

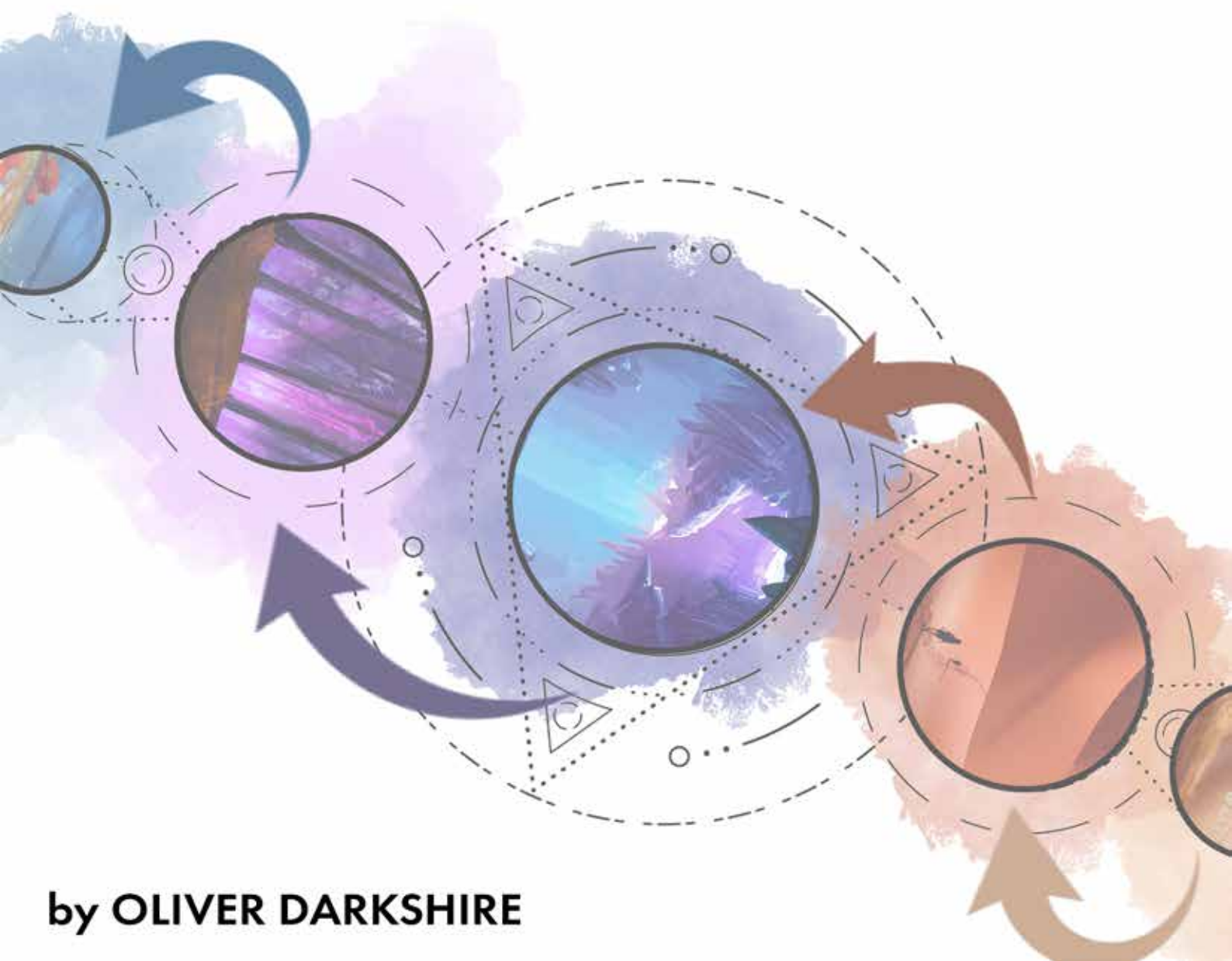
# THE INFINITE STAIRCASE

unpothed waters, undreamed shores



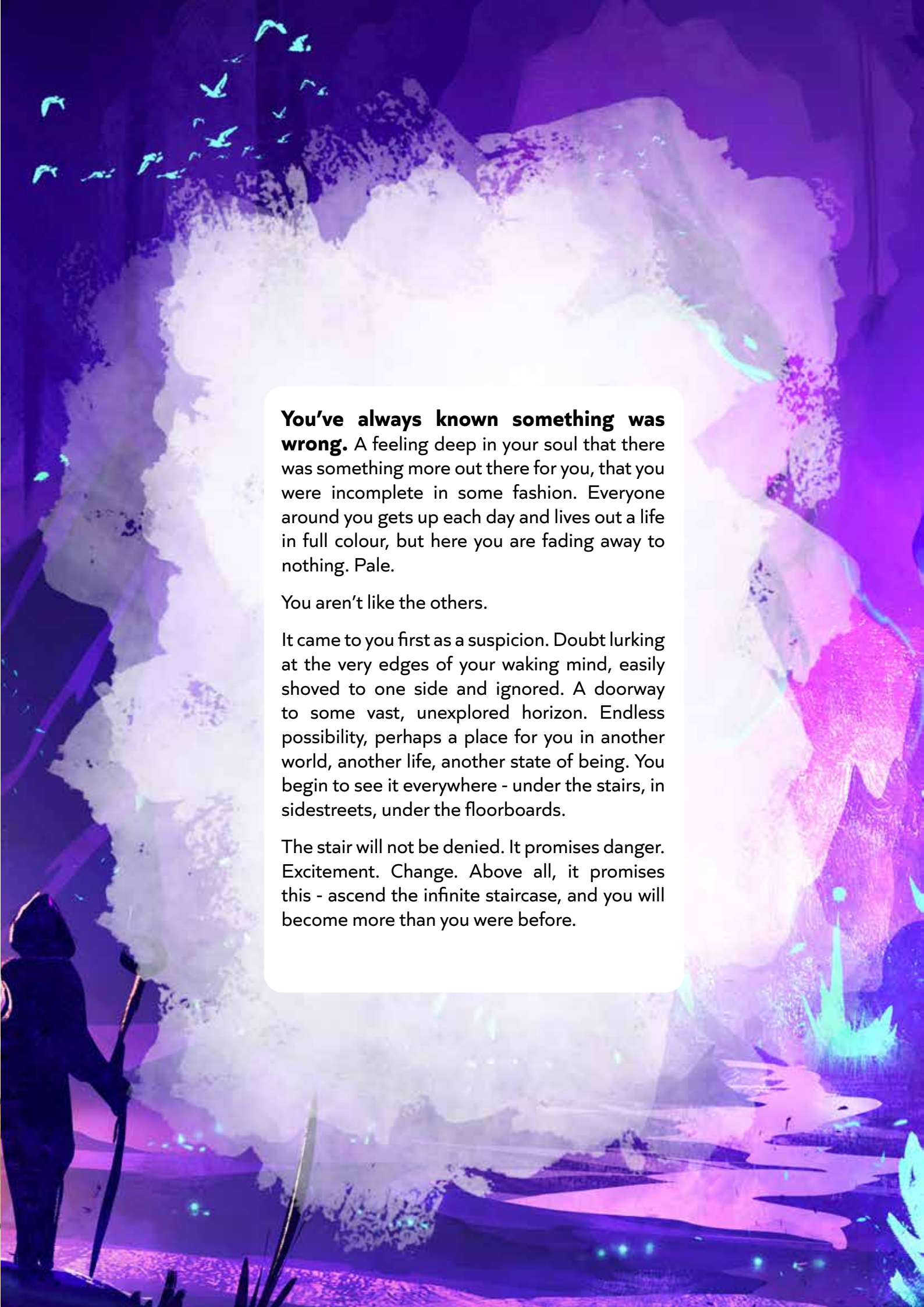
supernatural locations  
strange occurrences  
& planar phenomena  
by OLIVER DARKSHIRE

# THE INFINITE STAIRCASE



by OLIVER DARKSHIRE





**You've always known something was wrong.** A feeling deep in your soul that there was something more out there for you, that you were incomplete in some fashion. Everyone around you gets up each day and lives out a life in full colour, but here you are fading away to nothing. Pale.

You aren't like the others.

It came to you first as a suspicion. Doubt lurking at the very edges of your waking mind, easily shoved to one side and ignored. A doorway to some vast, unexplored horizon. Endless possibility, perhaps a place for you in another world, another life, another state of being. You begin to see it everywhere - under the stairs, in sidestreets, under the floorboards.

The stair will not be denied. It promises danger. Excitement. Change. Above all, it promises this - ascend the infinite staircase, and you will become more than you were before.

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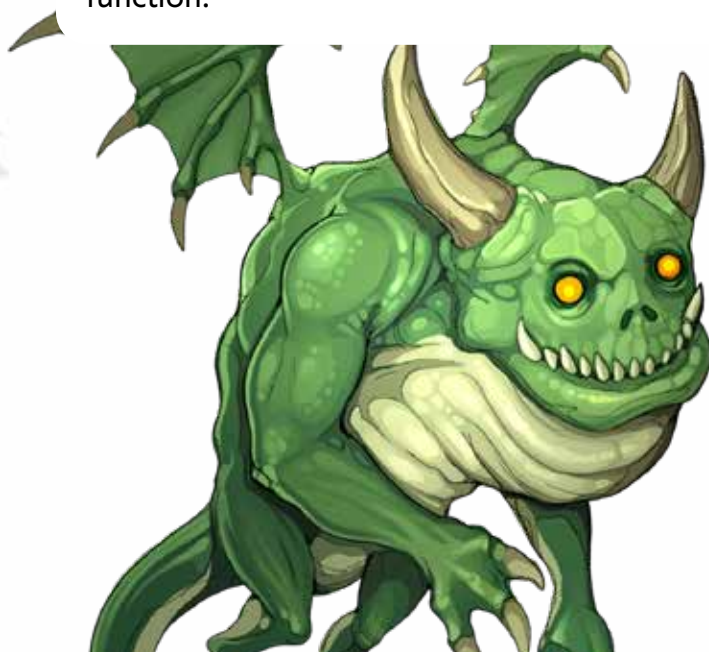
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## USING THIS BOOK

The Infinite Staircase is a book of planar lore for D&D 5th edition. It's also more than that. The Infinite Staircase is a journey of discovery and reflection - each of the planes in the D&D multiverse represents something of the human(oid) condition, and our quest to better understand ourselves. Characters undertaking to use the Infinite Staircase should be prepared to reflect on what makes them who they are, and why their choices matter. The outer and inner planes of the D&D cosmology are places to fight monsters and gather treasure, should one be feeling reductive, but they have the capacity to be so much more than that.

A journey through the planes should be strange, and wonderful. Angels commit acts of barbarism. Devils offer chances at redemption. Waterfalls of fear wash away the years and recreate the world in shades of riotous colour. If a character should emerge on the other side with a new class, a new name, or a better understanding of their own gender identity, then the Infinite Staircase has performed its function.



## STRANGE LOCALES

Overwhelming Life

Mists of Ravenloft

Gay Agenda

Crystalline Resonance



# FINDING THE STAIR

Finding the Infinite Stair can be tricky. Entrances exist all throughout the many world of the D&D multiverse, though most are hidden or guarded by terrible creatures who covet the secrets of the stairway. Locating an entrance can be a quest in and of itself, as can making it past the ferocious and cunning guardians that the stairway seems to attract like moths to a flame.

## DOORWAYS

In order to access the stair at all, a doorway must be found. On the material plane, these doorways almost always manifest as portals, gates, arches and other symbolically sympathetic architectural devices. Activating such a door can be as simple as opening it using a handle or key, though many entrances in the planes also require the traveler to experience a particular emotion, sensation or revelation before they will open.

## PLANAR LORE

Some entrances to the staircase are hidden in books and legends, though such records are few and far between. Some items and spells are able to detect breaches between planes, such as the *Detect Portal* spell below. On occasion, powerful creatures such as devils might trade the location of an entrance in exchange for something of great value.



## DETECT PORTAL

Bard		Cleric		Druid		Paladin			Ranger		Sorcerer		Warlock		Wizard	
CASTING TIME:				1 action					DURATION:		Instantaneous					
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Divination							
Range/Area:				60ft.					V		S		M*		*a set of coloured glass lenses	
You learn the direction and distance to the closest planar portal within 5 miles, if any are present. When you cast this spell, you learn if the portal connects to another plane of existence, and if so the name of that plane. This spell can be cast while touching a planar portal to learn the conditions by which it may be activated, if any.																

This sourcebook is designed for the 5th edition of the Dungeons and Dragons Roleplaying game. You will need a copy of the *Monster Manual* to get the most use from this book, and you may also find useful to have access to *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*





## LANDINGS

Even after the travails of finding an entrance, once a creature enters the stairwell, their fate is by no means assured. Each time a creature ascends (or descends) the staircase, they are almost certain to encounter one or more 'landings' on the way.

Landings are places where the stair meets a plane of existence, a weak spot in reality where the stair is able to puncture it and use it as a stepping stone. They are technically part of the plane of existence they border, and follow most of the usual alterations to magic and restrictions of that plane. Landings vary in shape, size and nature, from small rocky platforms to expansive illusory vistas that could easily be mistaken for the real world.

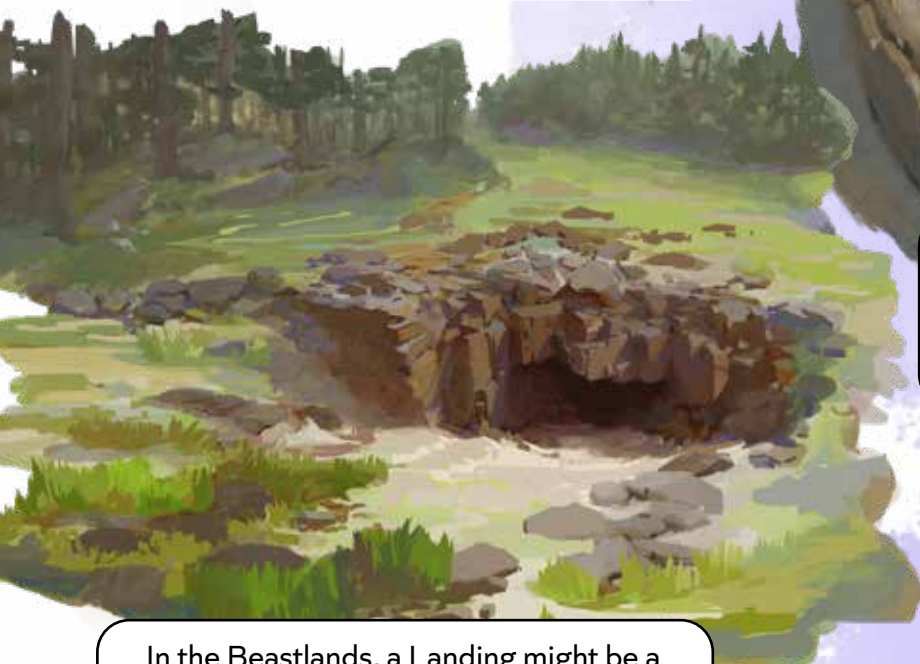
To continue along the stairway from a landing, travelers must quickly find the doorway that will take them back onto the stairwell the stairwell, lest the door vanishes and they become stuck on a plane they had no desire to visit.

The farther away the destination, the more landings will usually occur before the traveller reaches their destination. If the destination is on another world, then the journey length is subject to the stair's capricious whim.

The stairway is a metaphor and a cosmic force. It exists behind the planes, and walking it seems to take an eternity, or no time at all. It varies in shape, size, material, and cares little for gravity or spatial reasoning. Sometimes the stair splits, tempting the lost or unfocused astray. It always ends with a door, gate or portal.

## TYPES OF LANDING

Emerging onto one of the Infinite Staircase's many landings can be compared to awakening from a long and confusing dream. Landing is perhaps a poor word for the weak, permeable areas of reality that dot the planes, but it shall have to suffice.



In the Beastlands, a Landing might be a dank and fetid cave, occupied by a huge and territorial animal guardian.



On the Plane of Earth, a Landing might be a stretch of rock and dust, with the doorway to the stair manifesting as a deep tunnel stretching down into the dark.

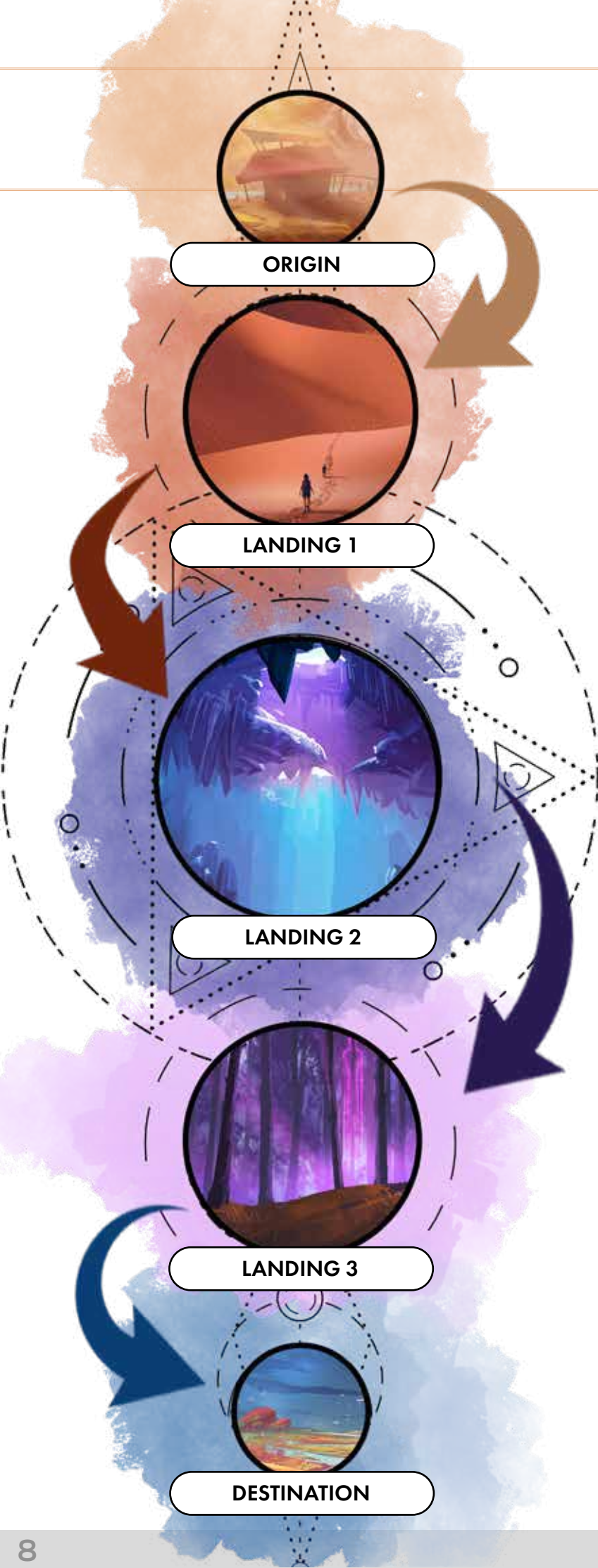


In the Shadowfell, a Landing takes the form of a haunted house. To get back on the stair, one must climb through a trapdoor in the basement of the house.

## UNSTABLE LANDINGS

The nature of the stair requires it to travel through shallow points in the fabric of the cosmos. These landings are highly unstable as a result. Adventurers who take too long to discover the door to the stair may find that it has disappeared entirely, or no longer functions. These poor souls will need to find another door entirely if they wish to continue their journey on the Staircase which could mean a substantial amount of travel through a potentially hostile plane. Precisely how long travelers have to locate the door on each landing is up to the DM, who should use their discretion based on the size, scale and difficulty of the landing's challenges.





## THE DESTINATION

Creatures walking the Infinite Staircase usually do so with some destination in mind. Perhaps they are stuck on an outer plane due to a magical accident and wish to return home, or maybe they have tired of their current existence and seek a new life on plane that better suits their temperament. Either way, the staircase is not a means of conveyance to be used lightly. Not all planes connect to each other directly by the stair - a map is provided later in this document showing the usual pathways the stair takes. Each time the stair would pass through a plane, there should be a landing for that plane. This can result in long and treacherous journeys depending on how far removed the destination is from your starting plane - travelling from Gehenna to Arborea, on opposite points of the Great Wheel, is no mean feat.

## HEART'S DESIRE

The staircase has a secret will of its own, a special ability which sets it apart from other means of travel. It can sense a creature's heart's desire, what they truly want more than anything in the world. Occasionally, the staircase will branch off from itself, leading to a second path. A creature that follows this path knows they are on the road to their Heart's Desire. The stairway wends through many landings, leading to a door through which the afflicted creature can glimpse the prize waiting for them, and take it if they choose.

If the doorway is refused, then it never shows this creature the path again. A creature may still attempt to reach their heart's desire, but it will be without the aid of the staircase. The staircase can never be forced to offer this boon to a traveler, but does not discriminate based on alignment.



The stairway is a metaphor and a cosmic force. It exists behind the planes, and walking it seems to take an eternity, or no time at all. It varies in shape, size, material, and cares little for gravity or spatial reasoning. Sometimes the stair splits, tempting the lost or unfocused astray. It always ends with a door, gate or portal.

## ONWARDS AND UPWARDS

The stair is not really a place, and by merit of this it cannot be destroyed. The only encounters that occur on the stairs are those with other planar travellers, though given the immensity of the stair and the scarcity of knowledge concerning it, those should be few and far between.

- Creatures gain no benefit from short or long rests taken on the stairwell, even those taken in spaces such as a *Mordenkainen's Magnificent Mansion*.
- Creatures who fall off the stairs (or fly more than a hundred feet away) are set adrift at a random location, often in the astral plane or the border ethereal.
- Teleportation and planar travel effects do not work on the Infinite Stair - it is a jealous and often fickle form of transportation. Attempts to cast the *teleportation* spell in particular always result in a mishap.
- Time passes normally on the stair, in that creature age and natural materials decay at the same rate they would in the material plane.



d6 The Stairs Go...	
1-3	Upwards
4-6	Downwards

d8 Style	
1	Straight (Heterostaircasual)
2	Spiral or curved
3	Floating
4	Switchback
5	Ladder/Rope Ladder
6	Slope/Ramp
7	Stepping stones
8	Moving platforms/elevators

## ACCESSIBILITY

The staircase *wants* to be used. If a character would find a stairway so difficult as to render travel impossible, such as for wheelchair-using characters, then the stair always manifests as a slope, a lift or another means accessible to them.

The stair is a metaphor, and it serves the needs of those who use it - no-one is left behind or forgotten for any reason as prosaic as a walking stick.

## Stairway Themes by Destination

Next Landing	Linked Plane	Staircase Suggestions	Themes
Feywild Intensity	Feywild	Flora, Bright light, Colour	Emotion, Stories, Fey
Shadowfell Blues	Shadowfell	Shadow, Stone, Dust	Memory, Regret, Undead
Rushing Winds	Plane of Air	Wind, Storm, Lightning	-
Restless Waters	Plane of Water	Underwater, Tidal, Lunar	-
Raging Flames	Plane of Fire	Heat, Volcanic, Sunlight	-
Rumbling Earth	Plane of Earth	Underground, Mountain	-
Elysian Bliss	Elysium	Grass, Sunsets, Flowers	Rest, Peace, Tranquility
Beastly Kingdom	Beastlands	Animals, Meat, Hunger	Hunting, Nature, Life
Arborean Wilds	Arborea	Forest, Wilderness	Creativity, Inspiration
Ysgardian Fervour	Ysgard	Crags, Heights, Shades	Competition, Battle
Ruinous Limbo	Limbo	Pure Energy, Mutations	Change, Energy, Chaos
Howling Pandemonium	Pandemonium	Hollow, Shrieking, Tunnel	Madness, Emptiness
Abyssal Incursion	The Abyss	Ichor, Filth, Growths	Infection, Demons
Carcerian Labyrinth	Carceri	Maze, Multiple Choice	Imprisonment, Traps
Hades Wastes	Hades	Grey, Empty, Silent	Neglect, Amnesia
Gehennan Greed	Gehenna	Fool's Gold, Gaudy	Greed, Betrayal
Hellfire Fumes	The Nine Hells	Brimstone, Sulphur	Punishment, Devils
Acheron Crescendo	Acheron	Blood, Weapons	War, Slaughter, Rage
Mechanical Law	Mechanus	Gears, Ticking, Regular	Law, Rules
Arcadian Harmony	Arcadia	Patterns, Lines	Order, Perfection
Celestial Grace	Mount Celestia	Clouds, Light, Sun	Virtue, righteousness
Bytopian Lighting	Bytopia	Parallels, Duos, Twins	Balance, Goodwill
Material Plane		Unique	-

d8 Things Floating In The Aether	
1	A grecian pillar, riddled with pockmarks.
2	The corpse of a traveller, rotted away to the bare bones.
3	A spinning golden coin marked with the face of a minor god of prosperity.
4	A <i>bag of devouring</i> , posing as a bag of holding containing 5000gp.
5	A dismembered fragment of the stair, seemingly broken by some long ago explosion.
6	A demon (slowly revolving and howling to itself) drifting in the distance
7	A battered brown hat, which someone somewhere is looking for
8	A chewed up spellbook, partially decayed into fragments

d10 Environment	
1	Purple clouds and glimmering stars, which seem to drift in and out of view.
2	A dark void, entirely lightless.
3	A grey fog that clings to the stairway and hinders vision.
4	Shimmering fractal patterns endlessly evolve and devolve around the stairs.
5	Bright colours slowly staining the air like ink in water.
6	A twisting aurora that wends into the distance out of sight.
7	Strange silhouetted letters that seem to be legible in all languages and none.
8	A grey, fleshy brown colour that pervades everything, rendering it all in sepia.
9	A moonlit, starless night - the moon orbits the stair from far, far away.
10	A starry expanse in the blackness, littered with dying stars and dead worlds.





# STAIRWAY DENIZENS

Though the staircase is a well-kept secret, some of the older and cannier races of the multiverse are more frequently encountered there than others.

## MIND FLAYERS

Since the loss of their nautiloid fleet, the mind flayers have long lusted after a way to travel between worlds easily, both to escape the hunting parties of the githyanki and to plant the seeds of conquest in as many planes as possible. Alhoons, Illithiliches and other mind flayer outcasts can sometimes be found relying on the stair as a means of escaping the clutches of a rival mind flayer colony.



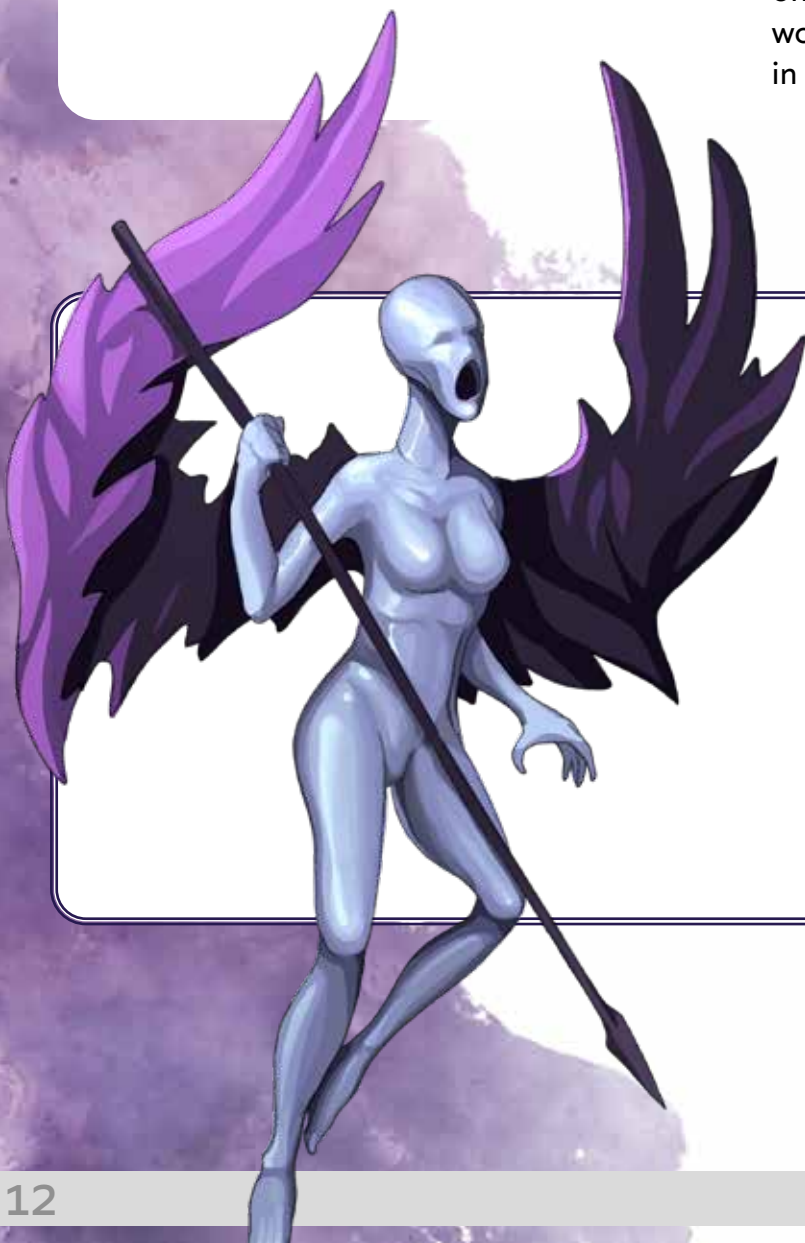
## SHADAR KAI

The Raven Queen knows many things. As keeper of secrets and memories, the Infinite Staircase represents a most delicious and tantalizing secret. To this end, her servants the Shadar Kai are tasked with investigating the staircase for curiosities and clues as to its true nature. The Shadar Kai pursue this in their own ways, in their own time - some would prefer to kill onlookers rather than risk discovery, and others would happily break (grey) bread with travellers in order to wheedle information from them.



## ANGELS

Devas and planetars in service to the gods can sometimes be found traversing the stairway, guiding or foiling mortal travelers as befits their mission. Chief amongst these are the Shards of Selune, planetars made from moonlight and fire sworn to defeat the darkness wherever it might lurk. The price for this aid, however, is high - should the Shards rescue a group from mortal peril, they demand that a creature ascend to join their ranks.





## THE RED WIZARD

Covered in sinuous tattoos from head to toe, the Red Wizard searches the staircase for a book lost to the ages, the fabled Book of Vile Darkness. An evoker of no small talent, they would sell their own grandmother to a beholder for the mersey hint as to the location of the Book. With it in hand, the Red Wizard could turn to his true agenda, returning to his homeland of Thay to overthrow the lich Szass Tam and rule in his place.

## MORTIMER FILIGREE

This heavily cloaked figure appears on the staircase only sporadically, and seems to be able to vanish at-will. They trade wordlessly in trinkets and magical items, though their habit of dropping spiders everywhere doesn't do much for customer retention. Sometimes they will give directions, though these do occasionally lead into pits of arachnids instead of wherever they were supposed to go.



## THE WAYFARER

Legend has it that the Infinite Staircase is a pet project of the god Shaundakul, Faerunian god of travel and exploration. Whether you believe this or not, far more credible are the tales of a lonesome middle-aged man carrying a large set of heavy bags and offering nigh miraculous aid to travellers in need. Called the Wayfarer by some, he never asks for anything in return

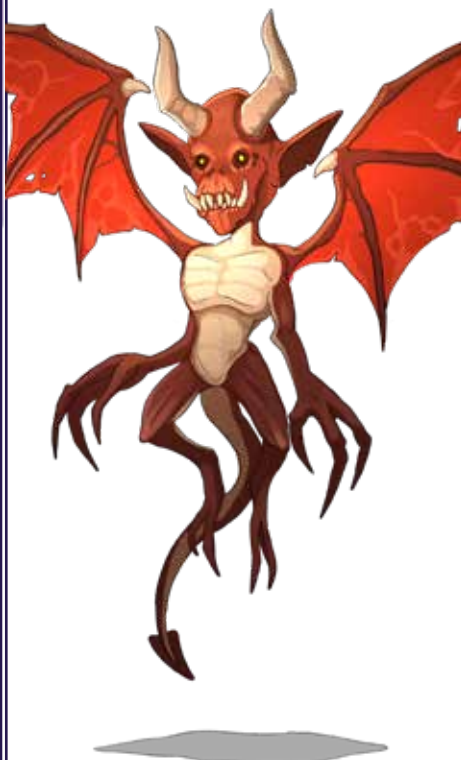






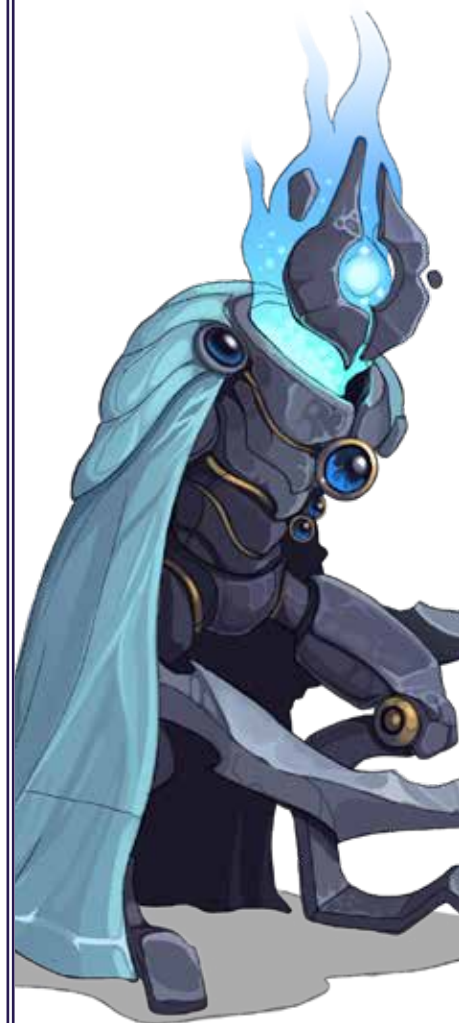
## LILLENDI

Celestials native to Ysgard, the Lillendi most often manifest as eerie (sometimes winged) feathered serpents with humanoid upper bodies. Guardians and protectors, they seek to defend the stair from infiltration by undesirables - they hold particular grievances against devils and modrons, for reasons unknown. Lillendi love creativity, and are drawn to artists, poets, bards and other fonts of inspiration.



## DEVILS

The work of the Nine Hells is never done, and Asmodeus is always looking for new ways to communicate across planar boundaries. The Infinite Stair is sometimes hostile to devilkind, but not so much that high ranking devils won't risk sending messenger **imps** up and down it. Very occasionally, more powerful devils who do not possess plane shifting abilities will use the Stair, but the more powerful the devil, the more likely the staircase is to exact retribution.



## INEVITABLES

Servants of Law native to Mechanus, Inevitables are constructs designed to punish those who break the rules. The most famous inevitables are **maruts**, who enforce contracts, but all manner of bespoke inevitables exist to track down and destroy creatures who attempt to subvert the underlying rules of the multiverse. Inevitables can track travellers through the Infinite Stair, making them very hard to shake off.



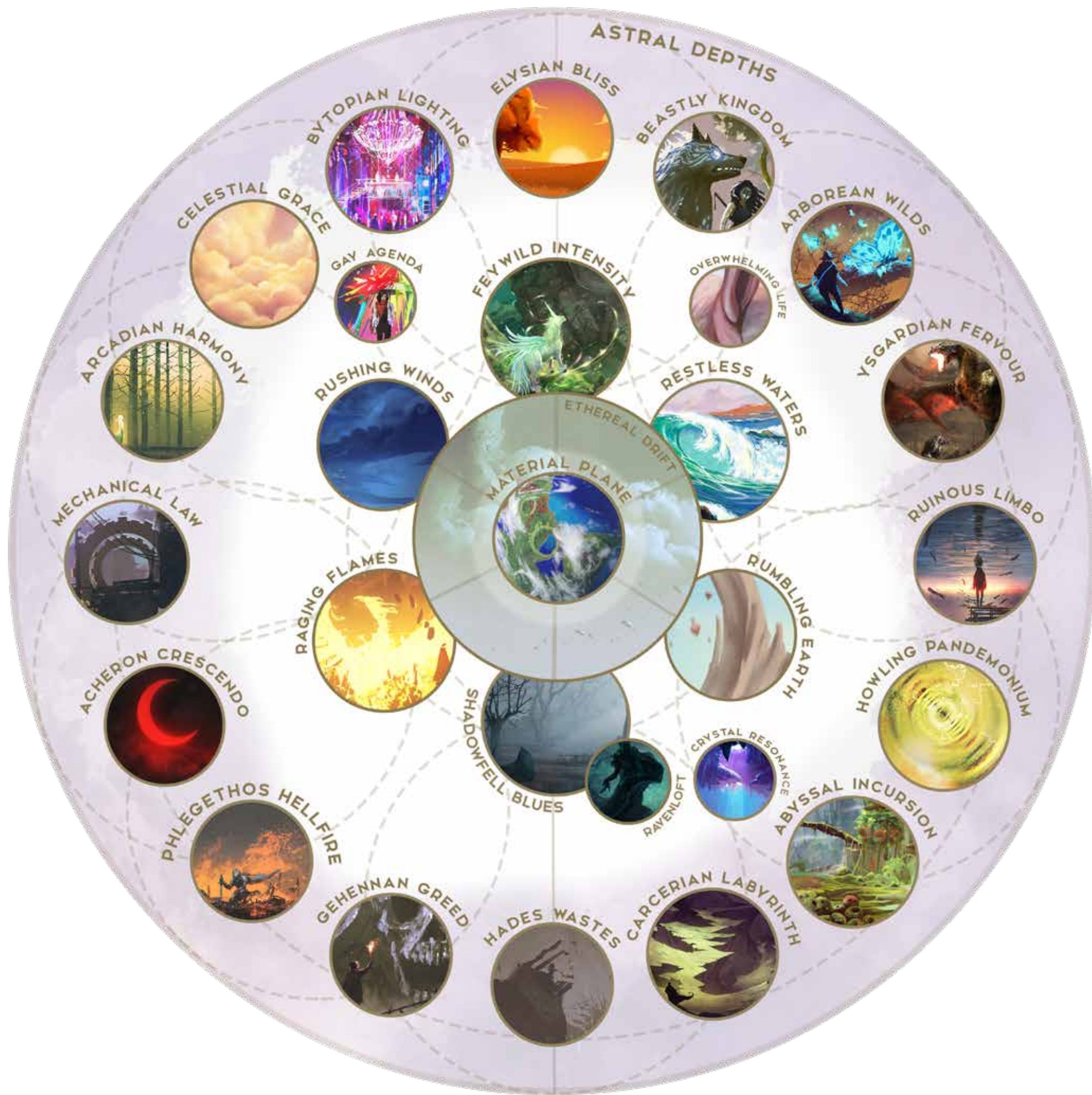
# TELLING STORIES IN THE PLANES

Walking the planes can be a transformative experience, both inside and out. No plane should pass by without imparting a lesson (however small) on what it means to exist. Consider the following questions as you pass through each plane of existence:



## Stairway Themes by Destination

Landing	Linked Plane	Questions
Feywild Intensity	Feywild	Am I in control of my emotions, or do they control me?
Shadowfell Blues	Shadowfell	What do I regret? Do my past sins shape my present?
Elysian Bliss	Elysium	While evil exists, can eternal rest ever be moral?
Beastly Kingdom	Beastlands	It is the natural way to eat or be eaten. Is this defensible?
Arborean Wilds	Arborea	Is heroism a worthy thing to aspire to? What does being a hero mean?
Ysgardian Fervour	Ysgard	Is conflict and challenge always something to be avoided? Does it motivate us? Inspire us?
Ruinous Limbo	Limbo	The nature of living things is to change. What would you change about yourself, and what is stopping you?
Howling Pandemonium	Pandemonium	What am I trying to drown out? Why am I afraid of the quiet?
Abyssal Incursion	The Abyss	Is it possible for there to ever be an end to evil acts? What would this mean for the world?
Carcerian Labyrinth	Carceri	Everyone is in a prison of their own making. What is mine?
Hades Wastes	Hades	Under my material possessions and my fancies, who is left underneath? Do I like what I see?
Gehennan Greed	Gehenna	What price would it take to sway me from my principles?
Hellfire Fumes	The Nine Hells	Can there be a use and a purpose in Evil?
Acheron Crescendo	Acheron	What do you fight for? When is violence the right way?
Mechanical Law	Mechanus	What rules do I live by? What would convince me to change them?
Arcadian Harmony	Arcadia	Do I want to be the same as everyone else? Why do I want to fit in?
Celestial Grace	Mount Celestia	Is being Good worth the cost? What do I understand by the term Good, anyway?
Bytopian Lighting	Bytopia	Do I have confidence in who I am? Why?







The feywild is an emotion echo of the real world, and draws strength from all sentient creatures. Overlaid onto the Material Plane like a bright and twisted mirror, it is a place of intense feeling and saturated colours. Everything is more...itself...in the feywild, home to creatures lost in the tide of their instincts and desires. For all the Feywild exemplifies joy and intimacy, it also displays bitter sadness and terrible anger.

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

- A character experiences a strong emotion in line with their Personality Traits or Flaws
- A character betrays a principle or oath
- A creature is troubled by visions, dreams or other apparitions that shake their faith in the stability of reality

d100	Effect
01-07	A surge of anger rampages over the area. Things become uncomfortably hot to the touch, and flammable objects may even set alight.
08-17	Laughter, bright and merry, fills the air. Sparkles play in the light, and objects begin to float off the ground.
18-30	The frost of grief rimes the ground, coating creatures in thin layers of ice and shattering into diamonds.
31-35	Rain begins to fall like tears from the sky, mounting into a downpour accompanied by a lingering sensation of guilt that hangs in the air like a shroud.
36-50	Jealousy creeps into the plants and vines, turning them a deep green hue and sickening them with desperate avarice.
51-62	Fear crawls along the ground and along ceilings, turning the air a bitter purple and causing denizens of the feywild to flee in large numbers.
63-76	Ecstasy washes over the assembled, drowning creatures in crashing waves of bliss and painting the landscape in deep, vibrant tones of regal blue.
77-82	Irritation crumbles and cracks the landscape, glowing an angry orange and causing creatures to itch.
83-88	Fatigue seeps over the sky, infusing it with grey. Sleep hangs over the land, threatening to plunge it into enchanted slumber.
89-98	Anxiety begins to bubble up from below, festering in yellow clumps and shivering.
99-00	A permanent Fey Crossing opens, through which creatures from the Feywild can freely slip into the material plane and vice versa.

d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	A wish for summer to come again	A feeling of loneliness
2	Coastal	A spiral of fluorescent coral	A feeling of confusion
3	Desert	The last thoughts of a man dying from thirst	A feeling of desolation
4	Forest	A bridge over a small river	A feeling of curiosity
5	Grassland	The burial mound of a dead king	A feeling of loss
6	Mountain	A henge of broken stones	A feeling of passion
7	Swamp	A ring of mushrooms	A feeling of jealousy
8	Underdark	A cave full of bright, buzzing fireflies	A feeling of wonder
9	Underwater	The bottom of a garden pond	A feeling of hate
10	Urban	A story told to children	A feeling of longing

d8 + d12	Guarded By
2	A dryad (or another type of nymph) tasked with protecting the door.
3	A colony of <b>meenlocks</b> who have claimed it as their home.
4	Several <b>redcaps</b> lured here by a murder.
5-14	Nothing. The door is young, and unknown.
15	A <b>green hag</b> who built their hut over it and fuels it with suffering.
16	A <b>korred</b> , which likes to be offered treats.
17	A <b>winter eladrin</b> , bound to the location by a superior. It resents the task.
18	An elven cult dedicated to an extraplanar being.
19	A village of gnomes. They love visitors.
20	A pack of <b>displacer beasts</b> who want to come inside, and then immediately change their minds.



### BLOODY GRANDPA

The careless user of a doorway into the feywild may encounter Bloody Grandpa, an ancient redcap sustained through perfunctory ritual murder of anyone who rings on his doorbell. Bloody Grandpa can be waylaid instead with stories of mayhem and carnage, which please his dire sensibilities. If angered, he can summon a tide of younger redcaps who take great glee in devastating the area.

d20	The Next Stairs Lead Up/Down To
1	Arborean Wilds
2	Beastly Kingdom
3-6	Ethereal Drift
7-16	Material Plane
17	Bytopian Lighting
18	Rushing Winds
19	Restless Waters
20	Elysian Bliss





# SHADOWFELL BLUES



The Shadowfell, plane of bleak misery and pale memory, lies close to the material plane. In places strongly connected to death and tragedy, the two worlds overlap, producing melancholy zones that resonate with half-hearted woe and unlikely misfortune.

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

- A character uncovers a revelation or a secret that should have stayed hidden
- A character regrets their choices, and wishes they had taken another path
- A creature is reminded of dark events from their past

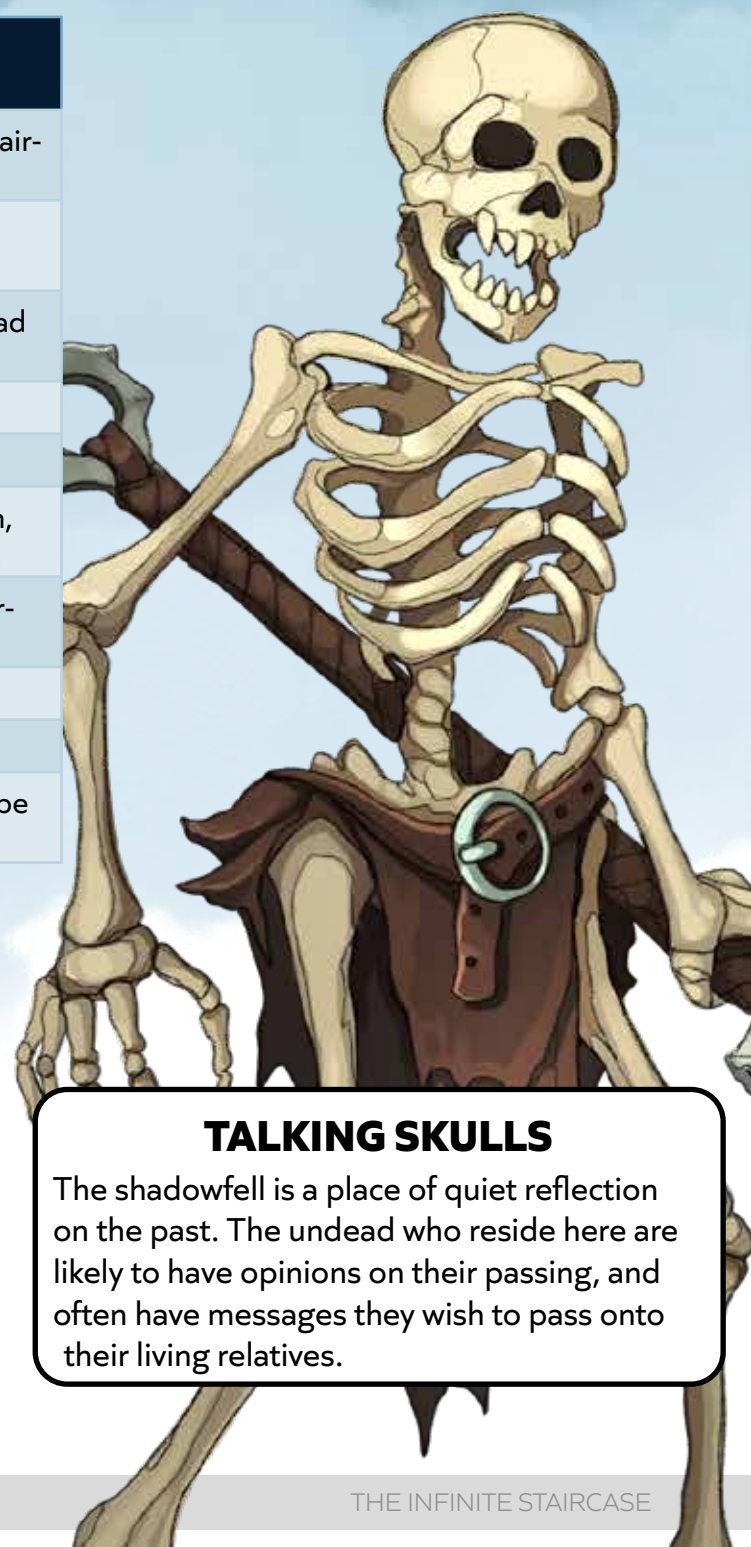
d100	Effect
01-07	The world seems to sigh. Each character chooses a personality trait, bond, or ideal. That feature is suppressed for 24 hours, at the end of which characters must succeed on a DC15 Charisma saving throw, or lose it for good.
08-17	Familiars, bonded pets and other companions seem to lose their enthusiasm, and nothing can drag them out of their despondency.
18-30	Creatures inside the area are each consumed by a single regret from the past – have each character relate which memory is troubling them.
31-35	For the next 24 hours, all creatures inside the area can see into the ethereal plane.
36-50	For for the next week the area is shrouded in a pervasive gloom that turns all bright light into dim light.
51-62	All pleasant emotions in the area become muted and dull. All creatures in the area temporarily gain the personality trait “I am riven by doubt” until the sun next rises.
63-76	Colour leeches away, casting life entirely in shades of grey. This affects the perceptions of all creatures inside the area as long as they remain there, and ends after 24 hours.
77-82	Memories of grief bubble to the surface. All creatures in the area remember someone or something they loved and lost - have each character relate which memory is troubling them.
83-88	A random character sees their shadow detach from their body. The <b>shadow</b> is autonomous, and may be friend or foe (decided by the DM).
89-98	All corpses and bodies in the area begin to softly hum or vibrate for up to an hour. Creatures touching afflicted remains can hear that creature’s last thoughts from the moments before they died.
99-00	A permanent Shadow Crossing opens, through which creatures from the Shadowfell can freely slip into the material plane and vice versa.



d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	An icy crag far from the light	A memory of winter
2	Coastal	A cove of jagged rocks	A memory of sorrow
3	Desert	A graveyard of bleached bone	A memory of anger
4	Forest	A dark glade on a moonless night	A memory of brutality
5	Grassland	A gothic archway, shrouded in dust	A memory of fear
6	Mountain	A secret door in the mountainside	A memory of struggle
7	Swamp	A gothic archway, choked by vines	A memory of misery
8	Underdark	A fossil of an unknown creature	A memory of a memory
9	Underwater	A sunken shipwreck	A memory of wickedness
10	Urban	The shadow between two buildings	A memory of death

d8 + d12	Guarded By
2	A <b>lich</b> , determined to preserve the secret of the stairwell for its own selfish uses.
3	The <b>skeletons</b> of the dead, who will brook no passage.
4	A <b>shadow demon</b> , bound to the spot by a long dead sorcerer.
5-14	Nothing. No-one remembers it exists.
15	The <b>lonely</b> , who just wants a friend.
16	A <b>gloom weaver</b> in the service of the Raven queen, who would prefer this doorway remained a secret.
17	A <b>ghost</b> , who must pass on knowledge of the doorway in order to find rest.
18	A <b>balhannoth</b> , cloaked in an illusion.
19	A <b>medusa</b> , who collects trophies
20	A <b>red shadow dragon</b> , who considers the door to be one of its treasures (and thus not for sale.)

d20	The Next Stairs Lead Up/Down To
1-3	Phlegethos Hellfire
4-6	Gehennan Greed
7-11	Ethereal Drift
12-16	Material Plane
17	Crystal Resonance
18	Carcerian Labyrinth
19	Mists of Ravenloft
20	Hades Wastes



## TALKING SKULLS

The shadowfell is a place of quiet reflection on the past. The undead who reside here are likely to have opinions on their passing, and often have messages they wish to pass onto their living relatives.

# SHADOWFELL BLUES





# ETHEREAL DRIFT



The Ethereal Plane exists 'behind' or perhaps in the same place as the material plane and the elemental planes - every point in any of those worlds has a corresponding point in the Ethereal Plane - usually referred to as the Border Ethereal, easily accessed by low level magic.

The infinite stair will sometimes deposit creatures in the Deep Ethereal, a fogbound haze that contains no entrances to the stair - instead the Ethereal contains a number of colourful portal entrances directly into the material plane, the feywild, shadowfell or the elemental planes. Anyone wishing to continue their journey from here would have to find one of these portals (described better in the Dungeon Master's Guide) and find a new entrance to the stair from there.

Despite this, a journey through the stair might inadvertently lead through here, and a table of wandering planar denizens to encounter is included for your reference.

d8 + d12	Ethereal Wanderers
2	A <b>deva</b> , disguised as a wandering human. It makes a lot of suspicious speeches about hope.
3	A colony of <b>phase spiders</b> , hunting for food
4	A <b>wraith</b> , spiteful and entirely willing to kill someone over a sandwich
5-10	A <b>ghost</b> , which became lost after wandering too far from the border ethereal
11-12	A plane wandering <b>archmage</b> , filled to the brim with unearned confidence.
13-14	A <b>night hag</b> , surprised to see anyone here
15-16	A <b>nightmare</b> , out of control
17-18	A <b>succubus/incubus</b> looking for something gay and entirely consensual to do on a weeknight.
19	<b>The lonely</b> . It doesn't know how it got here, and it does <i>not</i> care for it.
20	A <b>cloud giant</b> , which fell asleep and was banished here in an ill-fated prank.



## ETHEREAL ACCIDENTS

The multitude of magics abusing the nature of the ethereal make it a tempting place to sojourn for assassins, mages and spies of all kinds. Alas, it's just as easy to fall into the Deep Ethereal by mistake, and finding your way home from there can be quite the adventure.

# ETHEREAL DRIFT





# RESTLESS WATERS

The four elements – fire, water, earth and air – provide the building blocks on which all worlds are founded. In some places (called ‘nodes’) one or more of these forces are particularly strong. Water nodes are usually found under the sea, or in coastal locales. Cultists of forces such as Elemental Evil prize these locations, using them to power magical devices and augment spells.

Consider rolling on the Restless Waters table when the following circumstances occur in the region:

- A creature casts an elemental spell aligned with or in opposition to the magic of the node
- An elemental creature is summoned or manifests near the node
- The node is used to power an ability, device or magical item

d100	Effect
01-07	Aquatic creatures begin to converge on the location. There is a 50% chance they intend to be helpful, and a 50% chance they are filled with evil intent.
08-17	All cloth, wood and other porous material in the area becomes uncomfortably damp, remaining so for the next 7 days regardless of attempts to dry them.
18-30	A <b>water weird</b> appears in a nearby source of water, and lurks hoping to invest itself in a more suitable receptacle (such as a waterskin, or a bottle).
31-35	A thick fogbank rises over the area, heavily obscuring the area except underwater. This fog lasts for 24 hours
36-50	Water in the area begins to act in a highly irregular fashion, as per one of the effects of a control water spell.
51-62	Nearby water develops a strong current, in a direction determined by the DM. Whenever a creature enters a strong current for the first time on a turn or starts its turn there, it must succeed on a DC 15 Strength saving throw or be carried 1d4x10 feet in the direction of the current. Such water is difficult terrain for all swimmers.
63-76	A <b>water elemental</b> manifests from the aether. It ignores creatures with a swim speed or who can breathe underwater, but attacks and drowns others.
77-82	Fires and open flames in the area are extinguished, and may not be relit for 24 hours.
83-88	Torrential rain begins to fall, blanketing the area in Heavy Precipitation.
89-98	Water in the area becomes clouded in magical gloom, reducing the visibility to 10 feet.
99-00	A permanent breach to the elemental plane of water opens, allowing creatures to pass through from either side.

d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	A vast glacier, mirroring strange visions	An offering of saltwater
2	Coastal	A vast wave that appears only once a day	An offering of saliva
3	Desert	A cool oasis in the shade	An offering of blood
4	Forest	A swift river under the treeline	An offering of sap
5	Grassland	The deepest reaches of a flooded plain	An offering of wine
6	Mountain	A secret valley spring	An offering of mercury
7	Swamp	A treacherous sinkhole	An offering of treacle
8	Underdark	Beneath an underground sea	An offering of oil
9	Underwater	A permanent whirlpool far out at sea	An offering of liquor
10	Urban	A sewer pipe, always leaking	An offering of urine

d8 + d12	Guarded By
2	A <b>marid</b> , cursed to guard the stair, who desires freedom above all else.
3	A wild and spiteful <b>water elemental</b> with a murderous agenda
4	A <b>water elemental myrmidon</b> bound to defend it with magic
5-14	Nothing. No-one remembers it exists.
15	A <b>sea hag</b> with a nearby lair. She considers it to be <i>her</i> elemental node.
16	Cultists dedicated to Elemental Evil.
17	A <b>giant crocodile</b> , wallowing in idle notions of murder.
18	A <b>merrenoloth</b> hired to guard the doorway between planes.
19	A jealous <b>aboleth</b> who likes to be feted and admired.
20	A <b>leviathan</b> slumbering in a demiplane underneath the water source.

d20	The Next Stairs Lead Up/Down To
1-3	Ysgardian Fervour
4-6	Beastly Kingdom
7-11	Ethereal Drift
12-16	Material Plane
17	Feywild Intensity
18-19	Rumbling Earth
20	Astral Depths



## THE ASSASSIN

A **water elemental myrmidon** freed from servitude by the whispers of the Elder Elemental Eye, the Assassin is searching for three hundred and thirty three peculiar gems.



# RESTLESS WATERS



# RAGING FLAMES

The four elements – fire, water, earth and air – provide the building blocks on which all worlds are founded. In some places, one or more of these forces are particularly strong. Cultists of forces such as Elemental Evil prize these locations, using them to power magical devices and augment spells. Fire nodes are reflections of heat and light, and are usually found in volcanos or deserts.

Consider rolling on the relevant Elemental Node table when the following circumstances occur in the region:

- A creature casts an elemental spell aligned with or in opposition to the magic of the node
- An elemental creature is summoned or manifests near the node
- The node is used to power an ability, device or magical item

d100	Effect
01-07	The air is uncomfortably toasty. For the next 24 hours, creature passing through the area are subjected to the rules for Extreme Heat.
08-17	There is a dangerous tension in the air. For the next hour, creatures lose resistance to fire damage whilst they remain inside the zone
18-30	A group of 1d4 <b>magma mephits</b> bubble up from nowhere and begin to maliciously pelt the party with anything they can lift that isn't tied down.
31-35	Dark smoke clouds the air, lightly obscuring the entire area. Creatures that need to breathe must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion
36-50	A <b>fire elemental</b> manifests. It heads for the nearest available source of easily combustible material, only confronting other creatures if they get in the way (or qualify for the dubious honour of 'combustible materials'.
51-62	The weave of magic is suffused with heat. Spells that manipulate or produce fire are treated as being cast at one level higher than they were.
63-76	A blast of sulphurous gas leaks from a crack in the floor. This is treated as a <i>stinking cloud</i> spell (DC 13).
77-82	Part of the floor (determined by the DM) crumble away into lava. A creature takes 6d10 fire damage when it enters lava for the first time on a turn or when it ends its turn there
83-88	For the next hour, any spells of 1st level or higher which produce heat or fire also produce a <i>fireball</i> spell centred on the caster (DC15).
89-98	An <i>incendiary cloud</i> (as per the spell) wafts into the area, following a random character until it dissipates 1 minute later.
99-00	A permanent breach to the elemental plane of fire opens, allowing creatures to freely pass through from either side.



d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	Reflected sunlight from an icy peak	A sacrifice of wood
2	Coastal	The light of dawn hitting the shore	A sacrifice of spirits
3	Desert	A parched and barren mesa	A sacrifice of water
4	Forest	A withered forest, eternally burning	A sacrifice of silk
5	Grassland	A stifling heatwave	A sacrifice of salt
6	Mountain	The heart of a volcano	A sacrifice of cloth
7	Swamp	A pit of boiling tar	A sacrifice of metal
8	Underdark	A magma filled crack in the earth	A sacrifice of light
9	Underwater	A bubbling hot spring	A sacrifice of paper
10	Urban	An antique sundial at noon	A sacrifice of leather

d8 + d12	Guarded By
2	A <b>phoenix</b> , trapped in a fragile, fading imprisonment spell
3	A group of firenewts excited about their discovery.
4	2d4 <b>azer</b> using the node to fuel their work
5-14	Nothing. Memories burn away to cinders.
15	A <b>hell hound</b> acting as a guard dog. It seems bored and open to bribery.
16	Three <b>flameskulls</b> who cannot agree on anything.
17	A <b>salamander</b> looking to extort wealth for access to the portal
18	A <b>fire elemental myrmidon</b> in service to elemental evil.
19	A <b>fire giant</b> seeking to abuse the node in their crafting
20	An <b>adult red dragon</b> , decadently bathing in the energy of the node.

d20	The Next Stairs Lead Up/Down To
1-3	Rushing Winds
4-6	Rumbling Earth
7-11	Ethereal Drift
12 -16	Material Plane
17	Hellfire Fumes
18	Acheron Crescendo
19	Mechanical Law
20	Gehennan Greed



### MR. SALAZAR

A disdainful and sulky Efreeti, Mr. Salazar is currently trapped within an *iron flask*, and wants nothing more than to be free and return to his home, the Plane of Fire. On being released, he realises his powers are diminished due to his long absence, and is willing to bargain his knowledge in return for safe passage back to the City of Brass.

## RAGING FLAMES







DO YOU HAVE A FIRE  
BURNING WITHIN YOU?



# RUSHING WINDS

The four elements – fire, water, earth and air – provide the building blocks on which all worlds are founded. In some places, one or more of these forces are particularly strong. Cultists of forces such as Elemental Evil prize these locations, using them to power magical devices and augment spells. Wind nodes are expressions of air, lightning and thunder, channelled from the elemental plane of air into the material plane.

Consider rolling on the relevant Elemental Node table when the following circumstances occur in the region:

- A creature casts an elemental spell aligned with or in opposition to the magic of the node
- An elemental creature is summoned or manifests near the node
- The node is used to power an ability, device or magical item

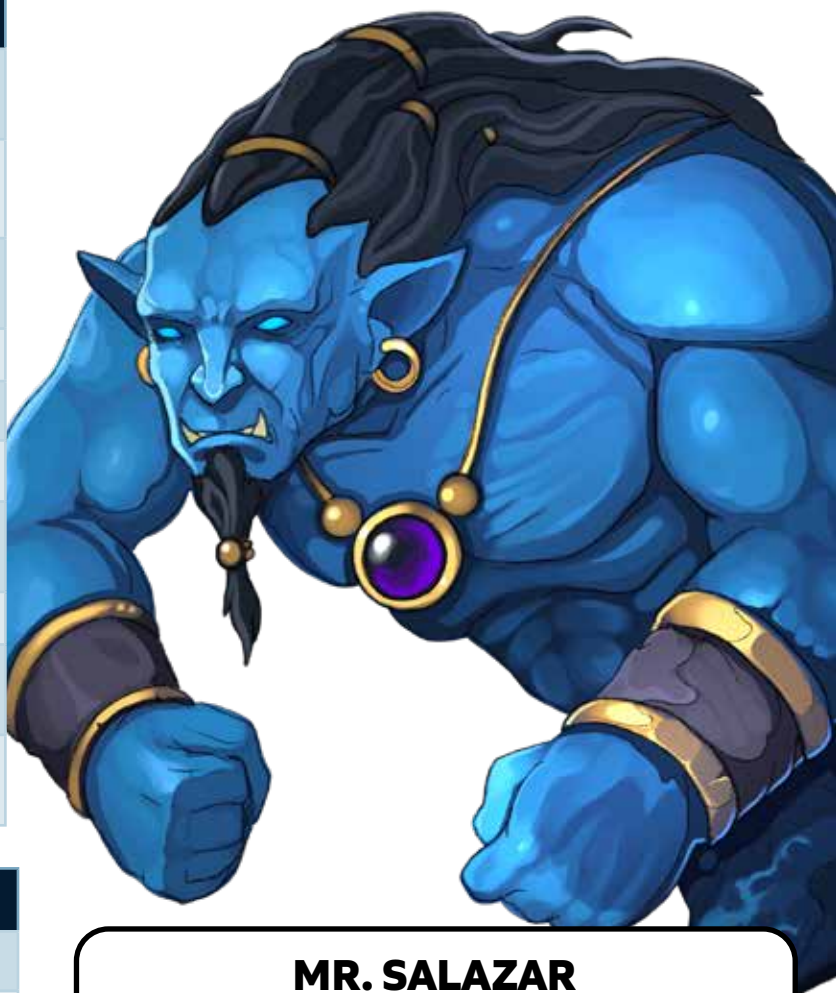
d100	Effect
01-07	An howling echo carries in the air. It lasts for 1d10 minutes, muffling other sound for the duration.
08-17	Sparks begin to crackle in the air, casting a flickering dim light. These sparks fade after 24 hours.
18-30	A thunderous boom rocks the area. Each creature must make a DC 15 Constitution saving throw. On a failure, it takes 10 (3d6) thunder damage and is deafened for 1 minute. On a success, the creature takes half damage and isn't deafened.
31-35	A blinding flash of lightning splits the air, striking the tallest creature, or the creature wearing the most metal. The creature must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure, or half as much damage on a success.
36-50	All creatures in the area gain a fly (hover) speed equal to their walking speed, if they do not possess one already.
51-62	The air becomes supernaturally potent, carrying with it threads of magic. For the next minute, roll on the wild magic surge table whenever a creature casts a spell of 1st level or higher
63-76	An <b>air elemental</b> flurries into existence. It howls about, looking for fires to put out and water to splash at people.
77-82	Eddies of harsh wind stutter ferociously for the next hour. The rules for Strong Wind apply
83-88	A gale blows in a random direction. Creatures moving against the wind must spend 2 feet of movement for every 1 foot they move
89-98	The fierce winds pick up into a tornado, which rips through the area in a direction dictated by the DM.
99-00	A permanent breach to the elemental plane of air opens, allowing creatures to pass through from either side.



d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	A bitter blizzard	A gift of mirror shards
2	Coastal	An errant sea wind	A gift of red sand
3	Desert	A raging sandstorm	A gift of bone dust
4	Forest	A psithurism laden with intent	A gift of smoke
5	Grassland	A whisper in the reeds	A gift of ground herbs
6	Mountain	A howling in the high passes	A gift of paper fragments
7	Swamp	A downpour of foul-smelling rain	A gift of grave dirt
8	Underdark	A steep opening to the sky	A gift of crystal pieces
9	Underwater	A fierce and swirling current	A gift of diamond dust
10	Urban	A waft of yellowing smog	A gift of soot

d8 + d12	Guarded By
2	A <b>djinn</b> , tethered to the door until it gives away three wishes.
3	An <b>invisible stalker</b> , which follows trespassers through the stairs.
4	An <b>air elemental myrmidon</b> , enchanted to slay intruders.
5-14	Nothing. No-one remembers it exists.
15	A <b>storm giant</b> , reading omens.
16	Cultists dedicated to Elemental Evil.
17	A <b>behir</b> , which takes poorly to being disturbed by flesh-things.
18	A <b>vampiric mist</b> , always hungry.
19	A <b>cloud giant</b> , looking for answers to a question it cannot share.
20	An <b>elder tempest</b> that rages perpetually overhead.

d20	The Next Stairs Lead Up/Down To
1-3	Restless Waters
4-6	Raging Flames
7-11	Ethereal Drift
12-16	Material Plane
17	Feywild Intensity
18-19	Celestial Grace
20	Astral Depths



### MR. SALAZAR

Mr Salazar, a grumpy and unhelpful Djinni, is currently trapped in a clichéd lighting aid. He will grant a wish in return for being re-united with his husband, the Efreeti also called Mr. Salazar.



## RUSHING WINDS





# RUMBLING EARTH

The four elements – fire, water, earth and air – provide the building blocks on which all worlds are founded. In some places, one or more of these forces are particularly strong. Cultists of forces such as Elemental Evil prize these locations, using them to power magical devices and augment spells. Earth nodes draw power from the ground, often resulting in disastrous quakes and uncontrolled fissures.

Consider rolling on the relevant Elemental Node table when the following circumstances occur in the region:

- A creature casts an elemental spell aligned with or in opposition to the magic of the node
- An elemental creature is summoned or manifests near the node
- The node is used to power an ability, device or magical item

d100	Effect
01-07	The earth cracks open, bleeding a bubbling black mud onto the surface. This mud has the features of Green Slime (see the Dungeon Master's Guide).
08-17	Patches of ground throughout the area become weak and treacherous, and are treated as Quick-sand.
18-30	1d4 large and ugly crystals split through the surface of the earth, glowing with dim light out to 5 feet.
31-35	A fissure 1d6 × 10 feet deep opens in the floor beneath one party member. The affected party member must succeed on a DC 15 Dexterity saving throw or fall into the fissure. On initiative count 1 of the next round, the fissure closes again, killing anything inside.
36-50	If the party are underground or in a building, the ceiling collapses on the creature at the front of the group. The target must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be knocked prone and buried. While buried in this way, the target is restrained and unable to breathe. A creature can take an action to extricate itself or another buried creature, doing so with a successful DC 15 Strength check.
51-62	An <b>earth elemental</b> animates from the rocks and stones. It looks around and destroys any signs of manmade artifice before wandering off to seek a town or a village to destroy.
63-76	All tracks and prints in the area are erased, and any landmarks/tunnels are shifted slightly to confound wayfinders and render maps erroneous.
77-82	A <b>galeb duhr</b> awakens from a boulder. It is friendly, and follows adventuring sorts around to make sure they don't run into too much trouble. After 24 hours, it returns to being an ordinary boulder.
83-88	The floor in a 100ft radius around the party grows twisted, sharp spines across the floor as per a spike growth spell.
89-98	An earthquake shudders through the area centred on a random point determined by the DM.
99-00	A permanent breach opens between the elemental plane of earth and the material plane, allowing creatures to pass through from either side.

d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	A deadly mountain pass	A forfeit of silver
2	Coastal	A jagged shoal of sharp rocks	A forfeit of sapphire
3	Desert	A rock formation, shaped as an arch	A forfeit of ruby
4	Forest	A warren for a huge creature	A forfeit of gold
5	Grassland	A ring of dark stones	A forfeit of copper
6	Mountain	An avalanche of rocks	A forfeit of limestone
7	Swamp	A peat bog filled with corpses	A forfeit of coal
8	Underdark	A tunnel never before travelled	A forfeit of crystal
9	Underwater	A trench at the bottom of the sea	A forfeit of chalk
10	Urban	A dark basement	A forfeit of obsidian

d8 + d12	Guarded By
2	A <b>purple worm</b> , rumbling from a distance
3	2d4 <b>mud mephits</b> at play
4	A gaggle of <b>gargoyles</b> lurking silently
5-14	Nothing. No-one remembers it exists.
15	Two <b>galeb duhr</b> , who forbid entry
16	A <b>xorn</b> , which demands gemstones in exchange for passage
17	A <b>dao</b> , resolute in its instructions not to let anyone past without the password
18	Two <b>bulettes</b> , competing for food
19	A pair of <b>umber hulks</b> , working in concert
20	A <b>zaratan</b> , on the back of which the entrance is situated

d20	The Next Stairs Lead Up/Down To...
1-3	Restless Waters
4-6	Raging Flames
7-11	Ethereal Drift
12-16	Material Plane
17	Crystal Resonance
18	Ruinous Limbo
19	Abyssal Incursion
20	Shadowfell Blues



## ROCKY VIII

A **stone golem** left to guard an entrance to the stairway, it's been over a thousand years since Rocky the Eighth heard from his wizardly employer. He wants to find out what happened... which means a trip to the material plane.



## RUMBLING EARTH



# ASTRAL DEPTHS

The astral plane connects and divides the outer planes, providing the neutral fabric on which the stories of men, gods and devils play out. A realm of thought and dream, the astral plane contains a great many discarded relics and notions from bygone ages, floating in an limitless, timeless sea of lilic starlight. Familiarity with the dangers of the astral plane is imperative for any budding planar traveler.

The infinite stair moves through the Astral, but only to deposit people here. There is no way onto the stair directly from the astral - fortunately the astral plane is filled with coloured pools of light that lead directly to the various planes of existence - see the Dungeon Master's Guide for more information.

Despite this, a journey through the stair might inadvertently lead through here, and a table of wandering planar denizens to encounter is included for your reference.

## NEVER INSULT A BERBALANG

The berbalang infest the astral like bedbugs, manifesting on the corpses of dead gods that litter the plane. Their ability to speak to the long departed dead makes them useful allies, though their haughty attitude and mercurial affections can make them difficult to rely on.

d8 + d12	Astral Wanderers
2	1 <b>githyanki gish</b> astride a <b>young red dragon</b> , looking for something
3	A <b>horned devil</b> , accompanied by a retinue of <b>imps</b> , returning to the nine hells
4	A <b>planetar</b> on some obscure divine mission of great importance
5-10	1 <b>githyanki knight</b> and 1d4 <b>githyanki warriors</b> spoiling for a fight
11-12	A group of <b>berbalang</b> nesting and chattering on the corpse of a dead deity
13-14	One or more <b>night hags</b> , sensing an opportunity for mischief.
15-16	An <b>arcanaloth</b> , fleeing a bad bargain
17-18	1 <b>deva</b> on its way to the upper planes
19	1d4 <b>mind flayers</b> on a harvesting mission
20	An <b>astral dreadnought</b> , which attacks any and all living creatures.






# ASTRAL DEPTHS







IT'S NOT TOO LATE  
THE PEN STILL MOVES  
YOUR STORY IS NOT YET  
WRITTEN



# ELYSIAN BLISS

The blessed fields of Elysium occupy a strange place in the litany of the outer planes - they exemplify peace, happiness and (most importantly) rest from hardship. Where the powers of Elysium warp the world, motivation is sapped and creatures enter a state of idle bliss.

Consider rolling on the Elysian Bliss table when the following circumstances occur in the region:

- A creature begins a short or long rest
- A creature consumes food or drink
- A creature slows to take in the scenery, appreciate the world around them, or otherwise make themselves vulnerable to the hooks of Elysian magic

d100	Effect
01-07	A rosy-tint settles over the vision of all creatures in the region, and everything becomes more plausible. For 24 hours all creatures have advantage on Charisma (Persuasion) ability checks.
08-17	All creatures in the area lose their weapon proficiencies. A creature regains their proficiencies when they finish a long rest outside the affected area.
18-30	Creatures in the area immediately tire, as if they had already spent a whole day at work. Any further travel in the next 24 hours is treated as a forced march.
31-35	A deceptive lull soothes creatures into a sense of false security. Creatures in the area have disadvantage on Wisdom (Perception) checks unless they are unaffected by sleep magic.
36-50	Creatures in the area gain a level of exhaustion, which manifests as a deep, aching desire to lie down and rest. A creature which gains six levels of exhaustion in this way transforms permanently into part of the scenery, such as a tree or a statue.
51-62	All creatures in the area not native to Elysium must succeed on a DC15 Charisma saving throw or gain the Bond "Elysium is my new home", which overrides conflicting personality traits.
63-76	Benevolent <b>dryads</b> appear all around, soothing cares and giving advice. These nature spirits are biased towards convincing travelers to stay in Elysium.
77-82	Creatures in the area are reminded suddenly of an occasion which brought them happiness and contentment - discuss what that means for each character.
83-88	All creatures in the area not native to Elysium must succeed on a DC15 Charisma saving throw or become Charmed by planar magic for 24 hours. Whilst charmed in this way, they refuse to leave.
89-98	The landing conjures an illusory <i>mirage arcane</i> that fulfils the surface desires of creatures inside.
99-00	All creatures on the landing must succeed on a DC13 Intelligence saving throw or fall victim to a <i>feeblemind</i> effect.

d10	The Door to the Stair is...	Opened by...
1	A hollow tree in a dappled glen	A dream of peace
2	Consuming an apple given by a willing tree	A dream of satisfaction
3	Falling asleep on a sunlit field	A dream of warmth
4	A warm feather bed, with thick covers	A dream of comfort
5	A cloudbank shaped like a dragon	A dream of beauty
6	The sun setting on the horizon	A dream of dusk
7	A sprinkle of sand, and a whisper	A dream of the sea
8	Sheep, being chased over a fence	A dream of dreaming
9	A field of dense poppies	A dream of flowers
10	A rabbit hole	A dream of peculiarity

d8 + d12	Guarded By
2	An <b>empyrean</b> , which seeks stories from the other planes
3	A <b>couatl</b> , using the door as a nest
4	A coven of <b>awakened trees</b>
5-10	Nothing. Elysium is unaware of it.
11-15	A <b>deva</b> , tasked with protecting the door from evildoers.
16	A field of a thousand <b>awakened shrubs</b>
17	A <b>night hag</b> , who has built a house on it
18	An aasimar <b>druid</b> , wary of strangers
19	A <b>ki-rin</b> , wise but tired
20	A <b>solar</b> , taking rest from their labours.

d20	The Next Stairs Lead Up/Down To
1-6	Bytopian Lighting
7-11	Astral Drift
12-16	Feywild Intensity
18-20	Beastly Kingdom

## BRIGHTYES

The elderly **treant** 'Brighteyes' takes a great deal of interest in visitors to Elysium. He loves to hear about their lives, where they've been, and where they are going. Sometimes he takes so long about this that people forget where they were even going, which is regrettable.





# ELYSIAN BLISS





The Beastlands is a place of wild spirits and animal instinct. Hunters and hunted endlessly intertwine in an eternal game of cat and mouse that provides the inhabitants with endless amusement and distraction. Visitors to this plane seldom avoid being caught up in these pastimes, whether they like it or not.

Consider rolling on the Beastly Kingdom table when the following circumstances occur in the region:

- Initiative is rolled
- Someone confronts and denies their own instincts or impulses
- A chase sequence begins or ends
- A creature changes their form or shapeshifts

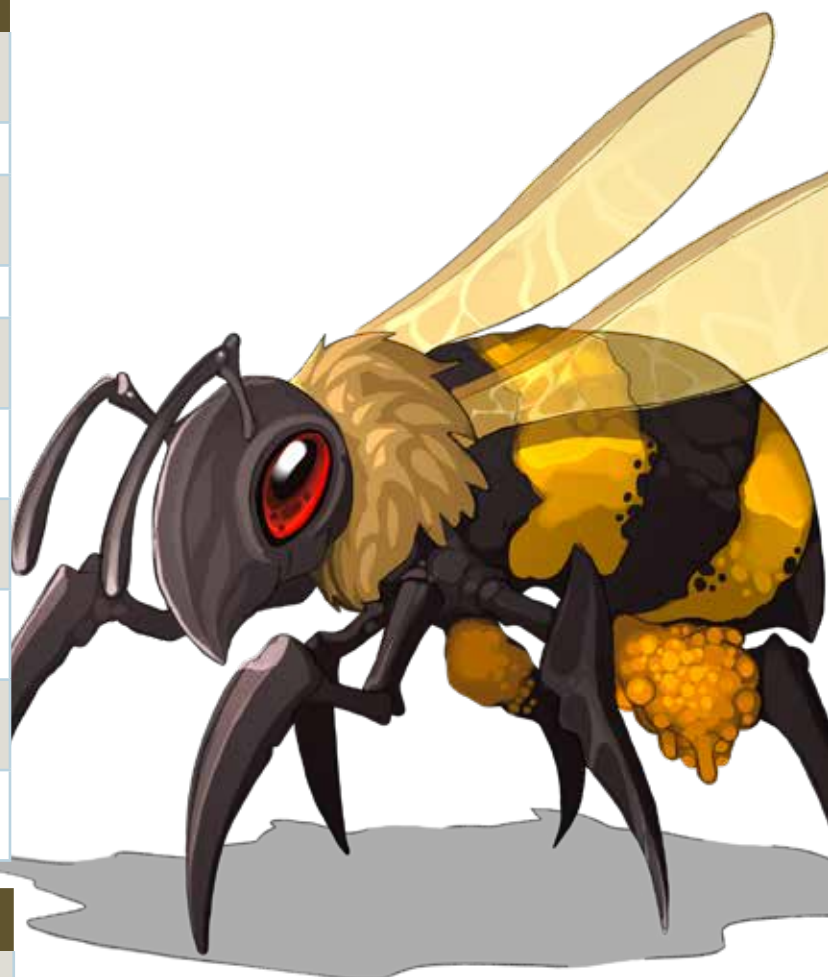
d100	Effect
01-07	A ferocious and murderous hunter picks up the scent of the party, such as a <b>steel predator</b> . It hunts until it kills someone, or until the target(s) leave the plane.
08-17	An intelligent beast of CR1 or less, such as a <b>mastiff</b> , decides to tag along with a party member.
18-30	The senses of all creatures become supernaturally acute. Every creature nearby gains advantage on Wisdom (Perception) ability checks until they finish a long rest.
31-35	All trails and tracks made by creatures in the last 24 hours begin to softly glow.
36-50	A random creature transforms (as the <i>true polymorph</i> spell) into a beast form determined by the DM. In this form, the creature retains its intelligence and ability to speak. This effect ends at dusk, and can be cured prematurely with a <i>remove curse</i> spell.
51-62	A swarm of angry bees is disturbed, and begins to harass the party (as per the effects of a DC15 <i>insect swarm</i> spell). The bees disperse after 10 minutes, or in the face of strong winds/waters.
63-76	All creatures on the plane lose the ability to understand languages for 24 hours, or until they leave the Beastlands.
77-82	Random plants or beasts in the area are awakened, (as per the <i>awaken</i> spell). These effects last until the creature leaves the Beastlands.
83-88	All humanoids and beasts in the area randomly switch minds with each other in a manner determined in collaboration between the players and DM. These effects last for 24 hours.
89-98	A voluntary familiar, such as a <b>pseudodragon</b> or a <b>tressym</b> , enters the scene looking for a new master to bond with.
99-00	All temporary transformations (polymorph, wild shape) become permanent, until the affected creature(s) both leave the Beastlands and are cured by either a <i>wish</i> spell or divine intervention.



d10 The Door to the Stair is...		Opened by...
1	The waiting maw of a ravenous beast	A trophy of gold
2	A suspicious den under the earth	A trophy of roots
3	A gigantic nest in the trees	A trophy of feathers
4	The bloody carcass of a dead creature	A trophy of bone
5	The memorial to a great hunter	A trophy of memory
6	A swarm of deadly insects	A trophy of honey
7	A broken and twisted cage	A trophy of freedom
8	The footprint of something gigantic	A trophy of strength
9	The rumbling of a stampede	A trophy of speed
10	The death rattle of a worthy hunt	A trophy of blood

d8 + d12	Guarded By
2	A <b>killer whale</b> , which has beached itself in an extremely unlikely context.
3	A swarm of 30-50 feral hogs.
4	A <b>weretiger</b> making sure animals don't accidentally wander onto the stair.
5-10	Nothing.
11-12	A <b>giant octopus</b> , oddly tenacious, which wants to see the outside world.
13-14	An <b>elephant</b> . It is wise and knows many things.
15-16	A <b>giant crocodile</b> which returns to life at dawn if slain. It holds grudges.
17-18	Three <b>giant crabs</b> playing cards. One of them is hiding a knife.
19	A society of <b>giant apes</b> going about their business.
20	A <b>tyrannosaurus rex</b> and its entire family, including ten baby dinosaurs.

d20	The Next Stairs Lead Up/Down To
1-2	Bytopian Lighting
3-7	Astral Drift
8-12	Feywild Intensity
13-16	Arboreal Wilds
17	Overwhelming Life
18-19	Rumbling Earth
20	Ysgardian Fervour



## KILLER BEES

Travelers to the Beastlands often forget that its portfolio covers not only mammals, avians or reptiles, but insects too. They are rudely reminded of their mistake when horse-sized bees swarm over the horizon.





# ARBOREAN WILDS

Arborea is a plane of wild magic and carefree abandon. Passion in the name of the good is the dominant spirit of Arborea, which houses a number of celestial realms (most notably Arvandor, home of the elven gods). Rage, lust, joy - all passions are considered to be equally important to the denizens of this plane.

Consider rolling on the Arborean Wilds table when the following circumstances occur in the region:

- A creature displays their feelings in a visible or disruptive way
- A creature changes their mind on a matter of importance

## d100 Effect

01-07	A wild magic surge blossoms into being. If the result rolled is an odd number, roll again until the result isn't an odd number.
08-17	Each character temporarily swaps Personality trait with another nearby character. This change is reversed when both characters leave Arborea.
18-30	Characters feel a powerful pull towards a landmark of the DM's choosing, and are able to feel both the direction and distance in miles from of that landmark.
31-35	A swarm of fey creatures such as <b>boggles</b> begin to gather around the characters, transfixed with curiosity.
36-50	A <b>pegasus</b> descends from above. It is a proud, utterly unreasonable creature looking for a bold hero to attach its legend to.
51-62	A powerful, sentient, godsent artefact appears nearby, calling for a hero to wield it. The artefact is being hunted by powerful foes, and is hellbent on securing a heroic death for its wielder.
63-76	One of the many powerful, capricious elven gods who walk the world of Arborea stop to levy a curse or a blessing (with very little rationale for doing so). The results may be harsh, but should always be entertaining.
77-82	A strange weather pattern descends on the area, carrying with it a reluctant (and highly inconvenienced) monster for budding heroes to slay.
83-88	A wise extraplanar creature (such as a <b>ki-rin</b> ) takes interest in the party, with an agenda designed to throw them off course entirely and disrupt their plans.
89-98	All creatures native to Arborea seem just a bit gayer than they were 5 minutes ago. Apart from the satyrs, who really can't get any gayer than they already are (though they do try).
99-00	Corellon arrives. They are entirely, delightfully, capriciously unpredictable. Have fun.

d10	The Door to the Stair is...	Opened by...
1	A gigantic butterfly with luminous wings	A surge of confidence
2	An archway at the top of a high mountain	A surge of exhaustion
3	The blood of a terrible monster	A surge of victory
4	A tree cursed by a cruel god	A surge of fear
5	A sandbar filled with golden dust	A surge of desolation
6	A ring of judgmental talking mushrooms	A surge of lightning
7	A riverboat manned by a terrible hag	A surge of magic
8	A gap in the sea which falls into nothing	A surge of speed
9	The heart of a Grandfather Oak	A surge of compassion
10	The sarcophagus of a heroic mortal	A surge of dread

d8 + d12	Guarded By
2	An rowdy ensemble of <b>satyrs</b> intent on all manner of disreputable entertainment
3	A <b>hollyphant</b> , which has a lot of opinions about your state of mind.
4	A celestial <b>lion</b> or another big cat. It can only speak the truth. And it hates you.
5-10	Nothing.
11-12	Three elven <b>druids</b> rest here, enjoying the afterlife.
13-14	A viciously improper court of <b>eladrin</b> who change seasons on a whim
15-16	A gaggle of <b>pixies</b> bent on some aggravating mischief.
17-18	A <b>planetar</b> dressed in nothing but an almost indecent loincloth.
19	A <b>bheur hag</b> , looking for something to devour but only to shock onlookers
20	An <b>androsphinx</b> , who wants the whole thing to be a dramatic ordeal.

d20	The Next Stairs Lead Up/Down To
1-2	Elysian Bliss
3-7	Bytopian Lighting
8-12	Restless Waters
13-16	Feywild Intensity
17	Ysgardian Fervour
18-19	Arborean Wilds
20	Astral Depths



## CAPRICIOUS GODS

Aborea is the home of the elven pantheon, who have a reputation for making quick and rather intrusive decisions. Will they turn you into a pumpkin, or steal your ears? You never know until it is too late.





# YSGARDIAN FERVOUR

Ysgard is a challenge, a spiritual gauntlet for the heroic dead and the warlike divine who find peace in the neverending competition that the plane provides. Floating islands hold noble warrior spirits above lakes of molten rock, beneath which crafty giants and vigilant subterranean races work tirelessly to perfect their works of artifice.

Consider rolling on the Ysgardian Fervour table when the following circumstances occur in the region:

- A creature issues a challenge or a threat
- A creature begins a new quest, project or venture
- Initiative is rolled

## d100 Effect

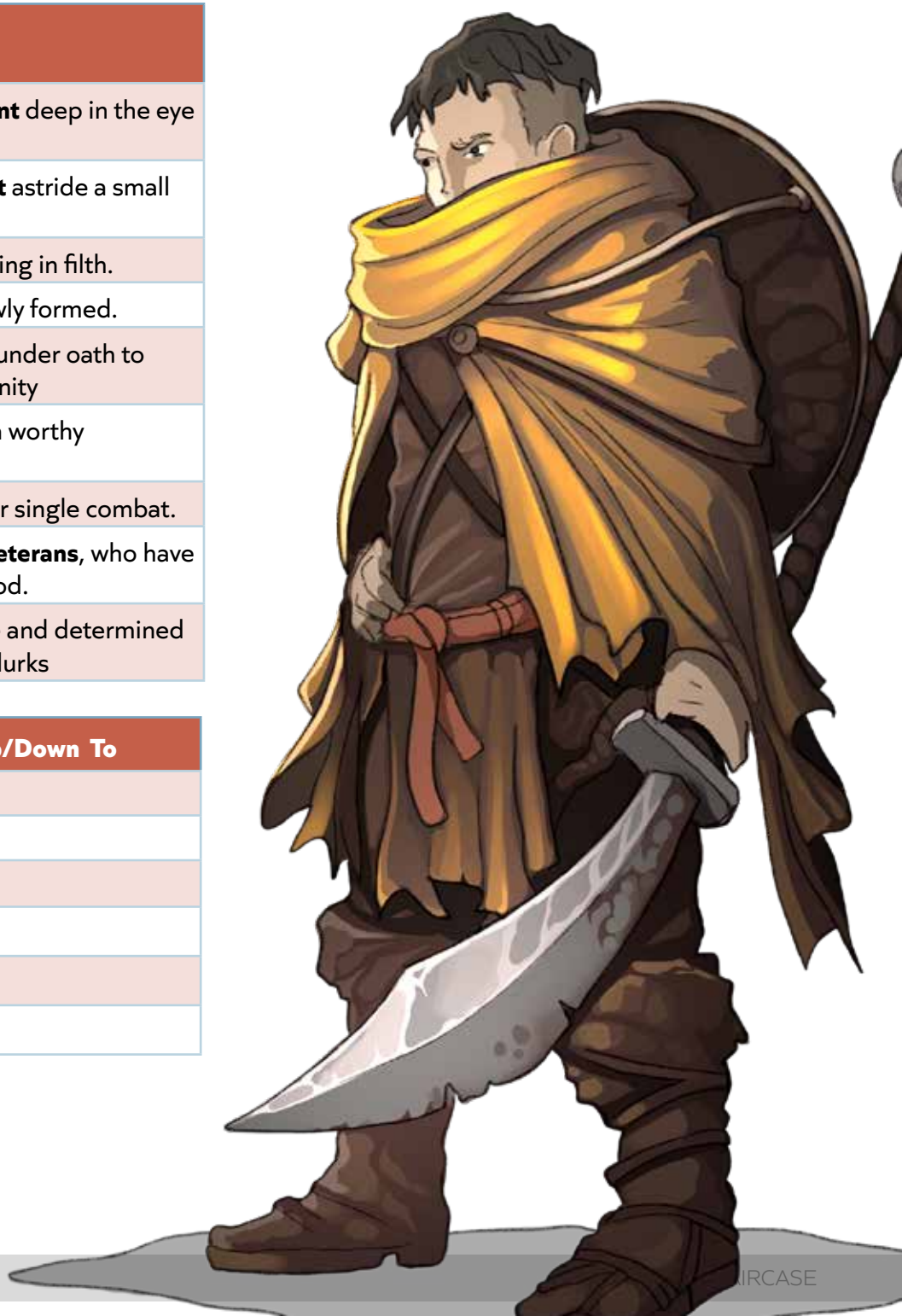
01-07	A wild and dangerous creature such as an <b>adult red dragon</b> emerges from the sky, intent on a murderous rampage unless it is stopped.
08-17	A <b>frost giant</b> bursts through the earth from below, hefting a huge weapon. It may want to trade, but only to those who prove themselves worthy in a 'game' that probably involves a great deal of cartoon violence.
18-30	The earth trembles and buckles in a localized <i>earthquake</i> (DC20).
31-35	Creatures on the plane begin to experience accelerated healing, as if they were under the effects of a permanent <i>regenerate</i> spell. This effect fades from a creature after 24 hours, or when they leave Ysgard.
36-50	The adventurers are issued a challenge to armed single combat by a powerful figure of myth. If the adventurers' champion wins, they may ask a boon of their challenger.
51-62	A ballad to death in battle fills the air, sung by unseen spirits. Listening to the entirety of the ode grants the listeners inspiration and cures a single level of exhaustion where relevant.
63-76	The roots of Yggdrasil burst through the earth, gnarling and twisting into a glowing doorway. This doorway leads to a random plane of existence determined by the DM.
77-82	The knowledge of how to forge or unmake an artefact of power blazes into the mind of a random character. The words burn in their vision for 24 hours, during which time they are blinded.
83-88	The landmass shifts and bubbles underfoot, reshaping completely.
89-98	A spectacular and visually arresting weather phenomenon explodes into the sky, such as a storm of red lightning, or a pink aurora.
99-00	A rainbow road of bright light shines down, opening a portal of light with a 10 foot radius, which remains open for 1 minute. The portal leads down to a random world on the material plane.



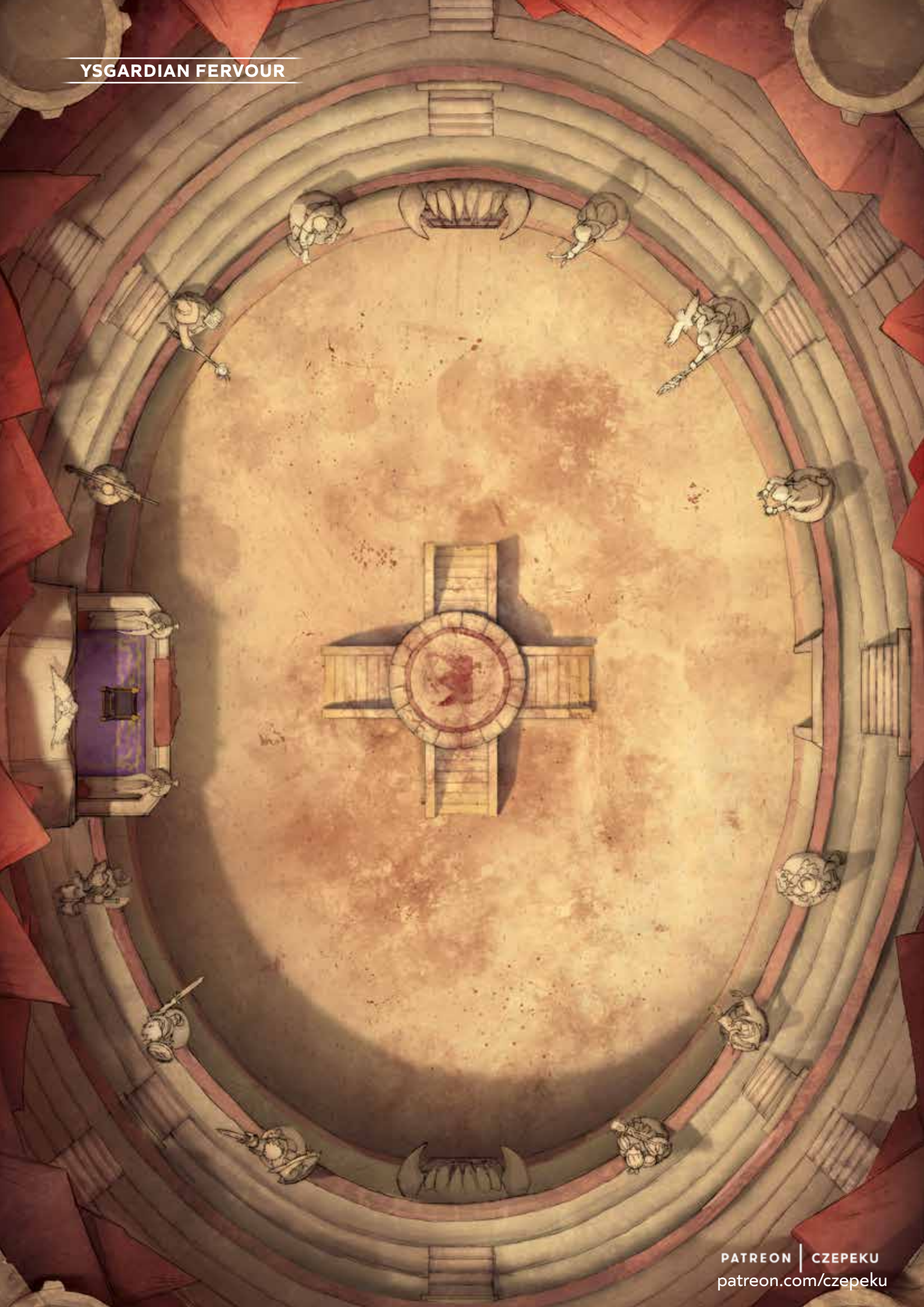
d10	The Door to the Stair is...	Opened by...
1	The flaming breath of a dragon	A victory over fear
2	A crack in the earth caused by a quake	A victory over shock
3	The captured weapon of a worthy foe	A victory over sloth
4	A trophy from a gladiatorial contest	A victory over timidity
5	The last words of a dying creature	A victory over pride
6	First blood spilled in mortal combat	A victory over vanity
7	The ring of sword striking shield	A victory over complacency
8	An object made by dwarfcraft	A victory over greed
9	A relic etched with giant runes	A victory over ego
10	A warhorn sacred to a lesser god	A victory over indecision

d8 + d12	Guarded By
2	A <b>storm giant quintessent</b> deep in the eye of a whirling tempest
3	A <b>fire giant dreadnought</b> astride a small hillock of defeated foes.
4	Three <b>hill giants</b> , wallowing in filth.
5-10	Nothing. The gate is newly formed.
11-15	2d4 <b>phantom warriors</b> , under oath to defend the door for eternity
16-17	A <b>gladiator</b> , waiting for a worthy challenge.
18	A <b>blackguard</b> , angling for single combat.
19	A <b>war priest</b> and three <b>veterans</b> , who have claimed the door for a god.
20	A <b>solar</b> , girded for battle and determined to smite evil wherever it lurks

d20	The Next Stairs Lead Up/Down To
1-2	Arborean Wilds
3-7	Beastly Kingdom
8-12	Ruinous Limbo
13-16	Restless Waters
17-19	Feywild
20	Astral Depths









# RUINOUS LIMBO

The plane of Limbo, from whence all chaos springs, is a place of constant rebirth. Limbo's influence is pervasive, working to deconstruct order and instead replace it with something fresh and unexpected. There is both good and evil in chaos, and strange forces build their homes in the changing landscape.

Consider rolling on the Ruinous Limbo table when the following circumstances occur in the region:

- A creature casts a spell of 1st level or higher
- A creature uses their mind to alter or influence the landscape (see Limbo in the Dungeon Master's Guide, Chapter 2)

## d100 Effect

01-07	All nearby surfaces transform into lava and molten rock. A creature takes 6d10 fire damage when it enters lava for the first time on a turn or when it ends its turn there.
08-17	The earth becomes a <i>storm of vengeance</i> , crumbling away into wind and lightning, sending creatures into freefall through infinite nothingness.
18-30	The landscape rebuilds itself to match an image in the mind of a random character. This might be a face of water, a childhood home made of bees, or anything else you might imagine.
31-35	The air changes to deep, dark water, which churns and rages as if under the effects of a <i>maelstrom</i> spell. Rules for underwater fighting apply, and there is no way to surface for air.
36-50	Rip roaring winds pick up, and the area is buffeted. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.
51-62	A series of 20 foot square earthen or metal platforms materialize underfoot, and begin to rise upwards at a rate of 60 feet a round. More platforms appear at the start of every round.
63-76	Gravity changes direction, as per a <i>reverse gravity</i> spell. There is a 50% chance it reverses again at the start of each round.
77-82	All ongoing spells immediately end. Each one triggers a wild magic surge centered on the caster.
83-88	Random nonmagical objects creatures are holding turn into harmless objects, small CR0 beasts, or have their substance changed so as to make them ineffective, eg. a wooden sword.
89-98	A variety of 2d4 randomly typed <b>elementals</b> appear from the chaos, bent on destruction.
99-00	A tiny rip in reality occurs, manifesting as a <i>sphere of annihilation</i> .

d10	The Door to the Stair is...	Opened by...
1	A barely cooled arc of magma.	A revelation of confidence
2	A momentary lull in the winds.	A revelation of calm
3	A fracture in the air, invisible from one side	A revelation of grief
4	A deep tunnel into the dark	A revelation of despair
5	A swirl of colourful energy in the sky	A revelation of wonder
6	A fuzzy mirage on the horizon	A revelation of truth
7	A flash of energy from a spell	A revelation of power
8	A githzerai portal in a monastery	A revelation of anger
9	A ripple of psionic power	A revelation of pride
10	A terrible nightmare	A revelation of horror

d8 + d12	Guarded By
2	A <b>morkoth</b> , holding together its lair by strength of will
3	2d6 <b>black puddings</b> attacking in a pack
4	1 elemental of a random type
5-10	Nothing.
11-12	1 <b>death slaad</b> , and two <b>red slaad</b>
13-14	1 <b>green slaad</b> and three <b>blue slaad</b>
15-16	2d4 <b>red slaad</b> looking for hosts
17-18	A <b>beholder</b> , paranoid about being discovered and hunted down
19	1d4 <b>githzerai monks</b> and 1 <b>githzerai enlightened</b>
20	A <b>githzerai anarch</b> and a host of other githzerai in their lair

d20	The Next Stairs Lead Up/Down To
1-2	Abyssal Incursion
3-5	Restless Waters
6-7	Rumbling Earth
8-12	Overwhelming Life
13-16	Arboreal Wilds
17	Ysgardian Fervour
18-19	Howling Pandemonium
20	Astral Depths

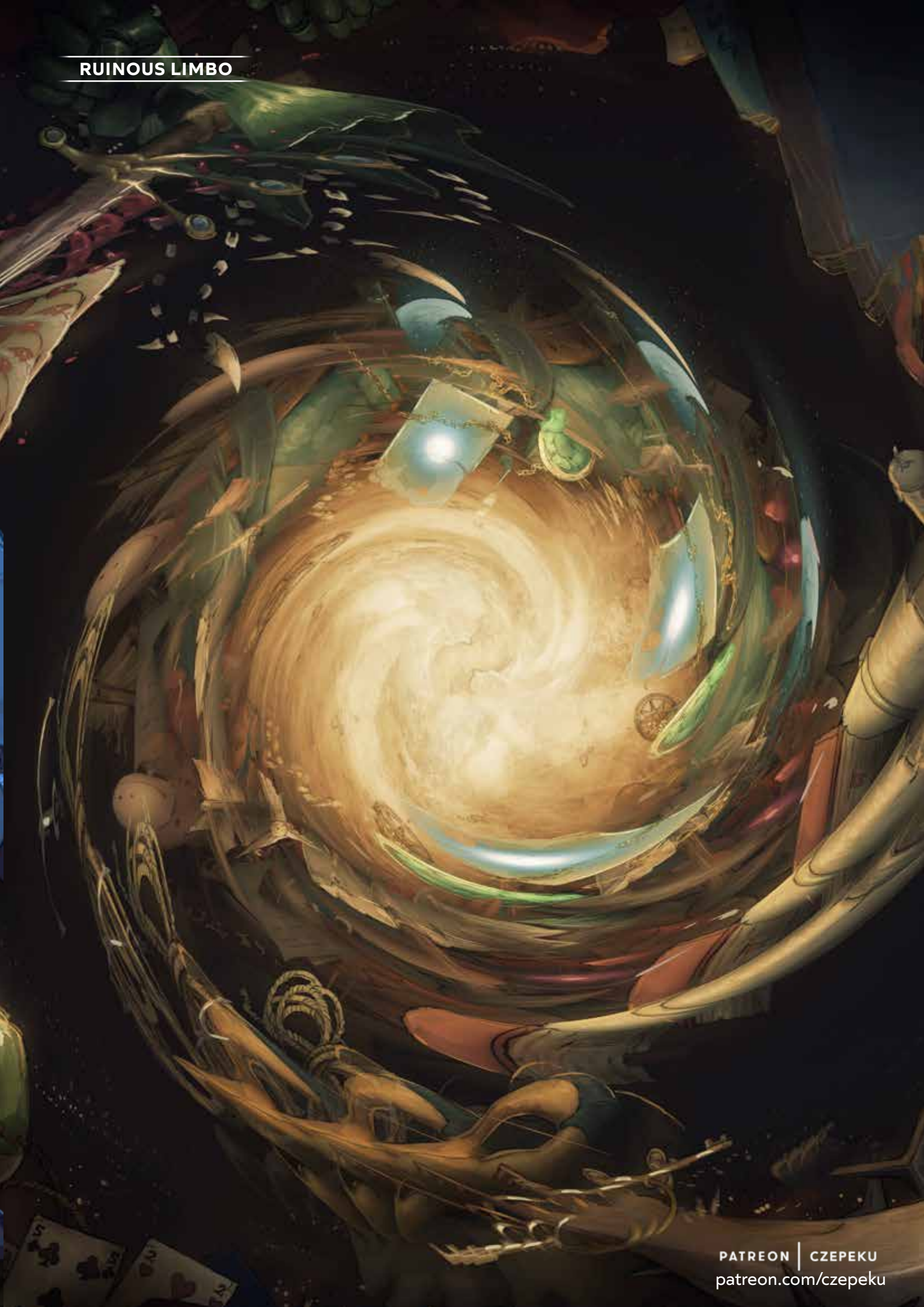


## RAGE AGAINST THE DICE

The life expectancy of a randomly generated elemental in Limbo is remarkably short, so you really can't hold their behaviour against them.



# RUINOUS LIMBO



# HOWLING PANDEMONIUM

Of all the lower planes, the Windswept Depths of Pandemonium are perhaps the most horrifying. Blanketed in night, and ravaged by screaming winds, Pandemonium is a desolate underworld which many planar travelers are careful to steer away from lest they fall prey to its mind-warping keening.

Consider rolling on the Howling Pandemonium table when the following circumstances occur in the region:

- A spell or ability is invoked which interacts with sound, such as a *thunderwave* or *silence* spell
- A spell or ability is invoked which creates light or warmth

d100	Effect
01-07	Creatures hear voices in the winds, voices from their past. Discuss with characters which voices they hear, and what the voices are asking them.
08-17	Creatures that are charmed or frightened, or under the effects of any mind controlling magic, are released from those effects.
18-30	Creatures that prepare spells find they have forgotten all the spells they know, as if they had prepared no spells at all that day.
31-35	The winds steal all words, and take them away. All creatures lose their ability to speak languages, or speak verbal components to spells.
36-50	The keening of Pandemonium reaches new heights, and all creatures are deafened to sounds (except the howling winds) until it passes 24 hours later.
51-62	The odd music in the howling wind disrupts spellcraft. All spells and continuous effects immediately come to an end. A creature that was concentrating on a spell takes 1d10 psychic damage.
63-76	The winds take on illusory, ghostly forms that tap into the deeper fears of characters.
77-82	A deep chill settles on Pandemonium. All fires are extinguished, and the rules for Extreme Cold apply for 24 hours.
83-88	Creatures suffering from madness effects, or from magically induced personality trait changes, are temporarily cured of those effects for 1 hour. This effect ends early on a creature if it leaves Pandemonium.
89-98	All creatures must succeed on a DC13 Charisma saving throw, or forget how they got to Pandemonium, where they were going, and why.
99-00	All books, scrolls and text are erased, wiped clean by the scouring winds. Artefacts are immune to this effect.



d10	The Door to the Stair is...	Opened by...
1	A seemingly empty cave in the shadow	A cry of hopelessness
2	A doorway into an abandoned fortress	A cry of weariness
3	Falling far into the grey winds	A cry of despair
4	Embracing the winds of Pandemonium	A cry of madness
5	A specific musical note, pure and clear	A cry of desperation
6	The illusion of a doorway	A cry of hope
7	A strange diagram scrawled on a wall	A cry of frustration
8	A scrap of doggerel or nonsense poetry	A cry of joy
9	Complete darkness with no light	A cry of fear
10	The ripple of a scream on the waters	A cry of loss

d8 + d12	Guarded By
2	A <b>banshee</b> , cackling her deadly aria
3	1d4 <b>shadow mastiffs</b> , and 1 <b>shadow mastiff alpha</b>
4	2 <b>shadow demons</b> competing for food
5-10	1d4 <b>howlers</b> , ravenous
11-15	Only the howling of the winds.
16	1d4 <b>deep scions</b>
17	1 <b>allip</b> , which knows a dread secret
18	A hive of <b>kruthik</b>
19	1 <b>demilich</b> , screaming continually
20	1 <b>elder oblex</b> , with a sadistic bent

d20	The Next Stairs Lead Up/Down To
1-6	Abyssal Incursion
7-11	Ruinous Limbo
12-16	Carcerian Labyrinth
18-20	Astral Depths

## THE DEEP CAVES

Pandemonium has often provided sanctuary to powerful beings hiding from their enemies. However, the very forces that make Pandemonium a place even demons fear to tread slowly change the nature of those who reside there. In the darkest parts of Pandemonium, terrible and forgotten creatures slumber out of sight and mind, waiting to be awakened by a careless explorer.



## HOWLING PANDEMONIUM







# ABYSSAL INCURSION

Throughout the multiverse, the evil of the abyss bleeds into reality like a stain. In locations corrupted by abyssal magic, demons ooze forth to spread violence and madness wherever they tread. Abyssal corruption can be spontaneously occurring, but often manifests in locations where sentient creatures or cults call on its magic for evil ends. A corrupted location can be dormant for many years, becoming spurred to action decades later by an act of evil, or through dark rites.

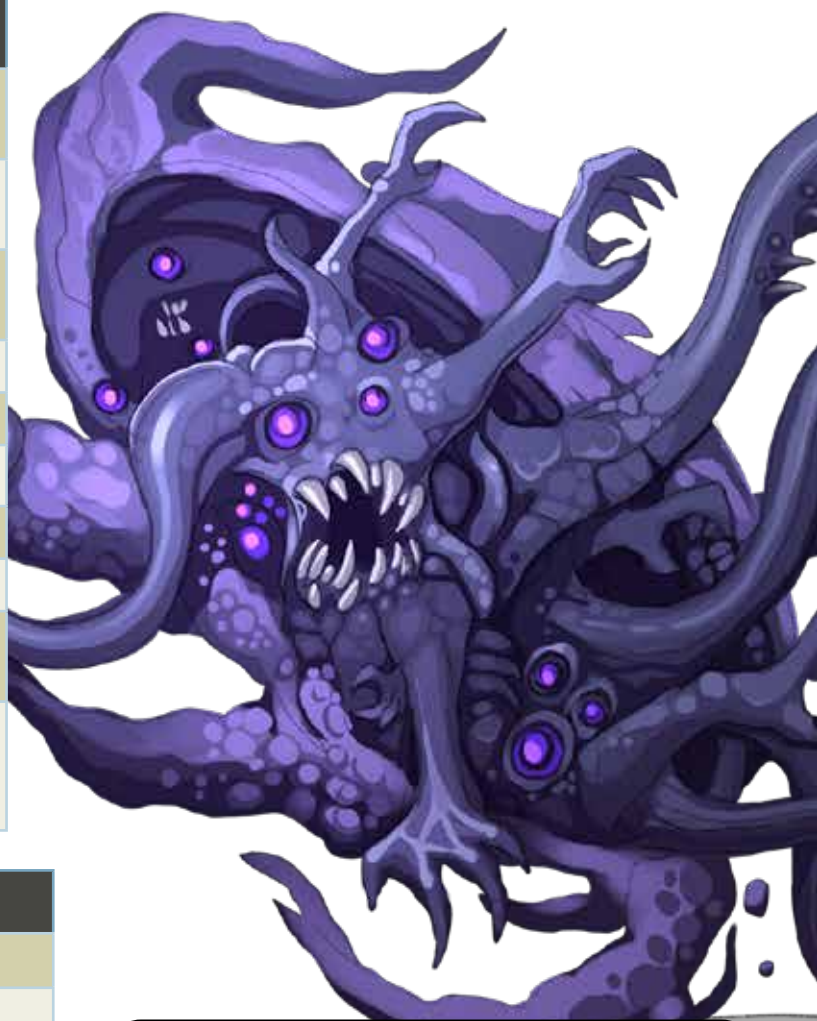
Consider rolling on the Abyssal Corruption table when the following circumstances occur in the region:

- A power derived from demonic sources is invoked, such as a warlock pact or cult boon
- A demon is summoned or contacted
- A creature openly calls to the abyss for aid, including by naming a greater demon

d100	Effect
01-07	1d6 dretches ooze through from a nearby surface, covered in demonic ichor. They caterwaul and split up to cause as much chaos as they can by destroying things and chattering foul jokes.
08-17	The walls, floor or ceiling begin to gurgle in a distressing manner. Sometimes they bark words in abyssal.
18-30	The true name of a greater demon appears on a surface or in the air nearby. Speaking it aloud allows it to send minions through the breach for the next 24 hours.
31-35	The ground becomes translucent, and vast horrible shadows can be seen under the surface, as if the ground were a thin membrane between onlookers and the abyss.
36-50	The air becomes grey and toxic. Each living creature must succeed on a DC 15 Constitution saving throw or become Poisoned for 1d4 hours.
51-62	Celestials and good-aligned clerics begin to glow an ugly red colour.
63-76	A vrook (or another demon of CR6 or less) explodes into the area, and attacks any living creature it can see.
77-82	One character in the region hears the whispers of a demon lord. They must succeed on a DC 15 Wisdom saving throw, or gain a personality Flaw decided in consultation with the DM that overrides conflicting traits. A remove curse spell or similar magic can lift this supernatural compulsion.
83-88	Plants and fauna in the region are subsumed by a wave of corruption, mutating them with strange growths and changing their alignment to chaotic evil.
89-98	A strange and unnatural weather pattern develops, determined by the DM, but in clear violation of natural law. Examples include the rain turning to blood, or the wind carrying hot embers despite the lack of a fire.
99-00	A rift with a radius of 2d6 x10 feet opens between this layer of the abyss and the material plane, allowing demons of all kinds free access to the material plane through it.

d10	The Door to the Stair is...	Opened by...
1	Black ice, which mirrors the abyss	<p>Doorways to the abyss are always opened by invoking the name of a demon lord, who is able to use the connection to tear open the rift. This connection may also allow the demon to corrupt the user in subtle ways, depending on the power of the demon and the strength of the traveler.</p>
2	A black tide at dusk, slick with dark oil	
3	Onyx quicksand which reeks of decay	
4	A twisted tree, the leaves fallen	
5	An ill wind filled with demonic mutters	
6	A stone altar etched with abyssal symbols	
7	An ichorous, fetid pool of water	
8	A dark crystal infused with demonic wiles	
9	A school of evil fish, chattering in abyssal	
10	A demonic scrawl of street graffiti	

d8 + d12	Guarded By
2	A <b>yochlol</b> , from the demonweb pits, which delights in tormenting visitors.
3	A <b>draegloth</b> , left by drow who use this as a portal from the underdark.
4	A <b>cult fanatic</b> and <b>cultists</b> devoted to a demon lord.
5-10	Nothing. It killed anyone who found it.
11-15	An <b>alkilith</b> , which created the portal.
16	Three <b>bulezau</b> arguing over meat.
17	A <b>dybbuk</b> disguised inside a corpse
18	A band of <b>gnolls</b> and a <b>shoosuva</b>
19	A <b>nabassu</b> , which lurks unseen hoping to catch stragglers.
20	A <b>red shadow dragon</b> , who considers the door to be one of its treasures (and thus not for sale.)



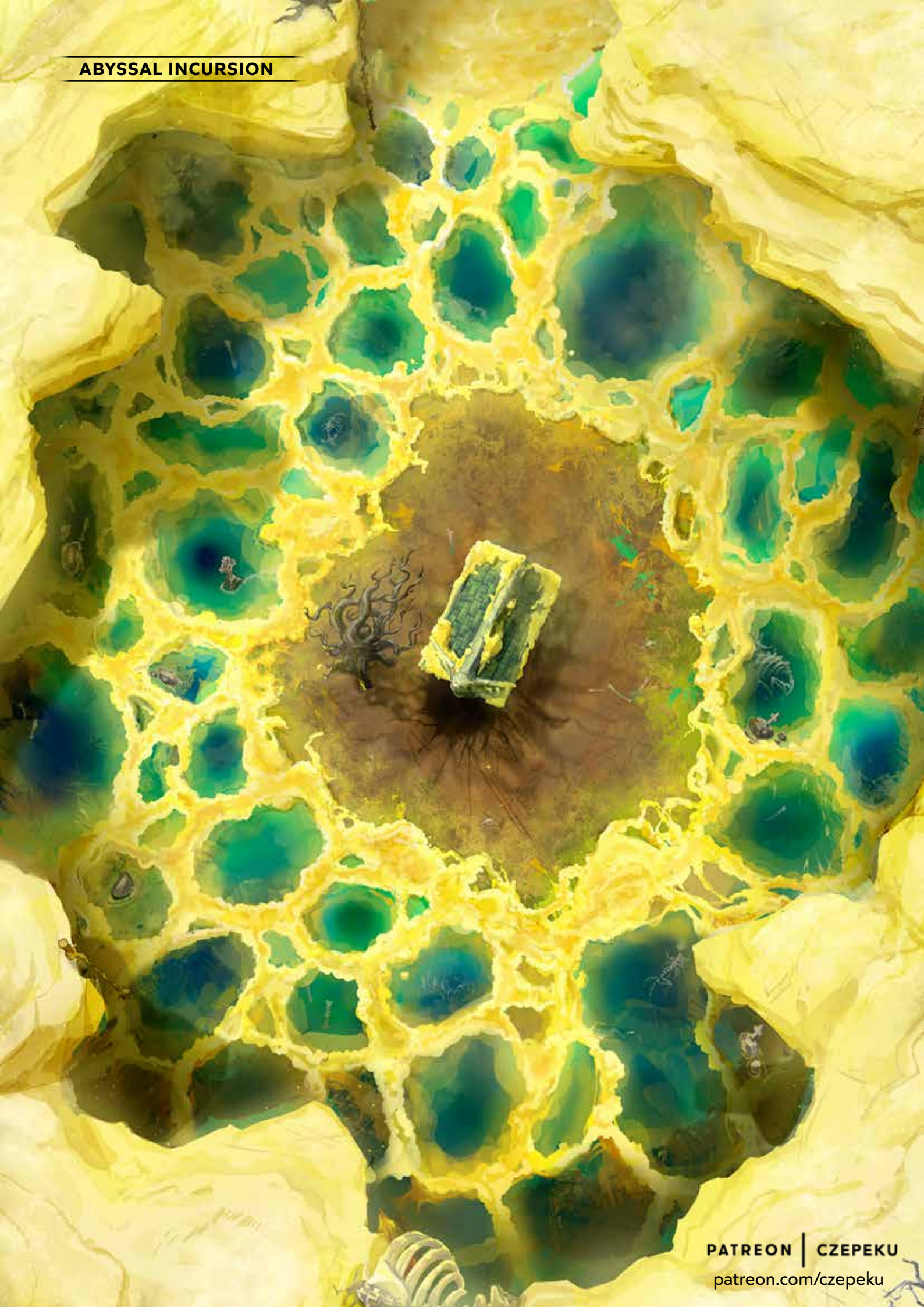
d20	The Next Stairs Lead Up/Down To
1-2	Howling Pandemonium
3-5	Astral Depths
6-11	Material Plane
12	Ruinous Limbo
13	Carcerian Labyrinth
14-18	The Nine Hells
19	Ethereal Drift
20	Hades Wastes

## INFECTION

The abyss is a disease which aggressively infects other planes. When moving from an abyssal Landing to another location, there is a possibility the destination location becomes tainted, slowly transforming into another abyssal landing.



# ABYSSAL INCURSION





# CARCERIAN LABYRINTH

A six layered sphere of confusing paths and dead ends, Carceri is the archetypal prison plane. The magic of Carceri prevents all planar travel in and out of it, making the infinite stair one of the only ways to escape it - naturally these doorways are few, far between and guarded by horrific forces.

Consider rolling on the Carcerian Labyrinth table when the characters enter Carceri, and then again whenever they enter a new layer. There are no doorways to the Infinite Staircase on any layers but the first, and Carceri is constantly trying to trap creatures in the sixth (deepest) layer, from which there is no egress by any means short of a *wish* spell.

## d100 Effect

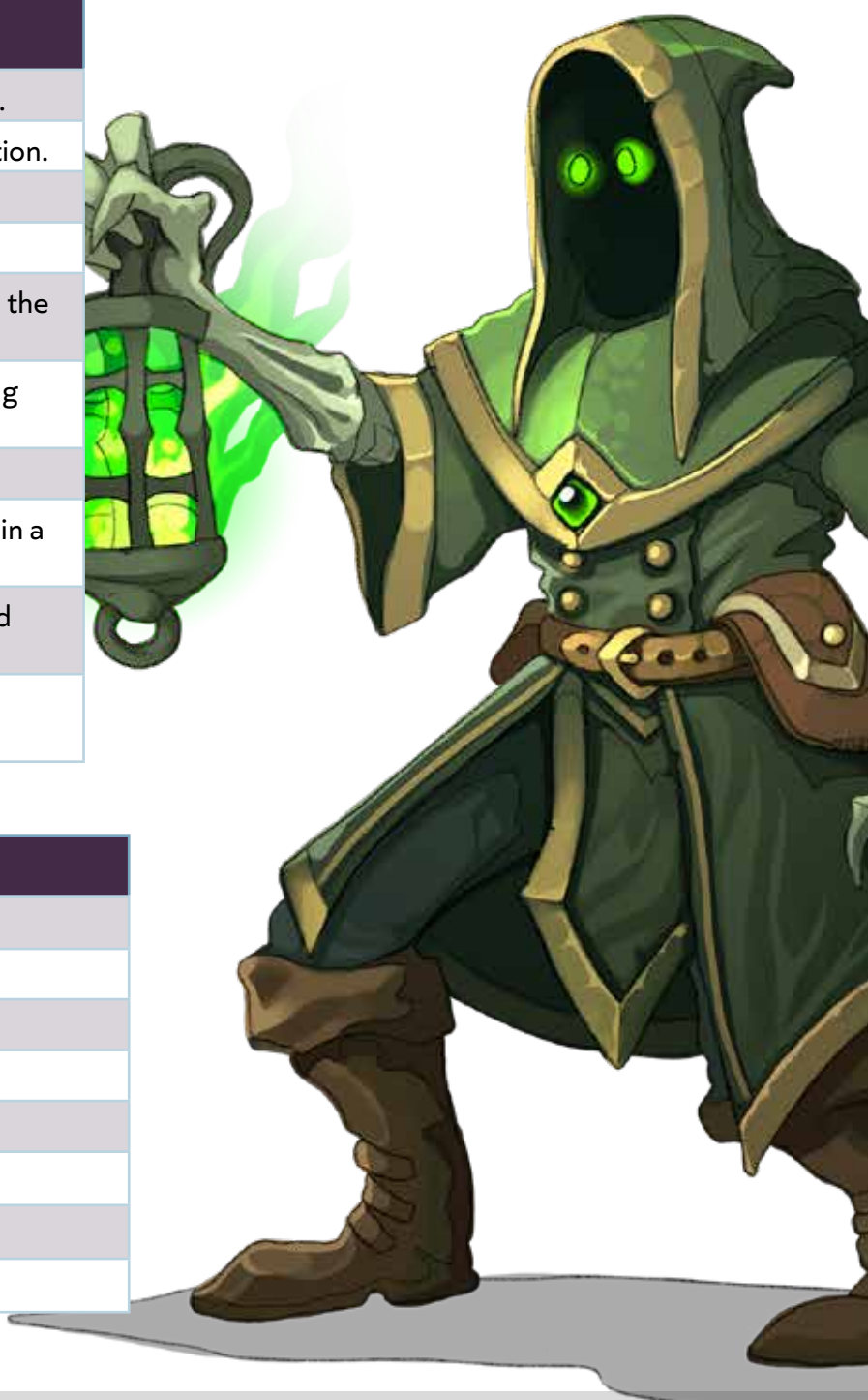
01-07	Nearby waypoints, markers and doorways are suddenly shifted about (or disappear entirely).
08-17	Gravity shifts permanently in a random direction.
18-30	All nearby creatures are shunted down to a deeper level of Carceri, each of which is more dangerous and harder to escape from than the last. There are no doorways to the Infinite Staircase on any layers but the first.
31-35	The layer of Carceri becomes shrouded in impenetrable magical darkness for 24 hours.
36-50	Creatures are unable to cast spells on this layer of Carceri for a day and a night.
51-62	All scrolls, potions and other expendable magical items on this layer of Carceri become inert.
63-76	Magical items (excluding artefacts) on this layer of Carceri expend all charges (if possible) and cease to function until the next dawn.
77-82	The text on all books and scrolls on the plane becomes scrambled by a cipher, illegible until solved. A creature may attempt to decipher a single text corrupted in this way by succeeding on a DC 15 Intelligence ability check over the course of a long rest.
83-88	The direction of true north and the time (insofar as Carceri experiences it) change randomly to something new.
89-98	The means by which all doors and portals in Carceri are opened are randomly switched with each other.
99-00	The world spins with an ugly lurch, and the layers of Carceri are shuffled. Determine using a d6 which layer the party ends up on.



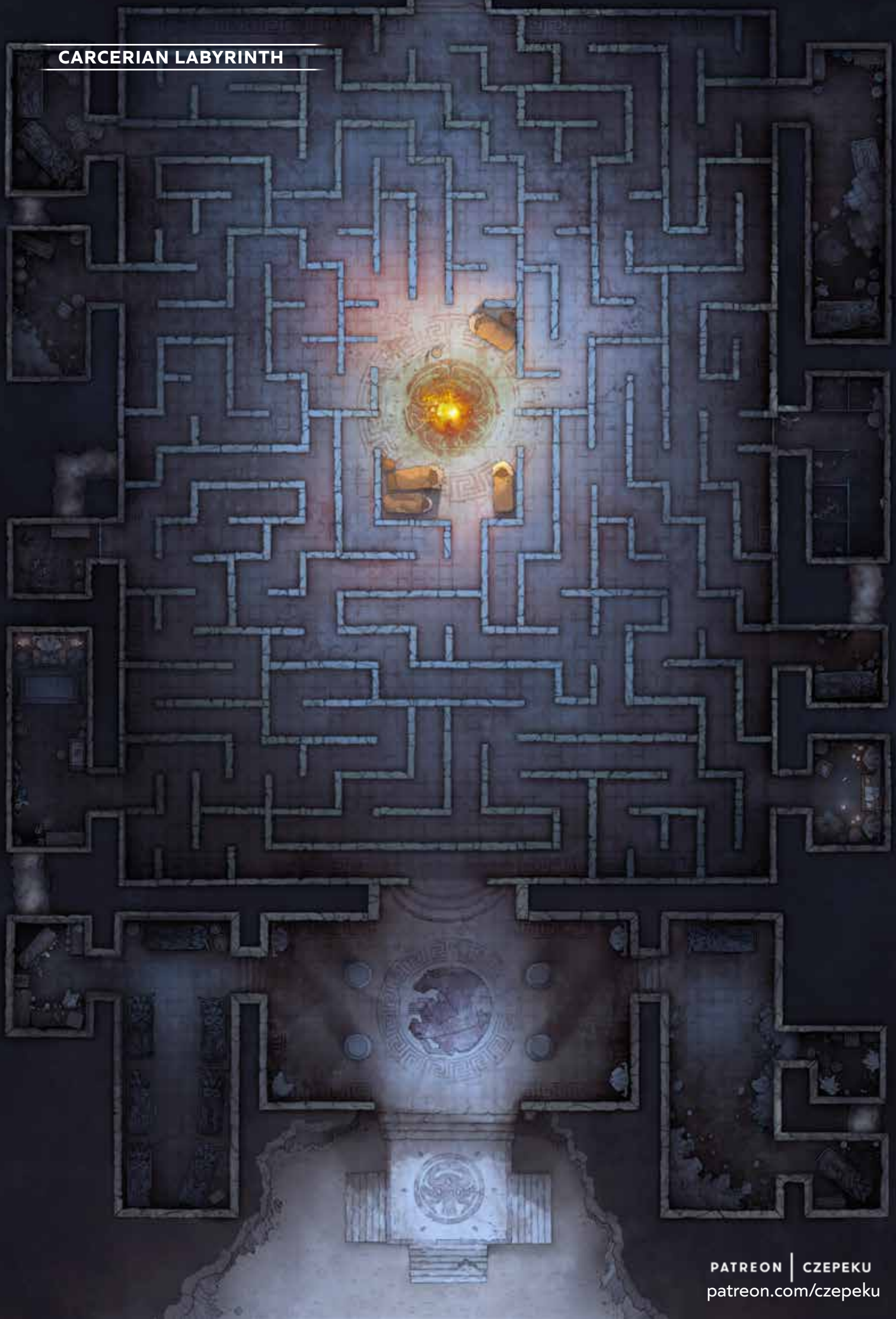
d10	The Door to the Stair is...	Opened by...
1	A secret hatch with 13 locks	<p>Carceri is (by definition) a difficult place to leave. Doorways to the stair are scarce, and hard to open, requiring keys, passwords or powerful magic to access.</p>
2	An archway that looks like a pot plant	
3	A hidden wall that moves	
4	A ceiling trapdoor with no handle	
5	An archway filled in with bricks	
6	A box inside another box inside a crate	
7	The dark behind a curtain	
8	The skeleton of someone who starved	
9	A wormhole in the broken stones.	
10	A mysterious puzzle sculpture.	

d8 + d12	Guarded By
2	A <b>death knight</b> , living its punishment.
3	A <b>minotaur</b> , enraged by its incarceration.
4	A <b>gray render</b> . It wants to play.
5-10	Nothing. Carceri has many secrets.
11-15	A <b>goristro</b> from the abyss, trapped in the endless tunnels.
16	An <b>androsphinx</b> , enjoying the puzzling nature of the place.
17	A group of <b>the lost</b> , seeking solace.
18	A <b>stone giant dreamwalker</b> , trapped in a nightmare.
19	A <b>stone golem</b> , walking an automated route.
20	<b>Baphomet</b> , hunting with glee and absolutely not lost.

d20	The Next Stairs Lead Up/Down To
1-2	Shadowfell Blues
3-5	Astral Depths
6-11	Abyssal Incursion
12	Ethereal Drift
13	Mists of Ravenloft
14-18	Hades Wastes
19	Crystal Resonance
20	Hades Wastes



# CARCERIAN LABYRINTH





# HADES WASTES

The lowest of the lower planes, Hades is the place that souls go when no-one (not even the devils) want them. Bereft of hope, passion or joy, Hades is an empty wasteland of sunken planar detritus. To linger even momentarily in Hades is to risk drifting away to nothingness.

Consider rolling on the Hades Wastes table when the following circumstances occur in the region:

- A creature gains a level of exhaustion
- Someone loses something important to them, or suffers a defeat
- A creature finishes a rest of any kind

d100	Effect
01-07	All magical items other than artefacts become inert. If you roll this result twice, the magic items fade away to dust instead of re-rolling.
08-17	Corpses, bodies and dead flesh rot away into dust, leaving only skeletons behind. Living creatures take 1d10 necrotic damage.
18-30	All metal items rust away into dust.
31-35	All cloth items rust away into dust.
36-50	All scrolls, paper and wood items fade away into dust.
51-62	All food and other perishable items fade away into dust.
63-76	Creatures must succeed on a DC10 Charisma saving throw or lose one of their Personality Traits, Bonds or Ideals. If you roll this result more than once, increase the DC by 1 instead of re-rolling.
77-89	Creatures must succeed on a DC12 Charisma saving throw or gain a level of exhaustion. If you roll this result more than once, increase the DC by 1 instead of re-rolling. If the creature reaches six levels of exhaustion, it doesn't die. Instead, the creature permanently transforms into a <b>larva</b> (see DMG) whereupon all levels of exhaustion afflicting the creature are removed.
89-98	Living creatures must succeed on a DC13 Constitution saving throw or have their Strength score reduced by 1d4. A creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
99-00	All living creatures on the plane are reduced to 0 hit points. Creatures can sacrifice a Personality Trait, Bond or Ideal to ignore this effect.

d10	The Door to the Stair is...	Opened by...
1	A bridge covered in gargoyles	The loss of curiosity
2	A twisted skull, cracked and broken	The loss of humanity
3	Dust from something long gone	The loss of memory
4	A graven memorial	The loss of a loved one
5	A bed of bones on which to sleep	The loss of reverence
6	A petrified wanderer, caught by surprise	The loss of flesh
7	The shadow of a greater demon	The loss of hope
8	An abandoned ritual circle	The loss of skill
9	The calcified corpse of something huge	The loss of courage
10	The fossil of a dead hero	The loss of destiny

d8 + d12	Guarded By
2	An <b>atropal</b> , wailing and wailing
3	A <b>boneclaw</b> , bitterly resentful
4	A <b>berbalang</b> , reading the old bones.
5-10	Nothing. It killed anyone who found it.
11-15	3d6 <b>shadows</b> , seeking to smother the spark of life wherever they find it
16	A <b>bodak</b> , wandering alone
17	An <b>invisible stalker</b> , which likes to kill anyone who uses the door
18	A <b>medusa</b> , admiring her collection
19	A <b>night hag</b> coven, who allow travellers to bargain for use of the portal
20	A <b>nabassu</b> , delighted to find new souls on which to feast.

d20	The Next Stairs Lead Up/Down To
1-5	Ethereal Drift
6-11	Shadowfell Blues
12	Mists of Ravenloft
13	Crystal Resonance
14-18	Gehennan Greed
19	Carcerian Depths
20	Astral Depths







# GEHENNAN GREED

Gehenna is a strange plane, based on the slopes of three vast volatile volcanos. Nothing is predictable in Gehenna, other than the fact you will eventually be betrayed. Home to the scheming, bartering Yugoloths, those who tarry long on Gehenna soon find that anybody will sell anything for the right price.

Consider rolling on the Gehennan Greed table when the following circumstances occur in the region:

- A creature makes a bargain or an offer
- A creature deploys a selfless act or acts against their own self interest
- A deal is broken or contravened

## d100 Effect

01-07	All precious metals in the area turn to lead.
08-17	Swirling white Infernal text floats in the air around each creature not native to Gehenna, revealing the nature of any magical pacts, bonds, treaties or deals the creature is currently bound by. This effect lasts until the creature leaves Gehenna.
18-30	An <b>arcanaloth</b> appears nearby. It may be a little confused at first, but the first thing they teach you in arcanaloth-school is to extort the first person you see, so it quickly rallies.
31-35	Molten gold oozes from the ground, quickly hardening into a solid immovable pool worth 10,000gp. After 1d4 hours, the gold turns back to rock.
36-50	A blackened portal cracks open the earth, large enough for a medium creature to squeeze through. It leads to another plane of existence determined by the DM, and remains open for 1 minute before closing.
51-62	The greed of Gehenna weighs heavily on travelers. Creatures not native to Gehenna must succeed on a DC14 Charisma saving throw or gain a level of exhaustion.
63-76	A volcanic spray of lava bursts through the ground. Creatures must succeed on a DC14 Dexterity saving throw or take 7d10 fire damage from the melted rock.
77-82	Creatures must succeed on a DC15 Wisdom saving throw or gain the personality trait "I have an itch that I can only satisfy by buying things." This trait can be cured by a remove curse spell once the creature has left Gehenna.
83-88	All items of value on every creature not native to Gehenna begin to glow brightly in a way visible for hundreds of feet. The light shines (albeit mutedly) through cloth.
89-98	Magical items on the person of creatures moving through Gehenna begin to awaken, slowly gaining sentience and their own selfish agendas.
99-00	All beneficial spells cast on creatures not native to Gehenna in the last hour have their effects reversed, where possible.



d10	The Door to the Stair is...	Opened by...
1	The entrance to a volcanic temple	All doors on Gehenna are opened by a bribe. The nature of the bribe depends on the guardian and the doorway, but the price must always be the loss of something meaningful.
2	A river of molten rock	
3	A bag of holding owned by a yugoloth	
4	The piercing gaze of an ultraloth	
5	The shimmer of a gold piece in firelight	
6	A crack in the mountainside	
7	A leap into the mouth of the volcano	
8	A fast-rotating circle of embers	
9	A book of spells owned by an arcanaloth	
10	Images engraved on a ruined pillar	

d8 + d12	Guarded By
2	A <b>barghest</b> , sulky and bored
3	1d4 <b>mezzoloth</b> , looking to be bribed
4	1d2 <b>dhergoloth</b> , on guard duty
5-10	Nothing. The door stands alone.
11-15	1 <b>canoloth</b> instructed to prevent all passage from either side
16	A <b>nycaloth</b> perched on the door like a gargoyle
17	A <b>yagnaloth</b> , prepared to make a deal
18	An <b>arcanaloth</b> , extorting arcane secrets
19	An <b>oinoloth</b> , hoping to escape to the material plane
20	An <b>ultroloth</b> , and a court of lesser yugoloths

d20	The Next Stairs Lead Up/Down To
1-2	Hades Wastes
3-5	Carcerian Labyrinth
6-11	Phlegethos Hellfire
12	Crystal Resonance
13	Raging Flames
14-18	Shadowfell Blues
19	Acheron Crescendo
20	Astral Depths



### FOXES IN DISGUISE

The subspecies of Yugoloth known as arcanaloths are particularly fond of using their innate magic to masquerade as humanoids.

# GEHENNAN GREED







'The Nine Hells' constitutes the locus of Lawful Evil in the planar multiverse. Most doorways leading from the infinite stair to this bastion of devilry deposit the walker into Phlegethos, the 4th layer, and heart of the hellish judicial system. The devils here jealously covet and hide any entrance they discover.

Consider rolling on the Phlegethos Hellfire table when the following circumstances occur in the region:

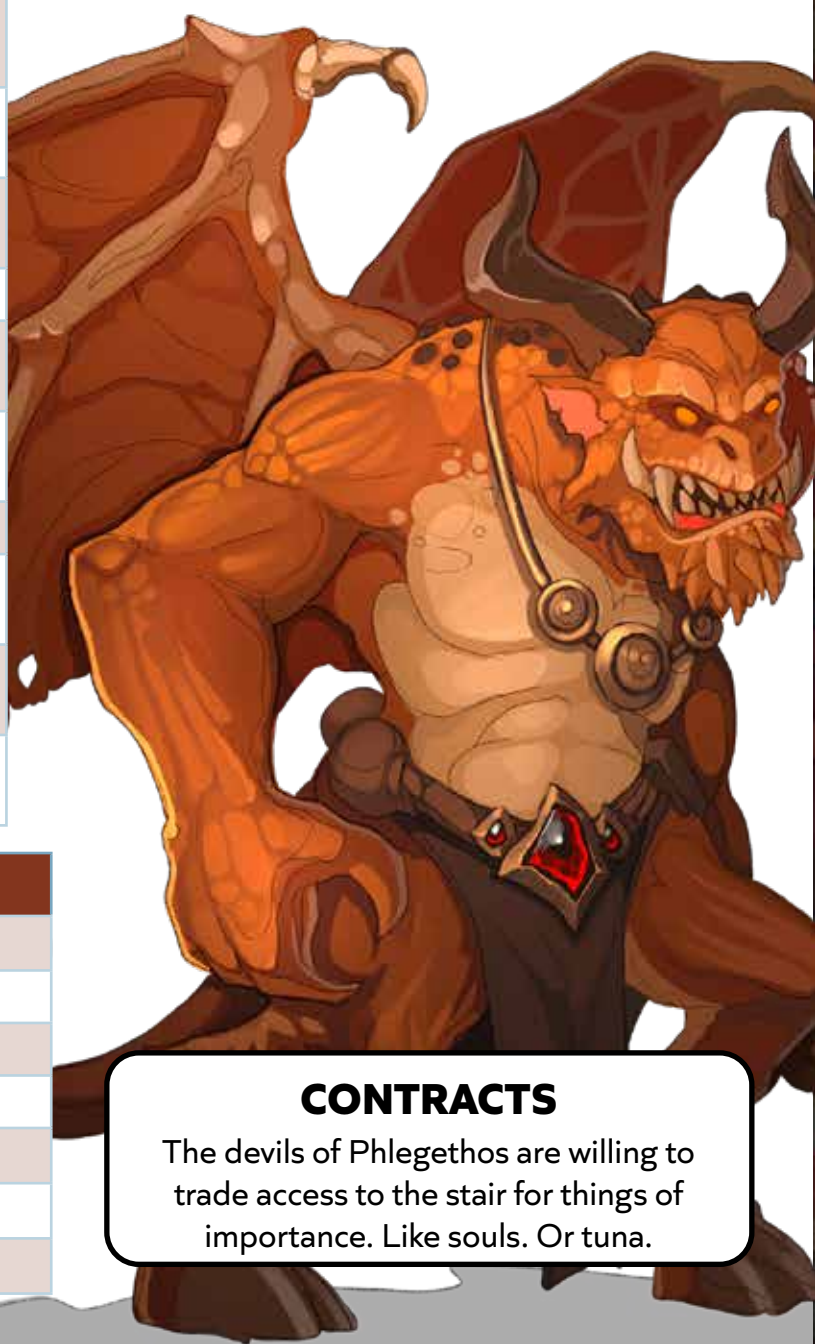
- A creature invokes, manipulates or conjures fire
- A new deal or bargain is struck
- Radiant or celestial magic is employed

d100	Effect
01-07	The heat becomes incredibly intense for 1 minute, tongues of flame appearing spontaneously. At the start of their turn(s) for the duration, each creature take 3 (1d6) fire damage from the flames.
08-17	A claxon sounds through the infernal hills, as the archdevils have set up one of their needless curfews. <b>Horned devils</b> are standing by to enforce this.
18-30	A beleaguered looking <b>incubus</b> from the Bureau of Orthocoital Business appears, in a shower of paperwork. They are late for a meeting, and happen to be on the wrong plane of existence.
31-35	The footprints of living creatures leave a soft glow behind them if they retain their soul and have not yet bargained it away. The glow remains for 1 hour after the creature has passed.
36-50	A friendly <b>imp</b> offers to lead the characters to somewhere helpful, and inevitably betrays them after leading them to a cohort of stronger devils.
51-62	Creatures are surrounded by small, flaming, infernal words describing any contracts or enchantments the creature is bound by. This effect ends when the creature leaves Phlegethos.
63-76	Creatures who tell a deliberate untruth receive a nasty burn courtesy of local Phlegethosian by-laws, taking 1d4 fire damage.
77-82	The characters are stopped by a squadron of <b>barbed devils</b> wanting to see valid planar immigration paperwork (or at least a decent visa).
83-88	The souls of living creatures which retain them can briefly be seen beside them in spectral form, with appearances based on the health of the soul and how stained it is by evil deeds.
89-98	For a moment, each creature's Flaw can be seen clearly in their expression and demeanour, as if it were written in letters over their head.
99-00	The adventurers attract the attention of one (or both) of Phlegethos' two competing archdevils, Fierna the Charismatic and Belial the Strategist. The outcome is unlikely to be pleasant.

d10	The Door to the Stair is...	Opened by...
1	A hole in the floor of a courthouse	Trading away a soul
2	A huge bonfire to throw prisoners into	Trading away a truth
3	A crater where a comet hit the ground	Trading away a life
4	A cloud of poisonous fumes	Trading away a future
5	The bottom drawer of a desk	Trading away a secret
6	A bad-smelling briefcase	Trading away a profession
7	A chunk of rather ugly brimstone	Trading away something precious
8	A book written in infernal	Trading away your faith
9	A devilish crown or mitre	Trading away your obedience
10	A literal door. How very peculiar.	Trading away a key

d8 + d12	Guarded By
2	Three <b>erinyes</b> with orders to apprehend strangers and interlopers
3	2d4 <b>merregon</b> who are waiting impatiently for shift change to arrive
4	A <b>chain devil</b> assigned here to interrogate travelers
5-10	Nothing. The devils have not found it.
11-15	3d4 <b>imps</b> sat around the doorway like infernal pigeons
16	A squadron of <b>barbed devils</b> , squabbling and disgruntled.
17	A <b>horned devil</b> , idling away the hours.
18	Two or more bone devils playing a version of knucklebones.
19	An <b>amnizu</b> accompanied by a gaggle of <b>imps</b> . It is bored.
20	A <b>pit fiend</b> with orders to defend the doorway to the death. Which it resents.

d20	The Next Stairs Lead Up/Down To
1-6	Ethereal Drift
6-11	Raging Flames
12	Shadowfell Blues
13	Mechanical Law
14-18	Acheron Crescendo
19	Gehennan Greed
20	Astral Depths



## CONTRACTS

The devils of Phlegethos are willing to trade access to the stair for things of importance. Like souls. Or tuna.



# PHLEGETHOS HELLFIRE



# ACHERON CRESCENDO

War. Eternal, Brutal War. The plane of Acheron is drowned in the battle cries of spirits consigned to endless bloodshed from which they will never be granted release. Vast forces marshalled by cruel gods are hurled against each to the music of slaughter atop huge iron cubes floating in the void.

Consider rolling on the Acheron Crescendo table when the following circumstances occur in the region:

- Initiative is rolled
- A creature is reduced to 0 hit points
- Blood is spilled across the metal floor

d100	Effect
01-07	A deep red light falls over the region, blanketing everything in crimson for 24 hours.
08-17	An iron clang reverberates through the air. All creatures must succeed on a DC17 Constitution saving throw or take 7d6 thunder damage, fall prone and become deafened for 1 hour.
18-30	Blood spattered across the metal floors congeals into a blood elemental (use the statistics for a <b>water elemental</b> ). It is hostile to everyone and everything (apart from vampires, which it fears).
31-35	VAMPIRES.
36-50	A confused array of 5d4+5 warring spirits appear all around the group, using the statistics for <b>beserkers</b> . They proceed to ecto-spatter each other across the floor.
51-62	The warbeat of Acheron is unceasing. Each creature gains 20 temporary hit points at the start of their turn for the next minute.
63-76	Two cubes collide, sending shockwaves across the plane and tilting both cubes. Creatures must succeed on a DC15 Strength saving throw or be hurled off the cube into the darkness, where they will inevitably strike the surface of another cube some 3d8 x10 feet below.
77-82	For the next minute, creatures wounded in combat always develop a Lingering Injury (see the Dungeon Master's Guide).
83-88	All weapons become unusually dangerous, bypassing any damage resistances and dealing a critical hit on a roll of 18, 19 or 20.
89-98	All creatures are hit by a surge of bloodlust, and must succeed on a DC18 Charisma saving throw or enter a Rage (as per the Barbarian class feature) which lasts for 1 minute.
99-00	The entire last minute of time is reversed. If you are in combat, return all combatants (including the deceased) to full health and start from the beginning.



d10	The Door to the Stair is...	Opened by...
1	A corpse, killed in the last minute	A murder for hate
2	A pool of blood at least 5 feet wide	A murder for joy
3	A secret door in the side of a metal cube	A murder for a secret
4	A weapon held by an orc god	A murder for glory
5	The scar left behind after a divine battle	A murder for revenge
6	The light of a blood moon	A murder for love
7	The wardrums of Acheron at fever pitch	A murder for passion
8	A deep and terrible wound	A murder for a last resort
9	A broken shield taken from an enemy	A murder for anger
10	The spirit of someone who died in battle	A murder for the dead

d8 + d12	Guarded By
2	1 <b>nilbog</b> and 5d6 <b>goblins</b> minding their own business
3	A <b>barghest</b> , waiting for goblins to eat
4	An <b>orc eye of gruumsh</b> and <b>claw of luthic</b> , who consider this a sacred site
5-10	Nothing. The war rages around it.
11-15	1d6 <b>orcs</b> and 1 <b>orc war chief</b> , who consider this a tactical choke point
16	A <b>tanarukk</b> , out of control but fabulous
17	1 <b>bugbear chief</b> and 3 <b>bugbears</b> , sleeping
18	2d4 <b>hobgoblins</b> and 1 <b>hobgoblin devastator</b>
19	3 <b>hobgoblin iron shadows</b>
20	A booyahg booyahg booyahg: (Use the <b>mage</b> stat block, darkvision and the Nimble Escape traits common to all goblins. Each time the goblin casts a spell, there is an accompanying surge of wild magic.

d20	The Next Stairs Lead Up/Down To
1-2	Shadowfell Blues
3-5	Rushing Winds
6-11	Mechanical Law
12-13	Raging Flames
14-18	Phlegethos Hellfire
19-20	Astral Depths



Nisus the Orc and Euryalus the Hobgoblin are forbidden lovers doomed to slay each other again and again on the fields of Acheron. What they *really* want is to retire to the fields of Elysium.

# ACHERON CRESCENDO





# MECHANICAL LAW

Mechanus is the planar source of order, a huge network of gears and machinery engaged in the calculation of a single, unknown question. Chiefly inhabited by the robotic modrons, Mechanus emanates pure law, and no errant event goes unnoticed. Travelers to Primus must take care, lest they become part of the grand machine.

Consider rolling on the Mechanical Law table when the following circumstances occur in the region:

- The clock strikes the hour
- Someone rolls a natural 20, or a natural 1
- A new type of modron appears

d100	Effect
01-07	Roll a d20. For the next hour, whenever anyone rolls a d20, instead of rolling they use the result shown, and all passive scores use this number as a base instead of 10.
08-17	For the next hour, creatures always use the average damage result for attacks and spells. For example, an attack that normally deals 1d10 + 5 damage always deals 10 damage on Mechanus.
18-30	Creatures can no longer gain Inspiration. This effect fades after 24 hours.
31-35	Somewhere, a clock strikes all hours at once. All effects, abilities and items that refresh or expire based on the time of day immediately refresh or end as appropriate.
36-50	The modrons become aware of a metaphysical spanner in the orderly working of Mechanus, and begin to hunt down the characters in an effort to excise them.
51-62	All illusions (and any magical effects closely related to that school) immediately expire.
63-76	The stamping of feet throughout the many cogs of mechanus does not bode well. Are the modrons...assembling for something? It's hard to say.
77-82	The adventurers are marked for extermination by a powerful inevitable, such as a <b>marut</b> , which can and will follow them across the planes.
83-88	For the next hour, only even-numbered spell slots may be expended for any reason.
89-98	A philosopher of an enlightened nature proves through logic that one or more of the characters do not exist - and thus, they do not. Perhaps he can be persuaded to change his mind.
99-00	A random character suddenly realises the solution to a problem which has been distressing them, including the inevitable price that must be paid. Discuss this with the character and the DM, for the predicted events must come to pass, no matter what.

d10 The Door to the Stair is...		Opened by...
1	A clockwork door in the center of a gigantic revolving gear. The doorways are always the same in mechanus, though which gear is hosting a door changes every hour - there is a pattern for those who take the time to watch it.	A key stolen from inside a modron
2		A password known only to Primus
3		A missing cog from the works
4		A blow from a spanner
5		Blowing on the machinery really hard
6		Stopping the cog and starting it again
7		Jumping up and down a lot
8		A hidden button under the cog
9		Giving the cogs a manual turn
10		Turning the cogs in reverse

d8 + d12	Guarded By
2	A <b>marut</b> , which will allow no-one to pass.
3	2d4 <b>helmed horrors</b>
4	4d6 <b>monodrones</b>
5-10	Nothing. The war rages around it.
11-15	3 <b>monodrones</b> , 2 <b>duodrones</b> , and 1 <b>tridrone</b>
16	A <b>pentadrone</b> and 4 <b>quadrones</b>
17	3 <b>stone defenders</b>
18	2 <b>shield guardians</b>
19	2 <b>oaken bolters</b>
20	1 <b>iron golem</b>



d20	The Next Stairs Lead Up/Down To
1-2	Gay Agenda
3-5	Celestial Grace
6-11	Arcadian Harmony
12	Rushing Winds
13	Raging Flames
14-18	Phlegethos Hellfire
19	Acheron Crescendo
20	Astral Depths

### DOES NOT COMPUTE

Far from fiends and aliens, the most resolute and intractable denizens of the stair are the modrons and other constructs of Mechanus. They are quite literally unable to break the rules, which makes them quite dangerous when you consider that the average modron is -not- particularly insightful or perceptive.







# ARCADIAN HARMONY

Arcadia is a world bent on order and perfection. In Arcadia, not a single leaf is out of line in any of the perfect orchards dotted across trimmed fields and sweepingly beautiful cities. Arcadia may seem like a paradise at first glance, but it fails to understand that it is our imperfections which make us beautiful.

Consider rolling on the Arcadian Harmony table when the following circumstances occur in the region:

- A healing spell of any kind is cast
- A curse, blight or ongoing negative effect triggers, such as a werewolf turning into their wolf form

## d100 Effect

01-07 Creatures are cured of all levels of exhaustion.

08-17 Enchantments, curses and geas are broken on all creatures, shattering into nothingness. Creatures are de-attuned from cursed items, which are rendered inert until the item is removed from Arcadia.

18-30 Alterations to bonds, flaws, ideals and personality traits are healed and restored to their natural state where possible. Consult the DM if you are unsure which effects can be healed in this way.

31-35 Scars, imperfections and flaws in items and creatures are smoothed over and wiped away. This cures any injury which would be fixable by a *greater restoration* spell.

36-50 All the items in all inventories are neatly cleaned, folded and ordered in a manner pleasing to the eye of the bearer.

51-62 Appearances are unruffled, creatures are cleaned, and creases are ironed out of clothing. Dyes are removed from hair - permanent body alterations are temporarily closed or removed until the creature leaves Arcadia.

63-76 Creatures are cured of diseases and poisons afflicting them.

77-82 Creatures immediately regain all their hit dice as if they had finished a long rest.

83-88 Creatures are restored to their maximum hit points, and any hit point reductions are lifted.

89-98 Any reductions to ability scores are cured, returning the ability scores to their normal values.

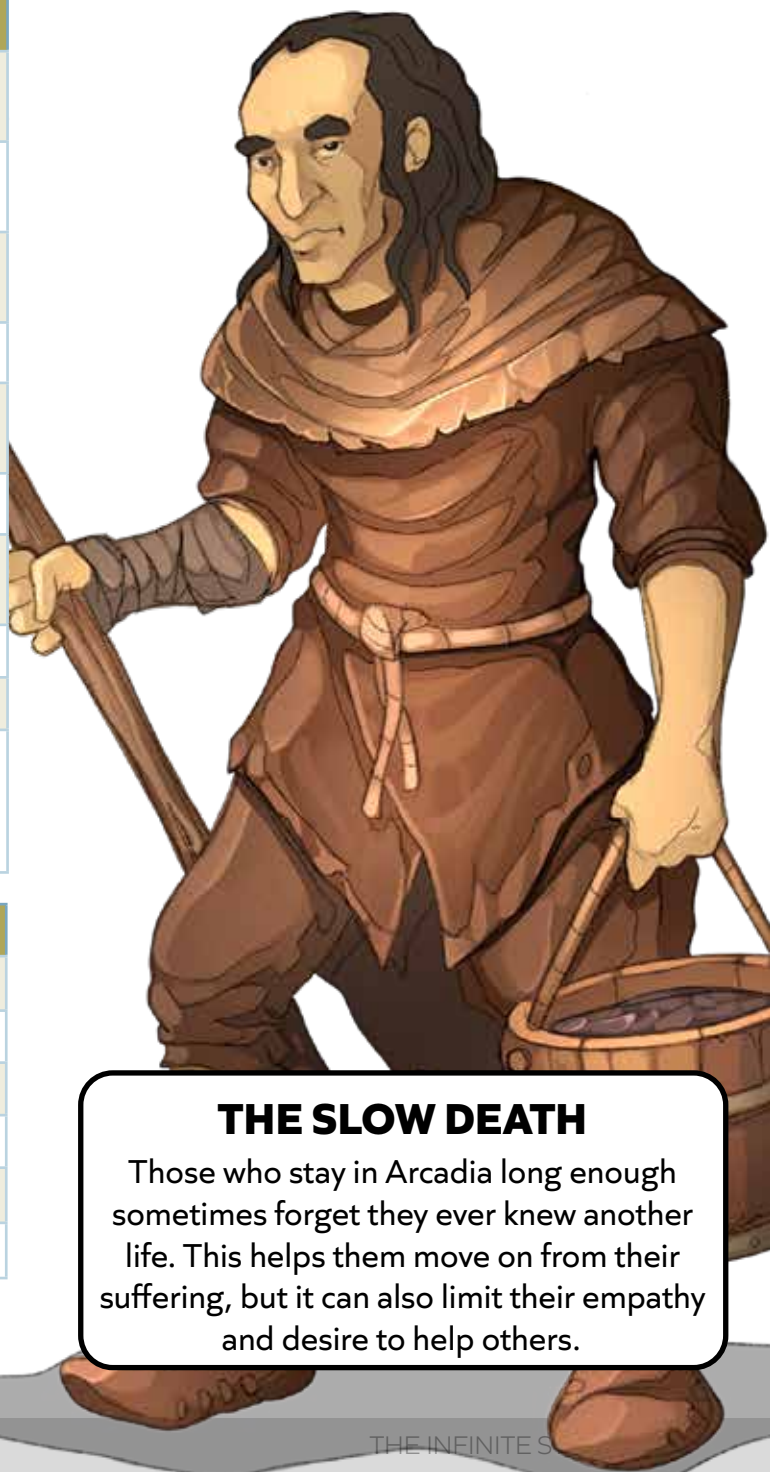
99-00 All of Arcadia's other effects on this table activate at once.



d10	The Door to the Stair is...	Opened by...
1	The doors to the Infinite Stair in Arcadia always present themselves as rune carved stone arches decorated with winding vines.	A commitment to order.
2		A commitment to peace.
3		A commitment to love.
4		A commitment to justice.
5		A commitment to silence.
6		A commitment to healing.
7		A commitment to charity.
8		A commitment to moderation.
9		A commitment to humility.
10		A commitment to service.

d8 + d12	Guarded By
2	A <b>unicorn</b> , using the door as a lair. It will not allow evildoers to pass.
3	A number of <b>earth elementals</b> with commands to root out irregular life forms
4	2d4 <b>flumphs</b> eager to snitch on "troublemakers and ideological terrorists"
5-10	Nothing. Arcadia is nothing if not orderly.
11-15	A <b>deva</b> , eager to heal but troubled by fierce individuality
16	A <b>treant</b> obsessed with orderly growth
17	1 or more <b>priests</b> , who have forgotten what violence looks like
18	An <b>autumn</b> eladrin, stuck in one season
19	An <b>archdruid</b> , lost in thought
20	A good-aligned elven <b>lich</b> , determined to quash any threat to the eternal peace of Arcadian life

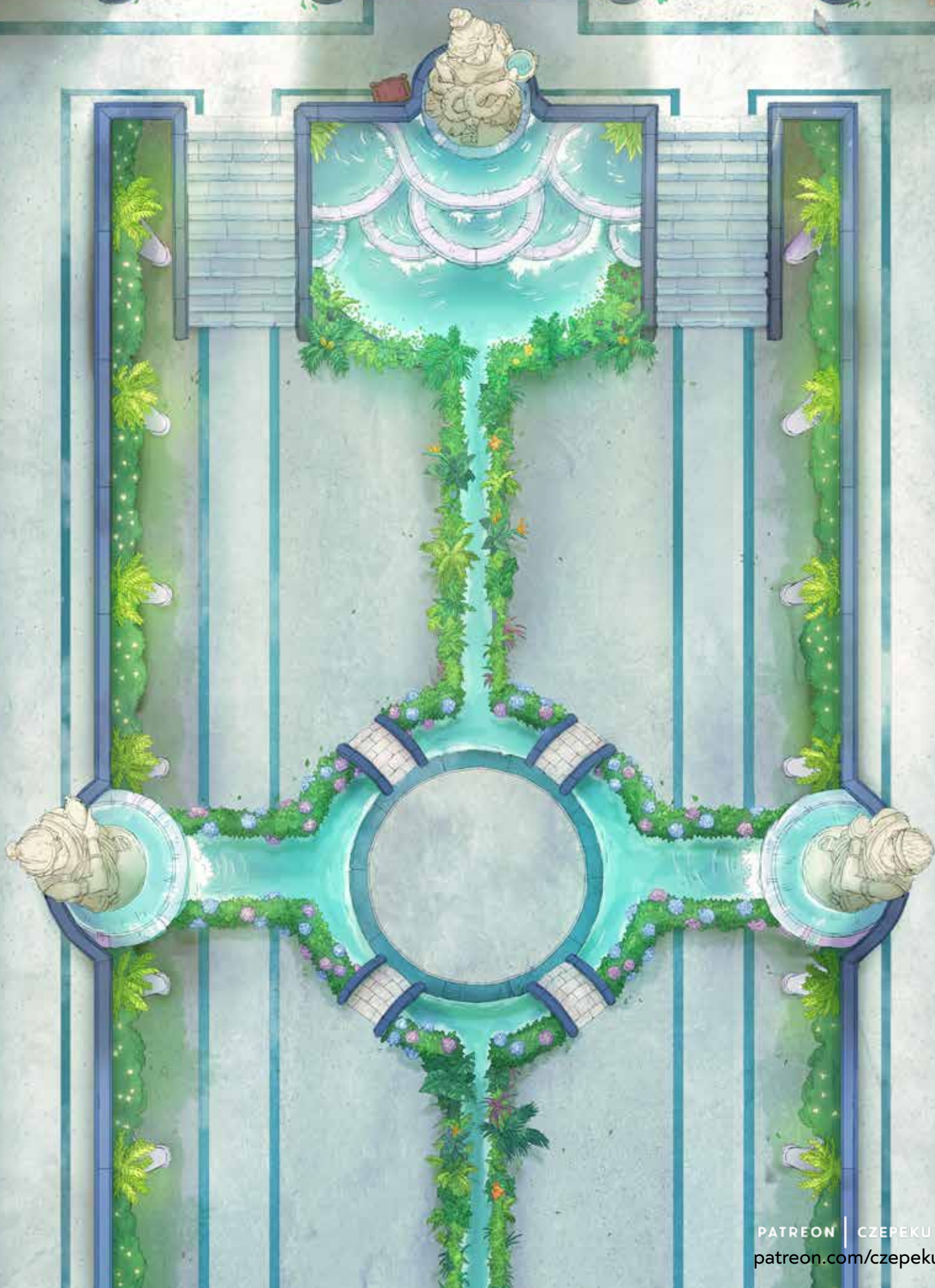
d20	The Next Stairs Lead Up/Down To
1-2	Bytopian Lighting
3-5	Celestial Grace
6-11	Mechanical Law
12-13	Rushing Winds
14-18	Feywild Intensity
19-20	Astral Depths



## THE SLOW DEATH

Those who stay in Arcadia long enough sometimes forget they ever knew another life. This helps them move on from their suffering, but it can also limit their empathy and desire to help others.

# ARCADIAN HARMONY





# CELESTIAL GRACE

Mount Celestia occupies a prominent place on the map of the Planes, representing not only the power to do good, but also the drive to make it happen. Many good-aligned gods make their home here, and it remains one of the few places on the planes where virtuous creatures can take a well-earned rest.

There are no 'random' events on Mount Celestia in the same way as on the other planes. Instead, creatures who possess true virtue can try to ascend the mountain to the very top layer. Creatures who fail this ascent may not attempt it again.

## Layers of Mount Celestia

Lunia	All portals from the Astral Plane and Infinite Staircase lead here. It is a realm of night, lit by a perpetual full moon and stars overhead. Here, the silver sea connects to the base of the mountain, and the world is at peace.
Mercuria	A creature may only climb to Mercuria if they are sufficiently infused with Hope. Golden light falls from shining clouds above, basking the world in a gentle glow. Bahamut, god of good dragons, makes his home here in a temple guarded by seven ancient metallic wyrms.
Venya	A creature may only climb to Venya if they possess true Temperance. Silver streams bubble down the mountainside, and villages rest in green valleys. Celestial halflings live here in great numbers tending to spiritual livestock.
Solania	A creature may only climb to Solania if they possess great Fortitude. Solania is a realm of burnished artifice and holy forges. Dwarves work here under the guidance of Moradin.
Mertion	A creature may only climb to Venya if they possess an unshakable sense of Justice. The silver light of Mertion's sun destroys undead who tread here. Paladins and scions of the cosmic good often finish their pilgrimage here.
Jovar	A creature may only climb to Venya if their life has demonstrated selfless Charity. Gemstones litter the floor, captivating and alluring.
Chronias	A creature may only climb to Chronias if they possess true Faith. A creature which ascends to Chronias is dissolved into pure light, and they are reborn anew into the multiverse to serve Good.

d10	The Door to the Stair is...	Opened by...
1	A deep whirlpool in the silver sea	A prayer for safety
2	A portal of blazing white light	A prayer for guidance
3	An archway of silvery stone	A prayer for wisdom
4	The statue of a Good aligned deity	A prayer for help
5	A relic from a martyr of legend	A prayer for courage
6	The light of the moon on the water	A prayer of wonder
7	A star map of Lunia's sky graven in stone	A prayer for understanding
8	The shadow of a silver dragon overhead	A prayer in awe
9	A dream of happier times	A prayer for sanctuary
10	A blessed sepulchre	A prayer of thanks

d8 + d12	Guarded By
2	An <b>empyrean</b> , confused by the newcomers. They want to know more about the planes.
3	An <b>adult silver dragon</b> who likes people but rarely gets to meet them.
4	A <b>young copper dragon</b> with an overly-familiar sense of humour.
5-10	Nothing. The war rages around it.
11-15	A <b>deva</b> , assigned here but aching to do good elsewhere.
16	A <b>young bronze dragon</b> , which has lost a trinket of value in the water.
17	A <b>planetar</b> , under orders to allow no passage.
18	A <b>ki-rin</b> , sanctimonious and pious.
19	An <b>ancient gold dragon</b> , once betrayed and now cautious.
20	A <b>solar</b> , guided to the adventurers by need. They offer guidance, healing and wisdom.

d20	The Next Stairs Lead Up/Down To
1-5	Arcadian Harmony
6-7	Gay Agenda
8-12	Bytopian Lighting
12-16	Rushing Winds
17-19	Feywild Intensity
20	Astral Depths





CELESTIAL GRACE





# BYTOPIAN LIGHTING

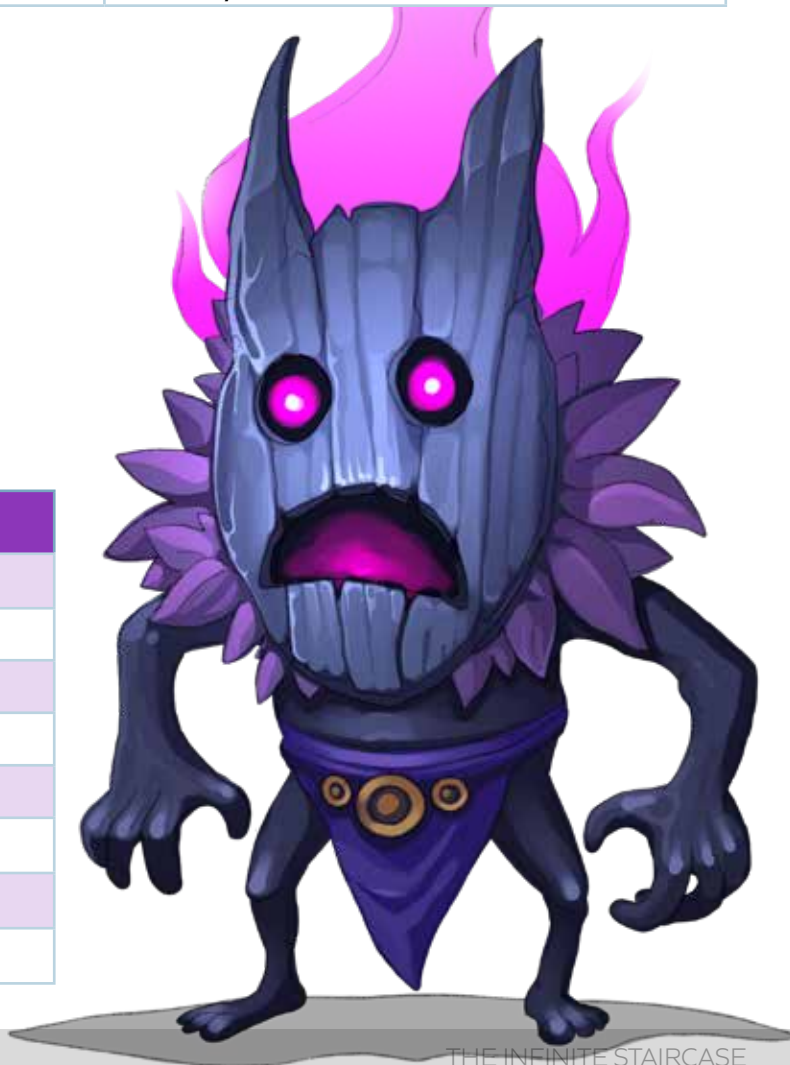
Bytopia is a plane of opulent towns and untamed wilderness, blurring at the edges into a colourful fusion of both. Between these two worlds, intelligent beasts and fiercely autonomous people meet in the middle, free to decide for themselves who they want to be. The twin layers of Bytopia are occupied chiefly by gnomes and errant celestials.

Creatures not native to Bytopia gain a cosmetic enhancement to their appearance which expresses something of their nature (eg, cats eyes, a tail, feathered hair). Characters may choose whether to discard this enhancement when they leave Bytopia - if they choose to keep it then it becomes permanent.

Opening a doorway from Bytopia is simple - it requires the traveler(s) to be at peace with who they are.

d8	The Door To The Stair Is (and is opened by)
1	Pride in your strength
2	Pride in your appearance
3	Pride in your resilience
4	Pride in your intelligence
5	Pride in your identity
6	Pride in your actions
7	Pride in your heritage
8	Pride in your intentions

d20	The Next Stairs Lead Up/Down To
1-2	Celestial Grace
3-5	Beastly Kingdom
6-11	Elysian Bliss
12	Rushing Winds
13	Arcadian Harmony
14-18	Feywild Intensity
19	Gay Agenda
20	Astral Depths



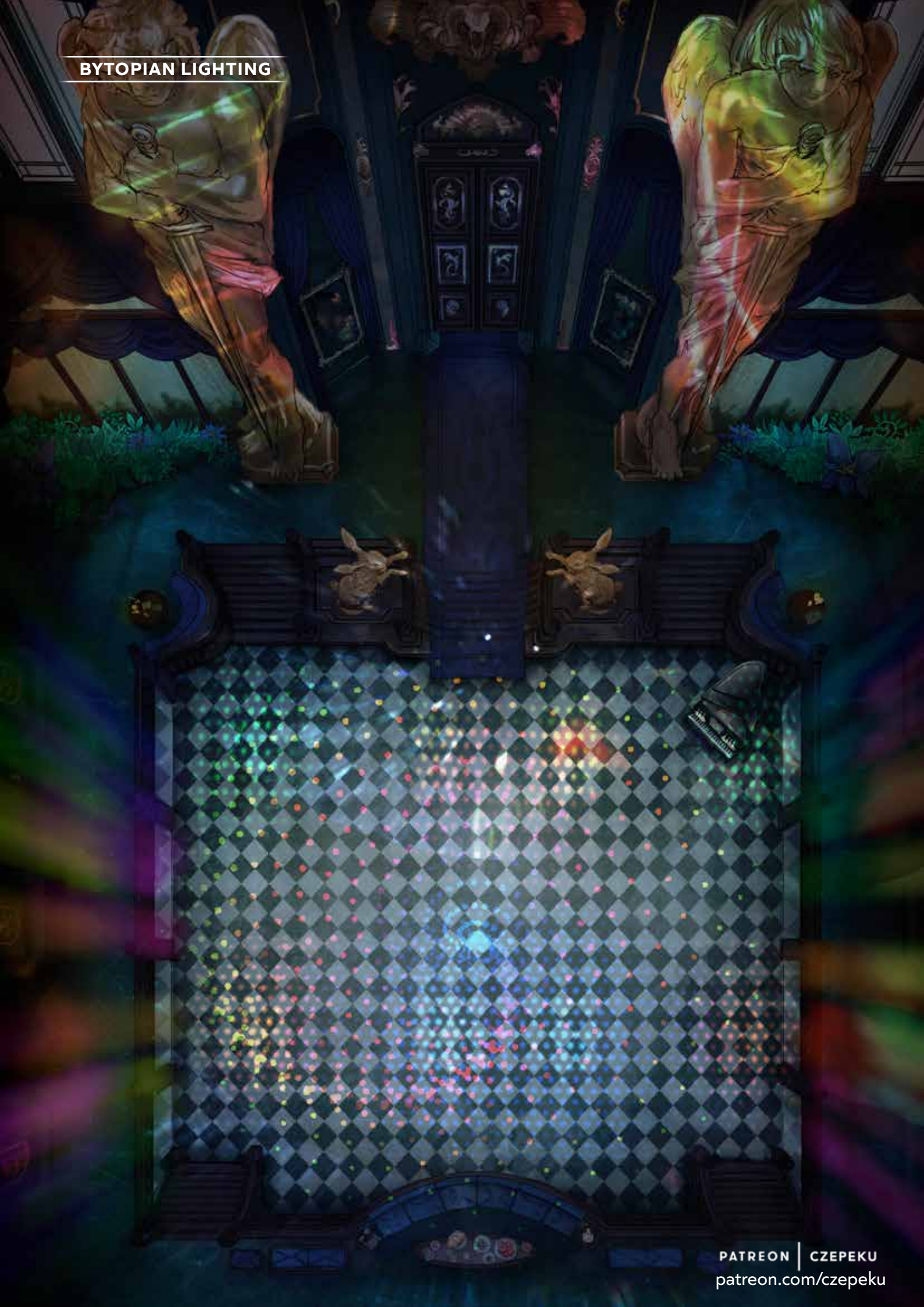


d8 + d20	Enlightening Encounters
2	A pirate called Claude is carrying a box, which is under strict instructions <b>not</b> to open.
3	A gnome <b>illusionist</b> who likes to change their form between sentences.
4	It's a <b>cow</b> , and it wants to be eaten.
5	A woman is sat spinning straw into gold. At night, she unweaves it.
6	A <b>medusa</b> who likes to freeze people in their prime, to show them off as art.
7	A forest gnome <b>conjurer</b> , with no qualms about using magic on strangers.
8	A <b>green hag</b> coven, disguised as helpful crones operating a pyramid scheme.
9	A <b>guardian naga</b> . It is very, very old, and thinks everyone it meets is just a strange snake.
10	Two gay <b>unicorns</b> called Alfred and Jasper who cannot agree where to vacation.
11	A glittering <b>pseudodragon</b> quietly fleeing the scene of an accident it may or may not have caused.
12	A family of <b>werebears</b> who insist on you staying for dinner. No, really. They insist.
13	A group of 2d6 <b>deep gnomes</b> , who ask politely to be left alone, despite the diamonds they are clearly hauling.
14	A herd of <b>centaurs</b> galloping through the forest/town/ground floor toilets. The centaur sabattical scheme is entirely voluntary.
15	It's a lovely morning in Bytopia, and you are a homosexual goose.
16	A swarm of gnome <b>bards</b> crests the hill.
17	A bipedal cat wearing riding boots. It wants to start a business selling pottery.
18	A bird holding a paintbrush. They are suffering from artists block.
19	A pirate called Claude, who has opened a box he was told not to open and is now being chased by a <b>flameskull</b> .
20	An <b>ancient brass dragon</b> , which is quite willing to knock people out with its sleep breath and take them back to its lair so they can keep it company.





BYTOPIAN LIGHTING





# OVERWHELMING LIFE

In places where divine magic runs awry, or under the influence of certain Elder Evils, the positive energy plane that supports all life can become coterminous with the material. Uncontrolled, this energy propels life forms into a state of harmful and unnatural growth that subsumes and corrupts whatever it touches.

Consider rolling on the Overwhelming Life table when the following circumstances occur in the region:

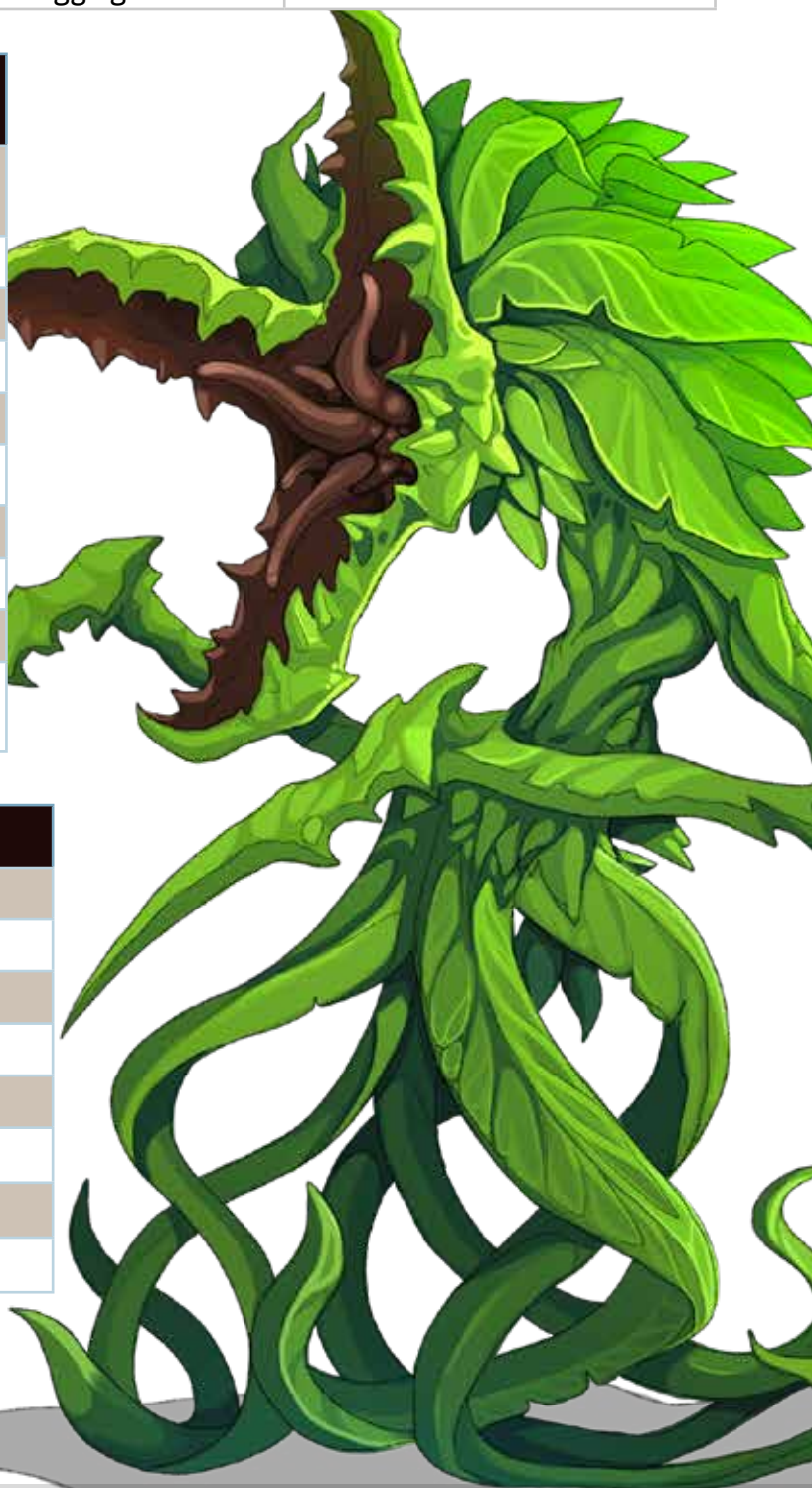
- A creature casts a spell of healing, or one which encourages plants to grow
- A creature uses a regeneration or self-healing ability
- A creature begins a short or long rest

d100	Effect
01-07	A creature begins to manifest strange, fleshy protrusions and growths on their body. These growths are permanent, and disfiguring, but not directly harmful.
08-17	A random creature must succeed on a DC15 Constitution saving throw or find their eyes, mouth or nose fused shut (chosen at random). A fused orifice can be unsealed by a remove curse spell within 24 hours of it occurring – otherwise the change is permanent.
18-30	Plants begin to sprout and grow out of control in the area, which becomes plant based difficult terrain for any creature travelling through it.
31-35	Undead creatures in the area begin to unravel as if the entire area were protected against them by a <i>forbiddance</i> spell (DC15).
36-50	Creatures begin to self heal at a rapid rate. All living creatures regain 2d10 hit points at the start of their turn.
51-62	Creatures cannot die within the area, returning to life with 1 hit point at the start of their next turn after dying. If a creature's body is damaged or destroyed as to prevent it returning, it simply grows a new one and the soul returns to the newly created body. A creature cannot return to life if their soul is trapped or destroyed by any means.
63-76	Healing spells are more effective for the next hour, restoring an additional number of hit points equal to twice the caster's level.
77-82	Positive energy begins to build in a pinpoint of light adjacent to a random creature, growing quickly over time. On initiative count 1 of the next round, it explodes in a <i>fireball</i>
83-88	A surge of positive energy pulses from under the earth, and creatures with scars or lingering wounds find they are healed of them.
89-98	The earth ejects 2d4 <b>gibbering mouthers</b> , which burble their way into being a nuisance.
99-00	All creatures that died in the area during the past year return to a mockery of life in their broken, buried bodies. If a creature is unable to return to its body, it becomes a <b>specter</b> instead.

d10	Environment	The Door to the Stair is...	Opened by...
1	Arctic	Flowers blooming in subzero conditions	The doorway will open only to a surge of positive energy - light, heat, or healing magic.
2	Coastal	A mountain of fish beaching themselves	
3	Desert	A forest growing in the desert	
4	Forest	Tress growing humanoid body parts	
5	Grassland	Thick, thorny brambles over 100 feet high	
6	Mountain	Fleshy cysts grown into the mountainside	
7	Swamp	A bubbling pool of fetid swamplife	
8	Underdark	A hollow filled with biomass secretions	
9	Underwater	The stomach of a gigantic leviathan	
10	Urban	A hospital with patients begging for death	

d8 + d12	Guarded By
2	1d6 <b>gibbering mouthers</b> , yawling and chibbering
3	A <b>shambling mound</b> , hangry.
4	1 <b>flesh golem</b> , spontaneously animated.
5-10	Nothing. Maybe a few tentacles.
11-15	An <b>otyugh</b> , living its best life.
16	1d6 <b>will'o'wisps</b> , excitable.
17	1 <b>beholder</b> , possessive and jealous
18	1 <b>morkoth</b> , not accepting visitors today
19	A slaad infestation, led by a <b>death slaad</b> .
20	An escaped <b>neothelid</b> , which does not want to go home.

d20	The Next Stairs Lead Up/Down To
1-2	Rumbling Earth
3-5	Ysgardian Fervour
6-11	Arboreal Wilds
12	Gay Agenda
13	Feywild Intensity
14-18	Ruinous Limbo
19	Bytopian Lighting
20	Astral Depths





OVERWHELMING LIFE



# MISTS OF RAVENLOFT

The mists of Ravenloft ebb and flow, stealing away those who have done wrong and depositing them in hellscape designed to torment them for eternity. Occasionally, travellers become trapped in these domains of dread, encountering the mists by grim misfortune, or by the will of the Dark Powers that guide them.

The Mists of Ravenloft can appear at any time, anywhere. They prefer to appear near the Shadowfell (or other lower planes) but are attracted primarily to selfish acts. Rage, spite and malice can also attract the mists, which may or may not choose to let the travelers go again.

You can use the mists as a story device either to begin a Ravenloft campaign (such as in Curse of Strahd) or to play a 'weekend in hell' narrative exploring an inescapable tropey horror location such as an abandoned murder house before returning the characters to the stair once the mists deem them suitably punished.

Because the mists aren't strictly bound by the same rules as most of the multiverse, you *can* choose to kill off characters during your spooky sojourn only to return them to the staircase with the survivors.

d8	Weekends in Hell
1	The <b>vampire</b> Strahd von Zarovich is expecting guests for dinner.
2	A murderous puppet is terrorising the small town of Odiare.
3	The adventurers are trapped in a pyramid, and the clock is ticking until the <b>mummy lord</b> inside awakens.
4	A cruel <b>illithid</b> tortures captives, making them relive their worst nightmares.
5	The adventurers are hunted through dense wilderness by a terrifying predator.
6	The adventurers are abandoned on the top of a mountain, too cold to survive.
7	The adventurers are plunged into a scandal, accused of being witches by an evil religious elite.
8	The characters are trapped in a mirror of mundane village life, but only one character remembers the past, the others have no recollection of ever being adventurers.





# GAY AGENDA

Oh no.  
It's the gay agenda.

I don't think I need to explain or advocate for a breach in reality through which literal rainbows are leaking into the world. I would live there, and it would be fabulous.

Consider rolling on the Gay Agenda table when the following circumstances occur in the region:

- Someone does something fabulous
- A cake is baked for a gay wedding
- A lesbian picks up a sword
- A same-sex kiss occurs
- Someone determines their own identity and gender for themselves
- Gay Socialist Paradise Mood Lighting

d1

## Gay Agenda

1

TIME FOR A GAY WEDDING. Everyone is invited, apart from the people who aren't. Bring a big hat.

d8 +  
d12

## Gay Wanderers

2

An **adult red dragon**. It's a bad dragon.

3

The very fanciest of elves, and a **minotaur**. Are they...brawling?

4-5

It's a **werebear**. It wants a hug. Probably.

6-7

A bard? No. Seven bards. A WALL OF BARDS.

8-10

A **beholder**, feeling like a rainbow warrior.

11-12

It's a hag, and it follows you because it can.

14-15

A **horned devil**. It seems to enjoy its job.

16-17

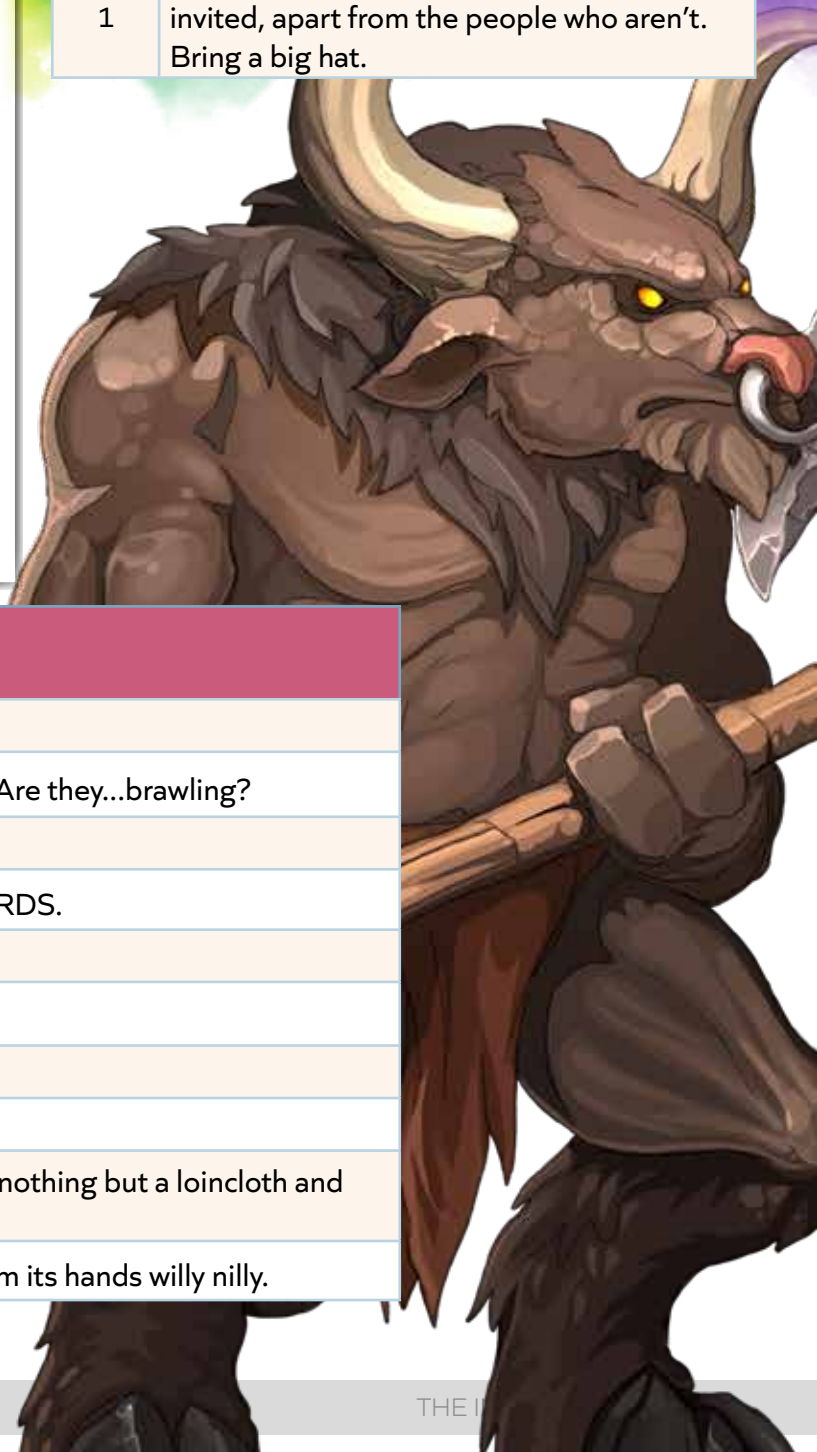
A **unicorn** wearing a hat.

18-19

It's a criminally seductive **planetar** wearing nothing but a loincloth and holding a gigantic sword.

20

An **empyrean**, firing off random colours from its hands willy nilly.







# CRYSTALLINE RESONANCE

Some worlds in the multiverse contain an 'underdark', a sequence of caverns and caves in which entire underground civilisations hide away from the light of day. This underworld is frequently protected by a radiation that interferes with magic. The infinite staircase sometimes comes to an inexplicable dead end in these areas, perhaps due to the resonance interfering with safe interplanar travel.

Consider rolling on the Crystalline Resonance table when the following circumstances occur in the region:

- A character casts a divination or conjuration spell inside the area
- A character uses a psionic power
- A creature manipulates or disturbs the earth and stone

d6	Resonance
1	Characters with the Spellcasting or Pact Magic class feature(s) lose one spell slot of the highest remaining level they possess.
2	An <i>earthquake</i> starts, threatening to plunge nearby creatures down into the dark.
3	The crystals start to glow, rapidly becoming painfully bright. For the next minute, any creature relying on conventional sight or darkvision is blinded.
4	Sound warps and stutters, echoing back on itself. Anyone who attempts to cast a spell with a verbal component must succeed on a concentration saving throw or fail to cast the spell, wasting the spell slot.
5	The crystals pulse a rhythm into the earth, over and over, attracting underground predators like <b>umber hulks</b> , or xorn.
6	The caves become suffused with an <i>antimagic field</i> which lasts for 24 hours.

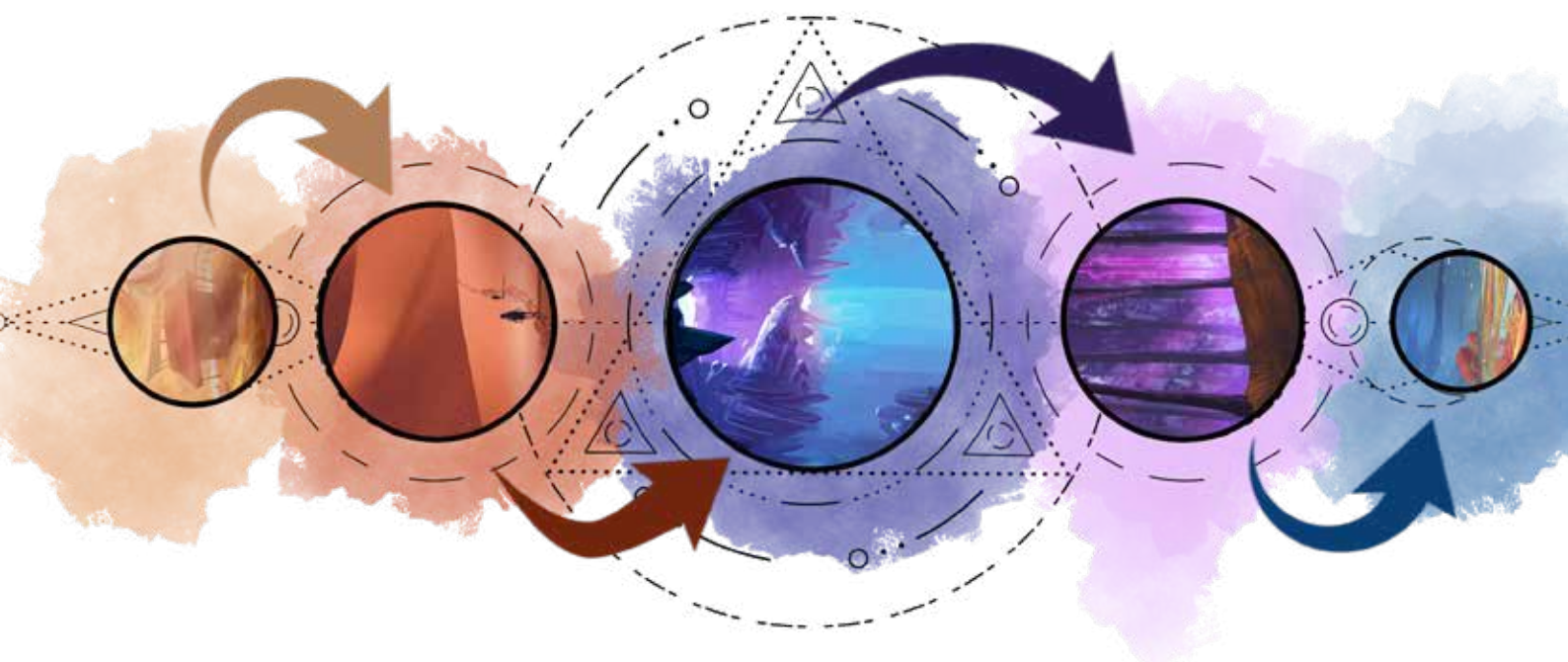


# CRYSTALLINE RESONANCE





# THE INFINITE STAIRCASE



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