limitless Light. The quesar dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The quesar makes 2 attacks with its slam.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 9 (2d8) radiant damage

Blinding Radiance (Recharge 5-6). A quesar can increase the brightness of its energy glow so that it radiates brilliant light to a radius of 120 feet and dim light for an additional 120 feet. Any creature within this radius must make a DC 14 Dexterity save or be blinded for 1 minute.

Consuming Brilliance (3/Day). Three times per day, a quesar can create an instantaneous burst of radiance. Creatures within 15 feet take 42 (12d6) radiant damage if they fail a DC 16 Constitution saving throw or half damage if they succeed. If this attack reduces a creature to 0 hit points, it is disintegrated.

Despite their kind and generous natures, quesar don't typically form friendships and are not believed to ever smile. However, the quesar of the Limitless Light have shown some affection for the race of folks known as the chroma for unknown reasons.

Constructed Nature. Quesar of the Limitless Light do not require air, food drink or sleep. However, if they were for some reason kept away from the lights of the aurora or sunlight for more than 24 hours, they lose their blinding Radiance, Consuming Brilliance, and Energy Glow until they spend at least 1 hour in such light.



RAINBOW DWELLER

The dwellers in rainbow are as much a part of the environment of the Limitless Light as are the radiant clouds and chromatic tornadoes. Though intelligent and possessing of their own personalities, they are a force of nature, tasked with defending the very plane itself.

Pure Radiance. The rainbow dwellers are creatures made of pure light and their forms are often malleable and difficult to ascertain. Those who treat with them regularly are eventually capable of discerning individual features such as humanoid eyes, nose, arms and legs. As creatures of light, they illuminate the area around themselves with a soothing and colored fire which radiates no heat.

Language of Lights In the memory of the oldest glimmerfolk sages, the rainbow dwellers were capable of conversing in light and mellifluous voices, but the ability to speak was either taken from them or they have chosen to no longer use verbal communication.

Now, the rainbow dwellers "speak" only a codified language formed from slight adjustments in their coloration known as Versicolor. Only creatures who can match their ability to change coloration can communicate with them in this way. They do not even seem to understand other languages anymore and will not respond to attempts at verbal communication.

RAINBOW DWELLER

Medium aberration, chaotic neutral

Armor Class 14

Hit Points 66 (12d8 + 12)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	12 (+1)	11 (+0)	15 (+2)	16 (+3)

Skills Perception +6

Damage Immunities radiant

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

Senses passive Perception 16, darkvision 60 ft., blindsight 30 ft.

Languages Versicolor

Challenge 4 (1100 XP)

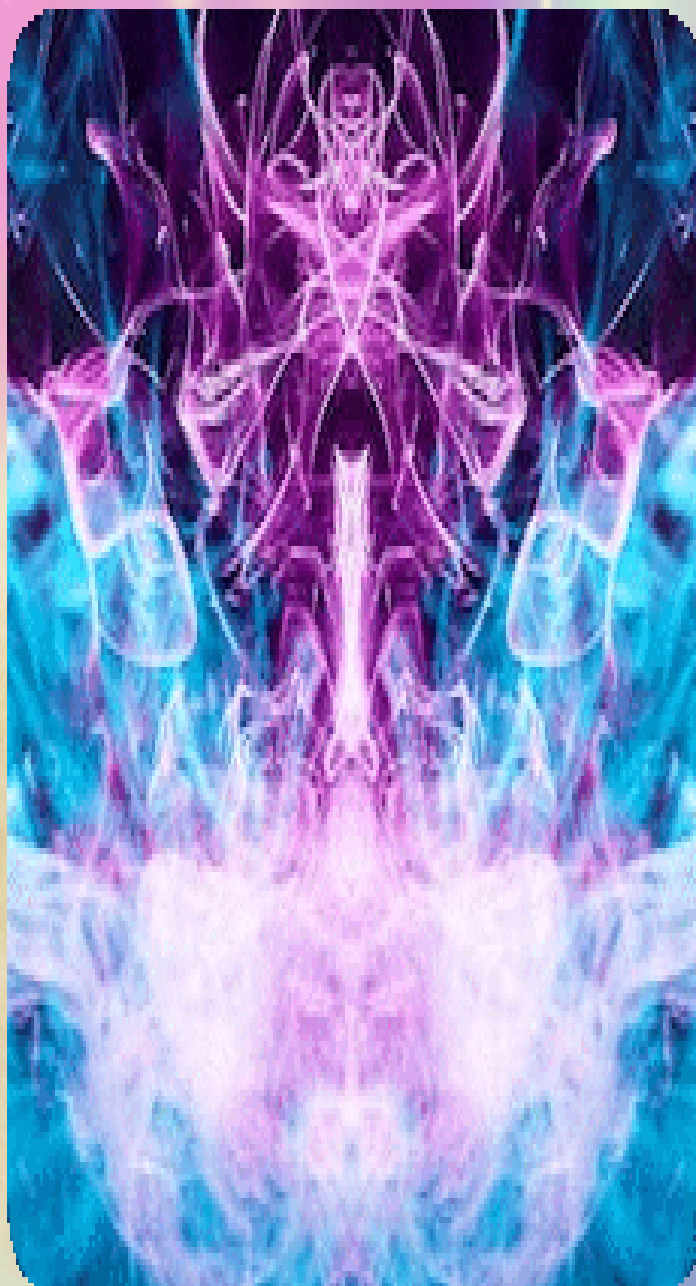
Amorphous. The rainbow dweller can move through a space as narrow as 1 inch wide without squeezing.

Radiant Form. The bewildering colors of the rainbow dweller force creatures who start their turn within a 30 foot radius of the rainbow dweller and are hostile towards it to make a DC 15 Wisdom saving throw or become enthralled as if they were affected by the *enthrall* spell. They may repeat the save at the start of each of their turns and once they are successful on a save, they are immune to that rainbow dwellers radiant form for 24 hours.

ACTIONS

Radiant Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) radiant damage and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Color Burst (3/Day). The rainbow dweller may unleash a *color spray* centered on itself with a 30 foot radius.



RAINBOW SERPENT

Rainbow serpents are common beasts found within the Limitless Light that are often mistaken for couatl but are nothing of the sort. They are a common predator that keeps the populations of small vermin to a minimum. They are notorious egg-eaters as well, making them the bane of birds everywhere.

RAINBOW SERPENT

Small monstrosity, unaligned

Armor Class 14

Hit Points 31 (7d6 + 7)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Damage Resistances radiant

Senses blindsight 15 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage plus 3 (1d6) poison damage and the target must make a successful DC 14 Constitution saving throw or be incapacitated to the end of your next turn as if you had been affected by the *daze* cantrip.



RAVID

Ravids are strange serpentine monstrosities from the Positive Energy Plane that have found their way to the Limitless Light and have found that its environs suits them well.

So Much Life. Ravids are content to be left alone and it is unknown what they consume or how their biological processes work. What is known however, is that their bodies contain a spark of positive and radiant energy that is too strong to be contained within their mortal forms.

This energy strikes at random and animates objects which only partially recognize the source of their life. The ravids are often followed by troupes of clinking and grinding animated objects over which they have no control, yet still seem to follow the ravid regardless and protect them from harm.

RAVID

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Damage Immunities fire, radiant

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 4 (1100 XP)

Animate Objects. The ravid continuously emits flashes of energy which animates nearby objects. It can have up

to its Hit Dice in animated objects defending it, and if one is destroyed it can animate additional objects within a 30 foot radius as a bonus action.

ACTIONS

Multiattack. The ravid makes two attacks; one with its claw and one with its tail lash.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4+2) slashing damage plus 7 (2d6) radiant damage. This radiant damage does double damage to undead creatures.

Tail Lash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4+2) bludgeoning damage plus 7 (2d6) radiant damage. This radiant damage does double damage to undead creatures.



RENBUU, SLAAD LORD OF COLOR

Renbuu is a flamboyant and sadistic slaad lord who arose when Primus' Spawning Stone was hit with a burst of powerful radiant energy on the plane of Limbo. His appearance is different most slaad, being comprised of a chaotic swirl of color rather than just one. He also sports a head of long white hair.

The other slaad lords despise Renbuu for his power over their underlings. Lesser slaadi on the other hand, are drawn to him.

Lord of All Color. Renbuu is called the Lord of Color, and though the effect is mostly harmless to non-slaadi, he is capable of changing the coloration of any creature that he can see. Renbuu delights in this ability and he has been known to humiliate powerful beings. It is rumored that before her demise, Renbuu once changed Malagard the Hag Countess into a pink dotted puce, though he left her hair the same stark white he so admires in his own appearance.

A slaadi's power is dependent on their coloration and Renbuu likes to surround himself with red slaad who he will turn to gray using his Color Burst ability when he is under attack. Lesser slaad are almost sycophantic to the Lord of Color in order to gain this boon, even if it does randomly wear off at some future point in time.

Chourst was also once a victim of Renbuu's antics, but as the Lord of Randomness, he has also frequently left Renbuu the victim of his own actions.

Exile. In his frequent conflicts with Renbuu, Chourst banished the Lord of Color to the Limitless Light in the not so distant past. Renbuu's arrival brought about a swath of chaos that utterly annihilated the primary city of the Chroma people. This city, known as Fractal, is now gone and has been replaced by the whirling colorful chaos known as the Indefinite Churn.

A Willing Prisoner. Renbuu has the ability to *plane shift*, but Chourst has somehow managed to block this ability and now Renbuu is a prisoner on the Limitless Light.

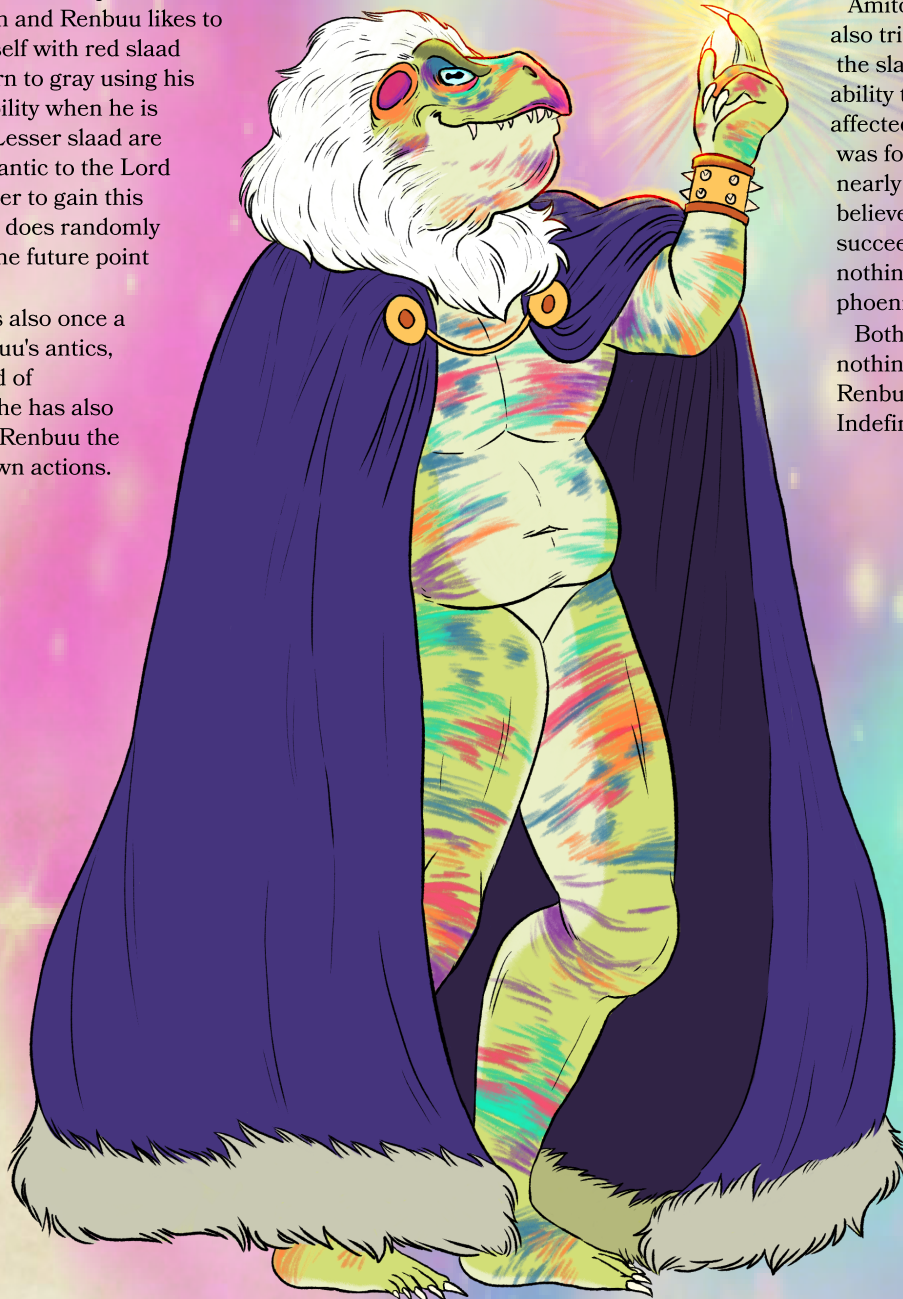
Unfortunately for its inhabitants, the Lord of Color has found the demiplane to his liking and he has not sought out more mundane portals to return to Limbo.

Conflict with a Titan and a Phoenix. Soon after his arrival Renbuu battled the Radiant Titan Riis in order to gain control over the portals of Prisme. The great titan easily beat the slaad back, but Riis will not pursue the slaad lord for fear of leaving Prisme unguarded.

Riis is aware of the pox the Indefinite Churn has had on the demiplane. The daughters of the lillend queen of Conil-A-Ald Chyseria have particularly suffered from the influx of chaos, and of course the chroma are scattered and left in disarray.

Amitole the Rainbow Phoenix has also tried her hand at confronting the slaad lord, but Renbuu's ability to change her coloration affected her in unexpected ways. She was forced to flee as the chaos nearly overcame her and some believe that if Renbuu had succeeded, today Amitole would be nothing more than a normal phoenix of fire.

Both Amitole and Riis would like nothing more than the threat of Renbuu eradicated and the Indefinite Churn brought to stability.



RENBUU

Large aberration, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 287 (23d10 + 161)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	24 (+7)	19 (+4)	15 (+2)	27 (+8)

Saving Throws Dex +10, Con +13, Cha +14

Skills Arcana +10, Deception +14, Performance +14, Persuasion +14

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, poison, radiant

Damage Resistances acid, cold, fire, lightning, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 12, truesight 120 ft.

Languages all, telepathy 120 ft.

Challenge 20 (25000 XP)

Color Change. Renbuu can change the color of one creature within sight as a bonus action on each of its turns. This has no effect other than cosmetic on creatures other than slaadi, who lose all of their current abilities and gain the abilities of the color they have been changed into. Renbuu can only change slaadi into red, blue, green or gray slaadi. The effect can end at a random time or it is permanent as determined by the DM. A successful *dispel magic* with a DC 19 also returns a creature to its normal coloration.

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

Innate Spellcasting. The renbuu's spellcasting ability is Charisma (spell save DC 22). The renbuu can innately cast the following spells, requiring no material components:

At will: *color spray*, *darkness*, *detect thoughts*, *flaming sphere*, *light*, *silent image*

3/day each: *major image*, *wind walk*

2/day each: *prismatic spray*, *symbol*

1/day each: *prismatic wall*

ACTIONS

Multiattack. Renbuu makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage plus 18 (4d8) radiant damage and the target must make a DC 22 Constitution save or become blinded for 1 minute.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (5d6+5) slashing damage.

Summon Slaadi (1/Day). Renbuu summons 1 red, 1 blue, and 1 green slaadi. A summoned slaad appears in an unoccupied space within 60 feet of Renbuu, acts as an ally of Renbuu, and can't summon other slaadi. It remains for 1 minute, until it or Renbuu dies, or until Renbuu dismisses it as an action.

Teleport. Renbuu teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The renbuu can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The renbuu regains spent legendary actions at the start of its turn.

Bite. Renbuu makes one bite attack.

Teleport. Renbuu uses its Teleport action.

Color Burst (Costs 3 Actions). Renbuu bursts with color, causing a *color spray* affect with a 60 foot radius which only affects creatures hostile to it. This color burst also changes all slaadi within range to change into a color of Renbuu's choosing out of the choices of red, blue, green or gray.

RIIS, THE RADIANT TITAN

Riis is the the defender of Prisme and perhaps the entirety of the demiplane itself. He has existed in the Limitless Light for the entirety of the plane's history, and none can remember him ever leaving his post at the heart of the Bridge of Rainbows itself.

The Radiant Titan. Riis shares many similarities with other titans, particularly the massive celestials known as empyreans and there is speculation that he was once one of these beings. If that is the case, Riis has certainly evolved. Riis appears much like a massive and statuesque human whose musculature is nearly perfect. His eyes shine with radiant intensity and his hair is shares the coloration of the mixed auroras that swirl in the skies above Prisme.

Riis wields a sword of great power known as Crystal Lightning which some believe to be sentient, but Riis does not discuss the sword's true abilities or anything regarding its nature.

Defender of Prisme. Prisme is the metaphysical center of the Limitless Light and its giant crystalline prism creates the very rainbow bridge itself. Where the liquid colored light of the prism strikes the island below, portals are formed that are said to be rivaled only by Sigil itself, and some are even thought to connect to other times. Riis does not allow the use of these portals, nor does he use them himself. In the past however, he encouraged entire contingents of celestials to march through one of the portals to Celestia and assist him in a long forgotten war.



RIIS

Huge celestial (titan), lawful neutral

Armor Class 22 (natural armor)

Hit Points 313 (19d12 + 190)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha +15

Skills Insight +13, Intimidation +15, Perception +13

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, radiant

Senses passive Perception 23, truesight 120 ft.

Languages -

Challenge 23 (50000 XP)

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

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

Magic Weapons. Riis's weapon attacks are magical.

Innate Spellcasting. Riis's spellcasting ability is Charisma (spell save DC 23). Riis can innately cast the following spells, requiring no material components:

At will: dimension door, greater restoration, pass without trace, water walk
1/day each: dispel evil and good, fire storm, prismatic wall

ACTIONS

Crystal Lightning Sword. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 24 (4d6+10) slashing damage plus 7 (3d4) lightning damage

Prismatic Bolt. *Ranged Spell Attack:* +15 to hit, range 600 ft., one target. *Hit:* 24 (7d6) damage. of one of the following types (Riis's choice): acid, cold, fire, force, lightning, radiant, or thunder

LEGENDARY ACTIONS

The riis can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The riis regains spent legendary actions at the start of its turn.

Attack. Riis makes one attack

Summon Auroras. Riis causes the auroras of the Limitless Light to reach down and touch all enemies and allies within 120 of him. Allies receive advantage on their next attack roll and enemies receive disadvantage on their next attack roll.

Blinding Strike (Costs 2 Actions). Riis attacks with his Crystal Lightning Sword and the sword's movement causes a blinding flash forcing all enemies within 60 feet to make a DC 23 Dexterity saving throw. Those who fail the save are blinded for 1 minute.

SEMMURV

The beautiful and noble senmurv are fierce defenders of kind folk and sometimes even serve as aerial steeds. Their colorful wings and gem colored eyes bely a hidden ferocity.

Glimmerfolk Allies. Senmurv of the Limitless Light frequently make allies with glimmerfolk and the two species work together to fend off potential threats. Senmurv can be ridden, but not always comfortably and in any case such riders cannot weight more than 200 pounds.

Senmurv tend to bond to truly impressive glimmerfolk and have accompanied many an adventurer during their exploits. Senmurv are particularly apt to befriend glimmerfolk rangers and druids.

Ferocious Attack.. Senmurv normally attack in a flyby where they attempt to get out of reach before being struck in return. However, should they find an opportunity, the senmurv will latch onto their victim to rip it to shreds.

SENMURV

Large celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	9 (-1)	13 (+1)	16 (+3)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 3 (700 XP)

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

Keen Smell. The senmurv has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The senmurv makes 2 attacks, only one of which can be with its bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) slashing damage. Instead of dealing damage, the senmurv can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the senmurv. *Hit:* 14 (4d4+4) piercing damage.



SHIMMERLING SWARM

Shimmerlings are colorful glowing tiny fey that are nearly mindless individually, but form a collective intelligence when found in a large swarm.

Least of the Fey. Shimmerlings are considered no more than insects in the Feywild, and their lot in life is not much different on the Limitless Light. Their appearance is much like tiny elves, but they shine with a colorful glow when active and their gossamer wings share much in appearance with dragonflies. Individual shimmerlings stand no taller than 4 inches.

A shimmerling is not aggressive unless it feels threatened or if it is under another form of stress, such as a lack of food or the destruction of their habitat. If other predators are in their vicinity, it tends to make them nervous and they might attack without provocation. Shimmerling swarms on the Limitless Light frequently come into conflict with the predatory prismflies.

Collective Mind. Shimmerlings share a form of collective intelligence very much like some insects. Individually, they would only have an Intelligence score of 3. If the swarm has half its hit points or fewer, the swarm's Intelligence score reduces to 5.

SHIMMERLING SWARM

Large swarm of Tiny fey, chaotic neutral

Armor Class 15

Hit Points 52 (8d10 + 8)

Speed 5 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	13 (+1)	7 (-2)	13 (+1)	17 (+3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 11

Languages Sylvan

Challenge 4 (1100 XP)

Swarm. The shimmerling swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The

swarm can't regain hit points or gain temporary hit points.

Dazzling Illumination. The swarm sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Any creature that starts its turn able to see the shimmerling swarm must succeed on a DC 14 Wisdom saving throw or suffer the effects of an *enthrall* spell for as long as the creature can see the swarm. A creature that succeeds on its saving throw is immune to the Dazzling Illumination of all shimmerling swarms for 24 hours.

ACTIONS

Multiattack. The shimmerling swarm makes one attack against each creature whose space it occupies.

Bites. *Melee Weapon Attack:* +7 to hit, one target in the swarm's space. *Hit:* 21 (6d6) piercing damage or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.



CREDITS

So much of this book is the result of great concepts and ideas from past authors and ideas from earlier editions. There are many here to thank.

AUTHOR

Jon Hild

THE LIMITLESS LIGHT

The entire concept of the Limitless Light was conceived of and written by Bennett Marks in **Dragon Magazine Issue 321**. I have used the "Plane of Radiance" described in those pages for years, and this product is a result of what has become of it. The articles in that 2004 issue are also responsible for the original versions of the Glimmerfolk, Prismfly Swarm, and the Rainbow Dwellers. The spell *rainbow* was also first developed by Mr. Marks.

WROUGHT FROM RAINBOWS

To be perfectly honest, seeing Theo Evans remarkable DMsGuild Product **Wrought from Rainbows** is what first inspired this product. Mr. Evans is responsible for the entire chroma race of beings and it is highly recommended that you pick up this product for a complete vision of the Limitless Light. The class options only hinted at within this book are found there in their fully detailed forms. Wrought from Rainbows can be found at:
<https://www.dmsguild.com/product/234838/Wrought-from-Rainbows>

COMPLETE DIVINE

The rainbow servant is an update of the prestige class of the same name from the third edition era **Complete Divine** hardback.

LILLEND STATISTICS

Jon Bupp has graciously allowed the use of his updated lillend statistics. His blog can be found at:
<https://jonbupp.wordpress.com/>.

VARIOUS MONSTER CREDITS

Many of the monsters found here appeared in earlier editions, but all have been redone for a 5th edition game and many are unrecognizable from their original forms.

ART CREDITS

Most of the art found in this product was purchased for commercial use from Shutterstock or gained from Pixabay, including the fabulous cover art. Other pieces are from artists on DeviantArt.com and are used with permission with individual credit. Note that some of the stock photo art has been adjusted from their original forms using Befunky.com.

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Moaze

<https://www.deviantart.com/moaze>

INTERIOR ART (PAGE 15)

Brett Neufeld

<https://brettneufeld.carbonmade.com/>

INTERIOR ART (PAGE 17)

Arlena "Aydaze"

<https://www.instagram.com/aydaze.art/>

<https://www.deviantart.com/aydaze>

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KalmaKamala

<https://www.deviantart.com/kalmakamala>

INTERIOR ART (PAGE 26)

Ardengrail

Ardengrail@Closline

INTERIOR ART (PAGE 27)

Precursorsaurus

<https://www.deviantart.com/precursorsaurus>

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Thomas Charles Duffy / thomastapir

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ENTER INTO THE RAINBOW...

Once thought to be the bright opposite of the Shadowfell before the Feywild was recognized as such, the Limitless Light is a little known demiplane of rumored infinite size. It is a plane of rainbows and radiance - islands of earth, crystal and color connected by the indestructible Bridge of Rainbows.

The Limitless Light is the first in a series of books centered around the planes of existence.

Originally, it was given some detail in **Dragon Magazine Issue 321** from July 2004. One article entitled *The Limitless Light* described the plane and another titled *Creatures of Brilliance* gave insight into a few of its inhabitants. Both articles were written by Bennett Marks.

The plane was originally given the title, the "Plane of Radiance" and stood as a counter to what at the time was known as the Plane of Shadows and is better known today as the Shadowfell. While the Plane of Radiance moniker also once referred to a plane of the elements, and the Feywild serves as the Shadowfell's bright counterpart today, the Limitless Light still exists and it is like neither of those things.

In these pages, The Limitless Light will be revealed for what it truly is; a nigh infinite demiplane of rainbows, light and color. It has countless new denizens, some seen nowhere else in the multiverse. Its locations are often beautiful, but don't let this beauty lull you into the false assumption that the demiplane is safe and all its folks all friendly.

It is the land of the glimmerfolk, a race of elflike beings whose souls can be found in the colorful balls of light that orbit their heads like wispy Ioun stones. It is the home of the mysterious and enigmatic rainbow dwellers, who are intimately connected to the plane and its workings. It is also the location of marvelous wonders, but most notable for first time visitors is the indestructible Bridge of Rainbows which connects its myriad floating islands under a many-hued aurora.

This product and all future products with the **PSC** tag will be given at least some small connection to either a Maztican, Anchôromian or Lopangan setting, but will also remain fiercely independent. This book is released simultaneously with the adventure **ANA3 Journey into Rainbow**, which is also on DMsGuild and heavily relies on the information in this book. The adventure brings players from the fabled lands of Anchôromé directly into the demiplane of rainbows.

The Limitless Light is truly a place of beauty, and whether or not you stop for a short visit or an entire campaign, it will surely be a memorable trip. Beware that you do not anger the Rainbow Phoenix or the Radiant Titan!