



**P&P**  
**PARAGONS OF STRENGTH**

---

**PSYCHOPOMPS & PSEUDOCARPS**

Open a portal to the parasite plane, and  
discover ancient secrets.



# HYDARIA



Paragons of Strength v2.1.2

# ACKNOWLEDGEMENTS



special thanks to <https://opengameart.org/> artists for several works that appear in this document, including Justin Nichol for "Badlands", Blarrumyrran for "Tentacle", -AP- for "Bug" and "Path29", Sergei Churbanov, aka Blackcat, for "Kujasa" (stormy street, contributed by William.ThompsonJ), and Dogchicken for "Crowprint" and character sketches. Thanks as well to the Middle Finger of Vecna for allowing us to include the Warlock Parasite Domain (originally from Elemental Evil) <http://mfov.magehandpress.com/2016/07/the-parasite.html> and for a selection of new spells that have been included in the writer class, <http://mfov.magehandpress.com/2016/01/chronomancy-spells.html>.

## TABLE OF CONTENTS

<b>1 Acknowledgements</b> .....	p. 3
<b>2 Introduction</b> .....	p. 4
<b>3 The Phantom Seekers</b> .....	p. 5
<b>4 The Parasitic Plane</b> .....	p. 6
<b>5 Creatures of the Parasitic Plane</b> .....	p. 9
5.1.1 Agate Moss	
5.1.2 Vegepygmy Stinkhorn	
5.1.3 Vegepygmy Colony Mind	
5.1.4 Rens	
<b>6 Factions</b> .....	p. 12
6.1 The Nagas	
6.2 The Owlbears	
6.3 The Homunculi	
<b>7 Quests &amp; Adventuring</b> .....	p. 14
<b>8 New Classes and Archetypes</b> .....	p. 15
8.1 The Writer	
8.2 The Parasite	
8.3 Way of the Speechless Ones	
8.4 Fate Domain	
<b>9 The Hydarian Realm</b> .....	p. 25
9.1 The Tetrad	
9.2 Northreach	
9.3 The Grounds of Time	
9.4 The Southways	
9.5 The Mischene Coast	
<b>10 The Artifacts</b> .....	p. 32
<b>11 Spell Descriptions</b> .....	p. 34





## INTRODUCTION

**R**ich and savory smells of coriander and peppers roil out of a cauldron, but the hungry guests smell none of it. When no one is at home, a tavern fills with the noise of a hundred whispering library patrons. In every city, children come home from playing in the street holding dangerous and ancient magical objects. These are the signs that the plane of the parasite draws near.

The plane itself is shrouded in mystery, even the most seasoned of planar travelers rarely know of its existence, and none speak of having visited it. Even after hundreds of years of research, the college of wizards has only just begun to hypothesize about the existence of the parasitic land by the signs and traces it leaves behind. Judging by the discoloration of the moons, the circle of druids has predicted that the time for the parasite to appear has drawn close once again. Across the land, beings of unspeakable origins draw on new and devastating powers. Vampires sap the life force from an entire countryside's fields; demons hide themselves in the bodies of cows and chickens; and hags invite themselves in for a supper of blood.

As a Paragon of Strength, you too draw new powers from the parasite, powers that might tip the balance of political struggles, save people from destruction, or allow you to achieve your wildest dreams. You have been called to seek out the truth, and refusal means becoming one more host for the parasite.

## THE LAND OF HYDARIA

The ancient and venerable kingdom of Hydaria sits on the Chimeran Realm on the Mischene Sea. Hydaria is a land of entrenched political houses, guilds who jealously guard their talents, and a political elite of academics who put their sometimes bizarre social theories to the test of law. The hub of Hydarian life centers on the Tetrad, a bustling metropolis of magic, commerce, and study.

Almost daily, a council is convened to fund expensive voyages to far off lands, in order to retrieve books and scrolls. Here, the missing page in Torvil the Sleepless's *Physical Description of Animal Human Hybrids* has caused countless folk to try and capture the likeness of a gorgon. Here, the annual tax collection revenue for four years was put towards a single magical test to finally determine what happens when an immovable wall meets an unstoppable force. The name and excesses of Hydaria ring out across the multiverse.

Yet, all is not so orderly in the halls of the Tetrad. Beneath the more banal political machinations, another beast slithers and hoots through the labyrinthine tunnels beneath the city. An organization known as the Phantom Seekers has begun to activate its patiently laid plans. What the Phantom Seekers want is still a mystery, but they have infiltrated nearly every branch of the city, and few dare to speak of them publicly.

Can it be a coincidence that the Phantom Seekers are beginning to stir just as strange and otherworldly transformations are taking place in the far reaches of Hydaria? There are rumors of unrest in the outer provinces, which have long been neglected by the ruling elite. Leaders have arisen there, and spies tell of them forming a new alliance with the Phantom Seekers. Does the ancient city of scholarship hold the answers to this crisis, or will its obsession with scrolls blind it to the writing on the walls?

## ADVENTURES IN HYDARIA

This campaign setting aims to give you the tools to construct your own adventures in the kingdom of Hydaria. It includes a new class, **The Writer**, which is one of the most common professions in the land. It also introduces a powerful and secretive faction, **The Phantom Seekers**, which any new adventurer will have to negotiate in some way. The remaining parts of this guide describe two worlds that are intersecting for the first time. **The Parasitic Plane** is a new setting for planar adventures, with several mechanics that make it an exciting and dangerous place to navigate. The Parasitic Plane has only recently begun to attach itself to Hydaria, and this guide describes the parts and histories of the island nation in some detail. Finally, Hydaria has collected many **magical artifacts** for study over the years, and a selection of these are represented here.



# THE PHANTOM SEEKERS

In a small shed, on a farmer's field, five strangers met on a fall afternoon. Each bore a scar brought on by their thirst for knowledge. One was marked as a heretic writer, her writing hand tattooed with limitation magics. One traded in forbidden books, and had their sight taken in exchange. One dug out the Runic stones of a long dead civilization, and was cursed to forget everything from her previous life. One communed with a voice from among the stars, and his calls to the otherworld were answered with a crippling pain moving throughout his body. And one offered solace to these others, and had their tongue cut out. They arrived from the corners of Hydaria, twelve hundred years ago, and established the first gathering of the Phantom Seekers.

The Phantom Seekers exist in the shadows, rarely meeting or knowing each other. There is no single commitment that binds them together, though they all share a disdain for hypocritical hoarding of knowledge. Rather, each Phantom Seeker transforms the group's motives and actions by choosing who will become a member. Each generation pursues its own objectives, and the reputation of the Seekers has swung wildly over the years. At times, power has been collected in a few hands, but the spirit of radical transformation has kept it from stagnating thus far.

New members have begun to shift the meaning of the group once again by emphasizing the fragmented perspectives that exist within it. While it is safe to assume that every organization in Hydaria counts at least one Seeker among its membership, the Seekers now organize themselves along one of three lines. The Nagas, The Owlbears, and The Homunculi. Each has chosen a symbol of monstrosity and knowledge to represent their outlook on the world.

Moreover, the members have started emerging into the open with their intention to transform Hydaria. The Owlbears have been opening planar portals in the mountains around Stonegaard and the Dueling Spires. They have made extravagant promises to demigods and planar beings, with offers from the libraries of Hydaria. The Homunculi have taken to fomenting revolution among the people of Hydaria. They resent that superiority that the Owlbears and Nagas seem to show for the ancient traditions of the land. The Nagas have turned inward, to trace the secrets of the Seekers themselves back to the original meeting of the unnamed founders. Through these searches they have again made contact with an ancient parasitic being, and turned its attention to their land.

In their searches into the depths of their history, the Nagas have discovered the legacy of the original five members. When they came together that fateful afternoon, the five founders made a pact with the planar parasite, a pact where they would serve as its undying hosts and emissaries. In return, the Phantom Seekers would receive the boon of the parasite. The organization would persist, it would grow, and it would never become a static and hierarchical structure of power. The parasite watches still, but no one knows what happened to the five founders.

Those who join the Phantom Seekers with an ardent intention of expanding and developing its legacy receive the boon of the parasite, and are commonly known as Paragons of Strength within the ranks of the organization. If a Player Character reaches level 3 renown with the Phantom Seekers they may roll on the following table, and roll again at renown level 4 and 5.

## PARAGON OF STRENGTH BOONS

d100__	Boon
1-33	You discover an arcane secret from the Naga, Owlbears, or Homunculi. These secrets may involve a hidden language, the location of a planar gate, a forgotten spell, or a map of a dungeon.
34-36	You gain a level 3 follower from either the Naga, Owlbears, or Homunculi.
37-39	You are gifted a 2 acre plot of land with a well maintained homestead.
40-42	You receive either (a) Dichromatic Lenses of Real Seeing, (b) Boots of Rolling, (c) The Scepter of Bo'Pit
43-45	You receive 5d20 x 10 Gold Pieces.
46-50	Your standing with an NPC of your choice moves up one step.
51-55	Your standing with one faction other than the Phantom Seekers moves up one step.
56-60	You are able to recognize other Phantom Seekers without signs, speech, or insignia.
61-63	You gain advantage on Deception and Stealth checks while engaged in business for the Phantom Seekers.
64-67	You gain advantage on Persuasion and Investigation checks while engaged in business related to the Phantom Seekers.
68-70	You gain advantage on saving throws in which you are proficient while engaged in business related to the Phantom Seekers.
71-90	Roll on the Parasitic Infection table.
91-98	You gain proficiency in any one skill.
99-100	Any one ability score increases by 1 point.



# THE PARASITIC PLANE

The parasitic plane is an anomaly among the planes, consisting of a vast entity that floats between worlds and attaches itself to other layers of existence. No one knows to what degree it is actually alive or sentient, but it does have a pattern that breaks with academic understandings of the planes. While the parasitic plane is attached to another plane, it saps energy in order to build replicas of the host. These replicas are never complete. Sometimes they are insubstantial, but look, smell, and sound like the original. Sometimes they are solid, but consist of the monotone pale blue of the parasite's earth. Each of these replicas exists as a large oasis among vast empty deserts, and the new and most vibrant replicas quickly become sites of pilgrimage for the inhabitants of the parasitic plane. At other times, these replicas are copies of the most destructive features of an elemental plane. Spotted across the deserts are pillars of elemental fire, and statues of unfortunate people caught off-guard by the sudden eruption of elemental ice.

## DRAINING PLANAR ENERGY

When the parasitic plane attaches to another world, many strange events begin to occur. A space on which the parasite is feeding gains the following properties:

**Everything becomes faded:** some properties of the space that would normally strike you are conspicuously absent. Sounds that should be loud are muffled, everything smells stale, colors lose their saturation, objects become spongy and dry. Spells that allow you to travel to other planes only work within the first week, and noticing these effects in the first week of parasitism requires a DC 15 perception check, which decreases by 1 with each subsequent week.

**A buzzing fills the ears:** Telltale noises can be heard near the zone on which the plane is feeding. The sounds originate within objects, including trees, rocks, beds and statues. Each sound is unique, but they are all variations on a low hum of static.

**Impossible objects:** objects in the space begin to behave in ways that resonate with their social use in everyday life. These are treated as magical objects, but do not gain any other bonuses. Typically a space will only have one such effect. Roll on the table below to decide which:

## OBJECT PROPERTIES

d20	Object	Effect
1-3	Clothes	Putting on clothing in the zone makes it impossible to take off for 1d4 days.
4-5	Instruments	Any instruments played in the zone makes it impossible to engage in combat for 2d8 minutes. Anything attempting to attack fails, and must succeed on a DC 15 constitution check or fall asleep for the remainder of the effect.
6-8	Tables	On every table, a freshly made meal appears, and replenishes itself if eaten.
9	Tools	While holding a hammer, saw, or other carpentry tool, you are inevitably drawn to aid in an outlandish collective construction project such as a monument, statue, or temple. Dropping the tool breaks its hold.
10-12	Flames	Open flames in lamps and fireplaces absorb heat from the surround rooms rather than providing it.
13	Books	When reading any book in the zone, you must make a DC 16 charisma save, or become paralyzed. The effect lasts until the book has been destroyed, or you have been out of the zone for 24 hours. This effect applies to spellbooks.
14	Paths	There are lines you must travel along. Upon entering the zone, roll a DC 12 perception check, on a success you can perceive them. If you stray from these paths, you suffer 1d4 psychic damage per round.
15	Bells	Bells ring spontaneously. Anyone hearing the bell feels a deep sensation that it will grant their wishes if they can find it.
16-17	Mirrors	Reflective surfaces reveal the replica in the parasite plane, along with any differences and/or local inhabitants.
18-20	Rooms	An enclosed space within the zone becomes a planar gate. Everyone within the zone feels a pull toward its location. Shutting the door to the room is the trigger to activate the gate.



## ABUNDANCE AND ABSENCE

Each of the zones that the parasite replicas are characterized by their cornucopia-like abundance. Once mirrored, food and water endlessly replenish themselves for all to partake in. Animals hunted on the parasitic plane return to life after a few hours, and stolen jewels etch themselves back into their cases. Rich smells linger, and music is repeated with new themes and elaborations. Each of the replicated areas has its own riches, which entice travelers to move on from a favored haunt to new promised lands, and which captivate addicts with the most specific and peculiar pleasures. After a time, however, the intensity of the replica starts to wane until only a ghostly outline remains. Sometimes this takes millennia, and at these sites the inhabitants have established capital cities. Other times a zone lasts mere weeks.

## RESIDENTS

Most of the residents of the parasite find their way there while it is feeding on another plane. Sometimes these are replica of people on another plane, clones who are detached from and unaware of their original embodiment. At other times, people find their way into an odd room, or a closet, or even a cave that whisks them away. Ordinary means of planar travel are exceedingly risky, because the plane itself is moving. However, before the parasite touches another plane, telltale signs begin to appear, and there are a few days where it is possible to find gateways in the midst of opening.

There are few native species to the plane, and only one sentient one, the **Vegepygmys**. Vegepygmys are sentient molds and fungi, which grow in many shapes and sizes, and feed off of the energy involved in replicating planes. Some believe that they are responsible for the eventual waning of replica, but this connection is inconclusive. Rens are the only other native, or semi-native, group. While they do not come from the parasite itself, they are only found on it. **Rens** are a kind of natural antibody: they have removed the influence of the parasite from their own bodies, and invented elaborate rituals and mechanisms by which to limit its influence upon them.

## PASSING ANIMISM

One of the strangest qualities of the parasite is that the world is constantly gathering small amounts of power from those who reside there. Most of these effects are hardly noticeable, but when several creatures gather in a small space, the world can transform rather dramatically. The most visible of these changes comes about when inanimate objects, plants, and animals begin to move and converse. Each of these beings has a distinct personality, and a neutral alignment. With only a few people, they remain lethargic and dull, but the beings who live in older and more public spaces have grown into complex people. After some time of sentience, these creatures are often plagued by a deep fear of returning to inanimacy—though some welcome the return.

For every combined 30 points of an attribute in a 60ft area, treat the objects in that area as having 1 point in that attribute. Object begin to talk at 3 intelligence, and move at 5 dexterity. Their hardness increases for every point of strength. Alternately, instead of counting ability points, you may count the number of sentient creatures in a 60ft area and divide by 3, rounded down.

## NULL EXCHANGE ZONE

A fundamental law governs the parasite: there is no giving, only taking. This law is built into the magical fabric of the space, and has deeply shaped the ecological and social relations there. If two people attempt to exchange objects, services, or information in the plane, both of those objects crumble to dust within 2d4 hours. The magic that governs this is quite sophisticated, and is able to recognize obligations that extend in time or space, or obligations that are merely implied. The one exception to this rule seems to be stories. Telling a story for one's supper is routinely practiced in the replica cities, and stories have become a currency of their own.

Stories, by their nature, spread, and this gives them some odd qualities as currency. You may use a story as currency with many people, but as it becomes more common the story also loses value. Sometimes derivative versions may be circulated, especially of an old story that has been generally forgotten. The more complex and multi-part the story, the more valuable it is. Anyone can fabricate a brief fairytale, but the real thing is harder to come by. Many of the denizens are connoisseurs of fiction, and will cancel a bargain midway through hearing a narrative if they detect some false psychology or inelegant narration. All of this makes newcomers to the parasite valuable. They come with tales of far off lands, and a repertoire of adventures whose claim to realism comes from being lived. Often these newcomers will not realize the value of what they have given away until it is too late.





## OPTIONAL RULE: PARASITES

A collection of powerful parasitic organisms inhabit its air, water, and land. Anyone who spends more than 24 hours in the plane will encounter such a parasite, and is unable to resist it taking residence in their body. These parasites integrate into the host's system, and make it inhospitable for any other parasite to reside there. Any attempt to remove the parasitic creature will cause a massive shock, dealing 10d8 damage, which cannot be healed by magical means.

The only known way of removing these parasites without injury is to visit a Ren, and find some way to communicate, and convince it to help. However, the difficulty of this task means that most denizens abide or even enjoy their parasites. After 24 hours in the plane, or 24 hours after having removed a previous parasite, roll on the table below to discover the nature of the creature. Additionally, if you receive any damage while at a location where the parasite is present in another plane, roll on the table below.

### TYPES OF PARASITIC INFECTION

d20	Transformed Organ	Effects
1-2	Tongue	<b>Loquacious:</b> A parasite has eaten your tongue and taken its place. Any time you cast a spell with a verbal component, you may choose to cast it as if it were one spell slot higher. Any time you do this, roll a d20. On a roll of 1, 2, or 3, you cast the next spell (alphabetically) you know instead. You may not change the spell's target.
3-4	Blood	<b>Anemia:</b> a parasite has attached itself to the outside of your body, and is sucking your blood. You gain immunity to disease, but permanently lose one point of constitution. This does not return if the parasite is removed.
5	Skin	<b>Jellyfish:</b> A swarm of microscopic oozes clings to your skin, coating you in a layer of viscous slime. You have advantage on all dexterity saves, but disadvantage on all dexterity based skill checks.
6-8	Gut	<b>Hunger:</b> You have a draconic wurm living in your stomach. You need to eat your bodyweight in food every day, or you gain one level of exhaustion. You may cast the spells <i>Purify Food and Drink</i> , and <i>Create Food and Water</i> as if they were cantrips.
9-10	Liver	<b>Bile:</b> Your liver has been replaced by an organism that feeds on intoxicants and poisons. You must ingest such substances on a daily basis, or gain one level of exhaustion. When you ingest these substances, you suffer all of their effects except any that would injure or kill you. You may secrete any substance you have ingested within the last 72 hours from your hands at will.
11	Brain	<b>Compulsion:</b> A psionic being shares your mind, with goals of its own. Your intelligence score increases by 2. Once per day, you must roll a DC 15 charisma check, or suffer the effects of Dominate Person for 1 hour. The goals of the psionic creature are determined by the game master.
12-13	Limbs	<b>Shinichi:</b> A mimic has replaced one of your limbs. You may perform an unarmed strike as a ranged attack up to 30ft. You are proficient in this attack, and it deals 2d6 slashing damage. This limb becomes unusable when you are not in combat, and you have disadvantage on skill checks involving strength.
14	Breath	<b>Unbreathing:</b> An elemental has taken up residence in your lungs. You no longer need to breath, and gain a breath weapon following same rules as those for Dragonborn characters. You also gain vulnerability to all elemental damage types other than your breath weapon type.
15	Eggs	<b>Golden Goose:</b> A creature has laid its eggs inside your body. One hatches every 2d4 days, and exits your body. Until your next long rest, you temporarily lose half your hit points, rounded down and your constitution score is reduced by 2. The DM rolls on the magic items table, and this you find this item protruding from the shell of the creature.
16-18	Eyes	<b>Seer:</b> A glimmering beetle has eaten and replaced your eyes. You gain Blindsight to a distance of 30 ft, but cannot see anything beyond that. You may cast the spell <i>Scrying</i> once without expending a spell slot. You regain this ability after a long rest.
19-20	Immunity	A parasite attempts to attach to you, but something about your body repels it. You are immune from all future attempts at infestation.



# CREATURES OF THE PARASITIC PLANE

## VEGEPYGMIES

Creeping across the expansive deserts of dusty soil are enormous carpets of moss and fungus. At its outer edge, these colonies spread soft fuzzy fronds, enticing small animals and tired travellers to sit and perhaps sleep. Wake up a few hours later, and you will find yourself covered in a sticky secretion that holds you in place. Those who cannot break free are slowly overgrown by mushrooms, and their bodies absorbed into the fabric of the colony. Over thousands of years, these plants evolved their strategies of capture, until they began to thread roots and spores through the brain tissue of their captives. From this moment the first sentient molds were born.

Vegepygmies are native to the parasitic plane, and take advantage of many of its features. While there are only a few truly intelligent members, they benefit from the plane's ability to sap intelligence from other beings. As a result, they have built a society around capturing other beings from the planes and holding them in small gelatinous spheres. The only known wars on the plane take place when a mold colony surrounds a Replica city, and attempts to encase its inhabitants.

Vegepygmies often establish colonies on worlds visited by the parasitic plane, but they are more fearsome and terrifying in their natural habitat. Their cities are always on the move, splitting apart only to reform later. Collectively their habitations are known as the Creeping Blanket.

## AGATE MOSS

Agate Moss is a variant of the basic plantlife that makes up the Creeping Blanket. It can spread for hundreds of feet, but usually has a large crystalline seed at its center, from which it takes its name. While that crystal is intact, agate moss can send up sword-like slivers from the ground. Ordinarily Agate Moss is used as a building material, but it can sense voices.

## VEGEPYGMY STINKHORN

The Stinkhorn is the most mobile and versatile moss in the Creeping Blanket. Ordinarily a Stinkhorn looks like a small large cactus, with several bulbous limbs and needles protruding several meters out from its body. However, these needles serve several other purposes: they are whiskers, limbs, and feathers all at once. While the stinkhorn cannot see or hear, even the slightest touch awakens it to nearby prey. It can then rapidly emerge from the ground to crawl or fly towards its victim.

## VEGEPYGMY COLONY MIND

A Colony Mind is the original sentient form of the Vegepygmy civilization. By mimicing the brains of its victims, Colony Minds are able to continually become more intelligent, and can even duplicate the skills and memories of a dead humanoid. Their outlook on the world is profoundly alien, operating not only at a different timescale, but without a concept of individual death. They are, however, incredibly capable of understanding others, and expert tacticians.



## AGATE MOSS

*Small plant, neutral*

**Armor Class** 13

**Hit Points** 101 (36d4 + 21)

**Speed** 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	6 (-2)	13 (+2)	7 (-2)	7 (-1)	4 (-3)

**Skills** Stealth +8

**Condition Immunities** Agate Moss is immune to all conditions.

**Senses** Tremorsense 60 ft. Passive Perception 13

**Languages** none

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The vegepygmy's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells:

At will: ensnaring strike

2/day: spike growth



## VEGEPYGMY COLONY

### MIND

Large plant, neutral

Armor Class 12

Hit Points 172 (24d10 +)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Condition Immunities None

Senses Darkvision 60ft.

Languages Vegepygmy, common.

Challenge 5 (1800 XP)

**Innate Spellcasting.** The vegepygmy's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, web

1/day each: animate dead, hypnotic pattern

**Regeneration.** The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Tentacles.** Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 15 (2d10 + 4) damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 constitution saving throw, or take an additional 1d6 poison damage while grappled.

## VEGEPYGMY STINKHORN

Medium plant, neutral

Armor Class 14

Hit Points 126 (28d8)

Speed 20ft. Fly 60ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	6 (-2)	7 (-2)	6 (-2)

Condition Immunities None

Senses Passive perception 16, Touch 15ft.

Languages Vegepygmy

Challenge 4 (1110 XP)

**Barbed Hide.** At the start of each of its turns, the vegepygmy deals 5 (1d10) piercing damage to any creature grappling it.

**Regeneration.** The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

**Claw.** Melee Weapon Attack: +3 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) piercing damage.





## RENS

One of the most reclusive denizens of the parasitic plane are the Rens. Each Ren was once inhabited by an ancient species parasite that radically transformed the Ren's body and mind. Over time individual Rens managed to free themselves from the domination of these nearly divine captors, and those that survive dedicate themselves to practicing their art on others like them.

For all practical purposes Rens are immortal, having been suffused with eldritch magics. However, they are incredibly sensitive to changes in their environment. Each Ren has a suite of unique sensitivities, and over millenia has developed tools to insulate and protect themselves. Some wrap their bodies in gauze, and dip their fingers in wax each morning. Others grind every morsel of food in a mortar and pestle, leave it to dry in the sun, and mix it with chalk before consuming the smallest bite.

Each Ren also occupies its own haunt, tailored to make it as comfortable as possible. Sometimes this is as simple as a house on tall stilts, but most Rens prefer more labyrinthine designs to keep them away from the world. Each Ren has a deep connection to its haunt, and unconsciously animates it in conformity with the Ren's mood.

A final barrier stands in the way of anyone who seeks out a Ren in its haunt: universally Rens are without language. While they desire to communicate, their symbolism seems to constantly shift and change, making their chain of thought impossible to follow. Understanding a Ren for even the span of a short conversation requires a DC 18 insight check. Alternatively, there are a few individuals who claim to be able to translate for Rens, though it is difficult to tell whether they are trying to swindle gullible travelers. Despite this, many people try to seek out Rens for their skills in removing bodily parasites.

## A REN'S HAUNT

A Ren's haunt is often hidden far away, in a deserted area and can be deep underground.

## HAUNT ACTIONS

On initiative count 20 (losing initiative ties), the Ren takes a haunt action depending on its mood.

- If the Ren is afraid, its Haunt begins to move away from the thing that is frightening it. Objects transform into makeshift legs, and the haunt gains a 40ft movement speed.
- If the Ren is angry, objects begin flying through the space at random. Each turn, players must make a DC 14 Dexterity check or be knocked prone.
- If the Ren is ashamed, all the doors in the haunt become locked.
- If the Ren is surprised, every object in its haunt begins to make noise. Anyone who can hear takes 2d10 sound damage, and is deafened for 30 minutes.
- If the Ren is joyful, all creatures within the Haunt regain 1d8 hitpoints each round for 1 minute.

## REN

*Medium Aberration, neutral*

**Armor Class** 17

**Hit Points** 160 (20d8 + 70)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	24 (+7)	16 (+3)	22 (+6)	7 (-2)

**Saving Throws** Con +6

**Damage Immunities** Poison, Disease

**Condition Immunities** Poison, Disease

**Senses** Darkvision 60ft.

**Languages** None

**Challenge** 11 (7200 XP)

**Innate Spellcasting** A Ren's spellcasting ability is Wisdom (DC 17). The Leshen can innately cast the following spells, requiring no components.

1/day each: heal, antilife shell, remove curse.

3/day each: contagion, blight, fear.

**Magic Attacks.** The Ren's weapon attacks are magical.

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

**Detect Life.** The Ren can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

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

## Actions

**Sting.** Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Cloud of Disgust (Recharge 5-6)** The Ren encircles itself in an aura that fills nearby creatures with intense disgust. Each creature within 10 feet of the Ren, including around a corner, must succeed on a DC 15 Constitution saving throw, or be incapacitated until the end of the Ren's next turn.



# FACTIONS

Though the Phantom Seekers all share a common goal, the means by which they achieve this goal can vary greatly. In the recent past, this has led to divisions within the organization. Many subgroups exist, but three main factions dominate the organization, each guided by a different method of discovery and study.

## THE NAGAS

The **Nagas** value history above all else; they believe that the only way to understand society is to know its origins, and that this knowledge can be used to predict and shape the future. Poring over dusty tomes and studying religious and historical relics, the Nagas embrace the myths, stories, and lore of the multiverse and seek to explore it further.

While they are accepting of anyone of a similar mindset, most members of the Naga faction are Wizards, Clerics, Paladins, or Fighters.

### FIGURES OF INTEREST

#### SYBIL WESTFALL

*Leader, Human Wizard (Diviner).* Despite her disarming appearance, Sybil is a force to be reckoned with. A relative newcomer to the ranks of the Phantom Seekers, Sybil rapidly ascended the ranks of the Nagas to become the faction's leader after Nadia's dismissal. She uses arcane means to stay informed of all of the Phantom Seekers' dealings, and is lauded for her experimental adaptations and modern variations of ancient spells.

#### AOTH DOMNAO

*Half-Elf Paladin.* Well-versed in the lore of the multiverse, Aoth strives to find reality in legends. He is also known as the Truthseeker, a title he earned after discovering the ruins of a civilization that had previously been thought to be nothing more than a myth—a feat that established him as a prominent figure in the Naga circles.

#### ETHEL THE RED

*Dwarf Cleric (Knowledge).* The Lorekeeper of the Nagas, Ethel has been with the Phantom Seekers for centuries. She has seen firsthand events that have been lost to time, and is one of the foremost authorities on the history of the Phantom Seekers. Though she might not be the most able-bodied of adventurers, her intellectual prowess and vast reserves of lore and knowledge are more than enough to help her get by.

#### NADIA

*Former Member, Tiefling Wizard (Evoker).* Once a core member of the Naga faction, she parted ways with the Phantom Seekers after a conflict with the Speechless Ones put the secrecy of the whole organization at risk. Though the Phantom Seekers are discouraged from seeking her out or providing her with privileged information, she always seems to know what's going on. However, she still has the group's best interests at heart... or so she claims.



## THE OWLBears

The **Owlbears** strive to attain knowledge of the world through close observation; by connecting to the natural and spirit worlds and interacting with them directly, they learn how to manipulate their environment to discover how it works. However, these experiments can be quite perilous and can put their questants in danger, so the Owlbears have also learned how to harness these powers combatively to keep their members safe.

Due to the inherent danger of their work, the Owlbears are always welcoming of adventurers looking to aid them in their research, regardless of their background, but most core members of the Owlbear faction are Druids, Monks, Rangers, and Barbarians.

### FIGURES OF INTEREST

#### CIERRO NASCI

*Leader, High Elf Monk.* Cierro has been the leader of the Owlbears longer than anyone can remember, and his extensive knowledge of the faction's experiments and discoveries is a frequent asset. However, his obsession with the faction's projects has isolated him and alienated him from many of the newer members, who often view him as a socially incompetent know-it-all.



## HOC-TU

*Guide, Half-Orc Druid.* Cierro's right-hand man, Hoc-Tu attempts to act as a liaison between the new members of the Phantom Seekers and the more senior Owlbear researchers. Hoc-Tu also conducts many experiments of his own, specializing in sentient flora and multiplanar entities. His real name is Hkkjor Torkrld, but everyone just calls him Hoc-Tu.

## RENA ILSINDRA

*Gnome Ranger (Beastmaster).* Despite her small stature, Rena's presence is always noticed, partly due to her Snow Tiger companion, Longtooth. A fairly recent addition to the Owlbears, she has already established her reputation as an adept adventurer as well as a prolific researcher, but some suspect she may be too ambitious for her own good.

## SHARRA KJAMMIR

*Dragonborn Barbarian.* Sharra hopes to one day be a renowned experimentalist like many of her Owlbear colleagues, but her fear of venturing into the wild to conduct research or obtain reagents often gets in the way of her success. As a result, she depends on adventure-oriented members of the Phantom Seekers to aid her in her research, and works to establish partnerships with the most daring and ambitious of the bunch.



# THE HOMUNCULI

The **Homunculi** operate with the mindset that, though the world has existed for aeons, it is defined most by the life existing within it. Because of this, the Homunculi believe that studying the relationships between living creatures is the best way to understand the world, and that through these connections one can ascertain the true nature of our universe. However, this can be done in many different ways: some Homunculi study from the spotlight, some observe from the shadows, and others strive to understand the arcane and spiritual threads binding society together.

Though the Homunculi are the most diverse of the factions, their ranks are dominated by Bards, Rogues, Sorcerers, and Warlocks.

## FIGURES OF INTEREST

### CORA FARBROOK

*Leader, Halfling Sorcerer.* A star in her own right, Cora is one of the biggest names behind the curtain. Cora specializes in organizing events and orchestrating performances, whether large-scale or just between individuals. She often uses her arcane talents to facilitate this process, manipulating spaces and objects to construct fantastical environments (usually laced with a few secrets along the way)

### ARRAS EVANWOOD

*Guide, Human Bard.* Often called the Secretkeeper, Arras somehow manages to know the most minute details of people's lives and adventures, and knows all the rumors and legends circulating through the Phantom Seekers. However, he shares this information selectively, usually operating on a "need-to-know" basis. He encourages new initiates to seek out secrets of their own, that they might be able to exchange legends and stories and shine a light on even the darkest reaches of Hydaria.

### DRATH ORSAI

*Human Warlock (Fiend).* A recent addition to the Phantom Seekers, Drath has a past veiled in shadow. He claims to be a prince who was forced to flee his kingdom, but some suspect he's just an average kid. He spends most of his time skulking in the shadows around the Homunculi's haunts, observing other initiates' behaviors and interactions.

### FINNEGAN

*Kuo-Toa Warlock (Great Old One).* Finnegan is an utterly alien being. A bringer of both creation and destruction, he beckons change and embraces chaos. Though the applications of his arcane gifts are near impossible to understand, there is a strange artfulness to his creations, and beauty in his chaos. To further complicate things, the primordial entity which grants him his powers is himself, an eldritch god in his own mind.



# QUESTS & ADVENTURING



The Phantom Seekers are making ready for Hydaria's collision with the parasitic plane. Every Faction is rushing to complete their rituals and experiments before it's too late. Hydaria is lit up through the night with flashes of lightning and the otherworldly glow of the Factions' strange and arcane intercessions into

our world.

## FACTION RENOWN

Though the Factions are secretive when amongst outsiders, they are open within their own ranks. There are many ways for a new recruit to rapidly climb the ranks of any one of the arcane and mysterious groups. A new recruit must prove their cleverness, mysticism, and bravery in order to rise through the ranks and become the leader of one or all of the Factions. Ascension through the ranks can be simulated using the following table and the "Renown" section on page 22 of the *Dungeon Master's Guide*

Renown	Owlbears	Nagas	Homunculi
1	Tinkerer	Milk Snake	Curious
3	Apprentice	Hognose	Inquisitive
10	Journeyer	Krait	Intrepid
25	Clock-Keeper	Shieldnose	Incorrigible
50	Secret-Maker	Boomslang	Unstoppable

## NAGA QUESTS

### RELIC RETRIEVAL

The Nagas know of many strange relics, artifacts, and treasures that have been lost to time. Stashed away in dark caverns or beneath the rubble of ancient ruins, these relics can be found all throughout the Hydarian realm, and the Nagas need them to be retrieved.

### SITE RESTORATION

Ancient temples and libraries are vast wells of knowledge, and critical to the Nagas' research. However, they are also becoming sanctuaries for bandits, beasts, spirits, and all kinds of monsters— that's where the adventurers come in. The PC's have been tasked with clearing the site of whatever has been occupying it, enabling Naga researchers to safely occupy the site.

### RIDDLES AND SECRETS

As they pore over dusty tomes, Naga researchers often stumble upon cryptic clues and enigmatic riddles. Sometimes these mysteries are solved, but often they need dedicated questants to follow the trail of puzzles and clues and uncover what lies at the end. A recently discovered clue has piqued the Nagas' interest, and the PC's have been tasked with finding what lies at the end.

## OWLBEAR QUESTS

### DANGEROUS RESEARCH

The Owlbears are always venturing far north into the tundra or south into the mountains to obtain materials for their experiments. The way is often fraught with danger, because nothing worth having is easy to acquire. They are always looking for escorts to help them extract their obscure treasures.

### REAGENT RECOVERY

Sometimes the Owlbears find themselves in need of materials so precious and rare that they have been assigned fierce guardians. The Owlbears can be fierce warriors, but such guardians are beyond their capacities. They need help to traverse dangerous routes, defeat monsters, and obtain their treasured materials.

### EXPERIMENTATION

The Owlbears have an experiment which requires a willing participant. For some reason none of them are eager to volunteer. They promise results, but are a little shifty about what the risks might be. They seem very sure that attempt number twenty-five will work perfectly.

## HOMUNCULUS QUESTS

### SITE SPECIFIC

The Homunculi have a novel ritual planned, but they've realized that it will only work under very specific conditions. They need participants, materials, and protection. Everyone knows that these rituals can be perilous, but the potential rewards make it well worth the risk...don't they?

### STRANGE ENCOUNTERS

The Homunculi are fanatic explorers. Every time their world grows, the Homunculi feel their own powers expand. They are always seeking out new peoples and new connections amongst people. They are always eager for intrepid travelers to bring them news of previously unknown worlds.

### FROM THE SHADOWS

Occasionally the Homunculi's work requires them to act covertly. Secret groups govern the world of Hydaria just as much as the public ones, if not more, and the Homunculi are nothing if not thorough in their study of the living connections and forces which guide their world. They need help infiltrating and studying some of these closed groups.



# NEW BASE CLASS: THE WRITER

A bespectacled halfling creeps quietly into a small library, rests her hand on a wooden desk, and is confronted by visions of a barbaric sacrifice earlier that day. Meanwhile, a rotund, inky figure leaves the bottle tied to her belt and starts copying down the baron's correspondence.

A solemn dwarf carefully watches a hobgoblin archer take aim, scratching runes into his leather armor to rewrite the path of the arrow away from his companions.

Scribbling into a disheveled notepad, a half-elf with a quill behind one ear asks a villager his opinion of the local sheriff, feeling a swell of magical energy as she renews her connection to the citizenry. She thanks the villager for his time, then moves on with a smile to the next stranger on the street.

Whether investigator, author, or interviewer, a writer draws on their relationship with the people to imbue their writing with powerful magic, allowing them to uncover secrets, manipulate foes, and even alter reality.

## WRITERS IN HYDARIA

Writing is an honored art in Hydaria. All the component skills from handwriting to research have whole schools devoted to their perfection. Unlike other kingdoms, writing is a recognized school of magic, and every child takes an aptitude test by writing an essay glorifying Hydaria's virtues.

Writers are also feared. A powerful writer can change the fate of a government without ever leaving their chair, and without being traced. Those who receive explicit training in their art are banned from owning paper, and they are subject to impromptu examinations of their fingers and clothes for ink stains.

## THE WRITER

Level	Proficiency Bonus	Features	Cantrips Known	Spell Point Maximum	Max Spell Level	Motifs Known
1st	+2	Spellcasting, Editor (d4)	2	2	1st	—
2nd	+2	Inky Fingers, Worldly	2	3	1st	—
3rd	+2	Genre Ability, Motif	2	7	2nd	3
4th	+2	Ability Score Improvement	3	9	2nd	3
5th	+3	Editor (d6), Improved Editor	3	14	3rd	4
6th	+3	Genre Ability	3	16	3rd	4
7th	+3	—	3	19	4th	4
8th	+3	Ability Score Improvement	3	22	4th	5
9th	+4	—	3	29	5th	5
10th	+4	Editor (d8), Enchanted Ink	4	32	5th	5
11th	+4	Authorial Intent	4	38	6th	6
12th	+4	Ability Score Improvement	4	38	6th	6
13th	+5	—	4	42	7th	6
14th	+5	Enchanted Ink, Genre Ability	4	42	7th	6
15th	+5	Editor (d10)	4	47	8th	7
16th	+5	Ability Score Improvement	4	47	8th	8
17th	+6	—	4	52	9th	8
18th	+6	Enchanted Ink	4	58	9th	9
19th	+6	Ability Score Improvement	4	62	9th	9
20th	+6	Superior Editor	4	70	9th	10



## THE WRITTEN WORLD

When a writer looks at the world, they do not see streets or citizens. They see the laws which govern how people move through those streets, and the philosophical treatises, religious texts, and bedtime stories that made each citizen who they are. Writers see the world as a written text, one of endless beauty and complexity. Though many editors are lawyers, playwrights, legislators or poets, not every scribbler is a true writer. What makes someone a writer is the unique ability to change the fabric of reality through their writing, an ability each editor must discover on their own.

## POWER OF THE PEOPLE

Unlike other spellcasters, writers do not gain their power from latent ability, careful study, or extraplanar powers. Writers draw on the small amount of latent energy within every mortal soul, and are at their most powerful when they are able to frequently renew their connection to the people of their home city. That interaction can mean many things, depending on the writer – frequent interviews, or well-attended performances, or successful elections. Writers must be careful, however – they can lose their abilities if their interests drift too far from the interests of their people.

## CREATING A WRITER

When creating a writer, begin by considering the style and genre in which they began. Novelist, poet, playwright, newspaper editor, or pulp sensationalist, a writer gains their power through a deep knowledge of the craft. Does your writer begin from what they know, drawing inspiration from a rich and complicated life? Or, do they have a powerful imagination for detail and a rich understanding of humanoid nature?

Not all writers know that their skill is magical, ask whether your writer believes they are clariavoyant, the agent of fate, or an active cause of coincidences. While writers draw their power from their interactions with people, unlike other magic users they have little insight into this process.

## QUICK BUILD

You can make a writer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by constitution. Second, choose the Guild Artisan background. Third, choose the *Vicious Mockery* and *Moment to Think* cantrips.

## CLASS FEATURES

As a Writer you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per writer level

**Hit Points at 1st Level:** 8 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per writer level after 1st.

### PROFICIENCIES

**Armor:** Light armor.

**Weapons:** Simple weapons.

**Tools:** Printer's tools.

**Saving Throws:** Wisdom, Charisma.

**Skills:** Choose any three.

### EQUIPMENT

You start with the following equipment in addition to that granted by your background:

(a) a light crossbow and 20 bolts or (b) any simple weapon

(a) a burglar's pack or (b) a diplomat's pack

A notepad, a bottle of enchanted ink, and a forger's kit

Leather armor

### SPELLCASTING

You have learned to edit and rewrite reality in accordance with your will, and the will of the people you serve. Your spells are a part of your writer's toolkit, a vocabulary you can use to bend the world towards your will. See chapter 10 of the Player's Handbook for general rules of spellcasting and the table at the end of this document for the writer spell list.





## CANTRIPS

You know two cantrips of your choice from the writer spell list. You learn additional writer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Writer table.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your writer spells. Your magic comes from the passion and fire behind your writing. You can use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a writer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## SPELL POINTS

You have a pool of spell points which you use to cast spells. You expend a given number of spell points to cast a spell at a given level, as shown in the spell points table. As long as you have spell points and can cast spells of the requisite level, you can cast any spells on the editor spell list, and do not need to prepare them. You can't reduce your spell points total to less than 0, and your ways of recovering spell points are laid out in the following section.

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Spells of 6th level and higher are particularly difficult to cast. You can use spell points to cast one spell of each level of 6th or higher. You can't cast another spell of the same level unless you have greater than 32 spell points.

The maximum number of spell points you can have at one time is based on your writer level, as shown in the Writer table. Your level also determines the maximum-level spell you can cast. Even though you might have enough points to cast a spell above this maximum, you can't do so.

When you complete a long rest, you regain half your maximum spell points. In addition, you can recover spell points by succeeding on skill-based ability checks. Every time you succeed on an ability check, you gain a number of spell points as defined by the following table:



DC	Points Recovered
10 or lower	Proficiency Bonus / 2
11-15	Proficiency Bonus
16-20	Proficiency Bonus x 1.5
21+	Proficiency Bonus x 2

## EDITOR

You can alter the outcome of certain events by rewriting the text of the universe. When you finish a long rest, roll all of your Editor dice and record the value of each roll, in order. You can add the first value from your Editor bank to any roll of any kind made by you or a creature that you can see. You can wait until after the roll to decide, but must decide before the DM says whether the roll succeeds or fails. The next time you use this feature, you use the second value rolled, and so on. You can modify a roll in this way only once per turn, and must use the rolls in order.

Alternatively, you can use your Editor dice to inflict a penalty on another creature's rolls. Any time a creature you can see makes an ability check, attack roll, or saving throw, but before the DM says whether the roll succeeds or fails, you can use your reaction to reduce the value of the roll by half the value of your next Editor die.

Your number of Editor dice is equal to your Charisma modifier (a minimum of one.) If you have unused Editor values when you finish a long rest, you lose those values. Your Editor die starts as a d4, but changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.





## INKY FINGERS

Starting at 2nd level, you discover how to infuse your writer's ink with simple magic. As an action, you can imbue a one-ounce bottle of ink with temporary life, creating an inkling. Your inkling acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. An inkling can't attack, but it can take other actions as normal. You can use your action to communicate with your inkling telepathically, and your inkling can communicate with you by turning itself into simple text. You can only have one inkling at a time.

When the inkling drops to 0 hit points, it disappears. Your inkling also dies if it moves more than 60 feet from you, or spends more than 10 minutes outside of its bottle. As a bonus action, you can dismiss your inkling, returning the ink to its bottle. When you cast a spell with a range of touch, your inkling can deliver the spell as if it had cast the spell. Doing so instantly destroys your inkling.

## WORLDLY

At 2nd level, you endeavor to experience a wide range of skills, in order to better inform your writing. You gain proficiency in forger's tools, proficiency in two additional skills, and can add half your proficiency bonus to ability checks where your proficiency bonus does not already apply.

## WRITER'S TOOLKIT

Starting at 3rd level, you discover how to imbue magic into common phrases and recurring motifs that, if written well, alter reality to fit these predetermined parameters. On your turn, you can use the Write action to scratch a short note into your notebook. You start with three motifs from this list, and gain more as you increase in level, as shown in the Writer table.

### INSPIRATION:

You write a brief inspirational passage, magically moving a creature to attempt daring feats. If a friendly creature makes a successful attack against a hostile creature, you can use your reaction to roll a Charisma (Performance) check contested by the target's AC. If you succeed, your ally lands a second blow (roll damage again).

### REFERENCE:

You write an obscure historical reference, magically confusing your opponents. If a hostile creature makes a Wisdom or Intelligence save, you can use your reaction to roll an Intelligence (History) check contested by your opponent's AC. If you succeed, your target fails that save.

### COINCIDENCE:

You write a short scene of outlandish coincidence, magically drawing two unconnected things together. If another creature targets you with a ranged attack or spell, you may use your reaction to specify another target. Roll a Dexterity (Acrobatics) check contested by the attacker's AC. If you succeed, compare the original attack roll to the target's AC to determine if the attack hits the target, or misses you both.



### **CRITICISM:**

You write a brief critique of an opponent's skill, magically confirming their worst suspicions. If another creature is the target of a critical hit, you can use your reaction to make a Charisma (Intimidate) check contested by your opponent's AC. If you succeed, the target is frightened of its attacker.

### **AWKWARD:**

You write a short scene of teenage angst, magically granting an opponent the reflexes of a pubescent. If another creature moves within five feet of another creature, you can use your reaction to make a Dexterity (Sleight of Hand) check contested by your opponent's AC. If you succeed, the target trips, falling prone next to the first creature it passes.

### **TWIST:**

You write a preposterous twist ending, magically bending reality towards something absurd. If another creature rolls a critical failure, you can use your reaction to make a Wisdom (Medicine) check contested by your target's AC. If you succeed, the target hits itself with its own weapon.

### **ESCAPE:**

You write a description of a daring escape, magically helping allies get away from trouble. If a friendly creature tries to move in a way that would provoke an attack of opportunity, you can use your reaction to make a Wisdom (Survival) check against the AC of the closest potential attacker. If you succeed, the target does not provoke attacks of opportunity this turn.

### **LAST STAND:**

You write a battle scene filled with desperate survivors, magically goading all those around you to fight to the death. If another creature tries to move in away from you in a way that could provoke an attack of opportunity from you, you can use your reaction to make a Strength (Athletics) check contested by the target's AC. If you succeed, all creatures within 5 ft. of you gain the restrained condition, and lose frightened, charmed, and stunned conditions until the beginning of the provoking creatures next turn.

### **FIRST SIGHT:**

You write a scene featuring a contrived meeting between star-crossed lovers. If a hostile creature moves within 5 feet of you, you can use your reaction to attempt to charm them. The target must pass a Charisma save against your passive Charisma (Persuasion) skill, or be charmed for the next round.

### **ANTICLIMAX:**

You write a scene with massive buildup and little payoff. If a hostile creature casts an AoE spell that can be dodged, you can use your reaction to make an Intelligence (Arcana) check against your opponent's passive Intelligence save. If your spell succeeds, all characters affected by the spell automatically pass their Dexterity saves.

## **ABILITY SCORE IMPROVEMENT**

---

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## **IMPROVED EDITOR**

---

Beginning when you reach 5th level, you regain all of your expended uses of the Editor ability and must roll a new Editor bank when you finish a short or long rest.

## **ENCHANTED INK**

---

At 10th level, you can create a magical written work of rare quality without paying the attendant monetary cost. The object takes one week and your spell point maximum to produce. You can use your spell point maximum to create an item of very rare power at 14th level, and a sentient item of legendary power at 18th level. Consult with your DM to determine the exact abilities of your magical text.

## **SUPERIOR EDITOR**

---

At 20th level, when you roll initiative, you may roll one more Editor die and add the value rolled to your Editor bank.

## **WRITER GENRE**

### **JOURNALISM**

---

A journalist takes the writing to the streets and to the masses. You are adept at researching stories, finding deep cover sources, and getting under politicians' skin.

### **EMBARGO**

When you choose this genre at 3rd level, you learn how to withhold stories until you're ready for the consequences. You can choose to skip one motif that would otherwise trigger during a combat round. You can use this ability once every time you roll initiative. Any unused embargoes are lost the next time you roll initiative.

At 6th level, you can use this ability twice every time you roll initiative. At 14th level, you can use this ability three times every time you roll initiative.

### **JOURNALIST TOOLKIT**

At 3rd level, you learn one ability from the list below. You learn another journalism ability at 6th level, and another at 14th level.

### **TABLOID**

You draw on your knowledge of scandalous gossip, magically coaxing two creatures to fight. Your opponent believes it has been slandered, and has disadvantage on all attack rolls except those made against one friendly creature you choose. The effect of this motif lasts a number of turns equal to your Writer level. You must finish a long rest before you can use this ability again.



## INTERVIEW

You ask a piercing journalistic question, magically compelling your subject to respond. Choose a creature to question that knows at least one language you also know. Your target is forced to answer your question on its next turn, and can take no other action. The creature must answer truthfully, but can be evasive. The effect of this ability can last a number of turns equal to your Charisma modifier, or until you decide to stop taking the interview action. You must finish a long rest before you can use this ability again.

## EXPOSÉ

You cite a number of little-known facts, magically revealing the true world to another creature. You can remove from one creature all effects causing them to be frightened or charmed. You must finish a long rest before you can use this ability again.

## WAR CORRESPONDENT

At 6th level, your work exposing dangerous secrets has honed your combat skills. You gain a +1 bonus to attack rolls you make with weapons with the loading feature. At 14th level, you have learned how to defend yourself while investigating the powerful, and gain +1 AC while wearing light armor.

## THEORY

A Theoretician writes for a smaller, specialized audience. With a profound knowledge of how both writing and the worldwork, a theoretician is skilled at citation and interacting with other's writings.

## POLEMIC

You sketch out an incendiary argument against a motif or spell with a verbal component. When a creator casts a spell or another writer invokes a that motif, you can roll a Persuasion check contested by the target's AC. If you succeed, the motif or spell is negated and cannot be used by you or your target until after a short rest.

## THEORETICIAN TOOLKIT

At third level you learn one ability from the list below. You learn a second theorist ability at 6th level and at 14th level you gain the ability "interdisciplinary theorist."

## REFRAME

Your knowledge of how discourse operates lets you frame an issue. You write down an argument about why things should be framed the way you'd like to frame them. All characters within the conversation are forced to talk about the the issue, even if just temporarily, addressing your concerns. The length of this effect can last a number of terms equal to your charisma modifier.

## HERMENEUTIC OF SUSPICION

You write an analysis of an a character's behavior. If a creature makes a Wisdom (Insight) check, you can use your reaction to roll an Wisodm (Insight) check. If you succeed, you can determine the outcome of the creature's check.

## INTERDISCIPLINARY PASTICHE

Combine the effects of two motifs together. When one is triggered, roll for both. Both must succeed for either to take effect.

## FANFIC

A fanfictEUR writes enthusiastically about fictions they care about. You have zeal, a way with people, and a talent for riffing on the work of others.

## ANGSTFIC

You scribble about up a number of targets equal to your charisma modifier's emotions and relationships. Roll a Wisdom (Insight) check vs AC. If you succeed, targets feel extreme angst about themselves and the other targets for a number of turns equal to your charisma modifier. They have disadvantage at constitution and charisma checks.

## FANFICTION TOOLKIT

At third level you learn one ability from the list below. You learn a second fanfictEUR ability at 6th level and at 14th level you gain the ability "Mary Sue"

## SQUICKFIC

You write a fic that makes your target uncomfortable or disgusts them. Roll a Wisdom (Nature) check vs AC. If you succeed, the player turns and flees for a turn. They roll at a disadvantage until they pass a DC12 Athletics check.

## SONGFIC

You write down a score and some lyrics. All creatures in a 30 ft radius are forced to sing for a number of turns equal to your charisma modifier if they do not pass a DC15 Charisma (Performance) check.

## MARY SUE

When someone says something bad about you, you write a glowing depiction of yourself. Roll a Charisma (Performance) check against opponents AC. If you succeed, charm them for a number of rounds equal to your charisma modifier. After the effect ends, creatures may resent having Mary Sue used on them.



## WRITER SPELLS

The writer's spell list makes use of spells compiled in the Modern Magic Unearthed Arcana, and Middle Finger of Vecna's Chronomancy homebrew.

### CANTRIPS (0 LEVEL)

Blade Ward  
Friends  
Guidance  
Mending  
Message  
Moment to Think  
Spare the Dying  
Thaumaturgy  
True Strike  
Vicious Mockery

### 1ST LEVEL

Charm Person  
Command  
Comprehend Languages  
Cure Wounds  
Deja Vu  
Disguise Self  
Enhance Reflexes  
Heroism  
Identify  
Illusory Script  
Infallible Relay  
Safiya's Industrious Worker  
Sleep  
Slow Thinking  
Tasha's Hideous Laughter

### 2ND LEVEL

Action  
Aid  
Alter Self  
Calm Emotions  
Crown of Madness  
Delay  
Enhance Ability  
Enthrall  
Invisibility  
Lesser Restoration  
Locate Object  
Nystul's Magic Aura  
Pass Without Trace  
Silence

### 3RD LEVEL

Beacon of Hope  
Bestow Curse  
Clairvoyance  
Fear  
Feign Death  
Glyph of Warding  
Hypnotic Pattern  
Major Image  
Nondetection  
Remove Curse  
Revivify  
Sending

Speak with Dead  
Speak with Plants  
Tongues

### 4TH LEVEL

Compulsion  
Confusion  
Divination  
Greater Invisibility  
Impressions of the Past  
Locate Creature  
Phantasmal Killer  
Synchronicity

### 5TH LEVEL

Animate Objects  
Awaken  
Commune with City  
Contact Other Plane  
Dominate Person  
Evasiveness  
Dream  
Geas  
Greater Restoration  
Legend Lore  
Mass Cure Wounds  
Mislead  
Modify Memory  
Rary's Telepathic Bond

Scrying  
Seeming

### 6TH LEVEL

Contingency  
Eyebite  
Find the Path  
Heal  
Mass Suggestion  
Programmed Illusion  
True Seeing

### 7TH LEVEL

Etherealness  
Mass Haste  
Mirage Arcane  
Project Image  
Symbol

### 8TH LEVEL

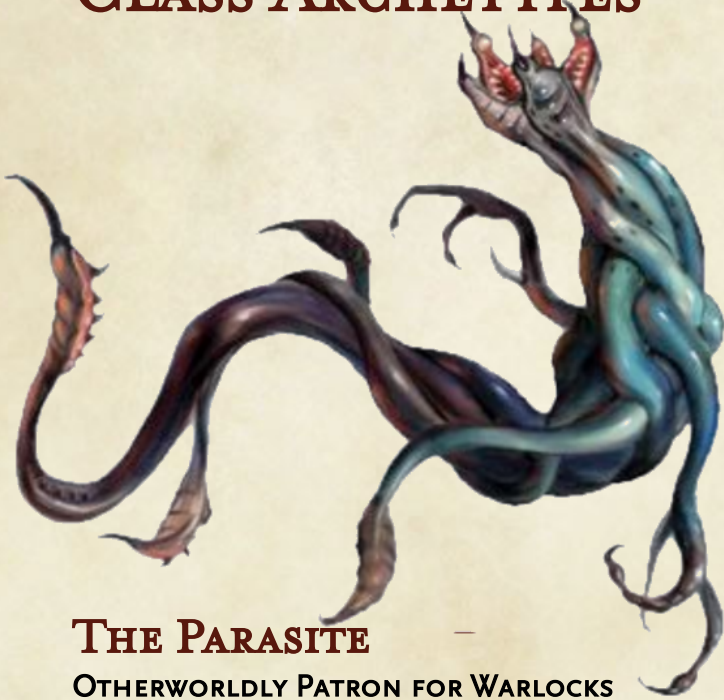
Feeblemind  
Glibness  
Power Word Stun

### 9TH LEVEL

Foresight  
Time Stop  
Temporal Bubble



# CLASS ARCHETYPES



## THE PARASITE

### OTHERWORLDLY PATRON FOR WARLOCKS

Most warlocks make pacts with dead gods and foreign, intangible spirits, and therefore always have cause to doubt their patron's veracity. By contrast, you have assurance of your patron's power, for it dwells within you. And not in a metaphorical sense; your patron literally lives inside of you. Others would call your patron a parasite, and you merely a host, but you know the truth.

Your patron is a rare, powerful creature, perhaps the last of its kind. It is foreign to this world or incredibly ancient, and to remain healthy, it must take up residence inside a host. In compensation, it offers immense power and eldritch secrets to the creature that carries it. You took this creature's bargain willingly, accepted the creature's power, and invited its voice into your head.

### PARASITE EXPANDED SPELLS

Spell Level	Spells
1st	dissonant whispers, longstrider
2nd	alter self, detect thoughts
3rd	blink, haste
4th	death ward, phantasmal killer
5th	dominate person, telekinesis

## LEECHING STRIKE

At 1st level, your patron has taught you to feed off of others, just as it feeds off of you. Once per turn, when you deal damage with a melee weapon attack, you gain temporary hit points equal to half the damage dealt, rounded down, up to a maximum of your warlock level.

## AGITATE MAGIC

Starting at 6th level, you can use your bonus action to call upon your parasite to disrupt foreign magic around you. For up to 1 minute, you have resistance to damage you take from spells and advantage on saving throws against them. During this time, you take irreducible and unavoidable 1d8 damage at the beginning of your turn, as your patron feeds on you to fuel the effect. You can end this effect early on your turn, but you take an immediate 10 damage.

## HOST'S RESILIENCE

At 10th level, your patron shares some of its vitality with you. When you roll initiative, you gain 10 temporary hit points which remain for up to 1 minute.

## TRANSFER HOST

By 14th level, you can use your action to transfer your parasite patron to another host within your reach. For 1 minute, at the beginning of each of its turns, the target must make a Constitution saving throw. On a failed save, the target is paralyzed until the end of its turn, and takes 25 points of irreducible damage. Constructs, elementals, and undead automatically succeed this saving throw.

While your parasite is outside your body, you are left with only remnants of your magical abilities, and cannot cast spells of 1st level or higher, nor can you use any powers or abilities offered by this patron.

At the end of this duration, or when the new host is reduced to 0 hit points, your parasite is ejected from the host's body, and lands in a space adjacent to the creature. While without a host, the parasite has AC 10 and 10 hit points. If it is reduced to 0 hit points, the parasite is gravely injured, and you will be unable to cast spells of 1st level or higher until you complete a long rest with it inside your body. You can reabsorb your parasite as a bonus action.

If you transfer your parasite to a host whose challenge rating is greater than your level, there is a 50% chance, at the DM's discretion, it will choose to remain with its new host. If this is the case, it imposes no negatives on the target, and will only return if the host is reduced to 0 hit points.

After using this ability, you must complete a long rest before using it again.



## FATE DOMAIN

### DIVINE DOMAIN FOR CLERICS

At the crossroads of divination, sorcery, and alchemy stand those mad geniuses who attempt to guide the very hand of Fate herself. They follow the Great Judge, who decides all, who guides Fate like a sister, who arbitrates all reality. Clerics who follow the path of the Great Judge study Fate so that they may learn to guide her as well.

### FATE DOMAIN SPELLS

Level	Spells
1st	command, divine favor
3rd	augury, zone of truth
5th	bestow curse, remove curse
7th	banishment, death ward
9th	geas, planar binding

### BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with Heavy Armor.

### TESTING FATE

Also at 1st level, you gain the ability to slightly alter the weave of fate. When you roll an ability check but before you know if it succeeded or failed, you may choose to reroll the check. If you do this, you *must* use the new roll. You may use this feature a number of times per day equal to your Wisdom modifier (a minimum of once).

### CHANNEL DIVINITY: BONDED FATES

At 2nd level, you can use your Channel Divinity to learn about the fate of others. As an action, you may establish a Fate Bond with a willing creature you are touching. For the next 8 hours, you can immediately learn the creature's location, any status conditions it has (if the creature is aware of them), and whether the creature is dead or alive. The creature is aware of this bond, and also knows this information about you. If you form a Fate Bond with multiple creatures simultaneously, the creatures also have a Fate Bond with each other.

### INTERPOSING DESTINY

At 6th level, you can use your Channel Divinity to manipulate the weave of fate. While you have a Fate Bond with a creature you can see, you may use your reaction any time the creature takes damage to interpose on their behalf and take the damage instead. Any creatures you are bonded to can also use this feature, interposing for you or other creatures that are part of the Fate Bond.

### POTENT SPELLCASTING

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## FATEBENDER

At 17th level, you gain even more influence over the weave of fate— you and all creatures you have a Fate Bond with have advantage on dexterity and death saving throws.

## WAY OF THE SPEECHLESS ONES

### MONASTIC TRADITION FOR MONKS

Monks who follow the Way of the Speechless Ones give up their bodies to become representatives of the spiritual force that makes up the world.

### ENVELOPING CLOAK

Starting when you choose this tradition at 3rd level, while you are wearing your cloak, you can use 1 ki point to make a grapple check against a target using Wisdom (Insight) instead of Strength. Your target has the choice to defend with Wisdom (Survival) or Charisma (Deception), if your target uses its action to escape the grapple, it also uses Survival or Deception. Your grapple counts as a Special melee attack, and if you're able to make multiple attacks with the Attack action, this replaces one of them. Your target can be no more than one size larger than you, and attempting to grapple another creature automatically releases the one you are currently enveloping.

On a successful grapple you envelope your target in your cloak and they gain the grapple condition. Additionally, the target is reduced to 1lb, and you do not need to use any limbs to maintain the grapple.

You may spend an additional ki point for one of the following effects:

- Your target may not cast spells while grappled.
- Your target has disadvantage on attack rolls while grappled.
- Your target cannot communicate with anyone except you.

### BODYLESS

At 6th level, while you are wearing your cloak, you gain resistance to piercing, bludgeoning, and slashing damage. You also gain vulnerability to force, necrotic, psychic, and radiant damage.

Additionally, you may choose to use to use Wisdom instead of Dexterity for the attack and damage rolls of your unarmed strikes. If you use Wisdom, add 5ft to your reach.

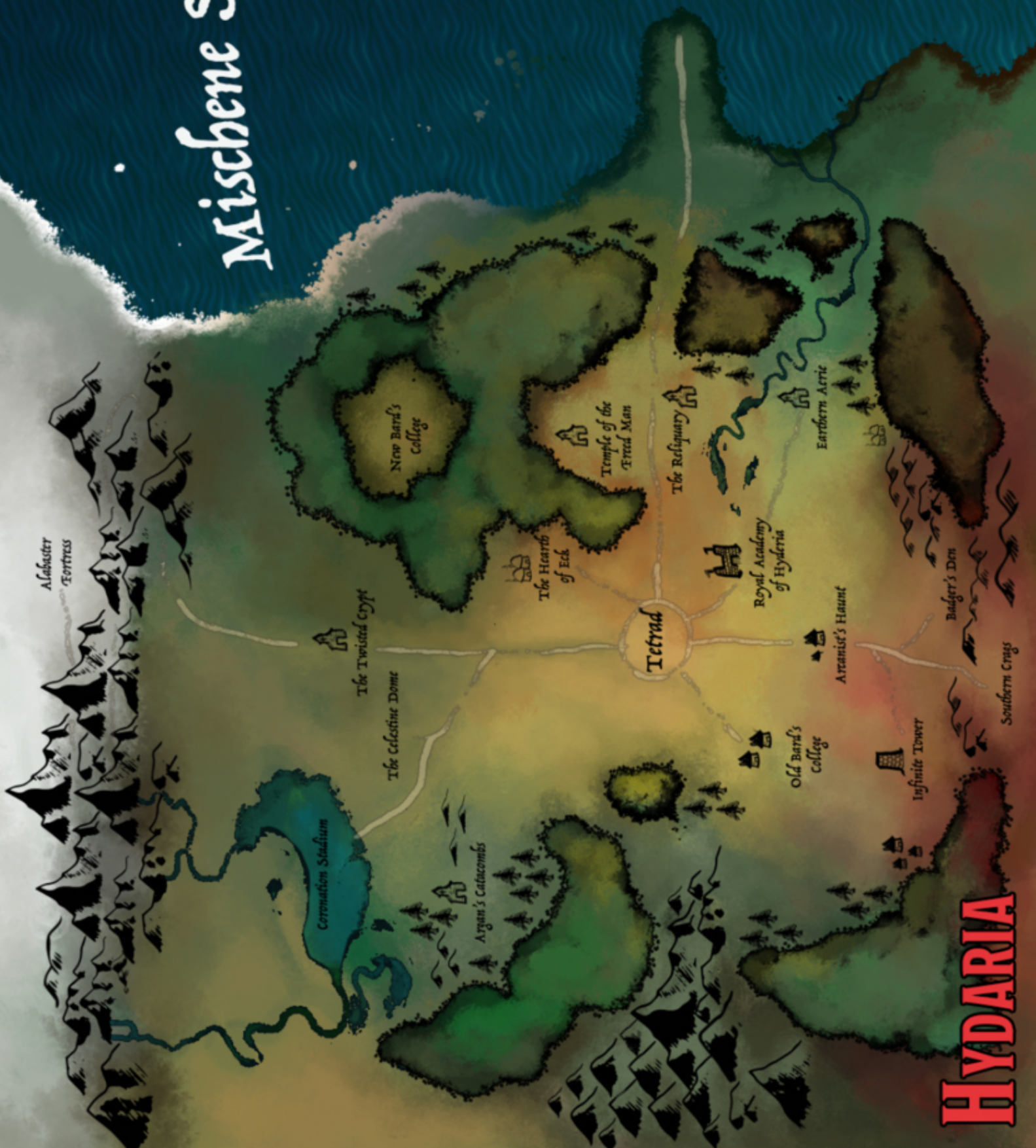
### ABSORPTION

At 11th level, after making a successful grapple check with Enveloping Cloak, you may spend another ki point to transform into a perfect physical replica of the creature you absorbed. The transformation lasts for one hour for each ki point you spend.

### CLOAK OF HOLDING

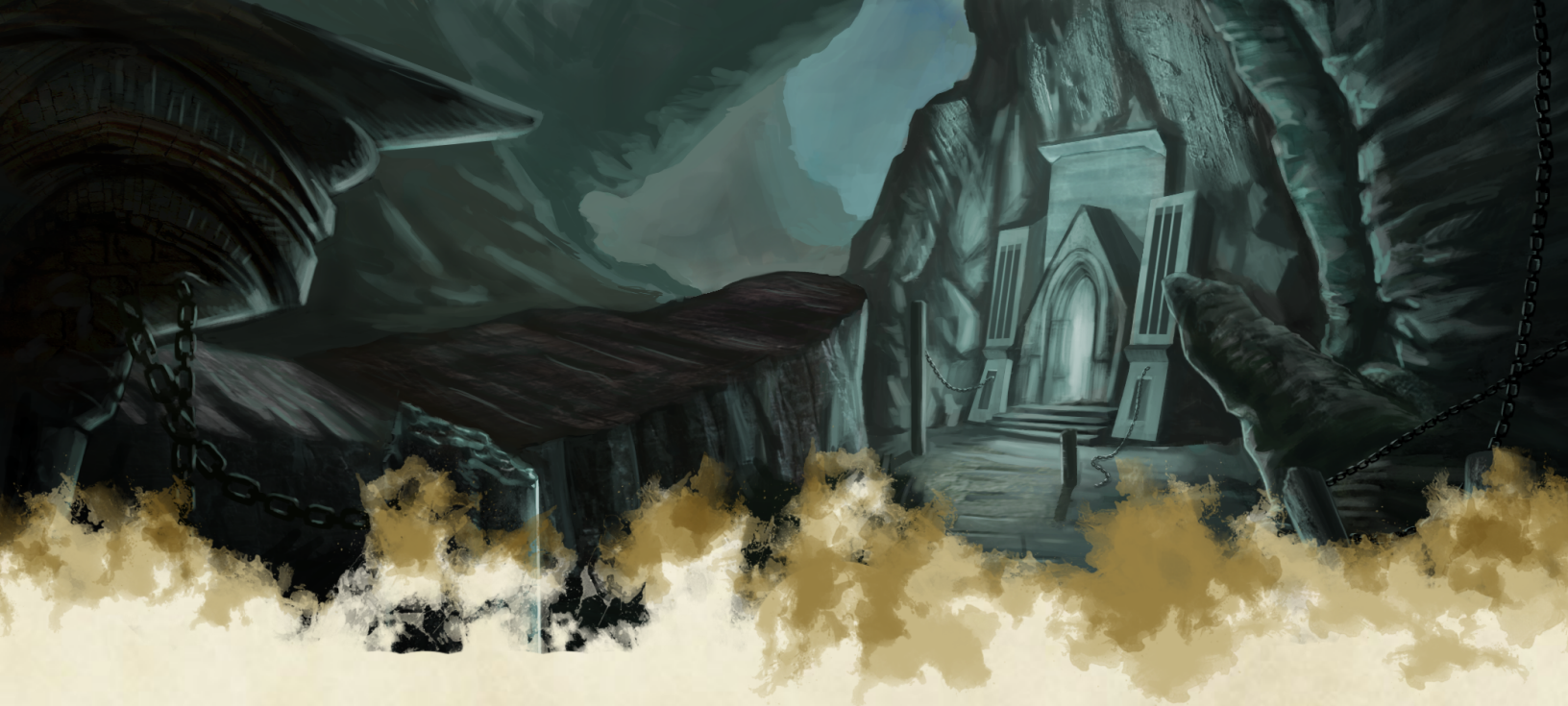


# Mischene Sea



# HYDARIA





## THE HYDARIAN REALM

Welcome, traveler from a distant land. Sit, please, and tell us of what you have seen. Tell us of the unheard-of monsters, who slither and bite, of the wondrous items and artifacts you have found whose mysteries are yet to be unlocked, of the vexing vocations and surprising skills you have seen.

Nestled in the clearing between the Southern Crag and the Mischene Sea, the kingdom of Hydaria is a relatively peaceful oasis amidst the surrounding chaos of the Chimeran Realm. Despite its small size, Hydaria is a metropolis in its own right, and a bustling hub for travelling merchants, wandering scholars, and daring adventurers from all over the world. Though it may appear to be a peaceful idyll, Hydaria is like the Mischene Sea—beneath the calm and lovely surface a storm is likely to be brewing, or a leviathan swimming.

Hydaria is hemmed in by the sea on one side, by the mountains on another, and wood on the third. Their Gilded neighbors to the North think of Hydaria as a backwater, a stopover on the way through the Southern Crag. These neighbors, of course, have never been to Hydaria (or much of anywhere).

### THE MISCHENE SEA

The Mischene Sea can provide a good living—if you can survive it. It has hundreds of thousands of greasy fish and even more smugglers' coves. Take care before you set out in your little boat, however, lest one of the infamous Mischene Storms or leviathans swallow you up before you're out of sight of the coast.

### THE GILDED EXPANSE

The center of art and culture in the Chimeran Realm. It is a journey of many days across the Golden Fields to reach the Expanse, but its influence is felt even in distant Hydaria. The journey is somewhat of a rite of passage, and every Hydarian feels as if they've had a taste of the world after making the long trip.

### FARGROVE

If one rides the Sky Road for long enough, one can see the edges of the Chimeran Realm itself. It feels a bit like falling off the edge of the world—especially since the Sky Road is so high, so narrow, and so unguarded. Soon the paths and lawns of Hydaria fall away and are replaced with the dense cornwoods of Y'Ndyanaa.



# THE TETRAD

**T**he Tetrad is the bustling crossroads of Hydaria and one of the larger markets in the Chimeran Realm. Amidst its roiling chaos one can find almost anything: the roughest burlap to the finest silks, pots, pans, and halberds, hot meals and cold comforts. Its best to go to the Tetrad with a clear goal in mind, lest you become lost in the colors and noise.

## THE NEW BARD'S COLLEGE

One might say with a fair amount of confidence that very little study takes place at the New Bard's College. One can find concerts, coffee, food, and companionship, but very few books or classes. The bards-in-training consider themselves to be students of life, and so in New Bard's College they study life as much as possible, and care very little for their lutes.

## ARGAN'S CATACOMBS

The most industrious merchants lay their heads as close to the Tetrad as possible. After a little while they don't even mind the bone dust. Those who need to be on the Tetrad from before dawn to long after dusk need somewhere cheap, nearby, and safe. The Catacombs are as safe as safe can be, assuming one has the charms required to ward off the occasional patrol of skeleton soldiers, the remnant of the Great Argan's mummified death-guard.

### ARGAN'S CATACOMBS ADVENTURES

#### CAVE-IN

*For characters at every level:* There's been a cave-in at the Catacombs. Many people are trapped inside, and the diviners report that something truly abhorrent is stirring from deep within Old Argan's tomb....

## THE HORSE'S HEAD INN

The Horse's Head Inn is commonly agreed (by Hydarians) to be the worst inn in all Hydaria. Despite its surprisingly large size and lovely sitting areas, not one traveler will go on the record as having stayed there overnight and paid with coin. Its rooms are filled instead with people who pay for their lumpy beds with stories, maps, and recipes from their homelands. Its owner is not a very good businessman, but he and his tenants eat well and laugh often. Hydarians never go there because the innkeeper already knows all of their recipes and doesn't serve beer.

### HORSE'S HEAD INN ADVENTURES

#### THE NEWCOMER

*For characters at every level:* A stranger, clearly a newcomer from a faraway land, stops you in the Tetrad. He's had such a long journey and has no coin for room or board. He's been told that a traveler might rest his head at the Horse's Head Inn for only the price of a little knowledge about another land. He's reasonably certain that he's not from around here, but for love or money he couldn't remember anything from before this morning. He's been stripped of all his possessions save for a mysterious scrap of paper that says only: 'thus always.' Someone has stolen his memories. He's lost, alone, and afraid in a new land.

## THE HEARTH OF ECK

At the edges of the Tetrad stands a small and unassuming building. Do not be fooled by its humble appearance. The Hearth of Eck is one of the most hallowed halls in Hydaria. Its fire has burned for millennia, tended by the "Owls," scientists/wizards who were named for the thick glass goggles they wear to protect their eyes from the magical heat. Long ago a group of sorcerers called the Serpents (it's said that their leader was a disgraced Naga) stole five embers away to use in their obscene rituals. The embers grant prophetic dreams...if they don't drive the user mad first.

### FATE OF THE HEARTHFLAME

*for mid-level characters:* The Hearthflame is burning low, and the Owls need to reclaim the stolen embers from the Serpents once and for all. The Serpents keep their own little flame under lock and guard...and are offering a handsome reward for more embers.

## THE OLD BARD'S COLLEGE

An abandoned ruin on the far edge of the Wooded lawn filled with the wandering spirits of restless bards. As you walk through long hallways you will run into Will-o'-the-wisps reflected on the checkered floor tiles and lead you into a recital hall of vengeful Mimics (Harpsichords with teeth) that have a strange pull, begging you to play them...If you manage to follow the correct path through the winding halls, you will end up at the Homunculi's lair, a womb-like crucible for all manner of strange experiments and laughter.



# NORTHBREACH

**N**orth of the Tetrad is the snowy and flat expanse of the Northreach. Its residents are easily recognized by the heavy cloth that they wear wrapped around their faces to protect themselves from the driving snow and ice.

## THE ALABASTER FORTRESS

The massive fortress of marble and enchanted glass is the quarters of the Phoenix Guard. The average miscreant goes out of her way to avoid its scrying, prying eyes. It's said that the glass of the tower is charmed to seek out crimes as they happen. Luckily for Hydaria's criminals, however, the charm can only pick up the most egregious misdeeds.

### ALABASTER FORTRESS ADVENTURES

#### THE FLIGHT OF THE PHOENIX

*For mid-level characters:* Several members of the Phoenix Guard recently investigated a series of disappearances in a nearby outpost, but were acting strange after returning to the fortress. Shortly thereafter, the Guards disappeared.

## CORONATION STADIUM

A thousand feet above Maelstrom Lake floats the island of Er'Aldur. Held aloft by magic-infused crystal veins that weave throughout the ground, the island is home to the world-renowned Coronation Stadium, an enormous colosseum that attracts the strongest battlemages from across the Realms.

Based out of Coronation Stadium is the League of the Dueling Scepters, a battlemage prizefighting organization. Whenever a new competitor or team arrives at the Stadium, they are presented with the opportunity to fight their way past the existing competitors and defeat the reigning Champion, a title which brings a fighter prestige, glory, and fame across the realms.

### CORONATION STADIUM ADVENTURES

#### THE VANISHING VANQUISHERS

*For mid-level characters:* Champions of The Dueling Scepters have been mysteriously vanishing, and no one knows why. The Stadium will be forced to shut down if this continues, so the PC's have been asked to go undercover as tournament competitors to discover what nefarious forces have been plaguing the champions and make sure no more champions go missing.

### THE STRANGE CHAMPION

*For mid- to high-level characters:* The Dueling Scepters is well-known for the unusual and powerful magical items its competitors wield, but the newest champion has one that is exceptionally odd. The Phantom Seekers believe it to be an Artifact and have tasked the PC's with retrieving it from the champion, but it's unlikely he'll give it up without a fight.

## THE PEAKE

The Peake is the building which houses the athletes who compete at the Coronated Stadium. Within its ironstone edifice a hundred hundred competitors and devotees train and carouse at all hours. They're known for their warm welcome of strangers. After all, the Stadium could always use another hopeful (and inexperienced) gladiator...



# THE GROUNDS OF TIME

**T**he Grounds of Time are steeped in the past. Joined more by their proximity to the ancient Novarr than their proximity to each other, residents of the Grounds of Time know to step carefully, lest they crush a piece of ruin beneath their feet.

## THE TWISTED CRYPT

North of the Tetrads lies the fearsome Twisted Crypt: an ornate, deserted mausoleum filled with secret passages and hidden rooms, all of them overrun with the undead. Dwarves and Arcanists mainly brave the Crypt, but the Nagas' Pit also is housed within its perilous labyrinth. Down the stairs (enchanted to the ears with wards against the undead) the Nagas relax in a dark and drafty cellar full of books and rather short on chairs.

### TWISTED CRYPT ADVENTURES

#### SAVE THE PIT

*For mid-level characters:* The enchantments that protected the Nagas' Pit from the Twisted Crypt's prowling horde of the undead have suddenly failed. The Pit is overrun by the undead and the mages can't repair the enchantments until the Pit is clear. The Nagas need your help to gather the materials needed and clear the Pit.

### TREASURE RESEARCH

*For high-level characters:* Within the Twisted Crypt there is rumored to be a book filled with treasure maps. A dwarf is claiming to have seen this book, and remembers where it is. Unfortunately, it lies in the depths of the Crypt where only the most powerful arcanists dare to travel. Worse than that, the book is written in an ancient and obscure tongue, intelligible only to a very few people.

## THE CELESTINE DOME

Besides the Twisted Crypt rests the Celestine Dome, a source of celestial knowledge that seems to be at odds with the arcane tomes of the Crypt. It houses the Trophic Crystal, an alien self-restructuring crystal that feeds on the energy of those surrounding it. Some claim that it can sense impending danger, while others believe that it can transport the worthy to other planes of existence.

### CELESTINE DOME ADVENTURES

#### A CRACK IN THE CRYSTAL

*For high-level characters:* There is a crack in the Trophic Crystal. It will repair itself, but in the meantime its alien energy is bleeding out into the world. People walking nearby have been vanishing into thin air (if they're known by their neighbors to be very kind and just), or suffering awful nightmares of the end of the world. The Keepers of the Dome are desperate for aid: perhaps to bring people back from whatever plane they've been transported to...perhaps only to control the panicky mob and the rise of the Trophic Cult.

## THE ARCANIST'S HAUNT

Near the southern end of the Grounds of Time lies the Arcanist's Haunt, the abandoned ruin of a massive library that once housed the Imperial Archives of an ancient civilization. Few books still occupy the shelves lining its crumbling walls, though lucky travelers and treasure-hunters still sometimes find an old tome preserved by magic—but of course, one has to be luckier still for that tome to be written in a language still known by the living.

In its heyday, the Imperial Archive was so expansive that any scholar truly devoted to the pursuit of knowledge could scarcely bring herself to leave once she had spent an hour or two within its halls. Indeed, even in its ruined state, it is more than massive enough to get lost within. And some say that the ghosts of once-ambitious scholars now haunt its back rooms, still obsessively looking for the final clue to complete some Grand Theory. Called "the Whisperers" after the muttered conversations that travelers to the Haunt will sometimes hear, these ghosts are too immersed in whatever arcane question animated them during their lives to pay any attention to the living. That is, unless one is foolish enough to disrupt their research by making too much noise. In the Arcanists' Haunt, loud noises will earn you more than a "shush."

### ARCANIST'S HAUNT ADVENTURES

#### NOISY WHISPERS

*For characters at every level:* One of the Whisperers has been somewhat noisier than usual. She's been causing problems for the townspeople with her endless screaming. They suspect that the question that possessed her in life is nearing a true answer, and her spirit may be put to rest if someone would only bring her the piece of knowledge that she's so hungry for.



# THE SOUTHWAYS

The Southways were named for the rocky mountain paths that crisscross the land south of the Midland Valley. It's not friendly country; the grass is gray and spiny and the sheer cliff-faces have claimed the lives of many a drunken Northerner. Southerners are fiercely defensive of their austere and lovely home, and can trace their lineage all the way back to the ancient Novarr.

## THE SOUTHERN CRAGS

Far South of the Tetrads is a peaceful village. It's known primarily for its goats and its pretty goatherds, but produces a respectable winter barley crop and a good variety of lettuces. Its distinguished mostly for its incredible architecture and placement: it is a village build directly out of a cliffside. Its lettuce patches cling to narrow terraces, the goats and pretty goatherds pick their way down eight-inch-wide paths to worry at clumps of hard mountain grass. The Southern Crag is populated by simple people...with very sure feet.

### SOUTHERN CRAG ADVENTURES DRACONIC POLITICS

*For mid- to high-level characters:* Villagers near the Southern Crag have reported an increase in chromatic dragon sightings, and dragon raids on the farms have also spiked. However, these dragons seem oddly gaunt considering how much livestock they have stolen, and a few select adventurers have reported seeing even larger, older dragons deep in the crags. Could this possibly be the makings of a draconic hierarchy? Or worse, an alliance?

## THE INFINITE TOWER

Cresting the top of Midland Valley, one comes upon a massive and strange hodge-podge of a tower: the Infinite Tower of Creative Arcana. The tower itself takes the shape of a slight curve, like the horn of a markhor. If the visual appearance of the Tower is not unstable enough, its actual structure is more unstable still. Each floor of the tower is literally unfixed in space and is paired to one of the Arcanists who live within it.

Each of these Arcanists vies for power, attempting to move his or her floor higher up to the coveted top floor above the clouds. Every floor is the kingdom of a petty lord, reflecting the powers and obsessions of the arcanist who resides within. One resembles nothing more than rock torn straight from the Southern Crag, complete with a waterfall. Another is like a slice from a golden palace, yet another a country cottage with birds and floating trees. The arcanists volley for power, literally fighting for a spot at the top of the tower. If it is somewhat nauseating to watch the floors moving themselves. One shudders to think of what it must be like to live inside them.

### INFINITE TOWER ADVENTURES TOWER WAR

*For high-level characters:* The endless war of the Arcanists in the Infinite Tower is getting out of hand. The magical runoff has turned all the sheep into lizards and the grass into clouds. Even the nearby Badger Den is beginning to feel its effects—their stews and ales have the suspicious metallic aftertaste of uncontrolled magic. They're desperate for intercession, for someone to bring the endless war to an end...or at least convince the eleven arcanists to rein in their power.

## THE BADGER DEN

If one can tolerate the low ceilings and somewhat barn-like smell, the Badger Den is a more welcome home than many people are lucky enough to inhabit. In every carved-out cozy room one may expect a jovial welcome, if one is familiar to the occupant. A guest might be invited to see the Badger Den's underground garden, which grows some of the largest and most beautiful pumpkins in all Hydaria. In fact, the gnomes, halflings, and handful of walking talking badgers who gave the Den its name are often loath to leave such a comfortable home which has everything a body could want or require.

### BADGER DEN ADVENTURES DEN INFESTATION

*For characters at every level:* There is an infestation of *giant spiders* in the Den, which threaten to destroy their underground fields and poison their children. The PC's are called to help expunge the swarm.



## NOVARRIC RUINS

Every young Hydarian has walked through the Novarric Ruins with the fantasy of interpreting the secrets of the lost Novarr. However, the Ruins keep their own counsel, and all we can know about the bluish crumbling foundations is what we can see with our own eyes. Some Reliquarians believe that if they could dig deep enough they would find remnants of the Novarr, but the soft blue stone has proven too delicate to even dig around.

### NOVARRIC RUINS ADVENTURES

#### NOVARR MYSTERIES

---

*For characters at every level:* Children have been reporting strange sounds and glowing mists from the Ruins. Adults have dismissed the threat as drunken bards making mischief after dark, but one old, old woman thinks otherwise. She believes that something is happening there: a sign, perhaps, from the Novarr. She still remembers something of the old ways, Novarric murmurings and spells passed down from mother to daughter for aeons. However, she's too afraid to go by herself.

## SANCTUM ALCHEM

The Sanctum Alchem could be called an alchemy lab. It could also be called an alchemy factory. So great is the Sanctum Alchem, so cacophonous is the roar of its many clockwork machines, that its attendants stuff their ears with transmuted lambswool. The attendants are themselves aided by a number of rudimentary clockwork constructs, which are capable of measuring powders and weighing nuggets but not much else. In fact, if given more than they can handle they've been known to fall apart somewhat catastrophically.





# THE MISCHENE COAST



ast of the Tetrads the air is damp with the strange particular marshy smell of a vast freshwater sea. A Westerner might think that those who live along the Mischene Coast are a bit drunk with it, and that they are slow from wading through the silver sand.

## THE RELIQUARY

The ancient and august Reliquary houses many ancient and august artifacts. Some say that in its cellars are housed acres and acres of unmarked crates containing who-knows-what kinds of priceless jewels and cursed devices. Aboveground, the dusty scholars seem almost as old as the artifacts themselves. Though they seem so frail that a stiff Mischene breeze could kill them stone dead, no one seems to remember attending a Reliquarian's funeral.

## THE DUELING SPIRES

The two warring temples of knowledge are trapped in an endless feud. The scholar-monks engage each other in a bitter war of words, waged through scrolls, books, and incendiary talks. In truth, they can't remember precisely why they're fighting, but over the centuries the petty insults and serious wounds have accumulated beyond any hope of armistice.

### THE TEMPLE OF THE FREEDMAN

The Monks of the Temple of the Freedman worship a Golden Phoenix. It's said that they can read the future in the ashes of its self-immolation four times yearly. They concern themselves with the study and implementation of human intangibles: virtue, honor, and money.

### THE EARTHEN AERIE

The Mendicant order of the Earthen Aerie spend their time with eyes on the earth and sky. Their chief energies are focused on their massive Wind-Bell, whose twice-daily ringing is said to cure all manner of ailments. They study human tangibles such as breath and dust for traces of transcendence.

## DUELING SPIRES ADVENTURES

### PROTECT THE BURNING-TIME

*For characters at every level:* It is the Golden Phoenix's burning-time, but the Monks of the Temple of the Freedmen suspect that the Aerie Mendicants are planning to conjure a stiff wind to blow the divining ashes away, ending the Phoenix forever. The Monks want somebody to don the white burlap of the Mendicants and ascertain their plans, and perhaps even plot some mischief in retaliation.

## STRIKING THE WIND-BELL

*For characters at every level:* The Aerie Mendicants are convinced that the Monks of the Temple of the Freedmen are planning to interfere with their Wind-Bell. They are looking for someone to protect the Bell, even if it means striking first against the Freedman Monks.

## STONEGAARD

The Stonegaard is a flat place where one might always find a stand of caravans and a bevy of interesting characters with whom to barter and banter. Its blackmarket rivals the Tetrads (indeed most of the vendors in Stonegaard set up there because they'd been thrown out of the Tetrads because their wares were illegal, or they were unable to grease the proper palms) and so one may always find a fascinating and offbeat selection of hot food, grog, and mysterious or maybe illegal objects. A small settlement of Druids may be found there in all but the coldest weather.

## BROADCASTLE

Broadcastle is a mythical place, a storied fortress at the fringe of Hydaria. In ancient days Broadcastle was the pride of Hydaria, one of the most noble buildings of the ancient times, built by its most noble rulers. However, no one in memory has ever been inside—at least, no one has ever returned to tell about it. Nevertheless, the stories persist: a tall and opulent castle concealed by illusion; a room full of treasures; rooms filled with beautiful people of every description; a horrible ruin occupied only by the haunts and shades of millennia past.

## THE RAGGED ROCK

This small island in the Mischene Sea is oft-seen and rarely visited. Its residents are a quiet sort, and are reluctant to take visitors. The boats they've developed to travel to and from the mainland are famous for their lightness and incredible speed. They're also known for their excellent year-round pineapples.



# THE ARTIFACTS



Over the centuries the Phantom Seekers have learned of strange objects contained within the parasitic plane. Some of them have made their own odd ways to our world, others exist only in rumors and half-remembered stories. Every artifact of the parasitic plane is said to bear great power, though sometimes that power comes at a terrible cost.

## THE SCEPTER OF BO'PIT

*Staff, uncommon (requires attunement)*

This twisted iron staff bears a large turquoise gemstone that pulsates with arcane energy. While wielding this staff, you can cast *command* and *suggestion* at will (DC 15 for both). When cast in this way, you do not need to share a language with the target for the spell to take effect.

However, if you use this feature more than twice in a single day, there is a cumulative 25 percent chance on each subsequent use that you will also be subjected to the effects of the spell, with the staff regarded as the caster for the purposes of the spell.

## BOOTS OF ROLLING

*Wondrous item, uncommon*

While you wear these boots, you can use a bonus action to click the boots' heels together. If you do, wheels fold out of the bottom of the shoes. Any time you move while the wheels are out, you must make a DC 11 Dexterity (Acrobatics) check. On a success, you may move up to twice your movement speed, and any attacks of opportunity against you are made at disadvantage. On a failure, you fall prone and your movement speed becomes zero until the start of your next turn. You cannot move through difficult terrain while the wheels are out.

The wheels can be activated or deactivated using a bonus action within an hour of their initial activation. After an hour has passed, the wheels cannot be activated again until the following dawn.

## DICHROMATIC LENSES OF REAL SEEING

*Wondrous item, uncommon*

While wearing these red and blue lenses, you have advantage on any Wisdom (Perception) checks made to see through illusions, and any hidden messages (such as those written in Thieves' Cant or Druidic) appear to glow faintly in red and blue.

## HEXACHROMATIC CUBE

*Wondrous item, rare*

While holding this small cube in your hand, you can use your action to make a DC 18 Intelligence check. On a success, pick a target and roll a d6; you cast the corresponding effect of *chromatic spray* (DC 15) on the target. On a failure, nothing happens, but if the roll is less than 10, the DC to use the item on a future turn increases by 1. If the roll is greater than or equal to 10, the DC to use the item on a future turn decreases by 1.

Once the Cube's effect is used, it cannot be used again until the following dawn, when it resets to its original DC.

## FORTUNE'S CONSTRUCT

*Wondrous item, very rare*

Daily at dawn, you can roll this twenty-sided die. At any point during the following day, if you or a creature within 15 feet of you must make an ability check or saving throw, you can forgo the roll and instead use the value that was rolled that morning (adding any applicable modifiers onto this roll). This feature may only be used once per day.

## BARRIER OF CUSHIONING

*Armor (shield), rare*

While this shield is equipped, you have resistance to all bludgeoning damage. Additionally, if you use your action to grapple a creature that requires air to breathe, you can opt to suffocate the creature (see the PHB for rules on suffocation).

## DIVINE CHANNEL

*Wondrous item, uncommon (requires attunement)*

While attuned to this device, any visual information received by a divination spell the wielder casts can be projected onto a flat surface, visible to other creatures in the area.

## LOREKEEPER'S PLAQUE

*Wondrous item, uncommon*

Once per day, you can speak this item's command word to cast the *legend lore* spell. The product of the spell is etched into the tablet as text in a language of the caster's choosing, and remains on the tablet until the following dawn, when the tablet is wiped clean.

## TRAVELLER'S PASSAGE

*Wondrous item, rare*

Once per day, you may use this ornate key to open a portal immediately at your location. The portal has the size and appearance of a random door within 1 mile of your current location, and leads to the space on the other side of the door. The portal remains open for up to a minute, or until it is dispelled.

## AURA DETECTOR

*Wondrous item, uncommon (requires attunement)*

While attuned to this small metal and glass device, you are able to sense the location of aberrations, celestials, elementals, fey, fiends, and undead within 30 feet of you, following the rules of the *detect evil and good* spell.

## CHIME OF SOULS

*Wondrous item, very rare*

This glass chime has 11 charges. While holding it, you can use an action to expend up to 3 charges. Each charge summons a will-o'-wisp that is friendly to you and any number of creatures you designate. If the final charge is expended, roll a d20. On a 1, the chime shatters. This chime can also be used to capture will-o'-wisps; as an action, you can make a contested Dexterity check against a will-o'-wisp within 5 feet of you. On a success, the will-o'-wisp becomes trapped in the chime, and 1 the chime regains 1 charge (max of 11).



### **CANISTER OF BLARING**

*Wondrous item, uncommon*

This small metal canister shudders with contained energy. As an action, you may activate the canister to produce a loud blaring sound that can be heard in a 120ft radius. On subsequent turns, you may use a bonus action to continue producing the sound. When activated:

- All creatures within 30 feet of the canister are deafened for a number of turns equal to twice the number of turns for which the canister is active.
- All creatures within 60 feet of the canister must make a DC 15 Constitution saving throw in order to hear anything other than the canister's sound while it is active.
- All creatures within 120 feet of the canister have disadvantage on any Persuasion, Performance, Deception, or Intimidation checks that involve speech, music, or other associated sounds. Creatures in this radius also have advantage on any Stealth, Sleight of Hand, or other skill checks that rely on not being heard.

### **COAT OF COMMERCE**

*Wondrous item, legendary (requires attunement)*

While attuned to this cloak, you gain the effects of the *glibness* spell.

### **MASQUE OF SOLEMNITY**

*Wondrous item, legendary (optional attunement)*

While wearing this mask, you are unable to speak, but can communicate telepathically with creatures within 30 feet of you.

If you are wearing this mask for more than 1 hour but are not attuned to it, make a DC 20 Wisdom saving throw. On a failure, you become attuned to the mask. If you cannot attune to any more objects, you must choose an object you are currently attuned to and unattune from it. You must repeat this saving throw for each additional hour that you are wearing the mask.

While attuned to this mask, you lose any skills and proficiencies from your class. Instead, you gain all abilities and proficiencies of a Monk (Way of the Speechless Ones) of your level. Additionally, the range of your telepathy extends to 60 feet. Your class and abilities return to normal when you remove the mask, but in order to do so, you must make a DC 25 Wisdom saving throw. If you fail this saving throw, you may not attempt to remove this mask again until the following dawn.



# SPELL DESCRIPTIONS

These expanded spell lists are courtesy of Middle Finger of Vecna's Chronomancy Spells, and Unearthed Arcana Modern Magic.

The spells are presented in alphabetical order

## ACTION

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a shaving of liquorice root)

**Duration:** 1 round

Choose a willing creature that you can see within range.

During its next turn, the target gains an additional action.

That action can be used only to take the Attack (one weapon attack only, Dash, Disengage, Hide, or Use an Object action.)

## COMMUNE WITH CITY

*5th Level Divination (ritual)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You briefly become one with the city and gain knowledge of the surrounding area. Aboveground, this spell gives you knowledge of the area within 1 mile of you. In sewers and other underground settings, you gain knowledge of the area within 600 feet of you. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent buildings, plants, animals, or intelligent creatures
- Powerful (CR 1 or higher celestials, fey, fiends, elementals, or undead)
- Influences from other planes of existence
- Electrical currents, wireless signals, and active transit lines and tracks

For example, you could determine the location of powerful undead in the area, the location of major sources of electrical power or interference, and the location of any nearby parks

## DÉJÀ VU

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** Instantaneous

You briefly rewind the thoughts a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be forced on its next turn to repeat the actions it performed in its previous turn. It can use its reaction as normal; it is not forced to repeat a reaction it made previously. If the situation has changed in such a way that the subject can't take the same actions again, the subject stands still and takes no actions or bonus actions for 1 round.

## DELAY

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small crystal)

**Duration:** Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

## ENHANCE REFLEXES

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of mercury)

**Duration:** Concentration, up to 10 minutes

Choose a willing creature that you can see within range.

Until the spell ends, the target has advantage on all Dexterity checks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## EVASIVENESS

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a scrap of silk)

**Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 23, if it were lower, regardless of what kind of armor it is wearing.

This spell puts enormous strain on the target's body. After the spell ends, the target gains one level of exhaustion.

## IMPRESSIONS OF THE PAST

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an hourglass and a glass eye worth at least 100gp)

**Duration:** Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you cannot move or speak and are unable to sense your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may share this spell with one other creature that you touch. An unwilling target may make a Wisdom saving throw to avoid being affected. In addition, when you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.



## INFALLIBLE RELAY

*1st Level Divination*

**Casting Time:** 1 minute

**Range:** Self Components: V, S, M

**Duration:** Concentration, up to 10 minutes

With this spell, you can target any creature with whom you have spoken previously, as long as the two of you are on the same plane of existence. When you cast the spell, the nearest functioning communications device within 100 feet of the target begins to ring. If there is no suitable device close enough to the target, the spell fails. The target must make a successful Charisma saving throw or be compelled to answer your call. Once the connection is established, the call is crystal clear and cannot be dropped until the conversation has ended or the spell's duration ends. You can end the conversation at any time, but a target must succeed on a Charisma saving throw to end the conversation.

## LESSER TIME STOP

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 2 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 300 feet from the location where you cast it.

## MOMENT TO THINK

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 round

You briefly stop the flow of time for everyone but yourself. When you cast this spell, your current turn ends and no time passes for other creatures, while you take 1 free turn, during which you can use actions and a bonus action as normal. However, you cannot move from the location where this spell was cast, nor can you affect any object other than those worn or carried by you (as everything else is frozen in time, make any kind of attack, or cast any spells. If you let go of an item you were carrying, it also becomes frozen in time. If you consume a potion during the free turn, it has no effect (though it is consumed). Listed below are a few examples of what you could do on your free turn:

- Make an Intelligence check to remember information about something.
- Make a Wisdom (Perception) check.
- Take the Hide action.
- Deploy a bag of caltrops.
- Draw or stow weapons and shields.

## SAFIYA'S INDUSTRIOUS WORKER

*1st-level transmutation*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a bar of iron)

**Duration:** 8 hours

You touch a willing creature. For the next 8 hours, they are able to perform mundane tasks with exceptional speed.

Every hour spent crafting nonmagical items under the influence of this spell provides 4 hours' worth of output. Therefore 20gp of items/progress can be made in an 8-hour work day.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## SLOW THINKING

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a drop of alcohol)

**Duration:** 1 minute

You slow down the thought processes of a creature of your choice that you can see within range. The target must succeed on a Constitution saving throw or have disadvantage on all Intelligence checks and saving throws for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## TIME FREEZE

*8th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (an iron hourglass)

**Duration:** Instantaneous

Choose a creature that you can see within range. If the target has 150 hit points or fewer, it is paralyzed and frozen in time, unaware of its surroundings. Otherwise, the spell has no effect.

The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this paralysis effect ends.

## TEMPORAL BUBBLE

*9th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a diamond hourglass filled with tiny gemstones or pearl dust, worth at least 45,000gp)

**Duration:** Concentration, up to 1 hour

You create a transparent, spherical demiplane centered on yourself with a radius of 10 feet. Time within this demiplane passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour.

No material can pass into or out of the demiplane, and no spell or effect created on one side of it can affect the other side.

If any creatures other than yourself and you familiar (if you have one) would be caught within the area of this spell, the spell fails.