

ANA3

JOURNEY INTO RAINBOW

A 10th - 11th Level Adventure
in Anchôromé and the Demiplane of Rainbows



JOURNEY INTO RAINBOW



hine your soul with the same egoless humility as the rainbow and no matter where you go in this world or the next, love will find you, attend you, and bless you.

— Aberjhani, Journey through the Power of the Rainbow: Quotations from a Life Made Out of Poetry

INTRODUCTION

Journey into Rainbow is an adventure which begins in the lands of the Azuposi to the north and west of Faerûn in the distant land of Anchôrômé. After reaching the far corner of the continent and meeting an interesting tribe of colorful folk known as the Kan'wita, the PCs then head into a hitherto unknown demiplane known as the Limitless Light, or colloquially the Demiplane of Rainbows.

What at first seems a simple task of finding and recruiting a few errant fey, gets the PCs embroiled in the heart of all that ails the beautiful demiplane. There is a phoenix to be beseeched, dragons of colossal power, a vile lord of the slaadi, and even a titan to contend with. Are the players ready for their journey into the rainbow?

WHAT IS NEEDED?

This adventure has intentionally been written to only require free products on DMsGuild along with the original slate of core 5e D&D products. Creatures and some character types are drawn from **ANC1 The Anchôrômé Campaign Guide**, **ANS2 Monsters of Anchôrômé** and **PSC1 The Limitless Light**. Of those, only PSC1 is required, and it can be found for free on DMsGuild. All other information from prior products has been copied here for convenience.

ADVENTURE SUMMARY

The PCs start their adventure in the Pasocada Basin in a pueblo town known as Kin Elbhaz which is known for its good luck and fortune. The town is "lucky" because of benevolent fey known as puckwudgies who assist its people in exchange for a home.

The fey seek to invite some of their "cousins" to come join them and hire the PCs to retrieve them in the distant northern region of Anchôrômé, where they encounter a colorful tribe of humanoids known as the Kan'wita - a tribe of the Minnewah people.

The Kan'wita know of the puckwudgie, but the fey have stolen something from them and used it to travel through their rainbow waterfall into the Limitless Light demiplane. The PCs follow the puckwudgie trail only to become embroiled in the chaos that has infected the demiplane.

The players must encounter some of the most powerful inhabitants of the plane, and each requires some sort of favor until the PCs are finally tasked with returning an errant, chaos-infected celestial of art back to her mother in a city of light and beauty.

The PCs must outwit the Slaad Lord of Color who was exiled by another slaad lord.

This chaotic being believes it has found a home in the Limitless Light, but its power is transforming those around it and he must be contained if not defeated outright.

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ANCHÔROMÉ

The adventure begins in the pueblo town of Kin Elbhaz on the continent of Anchôromé to the northwest of Faerûn and due north of Maztica. An elder fey named Owingeh approaches the PCs and invites them to his home with a proposition.

Owingeh is a puckwudgie, and one of the fey benefactors of the community. The puckwudgie have assured the prosperity and success of Kin Elbaz over many generations.

The fey need assistance, and the PCs are likely the only ones that could help in what might at first a simple task.

KIN ELBAZ

Kin Elbaz is a burgeoning town of 2,000 folk known as the Azuposi who are the primary human population of the Pasocada Basin.

In the past, the town boasted much smaller numbers but the puckwudgies who have “adopted” Kin Elbhaz see to its good fortune. They tend crops, scare away predators and even perform small good deeds for other citizens without their knowledge.

The puckwudgies are not like all their kin however, some of whom can be indifferent or even cruel. Long ago, they were betrayed by allied big folk far to the north and this has soured many of the fey who now find it impossible to trust mankind or any other non fey.

Kin Elbhaz's benevolent puckwudgies want to end this mistrust and bring their northern cousins back home. They have had nothing but positive relationships with the people of the Pasocada Basin and if the northern puckwudgies were to come to Kin Elbhaz, perhaps their hearts would change and they could forgive.

This at least, is the theory held by Owingeh, the wizened patriarch of Kin Elbhaz's fey folk. Owingeh invites the PCs to his miniature adobe home made for him by Azuposi builders. In the home where the PCs can barely fit comfortably, he explains his plan.

Long ago my people were allies with the folk of the north known as the Minnewah. The Minnewah appear much like our human friends but they have a deeper connection to the Spirit Realm. A tribe of the Minnewah called the Wappauge chose the friendship of powerful ogres over puckwudgies. Both puckwudgie and Wappauge ended up on the ogres' dinner plate because of this foolish decision.

From that day forward, those of us who survived scattered across the world, and most no longer trust the big folk. The betrayal has hardened many hearts.”

Owingeh pauses briefly and then continues.

I believe this coldness can be fixed, at least among my closest kin. Please, would you seek out my cousin Haaku to the north and bring him this missive? We would make the trip ourselves but it is dangerous and we cannot abandon our home. The Azuposi do not realize just how much their good fortune relies on our presence and I fear that were we to leave even for a short time, Kin Elbaz would suffer. The journey will not be easy one and we would reward you with invaluable information and magic.

Owingeh offers a *medallion of medicine fire* that has been in his possession for over a hundred years for successful completion of the task at hand. He also claims to know secrets of the Ruins of Esh Alakar that are known only to the puckwudgie which he would be willing to share.

If this is not enough, he will make one last plea to their kindness before giving up. If the PCs refuse, the adventure has effectively ended before it has even begun.

If the PCs agree, he hands them the missive, which is basically just a written invitation on a scroll formed of animal hide and bright dyes. He claims that his cousin Haaku will know it is real and that the human messengers come in peace. Haaku is stubborn, but he is no fool.

In addition, the elder puckwudgie will hand them a map indicating the location of a place called Kan'wita Falls where Haaku and his fey brethren were last known to be in the vicinity of. Kan'wita Fall's location is a secret in itself, and Owingeh explains that it is "one of the most beautiful places in all the world." Unfortunately, it also takes many weeks of travel to get to from Kin Elbaz.

Owingeh offers a possible solution to this problem as well. He speaks of a mystical spirit on the coast to the southwest named Aponi who may be able to transport them within a day's travel of the falls, but he is unsure of what the spirit might ask for. The spirit is benevolent, however, and will likely assist a party on such a mission of hope. Owingeh gives them directions to Aponi's lair and sends them on their way.

MEDALLION OF MEDICINE FIRE

Wondrous item, very rare (requires attunement)

This medallion is constructed of feathers and beads and is sculpted into the shape of flames. Its attuned owner has access to a number of powers invoking flames brought about by elemental spirits of fire. The medallion grants the following powers:

- Resistance to fire
- Cast *burning hands* twice each day, save DC 16
- Cast *fire shield* once each day (warm shield only)
- Cast *flame strike* once each day, save DC 16



APONI'S LAIR

Aponi is a spirit known as an **achiyalabopa**, which is a coastal spirits that resemble a swan with rainbow hued wings and strong mystical powers. In a long gone age, there was only one Great Spirit known as Achiyalabopa who willingly gave up her divinity to more closely monitor the actions of mankind which she had fallen in love with. She wished to help guide the young race from a more personal standpoint.

The Great Spirit became many and Aponi was one of the first of these "offspring" to arise. Aponi has always sought to connect mankind to others in order to show them that they are far more alike they they might otherwise believe. She believes that connecting people, even across great distances, is good for the world as a whole and she has created and maintained a series of portals that lead to the far reaches of Anchôromé for centuries now.

Aponi does not allow the use of her portals freely and she always requires a good deed of her choosing be performed for their use. Only she knows the proper keys to using her portals and she cannot be forced to do so.

Aponi's lair is only a few feet above sea level on a cliff face that faces out towards the sea. Owingeh's directions leading to it are flawless and once the PCs arrive, read the following description out loud.

You have followed the cliff face for some time now, believing Owingeh's claim that you would "know the spirit's lair when you saw it." As you turn a corner, you see a cave entrance no larger than a man that would otherwise be nondescript were it not the source of a beautiful rainbow which stretches towards the sea until it fades beyond the ocean's spray that apparently is causing it. It's colors are far too bright to be completely natural.

A gentle voice, speaking in the Azuposi tongue hails you from the entrance as a swan the size of a large bear emerges. It's wings are colored similar to the rainbow that decorates her demesne.

Welcome, Children of Masauwu, why is it that you have come to seek Aponi, and what might I do to bring you joy?

Aponi listens carefully to the players' tale and seems sympathetic to their quest. Its goal coincides well with her own philosophy and she remarks that the tale of the puckwudgie and their ultimate betrayal by the Wappage is a sad one that she knows well.

She also knows of Kan'wita Falls and can most certainly help the players reach it using a portal that she controls within her cavern. Aponi requires the completion of a task before she allows them to use it however, because she wants them to prove their worth. The achiyalabopa requires that the PCs destroy two cruel spirits that travel together in the mountain just nearby.

These two spirits are also children of a Great Spirit, but this time of Pamola, an evil entity of hunger and cannibalism. The spirits are known as wendigo, and they have killed many in the past who have tried to reach Aponi through the mountain passes. Aponi is immune to their cruel whisperings, but she cannot find them in order to destroy them herself. If the PCs agree, she warns them to beware the roar of the wendigo and not to be fooled by its lies as she sends them on their way.

SPIRITS OF CANNIBALISM

The two **wendigo** will not be difficult to find and within only hours of departing Aponi's lair, they will make their move. Read the following as dusk begins to settle.

As the sun begins to set, you hear Aponi's melodic voice calling to you from beyond the trees. Her voice grows louder indicating that she must be headed towards you. You make out the words "*...something I forgot to tell you about the wendigo that you must understand...*" Then she stops suddenly and cries out as if in pain.

Aponi is still in her lair, and the wendigo are simply using their ability to mimic sounds in order to draw the PCs into a trap that they set here just for such an occasion. There is a simple, but deep and well hidden pit trap covered with foliage in the direction of Aponi's mimicked voice. The pit trap is 20 feet deep and filled with sharp wooden stakes. The fall and impalement causes 28 (8d6) piercing damage unless the PCs make a successful DC 15 Dexterity save to avoid it. It will affect the leading character and all within a 15 foot radius. If they are running towards the wendigo, they make this roll with disadvantage.

Once the trap is either triggered or avoided, the wendigo emerge from the woods and attack, but not before the one who imitated Aponi finishes his earlier statement in a gravelly tone, "*...they know my voice!*"

After the wendigo are destroyed, they may bring back a grisly trophy to Aponi, but she would have known regardless.

Aponi will lead them inside to a blank wall that is cut from the natural cavern. She makes a few gestures with her multi hued wings and the wall disappears, revealing a vertical pool of swirling colors. Aponi hands the PCs one of her feathers, which she claims will open the portal from the other side when they are ready to return. Kan'wita is a full days travel to the southwest from their arrival point, but they should be able to see it within a half day's travel.

THE UNOLE

The PCs arrive in cave which is remarkably similar to Aponi's lair, and other than the absence of their former host, it might be hard to convince the PCs that they have just traveled over 400 miles to the north. The air is a bit colder and there is a different smell to it. Outside the cave, instead of a salty sea, there is a river which slowly moves to the south. This is the River Sesnaa which eventually makes its way to the falls.

If the players attempt to use magic to locate Haaku or the puckwudgie from here, the magic will fail. They are currently prisoners of the rainbow dwellers on the Limitless Light and only the most powerful divination magic would be able to locate them on this distant demiplane. For now, the only choice the PCs have is to head towards Kan'wita Falls as Owingeh suggested.

The area is relatively safe and free of wandering monsters, but occasionally savage mammals from a land known as the Kaaya'Yeeda wander in from the west. Kan'wita Minnewah often take down such creatures in grand hunts that signal a coming of age but the two **mammoths** that have come to drink at the edge of the river would likely be too much for young warriors.

These beasts have lost their way and are very aggressive, but a successful DC 15 Wisdom (Animal Handling) check might be able to prevent them from attacking.

ENCOUNTERING THE KAN'WITA

In short order, the players will start to detect an increase in moisture in the air as they travel towards the falls. If they are following the river, its pace also begins to pick up noticeably.

At some point, they will turn a corner or step out of a wooded area to the sight of the falls in the distance. Describe it to the PCs using the following.

Cool mist chills your face and it takes your eyes a moment to focus in the bright sunlight. The sight before you takes your breath away as you see the grandest rainbow you could have ever imagined. The roar of a massive waterfall also assails your ear and you can just make out the sudden drop in the distance. The edge is too misty to see beyond, but the rainbow itself shines through in vibrant red, orange, yellow, blue, indigo and violet.

At first you think your eyes might be deceiving you, but armed men and women approach you with a variety of hair colors no different than the very rainbow itself. Each has a colored wisp of magic that matches their hair and orbits their shoulder and head.

The band of 10 Kan'wita **scouts** detected the PCs shortly after their battle with the mammoths, and have been observing their actions as they approached the falls. They are not hostile, and are curious about the PCs intentions. A blue haired female steps forward and speaks in the Minnenewah trade language.

We do not get much in the way of visitors these days, state your purpose and do not lie to me. We have ways to determine your honesty.

Whether or not the PCs understand the Kan'wita leader, she slips on a silver ring with a blue topaz and repeats her question. This time, her voice sounds in whatever language the PCs understand. She is wearing the *ring of clean communication*, a rare item of glimmerfolk construction.

RING OF CLEAN COMMUNICATION

Ring, rare (requires attunement)

This silver ring has a stone of a singular bright color, often a topaz, ruby, emerald, or sapphire but never a diamond. Its attuned bearer has the following magical effects active at all time:

- You are under the permanent effects of a *zone of truth* spell.
- You are under the permanent effects of a *comprehend languages* spell, but you only comprehend verbal communication with it.
- You are incapable of telling a lie, and if you attempt to do so, your words become garbled and incomprehensible.
- The words you speak are understood by all listeners in their primary language.

The PCs can tell the Kan'wita their tale and if they are truthful, the blue haired woman, who introduces herself as Halona, invites them to join her at the falls for a tale about the puckwudgie and specifically the one known as Haaku.

THE COUNCIL OF COLOR

Kan'wita Falls are even more glorious up close, but it is very difficult to speak beside the roar of the falls. By this time, the sun will be lowering in the sky and the rainbow will start to disappear. Halona leads the PCs into an entrance cut into the cliff face some distance from the falls themselves. Inside, the roar is muted but not gone entirely.

The characters are led to a malachite table where four additional Kan'wita sit, and they are joined by two other beings the likes of which PCs have never seen before. Describe them in the following way.

One female is so lithe as to appear elf-like, but her hair color varies from light blonde to flame red at its tips. Like the Kan'wita, she has a glowing wisp, but where they have one, she has three of differing colors.

Another is a male who is completely bald and has multicolored, opalescent skin that swirls with a life of its own. It is difficult not to rudely stare at the beauty of these folks.

Halona introduces each Kan'wita, the glimmerling and the chroma in turn. The glimmerling female, whose name is Meda, addresses the PCs first in a heavily accented Common.

So you seek the thieving fey Haaku and his kind. Perhaps this means that you too are a thief who have come to steal the treasures of Kan'wita and perhaps the Limitless Light as well?

The chroma male, whose name is Vohkinne, holds up his hand to cut Meda off.

These folk do not come to steal from us, and they do not know of the puckwudgie's thieving ways. Tell them of our plight! Tell them of the Prophecy of the Whirling Rainbow! It cannot hurt us.

When Vohkinne brings up the Prophecy the other Kan'wita begin to murmur and whisper to each other in the Minnewah tongue. After a few minutes of debate, the Kan'wita nods to Halona and the glimmerfolk Meda sighs, nods her own head and waves off the rest of the council in exasperation. She is obviously conceding.

Halona addresses the PCs and begins to explain everything that has just occurred.

The fey you speak of have unfortunately been a thorn in the side of the Kan'wita for decades. They have been a nuisance and often steal from our larders and treasuries at any opportunity. They have never caused us any true harm however, until only recently.

The Falls hold a secret that we have kept sacred for many centuries. The rainbow which appears each day in the brightest hours is no ordinary rainbow as you may have surmised. It is a doorway to another world, another dimension of rainbows and home of the Great Spirit Riis who sees to all of it.

The Falls cannot be entered because the waters are too strong to pass through and any who try drown or are crushed upon the rocks. Once, we had an ally - a spirit of elemental water who would control the falls for us and let us pass when we requested it, though it would only answer to one who held the *prism of the dweller in rainbows*. This item of powerful magic was stolen by the puckwudgie who used it to pass through the gate themselves and unfortunately bring it to the other side where we no longer can reach.

Halona can now continue with most of the information about the Falls found in the "Locations" portion of this chapter, and will also give them basic information concerning the Limitless Light. However, she says nothing of the "Prophecy of Whirling Rainbow." If the PCs ask, it is Vokninne who speaks up.

Though I now call the Kan'wita family, I once had another. My people are not of this world, but hail from the Limitless Light itself, what some of your people may refer to as the Plane of Rainbows.

My homeland was destroyed by a darkening evil, and we were forced to flee. Spread out along the Rainbow Bridge, we have been naught but refugees for the better part of three decades as you measure time.

The Prophecy of the Whirling Rainbow speaks of folk who are not of the Light themselves, but come to end the darkness and lead us home. There are simply too many coincidences in your arrival to ignore. I believe that you are the ones who will find us our new home.

Would you help us?

The prophecy is more than just about the chroma, and though its exact wording can only be spoken in Versicolor (the visual language of many folks of the Limitless Light). It speaks of "bringing together many folk in peace," thus the allusion in its title.

The PCs may agree to help the Kan'wita, but demanding a reward will be frowned upon. The Council of Colors agrees that should the PCs recover the *prism of the dweller in rainbows*, they will be allowed to access the Limitless Light any time they so choose. In addition, there is a permanent *teleportation circle* at Kan'wita Falls whose sigil sequence their casters will be allowed to study for as long as necessary to commit it to memory.

Effectively, the PCs are being offered acceptance into the Kan'wita family.

THE WATER SERPENT

There is still the issue of how to obtain the *prism* however as it is currently lost on the other side of the portal. Halona once again believes she may have a solution, and she brings the PCs to the base of the Falls to demonstrate.

Halona steps as close as she can to the base of the falls without getting hit by the falling water and tells you to close your eyes. Even with them closed you realize she somehow created a bright flash of golden light. You might have been blinded had you not heeded her warning.

When you open your eyes, you immediately notice that her blue wisp is gone. The extension of a Kan'wita or glimmerfolk's spirit which they refer to as *nimlis*.

You notice the water begin to ripple as a giant serpentine form made from the very water itself rises from the pool at the base of the falls. It approaches Halona quickly, but she does not seem nervous, nor surprised.

The water-serpent extends its snout as if to take in the Minnewah's scent, and she briefly pets it gently and she giggles. The serpent turns back and disappears quickly into the waters.

Halona turns to you and smiles, "*That is Lomahongva, a hiintcaabiit water spirit and friend to the people of Kan'wita. Unfortunately, he is a stubborn spirit, and he will not part the waters for us as long as the prism is gone. You see now what the fey have done to us?*"

The PCs are likely understand the problem, but the solution is what they have come here for. Halona continues.

There is possibly another way to convince Lomahongva to part the waters for you, but it is very dangerous, and it will surely only work once, or we would have tried it ourselves. The hiintcabiit despises a certain item which is rumored to be in possession of our enemies, the Wappauge.

The Wappauge are also Minnewah, but they long ago gave themselves to darkness. In many ways they are our nemesis.

The Wappauge sought to use this item to destroy the falls long ago and cut off all connection to the Limitless Light. If you were to find this item and bring it to the spirit, he would surely destroy it and in return allow you access to the Bridge of Rainbows. The only way to open the gateway is from this side, so you would also have to find your own way back.

If you agree to this, I can point you in the direction of the Wappauge, where the item is rumored to lie.

The item in question is a *ring of water elemental command* which the Wappauge planned to use to entirely reroute the River Sesnaa away from the Falls. They would have succeeded had the Kan'wita not discovered them.

If the PCs agree, Halona guides them west. The trip will take two days and as the party gets closer to the Kaaya'Yeeda, they will locate the entrance to the Wappauge's underground camp. The Wappauge, unfortunately, have had some recent problems of their own as their former ogre "allies" have come to finish them off.

WAPPAUGE CAMP

The Wappauge hate the sunlight and avoid it at all costs. What few remain tend to find underground caves and hideouts in order to spend their days, while they hunt and forage at night.

The caddaja are the ogres with whom the Wappauge once allied. They still seek the tribe out of a sense of cruelty and this particular family has just been killed by a troupe of six **caddaja**.

The location of each caddaja in the camp is indicated on the map with the letter "C."

The treasure, which includes the ring, a *potion of heroism* and uncut turquoise worth 750 gp is located in a pile at the letter "T."



1 Square = 10 ft.



TO THE PLANE OF RAINBOWS

Halona is genuinely excited to see the PCs return with the *ring of water elemental command*. She and two dozen of Kan'Wita Fall's colorful residents, including a half dozen glimmerfolk and two chroma greet the characters at the edge of town and accompany them to the falls. Halona hands the PCs a letter of introduction for the glimmerfolk they will soon encounter.

The PCs are instructed to close their eyes again as this time it is Meda who uses her nimli to create a *flare* to summon the hiintcabiit.

The water serpent appears as it did the last time and immediately eyes the PC who holds the ring. Halona motions for them to hold it out towards Lomahongva. If they do, the water serpent summons a spout from the pool which he carefully forms into a cup shape. When the ring is placed in the spout it moves towards the serpent who then disappears with it into the pool.

The pool and all who stand before it remain silent as the the falls suddenly begin to part through the center. As promised, the end of the rainbow shimmers just beyond the wall of water, waiting for the PCs to enter. A small wet path of stones reveals itself in the lowered waters.

CONTINUING THE ADVENTURE

The following pages give detailed descriptions for the new locations, character options and monsters that have been introduced within this chapter and fully take place on the continent of Anchôromé. Much of this information can be found in other Anchôromé Campaign products.

The adventure itself continues on page 19.

LOCATIONS

The following pages describe Kan'wita Falls in detail for use in this adventure and beyond.

KAN'WITA FALLS

Some think the Unole to be nothing more than endless plains. Certainly the rolling hills and wide grasslands are common but there is far more to the lands of the Minnenewah than most believe. Forests, mountains and even badlands abound, but few are as majestic and beautiful as the grand Kan'Wita Falls.

DESCRIPTION

The Kan'wita tribe of Minnenewah are like their brethren in most ways. They give their respect to the Great Spirits, have many similar traditions, and know quite well that they will one day pass on to the Spirit Realm to rejoin their ancestors.

Their home, however, has had quite an affect on their culture and abilities. Kan'wita falls is the largest waterfall in both height and volume in all of Anchôromé, topping out at over 3,000 feet with a flow rate that is nearly unheard of.

The volume of the resultant deluge is so great that a permanent rainbow forms on any day when the sun shines. Such grandeur has had a mystical effect on the land, opening a permanent portal at the waterfall's base (and at one end of the rainbow) to a demiplane known to some as the plane of radiance (a misnomer) or the plane of rainbows, but to those with greater knowledge as the *Limitless Light*.

From this land of floating islands and rainbow bridges, beings known as the chroma and the glimmerfolk have stepped through. Where at first there may have been contention with the Kan'wita, such days are long gone and a strong peace has lasted for over a century.

THE FALLS

Kan'wita Falls are certainly the largest waterfall in all of Anchôromé, if not Toril itself. It lies near the northern end of the River Sesnaa where an ancient earthquake left a massive fault in the land that corrects its own elevation within a dozen miles of its center. To this day, it is easy to see exactly how and where the land shifted, creating a 3500+ foot drop in elevation from east to west.

Before the falls, the river's speed increases dramatically, reaching 50 feet per second within 300 feet of the actual falls. In order to avoid going over the falls a swimmer must make a Strength check with a DC 15 within 300 feet and DC 18 within 100 feet of the falls to reach the shore safely. This check is made at disadvantage if the swimmer does not have a swim speed.

Going over the the falls without the ability to fly, levitate or feather fall is quite difficult to survive considering the 3500 foot height of the falls themselves.

THE RAINBOW GATE

The rainbow of Kan'wita Falls maintains the same shape regardless of the sun's position in the sky, but only appears during the day for at most the four hours surrounding the sun's zenith. On cloudy days, the rainbow doesn't appear.

When the rainbow is in view, one end always terminates at the waterfall itself. Unfortunately, the planar portal actually exists behind the falls where the weight of the deluge is enough to cause 55 (10d10) bludgeoning damage if entered and a DC 25 Strength (Athletics) check is required to make progress through the falls in any case. A *hiintcabiit* named Lomahongva can open the curtain of water to allow access. Lomahongva only do so for those who hold the *prism of the rainbow dweller*, an item of magic that supposedly contains the spirit of one of Lomahongva's former friends.

ENTERING THE LIMITLESS LIGHT

When one steps onto the rainbow bridge, light suddenly intensifies, breaking into its component colors and into some that do not yet have a name. The traveler will feel a sudden whoosh as if they have been whisked away by a powerful wind, but when they can open their eyes again the sensation of motion will have passed.

The traveler will be standing amidst a clearing in a vibrantly green forest. Transparent and blue crystals peak out amidst the trees scattered in the distance and flowers of all colors of the rainbow pepper the ground, each in perfect full bloom.

Colors everywhere appear brighter and based on these first impressions, one could not be blamed to think they had been transported to the realm of the Feywild or even Arvandor itself.

The sky above and the horizon immediately distinguish this location from anywhere else in the multiverse. Brightly colored auroras twist and waver in the distance and floating islands as far as the eye can see are interconnected with a beautiful and seemingly permanent rainbow bridge. Behind the traveler stands a waterfall much like the falls of Kan'wita except that they are not nearly so grand in size, and the waters fall with the colors of the rainbow. Somehow the colors never intermix even as they flow off into a distant river and eventually over the empty edge of the forest.

At this point perhaps the traveler will realize that they stand upon one of these floating islands - certainly the largest within eyesight.

The slender, elf-like glimmerfolk soon arrive to greet the traveler, knowing that they have come through a magical pathway that the glimmerfolk keep secret even among their own kind.

CHARACTERS

The following section provides all necessary statistics and information necessary for characters of Anchôromé. Most of this information can be found in greater detail in **ANC1 The Anchôromé Campaign Guide**, but is provided here for convenience, along with additions such as new Minnewah tribes.

RACES

This section is dedicated to the races and subraces encountered within this chapter.

AZUPOSI

The Azuposi are an ethnicity of human kind that believe they once emerged from exile deep underground when the spirit Masauwu (the Skeleton Man) invited them to join him. They emerged from a place known as Shippapu and they have long flourished in the relatively bountiful region known as the Pasocada Basin.

AZUPOSI NAMES

Azuposi may be known by a single name. Some take a family name if they are frequently exposed to Faerûnian allies. Since the arrival of Sozarro over a century ago, this practice has become slightly more common.

Male Names. Ahote, Aponivi, Cha'akmongwi, Chochmo, Honani, Honaw, Kele, Kolichiyaw, Kwahu, Len, Machak, Moki, Nukpana, Pimne, Sikyatavo, Wemilat

Female Names. Abey, Ahusaka, Benquasha, Chenoa, Dyani, Etania, Fala, Huyana, Kachine, Meda, Mitena, Nitika, Olathe, Sakari, Taborri, Tarsha.

MINNEWAH

Men and women whose origin lies in the Spirit Realm, the Minnewah were brought to the mortal world on the back of the Thunderbird and they promptly diverged into the hundreds of tribes that now inhabit or wander the Unole and beyond.

Now bound to this world, the Minnewah still maintain ties to the Spirit Realm that gives them a drive to return and speak with the wise spirits of their ancestors. While many diverge in core beliefs, there are some universal truths that gives the impression that the Minnewah are all truly One People.

PEOPLE OF SPIRIT AND DREAM

Sages draw similarities between the spirit folk of Kara-Tur and the Minnewah, and in many ways they are alike. Minnewah behave like humans, but are much more connected to the Outer Plains region known as the Spirit Realm.

Though separate tribes have different means of doing so, each knows of some method of either entering the Spirit Realm, visiting in it an astral form, or at the very least communicating with ancestors and spirits who reside within.

Some Minnewah eat a mystical cactus that grows in the wilds to enter the Spirit Realm in a trance. Others can simply dream their way to the Spirit Realm. The tribe of horsemen known as the Chic'Epona actually ride horse-like beings that can take them to the Spirit Realm fully in person.

DIVERGENT CULTURE

Legends hold that when the Thunderbird carried the Minnewah upon its back to Anchôromé it became very hungry. Knowing that the benevolent Tabladak would be angered should it dine on its charges, the Thunderbird warned the early Minnewah of its impending desire.

When they arrived at Mount Dodaliv, the Minnewah spread to the corners of the Unole and beyond to avoid the Great Spirit. This divergence has led to many tribes and many different ways of life. Though they share a common ancestry, the Minnewah have developed mostly independently of each other.

MINNEWAH NAMES

Minnewah tribes have different naming conventions, but all are given a name at birth. When they reach the age of adulthood, they sometimes take a second name that among some tribes is a reference to an animal spirit, or in others simply a reference to some great deed that the Minnewah has accomplished or aspect of their personality.

Male Names. Achachak, Akecheta, Chochokpi, Etu, Gawonii, Istaqa, Kajika, Knoton, Mahpee, Mantotohpa, Nahiossi, Paytah, Shizhe'e, Shoemowetochawcawe, Tuketu, Waban, Yanisin

Female Names. Altsoba, Bena, Dowanhowee, Fala, Genesee, Ituha, Kakawangwa, Kimama, Maralah, Ninovan, Odahingum, Quanah, Sitala, Tayanita, Usdi, Yatokya

Adult Names. Charging Bear, Coyote Chasing Deer, First to Dance, Golden Eagle, Oldbark Antelope, Screech Owl, Soaring Turkey Vulture, Worthy of Trust, Yellow Leaf

MINNEWAH TRAITS

These abilities are common to all Minnewah, regardless of tribe.

Ability Score Increase. Your Constitution score increases by 1 and your Wisdom increases by 1.

Age. Minnewah mature at the same rate as humans and reach adulthood in their late teens. Many are expected to take the roles of adults at ages as low as 13 or 14.

Alignment. Despite what is believed by many, not all Minnenewah are perfectly in tune with nature. They have no tendency towards any particular alignment, but chaotic or blatantly evil Minnenewah are typically exiled from their tribes.

Size. Minnenewah are often lithe but muscular. They stand anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Spirit Subtype. Minnenewah have the spirit subtype, which means they can be affected by spells that specifically target spirits. Their close connection to human ancestry makes them humanoids, however, so they are also affected by spells such as *hold person* and *charm person*.

Minnenewah Wisdom. You gain advantage on all Wisdom saving throws made against magic.

Languages. Minnenewah speak the Minnenewah trade language and individual tribal languages. Those that have frequent contact with other cultures and beings tend to pick up smatterings of words from those languages at the very least.

Subraces. Minnenewah have dozens of subraces which they call tribes, two of which are explored here.

KAN'WITA TRIBE

The Kan'wita first came to inhabit the region surrounding Kan'wita Falls only shortly after the Thunderbird dispersed the Minnenewah to the far reaches of Anchôromé. They encountered Lomahongva, or "The One Who Lives Below" and immediately gained the hiintcabiit's respect.

Not long afterward, the Kan'wita were introduced to the Limitless Light and its resident glimmerfolk, whom after generations of interbreeding have brought the Kan'wita to the selection of powers they currently enjoy.

Kan'wita tribesman appear in many ways as do most Minnenewah, but often have wildly abnormal hair colors such as bright blue, red, yellow, green or purple. Their single *nimli* orbits just at shoulder height and matches their hair color in appearance.

KAN'WITA TRIBAL TRAITS

Minnenewah of the Kan'wita tribe have all Minnenewah traits, plus the tribal traits below.

Ability Score Increase. Your Charisma score is increased by 1.

Nimli. As Kan'wita, you have a single glowing orb that is an extension of your soul which orbits around your shoulders and head and cannot be affected in any way. You may use this *nimli* once between long rests to cast *dancing lights*, *daze* or *flare* using 8 + your Proficiency Bonus + your Charisma modifier for any necessary saves. The *nimli* disappears until you have taken a long or short rest after it has been used.

Walk on Rainbows. Once between long rests, you may cast *dimension door* with the only difference being that a rainbow briefly forms connecting your originating and final positions. The rainbow lasts a turn and illuminates the area between destinations with bright light for that turn plus dim light in an additional 30 feet beyond the path.

WAPPAUGE TRIBE

The Wappauge are a small tribe of Minnenewah who have given themselves over to darkness and shadow.

They were once large in number and allied with a band of fey known as the puckwudgie, but they chose instead to throw in their lot with a band of ogres known as the caddaja. The caddaja were powerful but dim-witted, and the Wappauge believed they would make more greater allies than the diminutive fey.

In the end, the puckwudgie were captured and killed, followed shortly after by most of the Wappauge who had underestimated the savagery of their new "friends."

Because of their close connection to shadows and darkness, the Wappauge appear dusky and almost soot colored. They are the antithesis of the Kan'wita tribe in appearance and outlook.

WAPPAUGE TRIBAL TRAITS

Minnenewah of the Wappauge tribe have all Minnenewah traits, plus the tribal traits below.

Ability Score Increase. Your Dexterity score is increased by 1.

Hide in Darkness. Wappauge gain advantage to Dexterity (Stealth) checks when hiding in darkness.

Witness to Horror The Wappauge were once forced to watch the caddaja consume their families and people. This horror has given itself a racial memory that makes their will indomitable. Wappauge are immune to the frightened condition.





MONSTERS

This section provides statistics for new monsters that appear in this chapter.

ACHIYALABOPA

The achiyalabopa were once a single being; a spirit of great power that some believe had a relation to both the Great Raven and the Thunderbird.

The Great Spirit Achiyalabopa was one of the first to truly fall in love with the mortal races and all the potential for goodness that they stood for. Because of this love, it sacrificed its own divine nature in order to be closer to the mortal realm. To do so, it split itself into many creatures from the one so that it could keep its new mortal eyes on its chosen people (the Azuposi).

Wings of Radiance. The achiyalabopa appears as an enormous avian, though the species is known to vary. Some (like the image on page 86) take the form of a swan. Others have been known to appear as comorants, geese, or even the occasional massive gull. What they all have in common are their razor edged, beautiful rainbow colored wings. These wings contain what remains of their divinity and like a unicorn's horn, they are considered quite sacred.

Only Azuposi of the absolute darkest nature (and great power) would ever think to harvest the wings of an achiyalabopa, but occasionally they will gift a brightly colored feather or two to a worthy hero. The feathers are rumored to hold great mystical powers.

Coastal Guardians. The original Achiyalabopa was a Great Spirit of the coastal waters and as such, her descendants maintain an overprotective streak for such regions. The one way to anger an achiyalabopa to the point of attack would be to threaten its environment in some shape or form. This includes the many rivers of the Pasocada Basin in addition to the waters where the Metahel hunt. The Metahel have come to a mutual understanding with such creatures and try to respect the sanctity of the waters that are so crucial to their survival.

AN ACHIYALABOPA'S LAIR

The achiyalabopa do not need rest or sleep, but they do tend to have a waterside cave which they can retreat to and store gifts or collected treasure. The most desired lair is typically found in a cave behind a waterfall, particularly if the falls are known for forming rainbows, which the achiyalabopa's presence can intensify greatly.

REGIONAL EFFECTS

The area within a mile of an achiyalabopa's lair might include any of the following magical effects.

- Waters are purified and cooled, negating all poisons or diseases within the region. Such waters are incredibly refreshing to drink, and almost have a sweet quality to them.
- Rainbows form very easily and their colors are intensified. Extra effects such as double rainbows are common and in rarer circumstances, colors not normally found in a standard rainbow are spotted.
- Normal animals are not aggressive to sentient creatures of a good alignment, but tend to be hostile towards those of evil alignments. They otherwise behave normally.

ACHIYALABOPA

Large celestial, lawful good

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 20 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	12 (+1)	17 (+3)	16 (+3)

Damage Immunities radiant

Damage Resistances poison

Condition Immunities charmed, paralyzed

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 5 (1800 XP)

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

Magic Weapons. The achiyalabopa's wing attacks are magical.

Innate Spellcasting. The achiyalabopa's spellcasting ability is Wisdom (spell save DC 14). The achiyalabopa can innately cast the following spells, requiring no material components:

At will: *detect evil and good, light, tongues*

1/day each: *calm emotions, prayer of healing, protection from evil and good*

ACTIONS

Multiattack. The Achiyalabopa makes 2 attacks with its wings.

Invisibility (1/Day). The achiyalabopa becomes invisible for an unlimited time which only ends if the achiyalabopa wills it as a bonus action, or if it attacks or casts a spell.

Wings. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Spiritual Radiance. The achiyalabopa can charge its wings with a rainbow like radiance that adds 7 (2d6) radiant damage on its next wing attack, at which time the energy dissipates. In addition, all melee attacks on the achiyalabopa are at disadvantage while its wings are so charged.

LEGENDARY ACTIONS

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

Wings. The achiyalabopa makes one attack with its wings.

Spiritual Radiance. The achiyalabopa uses its spiritual radiance ability.

Heal Self. The achiyalabopa magically regains 11 (2d8 + 2) hit points.

CADDAJA

The caddaja is a man-eating ogre that is thankfully not terribly bright, nor particularly willing to venture into populated regions. It is a vile, hairy beast that some believe have a relation to other hairy forest folk such as alaghi.

Man-Eater. The caddaja are dedicated predators of sentient beings. They can subsist on deer, moose and other creatures of the forest, but prefer man-flesh over all others.

Incredible Strength. Even for their already intimidating size, the caddaja is remarkably strong. They are known to have lifted small trees out of the ground to wield as a club when in pursuit of its favored prey. Luckily, the caddaja is not bright and it is frightened by both large groups of individuals and can be kept at bay by fire.

Cursed Alaghi. The caddaja were once alaghi who succumbed to the whispers of dark spirits, and partook too often of the flesh of mankind and the minnenewah.

Tabladak cursed the creatures with bodies and intellect that more closely matched their brutish and cruel behavior. The caddaja don't actually seem to mind their newer, more powerful bodies and after many generations they no longer remember their connection to the more peaceful Hairy Folk.

CADDAJA

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	7 (-2)	7 (-2)

Skills Stealth +4

Senses passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Tree Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

HIINTCABIIT

The hiintcabiit is a serpentine creature with close ties to the elemental plane of water. It is not typically a hostile creature, but is demanding of respect and can be driven to violence should it be angered. Occasionally, an impressed hiintcabiit will bestow its blessings and wisdom on worthy mortals.

Elementals taken Flesh. Hiintcabiit in their natural form are great serpentine creatures. They are vastly wise and intelligent and know much about both the natural and spirit worlds. They are also capable of taking the form of water, and as such they are completely indistinguishable from whatever water surrounds them. This makes them nearly impossible to destroy, but they have come into conflict with other powerful elemental beings. Like all elementals, a hiintcabiit doesn't require air, food, drink or sleep.

Control Waters. In addition to being able to take the form of water, hiintcabiit can control water naturally as well, using it to knock people off boats, bludgeon their enemies or even to cause droughts or floods were they inclined to do so.

Respected Spirit-Beings. Hiintcabiit are universally respected among Minnenewah who know that the spirit-creatures can be sensitive, and often violent in response. Those who ply their waters often drop offerings in the lakes which they are known to inhabit. Turquoise is a favorite for the creatures, particularly stones and jewelry that has somehow been worked, showing that some effort has been put into the offering.





HIINTCABIIT

Huge elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Int +7, Wis +8, Cha +7

Skills Nature +7, Perception +8, Religion +7

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

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

Senses passive Perception 18

Languages Aquan, Common

Challenge 13 (10000 XP)

Invisible In Water. The hiintcabiit is invisible while fully immersed in water.

ACTIONS

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 32 (5d10+5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18) and pulled 10 feet towards the hiintcabiit. Until this grapple ends, the target is restrained, and the hiintcabiit continues to constrict without needing to make an additional attack role.

Control Water. The hiintcabiit can control water as the spell of the same name at will except that it can affect a cube with an area that is 300 feet on a side instead of 100 feet. In addition, it may use this ability to conjure a pillar of water that causes 18 (4d8) bludgeoning damage on a target and forces a DC 17 Strength save or a creature struck is knocked prone.

Meld Into Water. A hiintcabiit can meld its body into a body of water that inhabits if the body of water is at least 50 feet square and 25 feet deep. When it is in this form, the hiintcabiit becomes immune to bludgeoning, piercing and slashing weapons but becomes vulnerable to fire. It may use its action to return to serpent form.



PUCKWUDGIE

The puckwudgies are fey who were once great allies of the Minnenewah but were betrayed and have since caused no end to mischief. Many remain kind and goodhearted, but they have not forgotten what men are capable of. Others generally make of nuisance of themselves, and those who were most directly affected have become cruel and vindictive.

Betrayed Fey. All puckwudgies are chaotic beings, known for their sense of humor and willingness to perform pranks on each other or particularly on mortal men and women. Puckwudgies were known to also help mankind (and the Minnenewah) in subtle ways. They would scare away predators with their arrows to protect lost children, water crops, kill pests and generally assure the good fortune of those they considered under their protection.

A tribe of Minnenewah known as the Wappauge, led by a Bent Priest, betrayed their puckwudgie allies to a tribe of ogre-like beings nearly two hundred years ago, however. The ogres murdered and ate dozens of the tiny fey. In their cruel ignorance, the Wappauge believed that the ogres would make fine allies and that puckwudgies were nothing more than a nuisance.

PUCKWUDGIE

Small fey, chaotic (any)

Armor Class 12

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	12 (+1)

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

Skills Stealth +4, Perception +3, Nature +3

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

Senses darkvision 60 ft. passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Spines Reaction. If a puckwudgie is attacked by a weapon with a reach of less than 10 feet, the attacking creature is subject to one of the puckwudgies spine attacks. The puckwudgie makes the attack as a reaction to being attacked itself.

ACTIONS

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) fire damage. The magical fire from a puckwudgie arrow spreads very easily. A creature who has taken fire damage from a puckwudgie arrow must take an action to put out the fire that has begun if it is flammable or wearing anything flammable, otherwise it takes an additional 3 (1d6) fire damage at the end of their turn. This fire goes out on its own after it has caused damage and does not stack with other similar fire damage.

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

In the end, the ogres turned on the Wappauge and slaughtered them until only a few families remained.

Varied Outlooks. The puckwudgies that survived the ogres scattered to the corners of Anchôromé, and they (rightfully) blamed the Minnenewah for the loss of their kin. To this day, solitary puckwudgie are at best of a neutral outlook, their tricks and comedy having become a true nuisance, but rarely deadly. These puckwudgie no longer lend their help to the Minnenewah or mankind.

The worst of the puckwudgie have given themselves over to dark revenge. These fey use their fire arrows to burn down food storage, attract predators to regions of human habitation, and occasionally outright kill. The latter still remains rare among the puckwudgie and their fey sensibilities for mischief usually overcomes murderous rage.

WENDIGO

The wendigo is one of the most feared horrors in all of Anchôrômé, widely considered the epitome of the corruption of the mortal spirit. Many are servants and the children of the cruel spirit Pamola, but others come into existence on their own without the express will of He Who Curses on the Mountain. Most wendigo are created when one who is lost in the wilderness resorts to cannibalism before dying.

Voice of the Winds. Wendigo do not just slay their prey. Their evil natures demand that they stalk travelers and the lost for days, often driving their quarry insane long before leaving their half eaten and frozen corpses atop a lonely mountain. When a wendigo is present in the lonely wilderness, the air is colder, the nights are longer, and the very wind seems to whisper of the horrors to come. Wendigo are spirits of the air as well as that of the cold, loneliness and cannibalism. When a wendigo is stalking prey, it always seems as if the creature is just off at the corner of the eye.

Children of Pamola. Wendigo come into existence in a variety of means. Some are sired by the spirit Pamola himself, who blesses his children with great inherent magic, but whom also inherit his cruel nature. Invariably, all children leave their mortal tribes and homes and head northward or up into the frozen mountaintops. Kita'din is said to be the mountain home of Pamola himself, and while this may be uncertain, it is known to have at least a dozen of these terrible creatures.

Undead Nature. A wendigo doesn't require air, food, drink, or sleep.



WENDIGO

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 110 (17d10 + 17)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

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

Skills Perception +4, Stealth +7

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

Challenge 7 (2900 XP)

Mimic Sounds. The wendigo can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The wendigo makes three attacks: one with its bite and two with its claws. If it can, the wendigo uses its Staggering Roar instead of a Bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage. If the target is a Large or smaller creature that the wendigo already hit with two claw attack this turn, the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained and the wendigo can't use its claws against another target.

Staggering Roar (Recharge 5-6). The wendigo emits a thundering roar. Each creature within 30 feet of the wendigo must succeed on a DC 14 Wisdom saving throw or take 14 (4d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A WENDIGO'S LAIR

Wendigo do not often remain in one place, but rather wander mountains, cold forests and tundra.

REGIONAL EFFECTS

The regional effects of a wendigo follow the creature within a mile radius of its location

- Temperatures are always colder and winds blow harder. Blizzards become commonplace.
- The wind constantly whispers describing horrors that will be visited upon those who can hear them.

THE LIMITLESS LIGHT

This portion of the adventure assumes that the PCs have set foot onto the Bridge of Rainbows and are ready to travel to a plane that is only known among the most eccentric sages and elders.

UPON THE BRIDGE OF RAINBOWS

The portal to the Limitless Light is known as the Bridge of Rainbows, or simply the Rainbow Bridge. Using the portal is in itself, an experience.

When you step onto the Bridge of Rainbows, light suddenly intensifies, breaking into its component colors and into some that don't yet have a name. You feel a sudden whoosh as if you've been whisked away by a powerful wind, but when you open your eyes again the sensation of motion has passed.

You are standing amidst a clearing in a vibrantly colored forest. Transparent and blue crystals peak out amidst the trees scattered in the distance and flowers of all colors of the rainbow pepper the ground, each in perfect full bloom. Colors everywhere appear brighter and based on these first impressions, one could not be blamed to think you have been transported to the realm of the Fae or even Arvandor itself.



However, the sky above and the horizon immediately distinguish this location from anywhere else in the multiverse. Brightly colored auroras twist and waver in the distance and floating islands as far as the eye can see are interconnected with a beautiful and seemingly permanent rainbow bridge. Behind you stands a waterfall much like the falls of Kan'wita except that they are not nearly so grand in size, and the waters fall with the colors of the rainbow, somehow never intermixing even as they flow off into a distant river and eventually over the empty edge of the forest.

You realize you are in fact, standing upon one of these floating islands, certainly the largest within sight.

Slender, elf-like glimmerfolk emerge from the multicolored woods.

The PCs will see a dozen glimmerfolk who look much like the Meda, but the variation is astounding. The glimmerfolk are beautiful beings, and all of exceptional charisma. There are 160 adult glimmerlings in this community along with 21 younglings. All are aware of the PCs presence, but most stay back in the forest. If any of the PCs are enthralled by the plane, the glimmerfolk kindly break the enchantment.

The glimmerfolk have an excellent relationship with the Minnewah of Kan'wita, but they are curious why they have not been visited in so long. The PCs' foreign appearances are also off putting and they will initially be indifferent towards the travelers.

The elder who steps forward attempts to communicate first in the tongue of the glimmerfolk, then in the Minnewah trade language. Communication will be difficult if there is a language barrier, but if the PCs hand him the letter of introduction from Halona, he becomes friendly and welcomes the party. The elder's name is Degotoga, and he responds that the name of his village is Kalieda.

If the PCs' communicate their search for the puckwudgie Haaku and his kin, Degotoga says the following.

I am sorry, but we cannot help you. The fey who came through the portal did not stay among us for long and we did not know of their thievery. They headed off many cycles past now and we do not know where they might be. Perhaps the dwellers know where they can be found now as they know all that occurs in the Limitless Light? You will find it hard garnering information from those ones, however.

The Dwellers do not speak as you or I and those enigmatic beings will not communicate with you unless you can communicate in Versicolor. It is a language formed of changing colors that not even we of the Limitless Light can comprehend. The zoveri may be able to help you.

Degotoga goes on to explain that the zoveri are able to speak Versicolor and might be willing to translate for the Dwellers. Their home, Lake Vividen, can be found 4 days travel towards Indigo Sky.

The PCs are welcome among the glimmerfolk and may stay as long as they wish. Degotoga assigns them a guide to explain as much about the Limitless Light as the DM is willing to let the players' know. The PCs are fed delicious fruits of bright colors which can be found nowhere else in the multiverse. Unfortunately, such fruits will only grow under the auroras of the Limitless Light should the PCs hope to bring seeds home.

When the PCs decide to set off, they are packed with provisions and provided a rudimentary map detailing travel times and directions for important locations.

RANDOM ENCOUNTERS

There is a chance of a random encounter on the Limitless Light and the PCs should roll once for each day the PCs travel using the Random Encounter Tables in **PSC1 The Limitless Light**. DMs may also insert their own encounters as the PCs travel from location to location.

THE ZOVERI OF VIVIDEN

Lake Vividen barely has a shore, it's many hued waters filling the island to the edge like an irregularly bottomed bowl. It's approximately 3 miles at its longest axis (Red Sky to Green Sky) and it is inhabited by a clan of zoveri unlike any found elsewhere in the multiverse.

When the PCs set foot on the island read the following.

When the glimmerfolk described Lake Vividen, they most certainly did not do it's beauty justice.

A shoreline barely ten feet across circumnavigates the lake whose colors somehow do not mix, remaining in striped bands of rainbow colors 10 feet across. The auroras above reflect in the multi hued waters giving them the sense of motion even though when you look closely the waters are quite still.

You did not notice before, but as your eyes adjust to the sight you think you can make out a pair of eyes staring at you from within the lake.

ADVENTURE 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 8 days towards "Indigo Skies," and the return trip would also be 8 days using "Yellow Skies" as a guide.

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



The chromatic zoveri are perhaps the most helpful and friendly creatures on the entire plane of rainbows. Having been stranded here long ago, their physiology might have changed in subtle ways, but their outlook on life and its value has not changed much since their home was Lunia.

They are not stupid, however, and ten **chromatic zoveri** remain motionless and camouflaged just a few feet below the one spokesman that has revealed himself. The zoveri hails the PCs and likely to the PCs pleasant surprise, hails them in the Common tongue.

Good day to you travelers and welcome to my home, my name is Zenystrixx and Lake Vividen is my home and the home of my people. I know you are not of the Limitless Light and the nature of our waters must raise your suspicions, but know that they are safe to drink if that's why you are here.

Once Zenystrixx learns that the PCs are not hostile, he tells the PCs that he has friends who would like to meet them as the others remove their camouflage and smile at the visitors.

The PCs are free to explain the purpose of their visit and if they describe the puckwudgies to the zoveri, they will explain that the fey did indeed pass this way, with only a brief stop to drink from the lake waters. Zenystrixx believes they headed towards Red Skies when they departed, moving directly towards Spectra Grotto. If the PCs wish to head that way and speak with the Dwellers who occupy it, the zoveri explains that they will need to be able to communicate in Versicolor.

The zoveri are capable of speaking the language of colors by using their chromatophores, but this is not simply something that can be taught. Zenystrixx sympathizes with their quest and offers to have zoveri crafters make an item that will assist in communication. Unfortunately, they will need to gather two components that will not be easy to acquire.

The zoveri will require a feather from the Radiant Phoenix Amitole and a scale from an ancient prismatic dragon. He warns the PCs that both Amitole and Pellucidus the dragon can be testy at times and gathering either component will be difficult.

The zoveri wish for nothing in return for their assistance but ask kindly if the PC would eradicate a nearby nest of prismflies that have been a terrible nuisance to other visitors. It is not required for their help, but the zoveri would be quite grateful. Prismfly honey, the zoveri tells them, might also be of some use to the players as well. It has protective qualities against life draining magic.

Whether the PCs decide to travel to Pellucidus, Mount Brilliance or eradicate the prismfly nest (only a short distance away) the zoveri happily see the PCs on their way and wish them luck.

THE PRISMFLY NEST

Prismflies instinctually put their nests in hard to reach places. Typically this means a floating island disconnected to the Bridge of Rainbows, but it could also just be on the side of a cliff or in the tallest of trees.

This particular nest is 60 feet up on the side of a sheer blue crystal cliff. If the PCs approach it, they will see the glittering lights of the prismflies reflected in the crystal face.

Three full **prismfly swarms** attack anyone who approaches the nest. These prismflies bored holes in the crystalline peaks for their nest and the produced a honey-like substance that their are capable of creating in times of plenty.

Once the swarms are defeated, the PCs will be able to enter their nest by crawling where they will only encounter some harmless glowing worm-like grubs and enough multicolored honey for ten applications.

PRISMFLY HONEY

Potion, uncommon

Prismfly honey absorbs some of the radiant energy of the plane and the creatures who produced it. If it is spread on the body, it is soon absorbed into the skin and the user will gain resistance to necrotic damage for a full 24 hours before it wears off.

PELLUCIDUS

The ancient prismatic dragon Pellucidus has lived for so long he no longer cares to leave his lair. His concerns are mainly with comfort and guarding his treasure which is rumored to be enough to buy entire kingdoms.

Hopefully, the PCs don't let the rumors tempt them into directly assaulting the dragon as such a foolish errand would be suicidal.

The dragon's lair is deep in crystal caverns and he has a "colony" of dozens of ravidis that follow his every command. Sometimes, when the ravidis get too close to his hoard, parts of it come to life and many times the dragon has been forced to chase down his own treasure.

In the past, the dragon has hired the wizard Tensil to locate some of his more elusive treasures and the two have become friends of a sort. Tensil is in trouble in his flying castle Prism Keep and the dragon knows it, but can't be bothered to help personally.

If the PCs approach his caverns, the dragon does get up long enough to threaten them at the entrance. The **ancient prismatic dragon** is accompanied by two **ravidis** who flit about and might annoyingly animate items within the PCs possession.

Like many things on this plane, the dragon is a beautiful thing to behold. It's wildly sparkling and reflective scales should dazzle and enthrall the PCs.

Know this humanoids, if you think to steal from me you will find yourself at quite the disadvantage.

With that warning he lets a bit of his prismatic breath spill from mouth.

While not a bluff, Pellucidus is not rapacious or particularly violent. If the PCs do not initiate hostilities the dragon will respond in kind, though he frequently includes implied threats within his responses.

So you wish to gather one of my scales. Your octopoid friends sent you on quite the errand. Scales such as the one you desire are not as common as one might think, as you can see my skin is fine and the scales so small as to appear smooth. The ones you seek are only found here, and here. Removing them causes me no small duress.

The dragon briefly exposes his underbelly and the PCs can see that he speaks the truth. There is only a few scales bigger than a thumbnail on its entire body.

Of course, I have been meaning to visit the wizard Tensil as I hear he is not well. Frankly, you mortals are always getting yourself into some kind of trouble. Why always so busy?

Helping you would be less aggravation for me than helping him. Come back to me with proof that the wizard is safe and I shall remove a single scale for you. Then you can return to your waterbound friends.

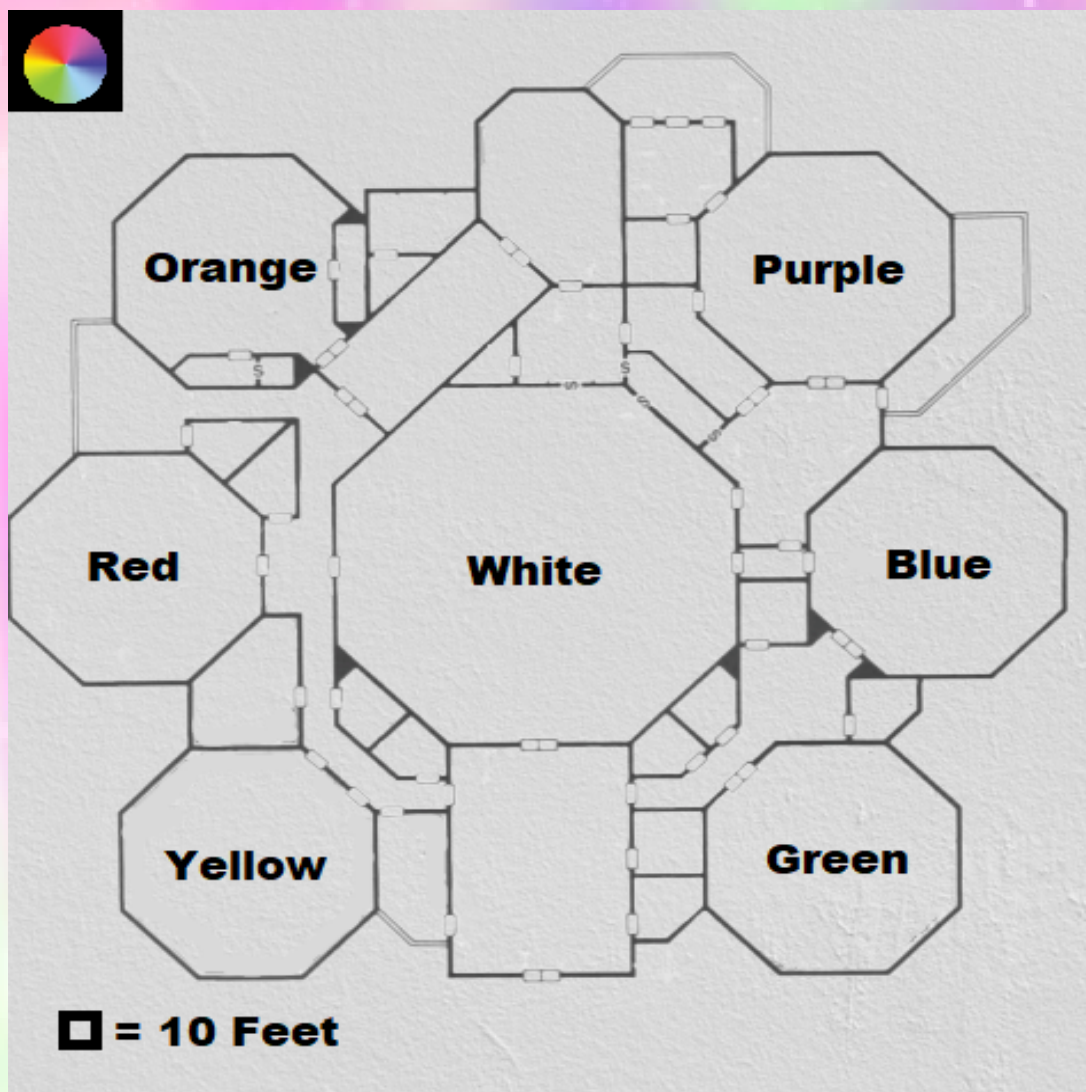
The dragon is honestly concerned for Tensil and figures that removing a scale, while causing him some pain, is less of an effort of traveling so far and leaving his precious treasure to the guardianship of the unpredictable ravids.

The dragon will hold true to his word and should the PCs return with a written letter from Tensil it will groan and rip one of its larger scales from its underbelly. This causes the dragon a little bit of pain (and 1 hit point in damage), but it honors its word.

The dragon will also see the PCs as a resource considering their obvious competence and might enlist them in the future to either hunt down errant, animated bits of treasure or possibly even more involved adventures (see *Further Adventures* for details).

PRISM KEEP

Getting to Prism Keep requires flight, because it is not connected to the Bridge of Rainbows.



PRISM KEEP IN DUNGEON MAGAZINE

Prism Keep was first introduced in the adventure of the same name in Dungeon Magazine Issue #45. Owning a copy of this magazine could help the DM expand the adventure should the PCs start to explore the keep. This is not necessary however, because Tensil greets the PCs once they all arrive and sets the PCs to their task immediately.

Tensil was just a young apprentice at the time the Prism Keep adventure was written but has since taken over his mentor's castle and become an **archmage** in his own right. This adventure takes place many decades after the original.

It floats no more than 300 feet from an island occupied by a couatl named Ueman. If the PCs are flightless, perhaps the couatl would be willing to carry them over to the keep. The PCs will have to be brought over one at a time which will be exhausting to the Ueman, and he will require some compensation whether in the form of coin or a service yet to be named at a future date.

Once the last PC arrives, the front doors swing wide open and a bedraggled elderly man motions to the party.

Please! If you are here to help, come quickly! I cannot leave the Gem unattended for too long or it will split into its component parts and all I have wrought will be lost!

Tensil will hurriedly guide the PCs through the entrance of the keep and beyond a main hall into a courtyard. All the way and without looking back, he will repeat "Do not touch *anything* and do not stray if you wish to stay alive!"

Tensil is not kidding, he has trapped most doors with a *glyphs of warding* which do either 5d8 acid, cold, fire, lightning, or thunder damage. If they stick closely behind him, Tensil mutters the command word to bypass the glyphs as he heads towards the white tower.

AT THE WHITE TOWER

The White Tower is a glowing spire of white energy maintained by the power of the *gem of Alarius*. Read the following to the players as they enter the courtyard.

A pedestal lies in the center of the courtyard with a head sized white gem laying atop it and white light flows from it in all directions. Near the pedestal there is a glowing ball of prismatic energy which is also siphoning some of light from the gem but there is some leakage of the color flowing into the air around it.

Tensil walks towards the gem and starts making arcane gestures and the prismatic energy stabilizes. He sighs in relief tinged with a bit of exhaustion.

Once Tensil has settled the magic of the gem, he will go on to explain his actions.

I do not know who you are, but thank you for coming. Whatever you are here for, I will help you. I give you my word, if only you perform a small task which, as you can see I cannot do myself because my nearly constant attention is required here. I can barely sleep or eat and only my magic sustains me. You must help me, or Alarius will be lost forever.

When Prism Keep was brought to the Limitless Light, the archmage creator of Prism Keep named Alarius became quite enamored of the plane. His soul would have traveled to Spectra Grotto had he not already had a connection to the *White Gem*, which Tensil now aptly refers to as the *gem of Alarius*. Tensil, who is Alarius' former apprentice, was unaware that his master had been trapped in the gem for so long, but the prismatic dragon Pellucidus realized it immediately the first time he saw the artifact.

Destroying the gem would free Alarius' soul, but would also destroy Prism Keep, so Tensil has come up with another solution. He is in the process of creating a special type of golem known as a **prismatic golem** which will also serve as a home for Alarius' soul. Tensil has spoken with Alarius' spirit and his former mentor greatly approves of the decision.

The problem is the creation of such a golem requires an infusion of its composite energies that can normally only be found in Elysium. Tensil captured numerous creatures known as **energons** which could have provided the necessary power, but they escaped to the far corners of Prism Keep just as he released them from their prison.

If he stops maintaining the arcane procedure which he has already begun, both the golem and Alarius' soul would be lost. He promises the PCs nearly whatever they wish if they agree to recapture the strange creatures.

Tensil offers one of the following as a reward:

- A spellbook containing all the new spells in **PSC1**. These spells could then be added to a caster's spell list.
- A matching set of gems he once thought to use to construct his own White Gem, but abandoned the idea shortly afterward. Together this set includes a ruby, emerald, sapphire, jacinth, topaz and amethyst worth 12,000 gp total.
- A robe of scintillating colors.

If the PCs agree, he gives them the *rainbow crystal*, a magical item that can create a rainbow bridge of its own (up to a distance of 1000 feet) that has been altered so that it can also absorb the life force of energons if they are reduced to 0 hit points.

Tensil explains that there is a **xac-yel** wandering the red tower, a **xac-yij** in the green tower, **xap-yaup** in the yellow tower, **xor-yost** in the blue tower, **xon-yong** in the orange tower, and the purple tower holds strange **xag-az**.

Tensil also gives the PCs the passwords to temporarily disarm glyphs of warding throughout the tower and asks them kindly not to take advantage of his trust. If he finds any missing items, he will not reward them. It is not a good idea to make enemies with an archmage whose close allies include an ancient prismatic dragon.

FIGHTING THE ENERGONS

The enigmatic energons will be relatively straightforward fights for the PCs and they can rest between battles if they need to. Each energon uses a different form of energy attack which the PCs will know about ahead of time if they make a successful DC 15 Intelligence (Arcana) check. Tensil can give them this info as well which could really help the PCs prepare for battle.

If the energons are reduced to 0 hit points they are absorbed into the *rainbow crystal* instead of exploding because of their Death Throws ability. The crystal takes on a hue matching the captured energon or a swirling mixture of colors if it has captured more than one. Tensil needs each type of energon to complete the golem.

RETURNING TO TENSIL

When the energons are gathered and the PCs return to Tensil with a now white "rainbow" crystal, the archmage is ecstatic. He invites the PCs to "observe the return of his master" and the creation of a new life form.

Tensil holds the glowing rainbow crystal between the white gem and the ball of prismatic energy and chants in an arcane tongue. The gem of Alarius pulls light from all around, gently darkening the room, and focuses it to the crystal which splits the light into every color of the rainbow. You smell the burn of acid, feel a cold chill, a wave of heat, a thrumming sound and taste the tang of electricity all simultaneously, but the feeling is not wholly unpleasant.

Suddenly the light stops and before you floats a construct of pure luminescence. It turns to you and to Tensil and from nebulous being, you hear the words, "Hello my old apprentice, and good day to you too strangers."

The ball of light is indeed a prismatic golem, but it also contains Alarius' living soul and has all of the spellcasting ability of the former archmage. Tensil makes good on his promise and also writes a letter describing the PCs' role in events.

The party is welcome at Prism Keep anytime they should choose to visit. If the PCs return to Pellucidus, he too makes good on his promise and they may collect a single, scintillating scale the approximate size and shape of a shield.

If the PCs grow weary of travel and make a successful DC 15 Charisma (Persuasion) check, perhaps Pellucidus even offers to fly them to the island of Mount Brilliance, negating any chance of random encounters along the way.

THE RADIANT PHOENIX

Mount Brilliance first appears in the distance as a glowing bubble bathed in bright yellow-white sunlight and bereft of the luminous aurora of the rest of the plane. The island itself stands about ten miles in width, with the mountain found directly in its center.

Amitole sits atop the mountain bathed in the direct sunlight that comes from high above as she peers over her island kingdom. Couatls and glimmerfolk rainbow servants guard the way, but she quickly commands them to stand down when she wishes to converse with trespassers.

She will know when the PCs arrive and of their quest to acquire her feather. The zoveri have not remained quiet.

Two twin **couatl** named Teicuih and Teiuc will greet the PCs as soon as they set foot on the island and escort the PCs to an audience with the Radiant Phoenix.

When they arrive read the following description.

Standing at nearly 100 feet tall, the Radiant Phoenix Amitole herself sits before you and turns to regard you. She nods her head as if to acknowledge your presence and speaks in a melodious voice.

Welcome travelers, be aware that I know of your quest. I surmise you did not suspect such a simple task would lead you to this, to me?

I do not believe in accidents and you must know that fate has brought you here to help us where we cannot help ourselves. I believe this to be true, but I cannot stake the fate of the Limitless Light on my hunch.

Are you ready to prove your worth? I shall supply you with what you need and much much more upon completion of your task..

A great evil, and even greater chaos has found itself in the Limitless Light and we cannot approach it without becoming corrupted ourselves. That is something we cannot leave to chance.

To prove themselves, the PCs will have to destroy a nearby creature that is pure anathema to the Limitless Light.

Renbuu, the Slaad Lord of Color has managed to summon a creature known as a **nightwalker** from the Negative Plane. This situation does not suit the nightwalker any more than it does the inhabitants of the plane and it has holed itself up underground on a nearby island.

The island has evacuated and the gleaming blue crystals that once sat atop it have now turned dark and radiate necrotic power, something unheard of elsewhere on the plane. This all provides Renbuu with much amusement.

Normally, an encounter with a nightwalker would be well beyond the ability of a party with the recommended levels for this adventure, but the nature of the plane gives disadvantage on damage from necrotic energy; the only type of damage a nightwalker causes. In addition, it has been fighting off the influence of the plane for many months now which has slowly been whittling away at its essence, giving the nightwalker half its normal hitpoints (146 hit points). Still, this could be a deadly encounter for PCs if they do not take it out quickly.

Nightwalkers can be found in **Mordenkainen's Tome of Foes** and if you do not have access to this book, perhaps the creature could be replaced with a **vampire** and its **vampire spawn**. Two creatures that are equally miserable in a plane of pure radiance.

When the creature (or creatures) are defeated, the twin couatls will once again return them to the top of Mount Brilliance where Amitole has already plucked a rainbow hued feather for the party. The phoenix goes on.

Well done heroes, it is true that your coming has been prophesized! For heroes such as yourselves, you certainly deserve more than just the single feather. Please accept this gift. You will find it holds the gratitude of the very Limitless Light itself within.

The couatl bring the PCs what appears to be an elongated crystal in the shape of a staff. It is multifaceted and continually changes color along its length. This is a *staff of prismatic might* and it has the following powers.

STAFF OF PRISMATIC MIGHT

Staff, very rare (requires attunement)

This crystalline staff has smooth sides that meet at sharp edges, and it is colored with nearly every color of the rainbow. When it is being used as a weapon or to cast a spell, the air around it sparkles with multicolored light.

It is nearly unbreakable despite its fragile appearance and it can be wielded as a magic Quarterstaff that grants a +2 bonus to Attack and Damage Rolls made with it. While holding it, you gain a +2 bonus to Armor Class, Saving Throws, and spell Attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to Attack and damage roll but loses all other properties. On a 20, the staff regain all of its charges.

Power Strike. When you hit with a melee Attack using the staff, you can expend 1 charge to deal an extra 1d6 radiant damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following Spells from it, using your spell save DC and spell Attack bonus: *color spray* (up to any level, 1 charge per level used), *magic missile* (up to any level, 1 charge per level, the missiles are all colors of the rainbow), *prismatic spray* (7 charges), or *prismatic wall* (9 charges).

Before sending the heroes on their way, Amitole gives them a final warning.

The zoveri will help you as they may, but communicating with the Dwellers in the Rainbow does not ensure their cooperation. They are a stubborn lot, that not even I have control over. Beware those creatures and do nothing to anger them. Good luck to you, and know that you are forever welcome at Mount Brilliance.

RETURNING TO VIVIDEN

The zoveri are happy to see the players return whether they return with the scale of Pellucidus and the feather of the Radiant Phoenix or not. The PCs must remain for a few days while the chromatic zoveri finish construction on the promised item.

During this time, there are a number of adventures that the PCs might undertake and the zoveri provide the PCs with *potions of water breathing* if they would like to join them underwater during their wait. Refer to the "Further Adventures" portion of this book, create your own side quests, or go to the "Gone Fishing" encounter while they wait if the PCs grow impatient.

Whatever the PCs choose to do, in five days the zoveri return to the PCs and present them with the *chromatic shield of bright Lunia*. The zoveri are quite proud of their creation which they started gathering necessary magics for the moment the players left them the first time. The shield is obviously formed of Pellucidus' scale, but it has been shaped and smoothed and it swirls with every color of the rainbow. It has an adamantine ridge that contains the colors which move as a reaction to sound

CHROMATIC SHIELD OF BRIGHT LUNIA

Shield, very rare (requires attunement)

The chromatic shield of bright Lunia is created by the chromatic Zoveri of the Limitless Light who have named it after their gone, but not forgotten home in Celestia. The shield is framed in adamantine, but contains swirling colors that react to the speech of the holder. Words and sentences are continuously translated by the shield into the visual language of the Limitless Light known as Versicolor. When Versicolor is "spoken" to the wielder (who does not need to be attuned for this power to function), he may also understand the language as if by telepathy.

The shield also functions as +2 shield which may cast *color spray* at 5th level once per day. For ten minutes after the *color spray* ability is used it loses its translation ability as it gathers its lost prismatic energy.

GONE FISHING

As a quick side encounter the chromatic zoveri might ask the PCs to capture some **radiant coelacanths** for them in a nearby saltwater lake. They are a delicacy to the zoveri and shouldn't be much of a challenge for the PCs who at worst might be affected by their *color spray* ability. However, the island which they stand upon is inhabited by a terrible **prismasaurus** which the PCs might come into conflict with should they go ashore.

The zoveri provide the PCs with nets, and pay 50 gp per coelacanth captured, up to 15 for a total of 750 gp.

SPECTRA GROTTO

Spectra Grotto is one of the most mysterious and holiest locations in the Limitless Light. The **rainbow dwellers** are legion here and can be found in the thousands. While the purple cliff faces that make up the grotto only stretch a few miles from end to end, they are infinitely large inside - a demiplane within a demiplane. They store every known soul deserving of an eternal reward that lived and died in the Limitless Light. These souls are stored in beautiful gems melded into the crystalline walls and connected to a different star in the sky below the islands. The standards for such a reward differ by culture, and not were pure in intention, nor good in alignment.

When the PCs first arrive, two dozen **Rainbow Dwellers** will emerge from the grotto to block their way, each wildly flashing colors that appear almost frantic in nature. The wielder of the *chromatic shield* can verify that the dwellers are "screaming" warnings to stay away or suffer their wrath.

One rainbow dweller, however, steps forward to the shock of the rest and speaks directly to the PC holding the shield.



You are of the Kan'wita, but do not appear as they do. I am the One-Within-the-Prism who cannot exist in that form here in the Limitless Light. Tell me how my friend Lomahongva fares?

The PCs might be confused at this point and if they don't figure out what it means, the rainbow dweller can explain or a DC 16 Intelligence (Arcana) check will let them realize that the rainbow dwellers can only exist on the prime in the form of a prism.

This dweller was the object owned by the Kan'wita that convinced the hiintcabiit to part the falls. The dweller and water serpent must have had some type of friendship, thus the connection.

The lone dweller flashes color towards the others who begin to disperse. The dweller motions for the PCs to follow but warns them not to touch any that they see, lest he be forced to perform his sacred duty and protect the grotto.

When the PCs enter the caverns, the first thing they notice is that the inside is larger than it would have appeared from the outside, *much larger* in fact. There are millions of tiny gems twinkling along the purplish crystalline walls and the dweller lets them know that each represents a single soul that has passed on within the Limitless Light. Spectra Grotto is essentially the equivalent of *heaven* for those who lived and died within the plane.

After a few minutes of walking, the PCs come to a blank wall and they can make out some shapes deep within the wall. If a PC puts his eye up to the translucent wall, he can make out the images more clearly. Fourteen tiny fey like creatures frozen with looks of horror stare back out at them.

The missing puckwudgies have finally been found, but this is likely not the state the PCs had hoped to find them in. The rainbow dweller continues in Versicolor.

When the fey first arrived, I welcomed them into the grotto as I have you, but unlike you, they did not heed my warning. I could not stop my brethren when the punishment was given. The fey took from the walls - a heresy too great for simple forgiveness.

I can no longer help them, but they have not passed from life. We dwellers in rainbow take command from none but one. Perhaps you convince the Radiant Titan himself to free the fey? It would be no small deed and Riis is not known to suffer fools.

Riis, the Radiant Titan, is the true power of the Limitless Light and it is true that he can command the rainbow dwellers to do his bidding. The dweller directs the PCs towards Prisme where Riis stands guard eternally, but warns them to be respectful to the wary titan.

THE RADIANT TITAN

Read the following description when the PCs near Prisme.

Prisme can be seen from a great distance and long before it, all islands disappear until only the Bridge of Rainbows remains. It stands wide here at nearly 150 feet by your best estimation.

Below the Bridge, the stars are scant and the skies below dark, but above the auroras converge from all directions. The Dweller suggested that this was the center of the entire plane and seeing as how all the colors of the sky above meet here, you believe it.

Prisme itself is beautiful. Titanic pillars of what appears to be marble hold up a massive dome. Where the colors meet above, white light is formed which shines down in a powerful beam to the dome.

Though you can't quite see it from this angle, there must be an aperture in the dome as the white light pours through and strikes the massive prism-like crystal for which the island is named.

The light then pours down into its constituent colors once again and flows like water in seven evenly spaced bridges.

Just as you marvel over finding the source of the very plane itself the sound of a massive bird assaults your ears. You look up and a bird nearly as large as the Rainbow Phoenix lands with a thud on the bridge, barring your way.

This gargantuan bird is a **chaos roc**, the ally and sometime steed of Riis the Radiant Titan.

The roc does not move to attack but does not let the PCs pass. The impasse only lasts a minute however as the Radiant Titan soon arrives.

In steps equivalent to a hundred of your own, a 40 foot man of a statuesque build, glowing golden skin and multicolored hair not unlike that of the glimmerfolk bounds toward you.

He stops before the giant bird and raises a crystalline sword threateningly.

"Mortals! Trespassers! Defilers and thieves! You have come to feel the edge of Crystal Lightning!"

It's time for the PCs to speak and to do so without hesitation. Despite his bluster, Riis is curious what Primes might be doing here at the center of the Limitless Light where none have approached in many decades. It only takes a successful DC 10 Charisma (Persuasion) check to halt from attacking, but DC 15 noticeably calms him DC 20 will turn him downright friendly.

Riis' responsibility is a great one, and his guardianship protects the very plane itself. He dismisses the chaos roc who flies off to patrol the other bridges with an ear piercing screech once Riis calms down a bit.

The Radiant Titan will not let the PCs pass under any circumstances but he is surprised to find out that the party has allied with Amitole and communicated with the rainbow dwellers.

He will not command the dwellers to release the puckwudgies as he believes that *"the balance has tipped towards chaos as of late within the Limitless Light and I shall not contribute to its growth. Already it plagues is and there is little I can do to stop it."*

If the PCs ask or offer to help stop the chaos Riis laughs in a booming voice.

You think to stop the chaos? Hubris is always the undoing of mortals. Were you not so overconfident in your insignificant abilities you would be so much better off. But...fine. Return Chyseria's voice to her, and I shall command the dwellers to free your fey. She is Chyseria of the Luminescent Voice and it is soothing to me. I wish to hear it again.

This deed will balance the chaos your fey have brought us. Do this, mortals, and know that you shall have the gratitude of the Radiant Titan!"

If the PCs press Riis with questions he will sigh in exasperation but points them in the direction of Conil-A-Ald. Chyseria he says, is the queen of "the most beautiful city in all the multiverse."

HINTS OF CHAOS

On the way to Conil-A-Ald the PCs should have their first encounter that gives them a hint that all is not well in the Limitless Light.

A **blue slaad** and **green slaad** have just killed a family of glimmerfolk and have started to feast on the corpses. This is likely the first truly horrific event the PCs have experienced on the Limitless Light and might be a bit shocking for what is generally a place of beauty.

The slaad are happy to add more meat to their feast and attack the PCs.

THE HARP OF GLASS

Conil-A-Ald can be heard before it is seen. Breezes carrying distant songs that give the listener a sense of longing and a resurgence of memories long forgotten will flow among the party. Soon afterwards, they will see the city lights, which even in a plane of radiance stand out upon the horizon.

The city is open to all who wish to enter, but violence and thievery are strictly forbidden. There is no police force or standing army, but the population includes many powerful individuals who will not stand for disruptive behavior. The inhabitants love their city and will not allow its peace to be shattered by fools.

Conil-A-Ald is a metropolis in the same category as cities like Baldur's Gate. If the PCs are not in a rush to finding Chyseria, you might develop some side adventures for them, but remember that the city populace generally abhors violence. If the PCs draw their weapons or cast hostile spells without good reason, they will be asked to leave and never come back. Ironically, and somewhat hypocritically, this will be spoken with the threat of violence.

There are all manner of creatures to be seen here and the DM is encouraged to expand upon it using the map of Conil-A-Ald. If the DM would rather the PCs not stray too far from their mission, Riis has sent word ahead regarding their arrival. They are greeted by the gynosphinx Kiya at the city entrance.

1. CHYSERIA'S HANDMAIDEN

A regal creature the size of an elephant with a lion's body, large feathery wings and an almost human face regards the PCs approach and addresses them by name. She motions for you to follow and says only "the queen awaits you in the Aureate Gallery"

Riis is arrogant, stubborn and obnoxious, but he truly does have a soft spot in his heart for the lillend ruler of Conil-A-Ald, Chyseria and he has sent word ahead of the PCs' arrival. One of Chyseria's children has recently come under the sway of the foul Slaad Lord of Color Renbuu and abandoned the queen for the Indefinite Churn. Chyseria has sent her handmaiden, a **gynosphinx** named Kiya ahead to fetch the PCs and lead them to the Aureate Gallery.

2. THE AUREATE GALLERY

This is the finest gallery of art in a city of artists and the collection inside is inestimable in price. Even the very walls themselves are made of gold and reinforced with adamantine bars and beams. Chyseria has brought the PCs here instead of her palace to give them a sense of what is at stake.

When they arrive Kiya explains that Chyseria awaits them inside a set of golden double doors and takes her leave. Chyseria greets them in the gallery entrance.

The golden double doors open wide and bright light filters from the inside outlining what you first think is a partially nude woman covered only in gossamer. Then you notice a long, serpentine tail behind her and she flexes wide, feathery wings. The serpent-angel addresses you with a wide smile and says,

Welcome travelers! Welcome to Conil-A-Ald - a name that in the tongue of folks long gone simply means the "Harp-of-Glass." As you can see my city is one of beauty and peace, yet today I welcome warriors such as yourselves for this is a dark day.

Chyseria is the undisputed ruler of Conil-A-Ald but she rules with a light hand and the blessing of her people. Her concerns are mainly with the expansion of the arts and she offers to take the PCs on a walking tour of the gallery as she explains her circumstances to the party.

On the walk, the players will see priceless artworks for the very best is kept here in this public gallery. She will pause in her conversation if the PCs seem particularly taken aback by a piece. If the PCs truly are interested, refer to the table *Art of the Aureate Gallery* table on the next page or make up your own pieces. Despite her current state of despair, nothing can prevent Chyseria of the Luminescent Voice from discussing some of her favorite artworks.

If the PCs express an interest and genuinely roleplay this interaction with the lillend, grant each of them Inspiration.

At the very far end of the gallery, Chyseria comes upon a final display and proceeds to break into tears. The work is a portrait of a harp made from colored pieces of glass that have all been fused at perfect angles to reflect light from an unknown source just above the display. Despite the two dimensional nature of the work, the clever piece appears as if it is three dimensional if stared at long enough. The work is a wonder to behold.



CONIL-A-ALD

Chyseria apologizes for her breakdown.

I am so sorry, I have been able to look upon my daughter's work without these emotional outbursts for many cycles now, but the hope you bring makes it more difficult for me to bear. The piece you see before you is the actual Harp-Of-Glass for which the city is named. It was created by my first daughter, Aeshma, and she is the source of my sadness.

Chyseria's eldest daughter has been afflicted with the chaos that has made its way into the Limitless Light. The queen explains that her daughter now serves a powerful creature of chaos known as Renbuu and likely will not return. Renbuu is a lord of the slaad of Limbo whose arrival on the Limitless Light has caused no end to suffering. Her youngest daughter Kalmiya is taking it the hardest, and she lies sick with despair in the Palace of the Sublime.

The queen continues that she has sent many heroes to attempt to rescue her daughter, but none have returned. She would go herself, but she fears her duty to serve the city cannot be shirked, even for her daughter's sake. In any case, her daughter is a great warrior and Chyseria does not know if she would be any more effective at stopping whatever awaits in the Indefinite Churn. Powerful folks like the PCs, mortals who she claims have been foretold in the Prophecy of the Whirling Rainbow, are her only hope.

Chyseria of the Lumescent Voice, Queen of Conil-A-Ald, and Celestial of the Arts, breaks down and begs the PCs to return her daughter to her.

3. PALACE OF THE SUBLIME

This is Chyseria's palace and she and her remaining six daughters, dozens of attendants and a small guard of **glimmerfolk veterans** occupy its halls. Additional **senmurv** riding veterans patrol the skies above, ready to call upon reinforcements should the queen's family become the target of an attack. In order from eldest to youngest, Chyseria's daughters are Aeshma (currently with Renbuu), Mahanaim, Inasyah, Penemuel, Phounebiel, Oniemme, and Kalmiya. Kalmiya currently lies sick with a debilitating depression upon a bed of feathers. The sisters' colorations all correspond to a particular color of the rainbow (red, orange, yellow, green, blue, indigo, violet) in order from eldest to youngest.

There is no reason for Chyseria to bring the PCs to her palace upon their first meeting, but if they manage to break Renbuu's power over Aeshma and return her home, the lillends will all hold a great feast for the PCs here, whereupon they are presented the *key to Conil-A-Ald* as a reward. This reward is the figurative "key to the city" and confers both social and magical benefits.

ART OF THE AUREATE GALLERY

The following pieces of art can be found among dozens of others in the Aureate Gallery. Chyseria is happy to speak about them and tell stories of the artists who created them. Their worth in a pure gold piece value is difficult to estimate, but there should be no way for the party to get a hold of them. They are here for the public of the Limitless Light to enjoy, and the whole city would come down on any being so foolish as to attempt to steal one.

Roll 1d8 if the PCs stop to admire a random piece.

1d8 Artwork

The Rain Room. This entire room is meant to be walked through and experienced by the onlooker. It consistently rains drops of water as if the observer were in a storm, but every droplet is of a different

- 1 color. The rainwater does not soak the observer nor the floor, disappearing before striking either. The stark white walls and floor offer a strong contrast. The artist was a brilliant, yet enigmatic glimmerfolk whose home was destroyed by a chromatic tornado.

- 2 **The Golden Ammonite.** The golden ammonite is a real creature that lives in the depths of many oceans on the prime and a sea elf from the prime has sculpted one in near perfect detail. The shell is obviously pure gold and the marble tentacles and eyes move as if the sculpture were alive.

- 3 **The Countryside.** Perhaps one of the most intriguing pieces comes from another demiplane and might be considered rather mundane were it not for its unique quality. The painting depicts an idyllic countryside in what could be a prime world, but the sky is a color that is completely undefinable. This is a new color that is impossible to describe with words, but can only be experienced. The artist is a prime wizard who has made it a point to visit endless demiplanes and managed to capture the essence of one of the planes he encountered along the way. This piece was a gift to Chyseria herself, with whom he had a brief dalliance.

- 4 **The Hall of Waves.** This unique piece was created by a powerful elemental being named Crystalle for whom Chyseria's daughter Phounebiel performed some service. The room is filled with tiny crystal balls the size of marbles and the floor continuously vibrates to the sound of music played from an unknown source. The marbles make incredible geometric patterns perfectly in tune with the music itself. The effect is mesmerizing, but not magically so.

- 5 **The Contraption.** Created by a gnome artificer from the plane of Elysium, this device is an amalgamation of abstract ideas and objects that have been brought together in one smooth whole. It is the size of a large horse, made entirely of copper, and belches forth harmless multicolored steam. Chyseria grumbles about the artist and remarks that his "experiments" have got him banned from the city, but this abstract piece remains his crowning achievement.

The Orrery. Chyseria claims this piece was created by a night hag who rebelled from the gloom of Hades. This hag grew to love art and actually formed a bit of a friendship with Chyseria, but she has not been heard from for over a century. She left the Orrery as a parting gift to Conil-A-Ald and its shockingly tolerant queen. The orrery depicts the planes of the great wheel in perfect motion and balance and moves of its own accord. The Limitless Light is included as a rainbow colored oblate spheroid that makes its way through the planes untouched. Chyseria exclaims that the position of the Plane of Rainbows is the one inaccuracy within the Orrery, included as a homage to the night hag's generous host.

Chupoclops. One of the few standard pieces of art in the gallery, the piece known as "Chupoclops" is a simple painting. It's subject matter is the source of much debate however, and Chyseria appreciates the amount of conversation it garners. Chupoclops is depicted as a titanic spider floating somewhere in a starless void. The black outline it is surrounded by is so dark that the spider's depiction appears to float in actual space. Chyseria knows nothing of the artist, and actually has troubles recalling where she obtained the piece in the first place.

Bubble Room. Chyseria has an innate love for children and has always believed that the best way to encourage the growth of art is to start its appreciation at early ages. The work in this room is her own, and it is meant to be experienced instead of simply observed. Countless multicolored bubbles flow from the walls in a 60 foot wide room where children are meant to frolic and play. Every time a bubble is intentionally burst it rings with a slight tinkling, to the endless enjoyment of the glimmerfolk and chroma children who currently occupy the chamber.

TO THE CHURN

If the PCs agree to help Chyseria, she tells them more of her daughter, Renbuu and the Indefinite Churn. At this point, you may give the PCs all of the information about the slaad lord and his demesne found in *PSC1*.

Aeshma, Chyseria concedes, initially went to Renbuu in a fit of anger. Of all the daughter's, she was the closest to the Chroma people whose city of Fractal was destroyed by Renbuu's arrival. Bent on vengeance, she instead fell victim to the randomness of the Indefinite Churn, and now sees Renbuu as the perfect "artiste," serving him willingly. Chyseria believes that this is not truly her daughter's wish, and that she has been infected by chaos. She gives the PCs a map to the Churn and specifically where Aeshma's Lair, though she is unsure of what to expect once the PCs arrive.

Chyseria begs the PCs not to kill her daughter but she realizes that they might have to otherwise incapacitate her in order to return her home. The queen exclaims that the PCs should not engage with Renbuu himself because the slaad lord is undoubtedly too powerful for them to overcome.

The journey to the churn takes four days and if a random encounter is rolled for, replace each encounter with a combination of two different colored slaadi from a choice of **red slaad**, **blue slaad**, **green slaad** and **gray slaad**. Renbuu is very specific about his patrols and two of the same colors working together assaults his artistic sensibilities.

As the PCs get closer, the Limitless Light will start to look more like Limbo, though with a hefty dose of vibrant colors mixed in with the churning chaos. Vibrant flowers grow and then melt away into colored dust, the sky grows black then almost blinding in coloration, and mundane creatures change forms at random intervals of time.

AESHMA'S LAIR

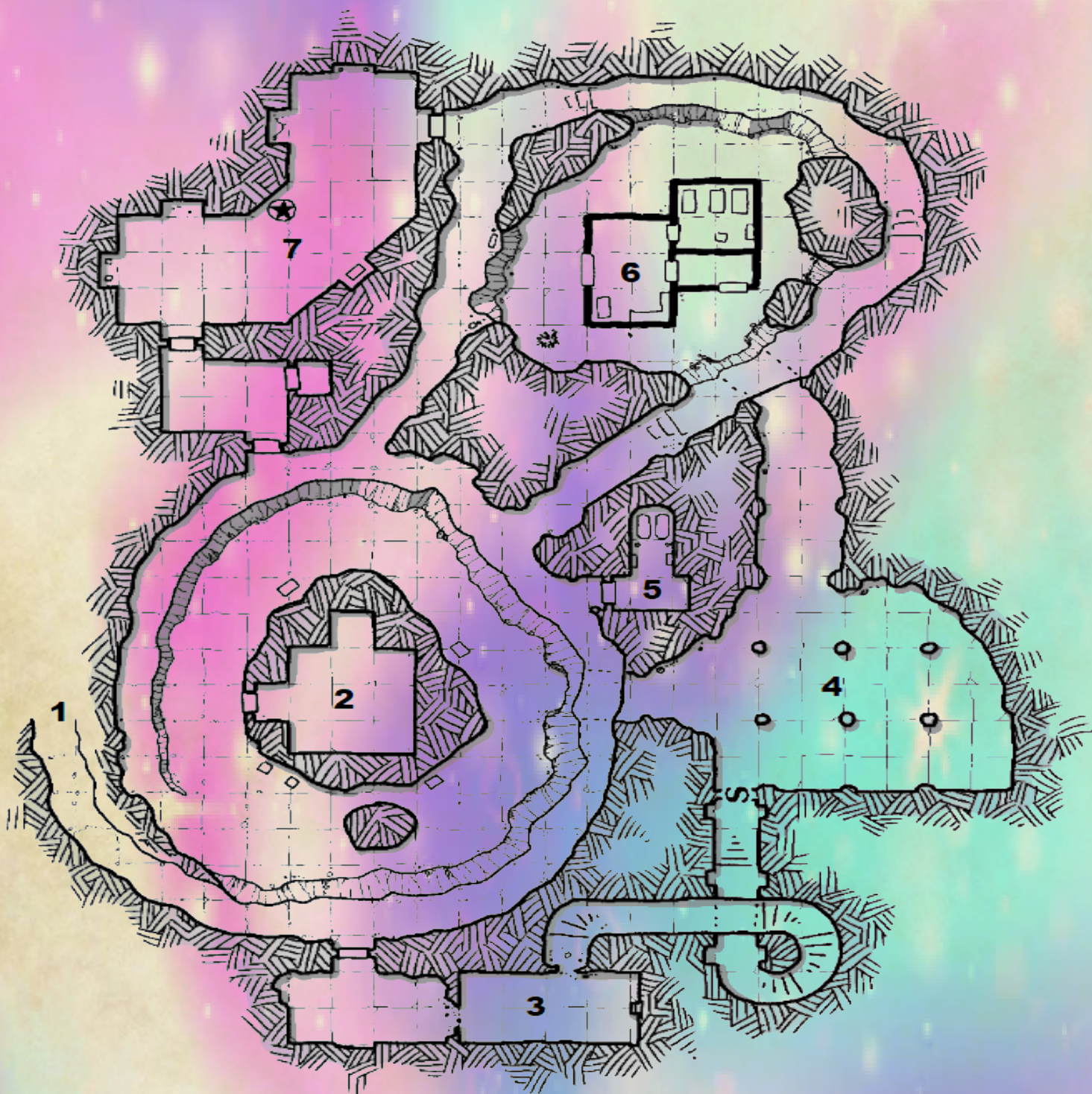
Aeshma is Chyseria's oldest daughter, and perhaps the most hotheaded. For decades, she has seethed over the destruction of Fractal upon the arrival of Renbuu. Against the wishes of her mother she approached the Indefinite Churn with a half dozen chroma heroes.

Renbuu and his slaad made short work of the chroma, but he captured the beautiful lillend instead of killing her. He has spent the past few years alternating between torturing the lillend and wooing her with his own appreciation for the arts. At a whim, he changes her beautiful red coloration to a variety of hues, and often garishly so. Eventually, he broke the celestial who has now come to see Renbuu as the greatest of artists and flesh as the perfect canvas.

1. ENTRANCE

Aeshma's Lair is on an island in the Indefinite Churn which has remained relatively stable, but its surface suffers a permanent chromatic tornado. The tornado moves around the entire surface of the island at random and and turn the PCs remain on the surface, they are subject to both the bludgeoning damage and the *color spray* effect of the hazard.

A cave entrance is plainly visible 50 feet towards the center of the island where a circular ramp leads down into the depths of the island. There are no guards at the entrance, but if the PCs make undue amounts of noise, the slaadi from area 3 will come to investigate. The tornado does not penetrate into the depths.



2. TELEPORTATION CIRCLE

Renbuu sends slaadi minions to Aeshma through a teleportation circle or even occasionally visits personally via a teleportation circle that dominates this chamber. The circle works in both directions and leads to a chamber in Renbuu's Caverns. When the PCs increase in level, they might want to return to this room at some point to assault the slaad lord directly and end the threat of Renbuu once and for all. See the *Further Adventures* portion of this book for more details.

The teleportation circle and its sigils glow with chromatic light, but otherwise function normally. Aeshma knows the proper sigils for both ends.

3. FALSE CHROMA

A few of the chroma heroes were infected with the chaos phage and have become slaadi. There are 3 **red slaad** here that have shapechanged into their chroma form. They attack first as chroma, hoping their humanoid forms cause enough confusion to start to gain an edge during battle.

4. FALSE PILLARS

Six glowing pillars of changing colors adorn this chamber evenly spaced from each other. The middle two are secretly **prismatic roppers** that attack intruders.

These roppers are well fed and loyal to Aeshma. If she is convinced to return with the PCs to Conil-A-Ald, the roppers will not attack anyone who she accompanies.

5. GUEST CHAMBERS

Renbuu or visiting slaad rest within this chamber as they await the lillend. Its walls are adorned with three paintings and each painting shows prominent locations of the Limitless Light (Prisme, Mount Brilliance and Conil-A-Ald) but they are twisted and abstract. This is what Renbuu plans for the plane and if the PCs become aware of their nature by making a DC 15 Intelligence (Investigation) check, they realize the threat Renbuu poses. Riis, Amitole and Chyseria would all appreciate this bit of information.

The artwork itself is well done, and would sell for 1,500 gp each in Conil-A-Ald, though only to an eccentric buyer and one of the rare few that makes payments with actual gold.

6. AESHMA'S CHAMBERS

Aeshma hopes to create her own gallery within the Indefinite Churn similar to her mother's Aureate Gallery. In it, she will only display the artwork of her master Renbuu, and she is storing the first of his "masterpieces" here in her chambers. The work is on the northern wall and it displays a being known as a quesar. The quesar is a race of living constructs that Renbuu has found more than intriguing.

The truth of the matter is that the work is not actual art, but rather an actual **quesar** named Ongkanon that Renbuu has trapped in this form. With a successful DC 15 Intelligence (Arcana) check, the PCs will realize something is amiss as the quesar attempts to make small and subtle movements from his two dimensional perspective. A successful *dispel magic* can free the quesar, but the magic that created the painting is as strong as a 9th level spell and therefore the DC for the *dispel* is 19.

The portrait weighs 5 lb. and the PCs could take it with them to try to free the construct later if they wish. PCs who are scoundrels could sell the painting for 5,000 gp, but if they free him, Ongkanon might become an ally for at least a time. He will most certainly assist in endeavors against the slaad lord who captured and imprisoned him.

The rest of Aeshma's chambers are rather nondescript, with empty beds, benches and other furniture that is beautiful but not otherwise special.

7. THE RED PRINCESS

Aeshma the **lillend** has scales which have always been redish in hue, but Renbuu has made every last inch of her body blood red using his ability to manipulate colors. She has been corrupted, but a major portion of the corruption is a magical compulsion.

She stands in front of a statue of the slaad lord that contains a bit of his power and is flanked by two **red slaadi**. The lillend initially allows the PCs to speak, but cuts them off if they bring up Conil-A-Ald, her mother, or her duty to the Limitless Light. The normally chaotic good celestial now behaves much like her chaotic neutral master.

Chyseria, my mother, knows nothing of the brilliance that is Renbuu! She claims to protect and admire the arts yet here in what fools call the Indefinite Churn, we have perhaps the greatest master to ever live. She is a hypocrite and cares nothing of what she claims. Can you not see it? You stand in the presence of genius.

Despite her bluster, Aeshma is struggling against the chaos and the PCs can help her break her corruption, but it won't be easy. Allow the players to roleplay the conversation but in order to succeed they must make a successful DC 25 Charisma check, subject to the following modifiers.

- Discuss her youngest sister's depressed condition: +5 to roll
- Discuss the threat to the Limitless Light as evidenced in the paintings in area 5: +3 to roll
- Renbuu's quesar artwork is obviously destroyed as evidenced by Ongkanon's presence: -2 to roll
- Repeatedly refer to Chyseria as the reason for coming: -2 to roll

If the check is failed, Chyseria puts her hand on the statue of Renbuu which causes a flash of brilliant light. This has the same effect as Renbuu's Color Burst legendary ability and the PCs each change into a different color or combination of colors. This has no game effect but can be startling. It is a good opportunity for the DM to be comedic in the color change and arrogant characters might be specifically targeted with polka dots, plaid patterns or zebra stripes.

What is worse for the PCs is that the two red slaad also change colors and gain the greater power of whatever type of slaad they become. Roll 1d6 for each slaadi. A result of 1-3 results in a blue slaad, 4-5 green and 6 is a gray slaad. If the roll results in two gray slaad the encounter will become quite deadly and you might want to consider this effect as the final event giving Aeshma a change of heart. At that point, she will join the PCs in battle, rather than fight against them.

CONCLUSION - THE LILLEND

The PCs could be defeated in this battle, but a generous DM might have her fall short of killing them. She is not yet as sadistic as her master and she might lock the PCs away long enough for Chyseria to hire additional heroes to mount their own rescue. In this case, the party will not receive the *key to Conil-A-Ald*, but can otherwise complete the adventure.

Killing her daughter truly angers the lillend queen and she will not even give her blessing for Riis' assistance should the PCs behave so overly zealous.

Assuming the PCs either convince Aeshma to return to her mother or incapacitate her and return her home forcibly, they have the eternal gratitude of Chyseria of the Luminescent Voice and her city. Aeshma eventually shakes off the compulsion (though some believe she has been permanently changed), and wizards of the Harp-of-Glass return her to her normal hue.

Chyseria invites the PCs to join her at her palace whereupon Aeshma sees her favored little sister and they both embrace and break into tears. All seven sisters are together again for the first time in a number of years.

Chyseria holds a grand feast at a time of the players' choosing, in case they want to complete their original mission first. At the feast she presents them with the *key of Conil-A-Ald*.

THE KEY OF CONIL-A-ALD

Wondrous item, legendary

This crystalline key is 8 inches in length and refracts light like a prism. It is a beautiful item of art and even without its magic would be worth 10,000 gp. Only Chyseria of the Luminescent Voice, queen of the Limitless Light city of Conil-A-Ald can designate a being who is worthy of owning such an item, and she may do so to up to six people for each key. Currently, only one key exists.

If you are a designated owner you do not need to have the key on your possession, nor be attuned to the key in order to enjoy its benefits. You must however, be within 120 feet of the key. Inhabitants of the city are always at the very least indifferent to you and many who know you own the key will be friendly. You may stay at boarding houses and eat, drink and gather provisions for free or at severely reduced costs.

The magic affects the owners in the following ways.

- Each owner is inspired to make one masterpiece of artwork, even if they have never made anything artistic in the past. If it is an item, it could be sold for 1d10 x 1,000 gp, though it takes a week to create.
- Each owner gains advantage on a single Charisma check once every 24 hours.
- Once per month, the owners of the key must all agree to summon a lillend to fight on their behalf for up to 10 minutes. This holds a danger however, because if the lillend is killed, the key shatters and all benefits are lost. Chyseria may make a new key for the former owners but they will have to explain their actions and perform a new task for her.
- Riis the Radiant Titan will allow the owners of the key to use a portal in Prisme to exit to the Prime Material Plane only as a favor to his friend Chyseria.

CONCLUSION - RIIS

Like many titans, Riis is prone to major mood swings and the rescue of Chyseria's eldest daughter puts him in a spectacular mood. The auroras above Prisme swirl with added energy reflecting his jubilation and his chaos roc playfully dips through the lights.

Riis congratulates the PCs heartily and says the following.

When the Phoenix said the Prophecy of the Whirling Rainbow had begun, I did not believe her, but today you have proven me wrong. I too believe you are the prophesied ones, but I also do not think you are ready. For now, you should take today and enjoy. Step through the Rainbow Curtain to return to the Grotto. The dwellers know of your deeds and as we speak, they are freeing your fey.

Return to me, my friends, when you are ready to face the threat of Renbuu and his minions of chaos. That day is not today, but still you have the gratitude of us all.

Riis leads the PCs to a portal which transports them directly to Spectra Grotto where they are greeted by over a dozen rainbow dwellers.

CONCLUSION - SPECTRA GROTTO

The dweller of Kan'wita hovers in front of the others and addresses the PCs in Versicolor.

So, Riis believes you to be the prophesied ones. I am not convinced, yet you have done the Limitless Light a service today and we honor our agreement. As the Radiant Titan has commanded, your fey are here.

The dwellers speak the truth and the PCs have arrived just as the last is freed from imprisonment within the crystal walls of Spectra Grotto. Haaku, Owingeh's cousin and leader of the fey, steps forward to the PCs and bows reverently. The small fey mouths a silent "thank you" in humble tones.

As a bit of a surprise, the rainbow dweller of Kan'wita falls also asks to return to the Prime with the PCs and claims that he can reopen the portal at Kaleida. When the PCs return to Kan'wita on the Bridge of Rainbows, the dweller returns to its *prism* form. the PCs might now notice that the *prism of the dweller in rainbows* can communicate still in Versicolor as they return it to the Minnewah.

CONCLUSION - THE FEY

The folks of Kan'wita are overjoyed at the return of the *prism* and even Meda smiles at their return. The colorful Minnewah escort the PCs back through Aponi's gate (which they have to use her feather to open), and Aponi too is happy to see them. With the exception of Haaku, the puckwudgies remain silent for most of the trip, particularly while the Kan'wita escort them out of Kan'wita territory. They are solemn and depressed, understanding that their behavior has landed them in dire peril. Haaku will explain that they are ready to join their kin and the small fey begin to perk up as they get closer to Kin Elbhaz.

At the pueblo town, fey and human alike are there to greet their newest neighbors. The Azuposi have built many new homes for the puckwudgies and the sight nearly brings tears to Haaku's eyes. When he sees Owingeh, the two embrace. The puckwudgie make good on their reward and hand over the *medallion of medicine fire*, promising tales of Esh Alakar when the PCs feel ready.

FURTHER ADVENTURES

Further adventures within the Limitless Light could most certainly follow a theme of stopping or destroying Renbuu and finding a home for the people known as the chroma. It is currently unknown what actually has happened to the city of Fractal itself. Have all the chroma been killed or are they just somehow displaced or in stasis somewhere?

Characters in the teen levels will not be able to face Renbuu head on, but if the DM decides they are the ones spoken of in the Prophecy of the Whirling Rainbow, perhaps they return to the Limitless Light to end the slaadi threat once and for all.

There are other possibilities for further adventures as well, particularly with the PCs knowing many of the major characters central to the power structure of the demiplane. *PSC1* could help with additional ideas, but remember the plane is either infinite or near infinite in size. There could be as wide a variety of adventures e had here as there on on the Prime Material plane.

Some mysteries to explore are the origins of creatures such as the prismasaurus rex and the prismatic coelacanth who both seem to come from an ancient age. Are they natives of the Limitless Light or are they transplants from somewhere else? In the 3rd Edition of Dungeons and Dragons, the prismasaurus was a different creature than the current prismasaurus rex, but there could be an entire collection of prismatic dinosaurs on some forgotten island in the remote regions of the plane.

Beings known as the reigar from the 2nd Edition Spelljammer setting are also appropriate creatures for the Limitless Light. As arrogant as they are, reigar might have attempted to depose Chyseria of the Luminescent Voice in the past using modified esthetic ships with helot and lakshu troops. Perhaps they will try again.

Don't be afraid to create your own encounters and be willing to be both as colorful and creative as you'd like. The Limitless Light is a sandbox for DMs to play in. In this case, the sand might just happen to be rainbow colored.



A RESCUE MISSION BECOMES A JOURNEY INTO A REALM LIKE NO OTHER...

FOREIGN LAND TO FOREIGN PLANE

To the north and west of Faerûn there lies the distant continent of Anchôrômé. It is a land of ancient secrets and remarkable cultures. The people of Anchôrômé known as the Azuposi have long benefited from their friendship with fey who see to the continued prosperity of the Azuposi.

Well now it is the fey who need help, and the PCs are the perfect heroes for the job.

What starts as a simple errand becomes a grand adventure that traverses the breadth of the continent, through a beautiful waterfall and into a demiplane of rainbows and radiance. This demiplane is known as the Limitless Light, and it has problems of its own that only the players can fix.

The PCs will need to bargain with a phoenix and a dragon, confront enigmatic creatures of rainbow, and even appease a colossal titan! Worst of all is the Indefinite Churn, a realm where Limbo has spilled in and corrupted the beauty to serve its master, the slaad lord Renbuu!

WHAT IS NEEDED FOR PLAY?

This adventure has intentionally been written to only require free products on DMsGuild along with the original slate of core 5e D&D products. Creatures and some character types are drawn from **ANC1 The Anchôrômé Campaign Guide**, **ANS2 Monsters of Anchôrômé** and **PSC1 The Limitless Light**. Of those, only **PSC1** is required, and it can be found for free on DMsGuild. All other information from prior products has been copied here for convenience.

A FINAL NOTE

Like Anchôrômé itself, the Demiplane of the Limitless Light is meant to be a sandbox and playground for new prospective authors. There is plenty within this book to expand upon and create your own adventures, whether it is in the new portions of Toril, or the demiplane. I am personally always glad to work with new authors and am grateful to those who use this product to create their own DMsGuild materials.

If you are looking for advice or collaboration, feel free to email the author any time at the gmail account seethe75. Expansion in such a wonderful sandbox is only inevitable!