

CODEX OF THE INFINITE PLANES

VOLUME XV: EVER-CHANGING CHAOS OF LIMBO

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME XV:

EVER-CHANGING CHAOS OF LIMBO

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"Limbo holds the purest expression of complete and utter chaos. Everything that swirls about the plane is a cocktail of random occurrences and accidents, where water can transform spontaneously into stone, snow, or acidic secretions at any moment. The chaotic unpredictable whims of the entire multiverse are split open, rearranged, and sewn back together in an endless tumult of sound, matter, and force. Strong minds can enforce a stability in Limbo, but for me, I prefer to bask in the unmitigated chaos around me. It's comforting in a way that no other place is, and I find myself longing for its chaotic wonders."

Emirikol the Chaotic

Danger and possibility collide noisily in the primordial soup known as the Ever-Changing Chaos of Limbo. Raw elements pulled from across the Inner Planes bubble, transform, and shift through the raw expressions of chance and chaos. It isn't evil, it isn't good, it's just untamed chaos, churning forever.

And it's not just the physical properties of Limbo that exhibit the traits of pure chaos. Opportunity and chance play as much of a role in the plane's makeup, a surprising fact that is lost on many travelers. The odds of running into another traveler in an infinite plane like Limbo are normally astronomical, but there visitors can expect to encounter other creatures better than half the time. Items malfunction only to spontaneously fix themselves amidst the swirling soup.

Soup is the best word to describe the physical properties of Limbo. It has no gravity, though pockets of elemental power move about like ingredients in a stew – thick in some areas, thin in others. The broth is a swirling kaleidoscope of muted colors and sensations, wet and thick and dry and oozy at the same time. Everything in Limbo moves naturally according to an unknown whim, which includes sentient creatures. Regular physical movement against the primordial soup is near impossible.

But the will of creatures can be imposed on the area around them, stabilizing matter and pushing back the soup. The effect is similar to that of the Astral Plane, where a creature's mind affects how fast and far they move, but in Limbo it's taken to an extreme. Movement without mental command is impossible against the unbending will of pure chaos.

Monsters of a wide variety swim through Limbo, most adapting spontaneously to the changes around them. Kleeltarns are massive octopi-like behemoths that absorb the chaotic energy and transmute it through their many arms, while flavabecks have wings, webbed feet, scales, and a fish tail they use to snap up unsuspecting prey. The proto-ooze is the purest expression of chaos amongst the creatures that inhabit Limbo.

Limbo is known for its two primary inhabitants, however. The first are the slaadi, great toad-like monsters that exist only to feed. They scavenge across Limbo in nomadic bands, owing allegiance to none and expecting none in return, though their defined hierarchy sorts out power

and ability by color. They are ruthless creatures capable of savage acts of barbarism, but some can be trusted. Deciding who and when can be difficult, however.

The githzerai are the other species closely associated with Limbo. Unlike the slaadi, githzerai are not natives to the plane, instead having been transplanted from their original homes during the uprising against the mind flayers that held them as slaves. When they broke free under the leadership of Gith, two factions split off along ideologically different lines. The savage and bloodthirsty githyanki retreated to the Astral Plane, while the contemplative and pacifist githzerai found solace in Limbo. Great monasteries have been built to honor the most powerful teachers of the githzerai and they all strive to stop the machinations of their evil cousins on the Astral Plane and mind flayers everywhere.

Along with its dangerous or just bizarre inhabitants, Limbo offers many fascinating sights and treasures to lure planar travelers across the multiverse. The halls of the College of Chance run by the Seekers of Xaos hold great volumes of lore and legend, while the Font of Reckless Magic is said to be the source of wild magic across the multiverse. The disembodied Trass Tarr floats in his mind-cylinder while slaadi protect their eternal Spawning Stone from intruders.

LAY OF THE LAND

Limbo has no defined layers, instead spontaneously growing them as its chaotic whim demands. There is up and down, no north and south, which makes maps less than useless and directions pointless. Nonetheless, planar scholars have endeavored to classify Limbo over the centuries, and to that end many have settled on the concept of splitting the plane into three vaguely defined "layers" – the Storm Eternal, the Sea Infinite, and the Elsewhere, defined largely by their primary inhabitants.

Functionally, however, there is no difference between these "layers" and they exist solely as academic classifications. There are no borders between the three regions and no creature or native inhabitant refers to their names, though it can be helpful when speaking with other travelers and scholars to use the terms as common reference points.

The Storm Eternal and Sea Infinite are both defined by their central features, and in other planes these would be simply referred to as domains or regions. Limbo has no rules around such classifications, but the relative stabilizing effect of the githzerai fortresses and the Spawning Stone of the slaadi offers some measure of distinction.

STORM ETERNAL

The Storm Eternal is the region of Limbo planar scholars define largely by housing the githzerai and their various monasteries and fortress cities. The wild unpredictable landscape is marked by more than a few stable regions, usually the home of the githzerai or other powerful creatures that have imposed their will upon the primordial soup.

Shra'kt'lor, greatest and most prominent of the githzerai fortress cities, forms the stabilizing center of the Storm

Eternal. Other monasteries and sites lay scattered about, floating in the proto-sea of elemental power and pure chaos, but the mentally powerful githzerai keep a psychic link open between all of the sites to maintain communication lines in the face of dangers and threats.

SEA INFINITE

“Below” and “above” are terms that don’t apply on Limbo, but if they did, the Sea Infinite would be below the Storm Eternal. This churning, seething cauldron of primordial protomatter – the same as everywhere else on the plane – is marked mainly as the birthplace of the slaadi. The Spawning Stone’s presence defines the Sea Infinite in the same way as the githzerai fortresses define the Storm Eternal.

The Spawning Stone itself forms the hub of slaadi life, as the creatures are drawn to it at least once in their lifetime to continue the species outside of the chest-egg laying procedure they inflict on non-slaadi. The stone itself is massive and riddled with tunnels, within which are said to dwell the Slaad Lords. Few in the multiverse have dealt with these powerful agents of chaos, who are said to be unlike normal slaadi.

ELSEWHERE

Everywhere in Limbo that isn’t near the githzerai or slaadi territories is considered Elsewhere by planar scholars. It moves, churns, flows, falls, flies, slumps, and every other word for movement, changing from one to another quickly and without warning. Monsters of all kind prowl the Elsewhere, which includes slaadi and githzerai, and chance and randomness collide as often as the fragments of elemental matter.

CYCLE OF TIME

Time passes normally on Limbo, but no sun marks its passage. There is no day or night on the plane, only the muted prismatic colors of the primordial proto-matter and elemental flares constantly moving and shifting around.

SURVIVING

Limbo is dangerous because of the raw elements pulled from the Inner Planes that spawn and mutate constantly and without warning. A region might be filled with syrupy liquid, requiring a creature to breathe water, and then suddenly become a raging inferno or transform into solid stone. The elemental collisions hazard provides guidance on the kind of dangerous threats that Limbo can create for the unwary and unprepared.

Without these incursions, however, the proto-matter that fills Limbo is breathable by creatures that breathe air and water.

GETTING THERE

More than any other plane in the multiverse, portals and gates to Limbo appear randomly and are rarely reliable. Sometimes, the portals simply cease to function, or the key that worked to open it previously no longer functions. To facilitate this level of randomness, the Random Portal Fluctuation table below can be used to randomly adjust a portal’s activation method and/or destination.

When the party arrives on Limbo from anywhere through any means, roll for a random encounter based on their general location (Storm Eternal, Sea Infinite, or Elsewhere).

RANDOM LIMBO PORTAL FLUCTUATION

1D20	LIMBO PORTAL FLUCTUATIONS
1	Roll twice on this table, ignoring duplicate results. Individual creatures passing through a portal with multiple destinations arrive at one of them randomly.
2-3	Portal requires a mental command from a creature within 30 feet of it.
4-5	Portal requires a certain element to open (air, earth, fire, or water).
6-7	Portal requires a certain metal to open (iron, copper, silver, or gold).
8-9	Portal requires expending a 1st level or higher spell slot on it within 30 feet.
10-11	Portal destination is in the Storm Eternal.
12-13	Portal destination is in the Sea Infinite.
14-15	Portal destination is in the Spawning Stone.
16-17	Portal destination is in the Elsewhere.
18-19	Portal destination is in a chaos storm.
20	Roll three times on this table, ignoring duplicate results. Individual creatures passing through a portal with multiple destinations arrive at one of them randomly.

TRAVELING AROUND

Movement on Limbo is not a physical act – the chaotic forces that push and pull the proto-matter around impede all spatial momentum, preventing a creature from moving on their own without assistance. This impediment is strange and not understood, as it doesn’t impact the movement of body parts not related to momentum. Hands, arms, neck, head, and everything else are not affected, allowing a creature full range of actions as long as it doesn’t involve moving from one spot to another.

Physical movement in the gravity-less plane of Limbo is a mental act. A creature can move up to its walking speed in any direction by merely think of the desired direction of travel, imposing their will upon the plane to move them. Native creatures of Limbo (such as flavabeeks, flux wurms, and primal elementals) can use whatever form of movement they choose – swimming, flying, or walking – to move about the plane.

Chaos storms, elemental collisions, and random transmutations (all detailed under Hazards and Phenomena) are constant and unpredictable threats within Limbo, as well as encounters with the various inhabitants. The chances of luck and fate are greatly extended in the chaotic plane, so that the odds of running into another creature are much higher than one would assume for an infinite plane of primordial soup.

Vision in Limbo is limited to 500 feet, which is usually lit by the dim radiance of the proto-matter floating around. There are no permanent landmarks and all things shift, swim, and float about, never staying in one place. The githzerai have found a way around this through the use of black stone obelisks in their fortress cities and monasteries, which allow archons and other powerful denizens to attune to the obelisks location and then travel to the desired site.

Distances between sites is incredibly variable, as everything moves about of its own accord. The only exception to that rule is the Spawning Stone and the githzerai fortress city of Shra'ktl'or. These two locations are never less than 1,000 miles away from each other, and usually much further than that. Of course, on a plane like Limbo, there are exceptions to the exception rule.

THE POWERFUL AND MIGHTY

Power exists all across the multiverse, and those that have or seek the accumulation of power are worth watching. In the Ever-Changing Chaos of Limbo, those that have power tend to lose it quickly to the random whims of fate and fortune, but some groups and individuals have managed to remain relevant in a plane that constantly churns and changes.

BARONESS RAZZA

Long ago, on the Material Plane, an ambitious sorceress came to power known as Baroness Razza. She was born into nobility and held a great disdain for the “common” people that surrounded her, but magic was her true passion. Razza was born with the spark of sorcery originating from Limbo, wild magic, and as she grew up her magic grew more unpredictable and dangerous.

Razza's temperament matched her sorcery and she was quickly labeled unhinged and unstable by the other barons and baronesses of the region. Below her castle she used slave labor to create a labyrinth of tunnels and chambers dedicated to her ongoing study of raw magical might, and she traced that power back to the Ever-Changing Chaos of Limbo. Razza became a recluse in her underground lair, and eventually the rulership of her barony passed to a relative. The story of wild Baroness Razza faded over the years.

But Razza did not. She drank deeply from elixirs and potions meant to prolong her life. She dipped down into true insanity, but always held the goal of releasing more wild magic onto the world. At the culminating moment in a critical experiment meant to pull more energy from Limbo, Razza's magic misfired spectacularly. Her castle and labyrinth were pulled forcibly across the multiverse

into the primordial soup of Limbo.

The servants and relatives of Razza that took the trip became trapped in a plane where random transmutation was common and dangerous. But the true danger lay with Razza herself, who hunted down the people within the floating castle and brought them down into her laboratory for experimentations. Insane, dangerous, and incredibly unstable, Baroness Razza is at home in Limbo trying to perfect wild magic and spread it across the multiverse.

QUEEN OF CHAOS

In the early age of the multiverse, when most planes had yet to form and raw power coursed between the folds of reality, law and chaos fought for domination. Great and mighty beings waged war for their respective sides across the planar cosmos. For chaos, few creatures held as much influence and determination as the Queen of Chaos. She fought savagely against the vaati, agents of law and order, and their battles spread far and wide.

Eventually, the vaati defeated the Queen of Chaos' greatest champion with a powerful relic, the Rod of Seven Parts, and the war between law and chaos settled down. Stung, wounded, and without a commanding officer who had led her forces, the Queen of Chaos slipped into the realm that shaped itself chaotically around her, Limbo. She built a grotesquely fantastic palace in a swamp of unmitigated chaos called the Steaming Fen, and there she rules still today, though she rules a layer of the Abyss by the same name.

The Queen of Chaos breeds the spyder-fiends that crawl over the Steaming Fen using the stored life essence of her champion, Miska the Wolf-Spider, but she desperately desires to reignite the war between law and chaos. The vaati settled on the Plane of Air and are known as the Wind Dukes of Aaqa now, and though they are eternally vigilant the Queen of Chaos has been moving quietly and slowly across the multiverse.

SLAAD LORDS

When Primus, overlord of the modrons, cast the geometrically perfect stone into Limbo with the hopes of stabilizing the plane's unordered chaos, he set into motion great events with unintended consequences. That stone absorbed the chaos of the plane, but instead of re-ordering and distributing it, the massive object held it, until it released it violently in the form of the slaadi – multicolored toad-like monsters of primal chaos. The Spawning Stone, as it is now known as, sits at the heart of the Sea Infinite now, continually creating more slaadi.

The hierarchy of the slaadi is vaguely color-based, with red slaadi spawning blue and green, and blue slaadi spawning red and green. Green slaad turn into gray and death slaadi, which is the pinnacle for most. But there is a top tier where a death slaad can undergo a transformation into a slaad lord. To date, only four are known to have done this, and each are unique creatures that have absorbed the chaotic power of Limbo to become incredibly formidable beings.

Ssendam, Lord of Insanity, is the oldest of the slaad lords. She floats through Limbo as a massive golden amoeba, but she can also take the form of a golden-skinned slaad around the Spawning Stone. She spreads madness and insanity everywhere she goes.

Ygorl, Lord of Entropy, is considered the most powerful of the slaad lords. He resembles a huge, skeletal slaad with blackened bones, and he rides a brass dragon dracolich named Shkiv around the Sea Infinite. Ygorl lives within the Spawning Stone, in a great central chamber that changes dramatically based on the shims of the Lord of Entropy and the plane itself. He leads slaadi into battle, though most follow out of fear more than loyalty.

Chourst, Lord of Randomness, is the slaad lord that embraces the truly unpredictable nature of Limbo. If he approached a bridge, this massive chalk-white slaad lord would just as soon jump over it as cross it, and fighting him is an exercise in frustration. He doesn't care at all about the slaadi on Limbo and rarely visits the Spawning Stone, instead content to drift around the Sea Infinite bringing randomness in his wake.

Rennbuu, Lord of Chaos, is the most cruel and sadistic of the slaad lords. He is tall with scintillating rainbow skin, and he always dresses in gaudy uncoordinated outfits. With a thought, Rennbuu can change the color of anything he can see, which also means he can instantly promote and demote a slaad of less than slaad lord status. He is also the only slaad lord to regularly travel outside Limbo though he maintains an impressively garish gallery in the Spawning Stone.

SPEAKERS OF XAOS

Chaos and wild magic are potent magical forces that defy traditional study. Thus, those that study them defy traditional definition. So suppose the Speakers of Xaos (pronounced like "chaos"), a group of scholars, wizards, sages, and priests that seek to truly understand Limbo and its unpredictable nature. They have a strong independence streak as well, and one of the tenets of the organization is that no one member has authority over another.

The only exception to this rule is the director of the College of Elemental Chaos, who runs the operations and resources of the Speakers of Xaos. Each member of the Xaos-Speakers is dedicated in their own way to studying the primordial power of Limbo, though there are many different approaches. Some look to the elemental collisions that occur constantly, seeking the link between Limbo and the Inner Planes, while others peer into the chaos storms to learn their mysteries.

The Speakers of Xaos are an eclectic and often eccentric group, but their ranks also include explorers. Anyone seeking greater understanding of chaos itself is welcome within the group, and the College of Elemental Chaos has a deep (if unorganized) library containing many treatises and intellectual works.

TRASS TARR

The unpredictable nature of Limbo is said to be the chaotic remnants of the multiverse itself, leftover soup from the creation of existence. That is one theory, but it is by far not the only one. Some believe that there is a connection between Limbo and the enigmatic Far Realm, where abominations of reality dwell outside the bounds and rules of the multiverse.

Trass Tarr was one such cleric who believed this. As a human priest of a god of knowledge, he sought to unravel the mystery of the multiverse, and his studyings led him to the Far Realm. He saw a great web of connections from that mind-blasting place to everywhere, but no stronger link did he find than in Limbo itself. Trass Tarr came to the Ever-Changing Chaos and sought to find proof of the link between it and the Far Realm.

His knowledgeable god imparted a means by which Trass Tarr could cast his mind across the multiverse divide and into the Far Realm. Called the Mind-Cylinder, this great metal device would house Trass Tarr's formidable intellect and refract it so that he could see into the Far Realm. It worked, too well unfortunately, and Trass Tarr was driven irrevocably insane from the experience.

Trass Tarr's body withered away quickly but he remained contained within the Mind-Cylinder. He created guardians to protect the precious item, and expanded its size by mentally commanding the primordial soup of Limbo itself. Now he floats forever in the Storm Eternal, casting his insane thoughts out. The githzerai know of him and have tried to help him regain his sanity, but Trass Tarr is too far gone. But his experience has left him with some of the only first-hand knowledge of the mysterious and dangerous Far Realm.

ZAERITH MENYAR-AG-GITH

The githzerai came to Limbo as refugees after a bloody revolt against their mind flayer masters. The gith race was split ideologically. A large number of them followed the teachings of their leader, Gith, who saw bloodshed as the only way forward. But another voice rang up, Zerthimon, who advocated against the path of tyranny and darkness. Zerthimon was killed during the brief but bitter civil war as the two sides battled ferociously.

Shortly after Zerthimon's death, his most prized pupil rose up to assume the mantle of leadership. Menyar-Ag led the githzerai people – named after their leader – away from the githyanki and across the planes. They settled quickly in the chaotic morass of Limbo, establishing their civilization to honor the principals of Zerthimon. Menyar-Ag took the role of Great Githzerai and was bestowed the full name of Zaerith Menyar-Ag-Gith.

He still rules the githzerai of Limbo, though only the strongest psionic and arcane powers keep his incredibly frail body alive. He hasn't physically left the confines of Shra'kt'lor for generations, though his spirit has traveled the length and breadth of the Storm Eternal and the planes beyond. Menyar-Ag has a host of attendants that spread his will and commands and the ancient githzerai leader never sleeps. He prepares his people for the eventual return of Zerthimon, a long-prophesized event, and wages a never-

ending war against githyanki incursions and mind flayer plots.

Menyar-Ag's beliefs are rigid but the wizened leader is not above flexibility when the opportunity presents itself. He has opened the gates of Shra'kt'lor to a small number of merchants and travelers that wish to trade with the githzerai, and his zerths and anarchs keep a watchful eye on the croaking hordes of slaadi in the Sea Infinite. He can be a great ally to those whose purposes align with the githzerai.

CREATURES & DENIZENS

The sheer variety of monsters found in Limbo defies easy classification. Many of these creatures are cosmetic variations of existing monsters, including unusual colorations and slight alterations (claws becoming massive paws that deal bludgeoning damage instead of slashing, a tail that develops a blade to inflict slashing damage instead of bludgeoning, etc.). The new monsters represent those unique specimens that only Limbo could produce – primal elementals, flavabeeks, flux wurms, and more.

ELEMENTAL, PRIMAL

The swirling soup of Limbo pulls in raw elemental power from the Inner Planes and combines it in new and surprising ways. Elementals spawn randomly, and occasionally the wild chaotic stuff of the plane fuses into two or more elementals to create a massive primal elemental. These creatures are rare, but they are devastating. Contained within their vaguely humanoid forms are flowing water, solid rock, scorching flames, and blowing winds, though everything shifts constantly and one element never remains dominant for very long.

Unpredictable and Dangerous. Primal elementals are possessed of the chaotic spirit that infuses Limbo. They shift about in surprising ways, twisting their forms to suit their whims, and they are just as likely to attack a creature they see as they are to let it go. Many of these fierce elementals relish destruction for nothing more than its own sake, pounding and burning away at anything constructed or otherwise not naturally occurring in the Inner Planes.

Connected to Elemental Collisions. The massive collisions of elemental power that occur regularly across Limbo have been known to spontaneously spawn a primal elemental. Even if one of the creatures isn't created from such an event, these elementals have an innate sense for when they occur and they are drawn to any occur within a wide area (10 miles). Some planar sages theorize that the primal elementals actually feed on the ambient energy from the collision, but if this is true they do not go about it obviously.

PRIMAL ELEMENTAL

Huge elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 133 (14d12+42)

Speed 60 ft., fly 40 ft. (hover), burrow 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	6 (-2)	10 (+0)	7 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Primordial

Challenge 8 (3,900 XP)

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

Elemental Form. The elemental is comprised of churning, raw elemental power. Creatures that enter the elemental's space suffer 18 (4d8) bludgeoning damage and are placed adjacent to the elemental where it chooses.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Limbo Native. The elemental is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

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

ACTIONS

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) fire damage.

Overcharge (Recharge 4-6). Each creature within 20 feet of the elemental must make a DC 16 Dexterity saving throw as wild elemental energy ripples out in a wave, taking 21 (6d6) fire damage and 21 (6d6) lightning damage on a failed save, or half as much on a success. The elemental can choose to draw targets in or push them away with this ability.

If it chooses to draw targets in, creatures in the radius must make a DC 16 Strength saving throw. On a failure they are drawn 10 feet closer to the elemental. If it chooses to push targets away, creatures in the radius must make a DC 16 Strength saving throw. On a failure, they are pushed back 10 feet and knocked prone.

FLAVABEEK

Flavabeeks are one of the unusual native creatures found in the Ever-Changing Chaos of Limbo. They have the general shape of a pelican, with a sharpened beak capable of holding a large number of tiny prey, but they are completely featherless. Fish-like scales cover their body, and a thin membrane stretches between their wings to propel them in the air and water. Flavabeeks have no legs, which on Limbo isn't much of an impediment, and its natural immunities to elemental damage keep it alive through the colliding power of the plane.

Debated Origin. Flavabeeks appear to be the combination between a fish and bird, but planar sages debate about the origin beyond this generally accepted fact. The creature's scaly body and ability to breathe water is definitely fish-like, while its form and large pelican-like beak are avian in nature. Are they result of an arcane experiment gone awry, similar to the owlbear? Or are they refugees from the early days of the multiverse when gods experimented with life and this one simply survived?

Fluid Gender. Flavabeeks lay eggs in nests built from pools of elemental energy, but the creature's gender can switch spontaneously as the need or whim arises. There is no physical difference between the male and female flavabeek, and some sages contend that the creature is actually a third gender that combines the reproductive capabilities of both sexes. It doesn't reproduce asexually, however, and a mated pair stay together until one of them lays eggs.

FLAVABEEK

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d8+4)

Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4

Damage Immunities acid, cold, fire, lightning

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 1 (200 XP)

Amphibious. The flavabeek can breathe air and water.

Dive Attack. If the flavabeek is flying or swimming and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 7 (2d6) damage to the target.

Flyby. The flavabeek doesn't provoke an opportunity attack when it flies or swims out of an enemy's reach.

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

Limbo Native. The flavabeek is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Dissonant Squawk (Recharge 5-6). The flavabeek lets out a squawk that carries a distinct dissonant tone that repels creatures. Non-flavabeek creatures within a 60-foot cone must make a DC 12 Wisdom saving throw. On a failed save, it takes 7 (2d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the flavabeek. On a successful save, the creature takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

FLUX WORM

Flux worms are long, serpentine monsters that move swiftly through Limbo's jumble of elemental collisions. Shimmering black and cobalt blue scales cover its length, broken up by patterns of bright blue that shift and move as the flux worm flies about. Its head is crocodilian, with a long tooth-filled snout, but it has no arms, legs, or wings – it moves about by coiling and uncoiling on unseen electrical currents in the air. A dazzling frill arches along its spin which it uses to collect and harness lightning power.

They earned their name from a natural ability to convert incoming elemental energy into lightning, which it uses as superfuel, regaining health and increasing speed and ferocity after such events. As befits a creature of Limbo, the flux worm's conversion ability is not constant and occurs randomly, but that doesn't deter the creature from relying upon it in combat.

Lightning Fast Predators. Flux worms are solitary hunters that feed on the electrical energy of living creatures. They dart quickly about, searching for food, but they are not patient creatures – when they spot prey, they move in with lightning speed to strike hard and fast. Flux worms have been known to follow chaos storms across Limbo, waiting for the unpredictable storm to waylay smaller creatures. The random elemental damage thrown around by chaos storms can aid flux worms in their endeavors.

Masters of the Wurmways. The Wurmways is a great cloud of semi-solid vapor and earth particles floating through Limbo, largely resisting the natural fluctuations of the plane to spontaneously transmogrify into other elements. Streaks of lightning fill the cloud and hundreds of tube-like tunnels crisscross its interior, giving the structure its name, for flux worms are drawn to the Wurmways like moths to a flame. Did they originate somewhere in the strange vapor stone cloud? Do they guard eggs inside? Few that have ventured inside have come out with anything more than horror stories of flux worms larger than any previously encountered.

FLUX WORM

Huge aberration, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 168 (16d12+64)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	19 (+4)	7 (-2)	11 (+0)	7 (-2)

Skills Perception +4, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities stunned

Senses blindsight 120 ft., passive Perception 14

Languages understands Common but cannot speak

Challenge 9 (5,000 XP)

Energy Flux. Whenever the worm is subjected to acid, cold, or fire damage, roll 1d20. On a roll of 11 or higher, the damage type is changed to lightning.

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

Limbo Native. The worm is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Lightning Absorption. Whenever the worm is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. In addition, until the end of the worm's next turn, it benefits from the effects of the *haste* spell.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its tail barb.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage and 14 (4d6) lightning damage.

Tail Barb. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

J'KAA'LAA

The githzerai are not natives to Limbo, but they have worked to make the plane their home. Their powerful psychic abilities are honed to a fine degree, which they use to manipulate and stabilize the unending chaos around them. This powerful, unrelenting force can surge to incredible heights, and in some rare cases it can consume the mind and body of a githzerai. When this happens, a j'kaa'laa is left in their wake – the psychic manifestation of the githzerai's frustration and rage at having been defeated by chaos.

J'kaa'laa (which translates to “broken spirit” in Gith) appear as incorporeal versions of their kin, but all colors have been drained, leaving a gray wash behind. Their faces are twisted in rage as they have not only been consumed by utter chaos, they have embraced it. While they lose some of their more potent psionic abilities, the j'kaa'laa is able to manipulate reality around it in surprising ways.

Tragedy of Anarch Felz'zanna. The first appearance of a j'kaa'laa recorded by the githzerai lies in the Tragedy of Anarch Felz'zanna. The story tells of a githzerai monk of revered discipline, Felz'zanna, who worked tirelessly to keep the chaotic powers of Limbo at bay. Her anarch powers allowed her to manipulate the reality of the plane in a great swath, and the cenobites at her monastery learned much from her patient teachings. The tragedy struck with the arrival of a mind flayer and its minions in the middle of a violent chaos storm.

A great battle ensued and Felz'zanna's control over the monastery's stabilizing effects waned as she confronted the illithid. In an instant, the chaos storm overtook her, the cenobites, and the mind flayer and its minions, swallowing them up. The psychic manifestation of Felz'zanna rose from the site, killing many members of the githzerai patrol that arrived soon after. She fled into the Ever-Changing Chaos, and since then other j'kaa'laa have been reported across Limbo.

J'KAA'LAA

Medium undead, chaotic evil

Armor Class 18

Hit Points 104 (16d8+32)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	15 (+2)	14 (+2)	22 (+6)	12 (+1)

Saving Throws Int +5, Wis +9

Skills Perception +9

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

Damage Immunities cold, psychic, poison

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

Senses darkvision 60 ft., passive Perception 19

Languages Gith

Challenge 10 (5,900 XP)

Incorporeal Movement. The j'kaa'laa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Limbo Native. The j'kaa'laa is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Psychic Defense. The j'kaa'laa's AC includes its Wisdom modifier.

ACTIONS

Multiattack. The j'kaa'laa makes two attacks, using any combination of strikes it has available.

Confusing Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12+6) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or suffer from the *confusion* spell until end of the j'kaa'laa's next turn.

Psychic Strike: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (2d12+6) psychic damage.

Pausing Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12+6) psychic damage. The target must succeed on a DC 17 Wisdom saving throw or suffer from the *slow* spell until the end of the j'kaa'laa's next turn.

REACTIONS

Psychic Redirect. When a creature succeeds with a melee attack against the j'kaa'laa, it can use its reaction to force the attacker to make a DC 17 Wisdom saving throw. On a failure, the attack's damage is applied to a target of the j'kaa'laa's choice within 5 feet of it.

KLEETARN

Few creatures moving through the Ever-Changing Chaos of Limbo inspire as much fear as the dreaded kleetarn. These massive monsters look like multicolored octopuses, though they only have four thick tentacles extending from their great bulbous bodies. Five scintillating eyes ring its bulk, each peering into a spectrum of light and color beyond the understanding of most creatures. For such a bulky monster, the kleetarn has a tiny mouth which it uses to suck in crushed meat and other foods, though it rarely seems to hunt for the purposes of consuming food.

Misunderstood Monsters. The motivations behind a kleetarn are not understood, but they are generally solitary creatures that crawl about regions that have been pulled into Limbo. They speak Common but rarely converse, instead preferring to use their ink cloud abilities and pummeling tentacles to ward off and defend other creatures. They do not have minions and seem driven by an unusual curiosity to learn about the mysteries of Limbo.

Immortal Beings. Kleetarn have no gender and no one has ever encountered a young or significantly smaller version of the creature. The most prevailing theory about why is that kleetarns are products of Limbo's original formation. Their shy nature keeps them away from most travelers but the few that have conversed openly indicate that they are immortal, dying only by violence, but even then they believe they will reform again out of Limbo's primordial soup into their original form.

Ruk'uzz'karr'thass the Witness. Though most kleetarns are shy, one has given counsel to the githzerai since their arrival on Limbo. The githzerai call it Ruk'uzz'karr'thass, which roughly translates to "ancient witness that has seen all history." Special emissaries of Zaerith Menyar-Ag-Gith know how to reach the kleetarn in order to ask for advice, and the great monster's information has aided the githzerai for centuries. But like all of its kin, Ruk'uzz'karr'thass is unpredictable and sometimes it attacks the emissaries. Is this because the creature fears the githzerai? Or does a deeper madness lie within the kleetarn?

KLEETARN

Gargantuan aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 243 (18d20+54)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	17 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Wis +5, Cha +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities blinded, charmed

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 17 (18,000 XP)

Limbo Native. The kleetarn is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

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

Penetrating Vision. The kleetarn's scintillating eyes gives it supernatural vision. It has advantage on Wisdom (Perception) checks involving sight.

Wild Magic Aura. Spells cast within 60 feet of the kleetarn automatically trigger a wild magic surge, as outlined in the sorcerer Wild Magic origin.

ACTIONS

Multiattack. The kleetarn makes four tentacle attacks.

Tentacle. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. **Hit:** 30 (4d10+8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the kleetarn can't use this tentacle on another target.

Poisonous Ink Cloud (Recharge 5-6). A 60-foot-radius cloud of sickly yellow ink extends all around the kleetarn. Creatures in the area must make a DC 20 Constitution saving throw, suffering 35 (10d6) poison damage on a failure, or half as much on a success.

Confusing Ink Cloud (Recharge 5-6). A 60-foot-radius cloud of multicolored ink extends all around the kleetarn. Creatures in the area must make a DC 20 Wisdom saving throw or suffer from the *confusion* spell for 1 minute. Affected targets can repeat the saving throw at the end of each of its turns, ending the effect on a success.

LIVING SPELL

Limbo is the original source of wild magic. Chaos storms regularly cause havoc with magical effects, but one of the more noticeable and permanent results is the creation of living spells. These magically-sustained creatures are permanent manifestations of specific spells, pushed into existence by the raw power of Limbo itself. They are similar to constructs, obeying no whims but their own. They do not eat, sleep, or breathe, and move about fulfilling their original function with unyielding devotion.

Constructed Nature. A living spell doesn't require air, food, drink, or sleep.

Magical Essence. The process that creates a living spell changes the nature of its magic. A living spell isn't subject to *dispel magic* and isn't affected by an anti-magic field.

LIVING CLOUDKILL

Living cloudkills are massive areas of noxious yellow-green vapor, moving about Limbo in search of targets to inflict their deadly poison upon. They are capable of overwhelming many creatures and it seems to draw satisfaction from choking targets to death within its cloudy form.

LIVING COUNTERSPELL

Appearing as a vibrant ball of pure blue arcane light, living counterspells are drawn instinctively towards magical sources. Their singular goal is to end all magical effects, and once it senses a continuous magical effect it moves with all speed towards it. Some powerful beings across the planes pay handsomely for the capture of a living counterspell, which can operate (if controlled) as an effective anti-magic watchdog.

LIVING MAGIC MISSILE

Some tiny motes of light in Limbo's endless sea of chaos are not just sparks of elemental power. They could be living magic missiles, and many of them travel in great swarms across the plane. Wizards and sorcerers of all kind recognize the small creatures, which resemble glowing white darts of arcane energy. They can quickly grow from nuisance to true danger, though, as they surge with the power of a fully cast *magic missile* spell.

LIVING CLOUDKILL

Gargantuan construct, unaligned

Armor Class 10

Hit Points 77 (5d20+25)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands one language (usually Common) but can't speak

Challenge 3 (700 XP)

Cloud Kill. Any creature that starts its turn in the same space as the living spell must succeed on a DC 15 Constitution saving throw, suffering 22 (5d8) poison damage on a failure, or half as much on a success.

Gaseous Form. The living spell can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The living spell has advantage on attack rolls against creatures in its space.

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

Choke. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 13 (3d8) poison damage.

LIVING COUNTERSPELL

Medium construct, unaligned

Armor Class 13

Hit Points 16 (3d8+3)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +2

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands one language (usually Common) but can't speak

Challenge 1 (200 XP)

Arcane Sense. The living spell senses magical energy in a 120-foot-radius, similar to a *detect magic* spell.

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Limited Magic Immunity. The living spell can't be affected or detected by spells of 3rd level or lower. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Pulse. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) force damage. If the target has any ongoing magical effects produced by spells of 3rd level or lower, one of the effects is ended (choose randomly if there are multiple effects).

LIVING MAGIC MISSILE

Small construct, unaligned

Armor Class 14

Hit Points 4 (1d6+1)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities force, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands one language (usually Common) but can't speak

Challenge 1/2 (100 XP)

Limbo Native. The living spell is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) force damage.

Surge (Recharge 5-6). The living spell pushes itself as it swells to three times its normal size for a moment. It makes a slam attack against a target, and if it hits it inflicts 10 (3d4+3) force damage.

LUCKNUCK

Clever, resourceful, and capricious, lucknucks are small lizard-like creatures with long tails and massive feet and hands. They are intelligent, able to walk bipedal if they choose, and they are incredibly mischievous – a single lucknuck can decimate a tavern or gambling hall overnight with its natural ability to steal and flip luck around it. Their smooth skin changes color based on how frequently they've used their ability, shifting through the prismatic spectrum (red, orange, yellow, green, blue, violet). When a lucknuck speaks, it's most often in an annoying, mocking tone capable of inciting riots in mere moments.

Unwelcome Pests. Lucknucks embody the random whims of fate and chance, and those that know of them know to be wary of them. Their mere presence is enough to scare skilled gamblers and con artists away, making them ideal guardians, but lucknucks owe no allegiance to anything. They are independent-minded beings that enjoy chaos for chaos' sake.

Clock of Luck. They don't speak of it often, but lucknucks believe in an immaterial force that drives chance across the multiverse. They call this the "clock of luck," a whimsical and amusing expression considering clocks are used as a symbol of precision, but the lucknucks wholeheartedly believe in this concept. They move through life, cheating the clock whenever they can, but they can never stop the clock. And when it's their time, the lucknucks know they cannot avoid it. The trick, they say, is always making sure it's someone else's time!

LUCKNUCK

Small aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 27 (6d6+6)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	15 (+2)

Saving Throws Dex +5, Cha +5

Skills Sleight of Hand +5, Stealth +5

Damage Resistances acid, cold, fire, lightning

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting. The lucknuck's spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components.

3/day: *invisibility*

Limbo Native. The lucknuck is a native of the Ever-Changing Chaos of Limbo, allowing it to move normally using any of its available movement speeds in Limbo.

Sneak Attack. Once per turn, the lucknuck deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lucknuck that isn't incapacitated and the lucknuck doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The lucknuck uses its Steal Luck ability and then attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6+3) slashing damage.

Steal Luck. The lucknuck chooses a target within 30 feet that it can see. The target must succeed on a DC 14 Charisma saving throw. On a failure, the target suffers disadvantage on attack rolls and saving throws until the end of its next turn, and the lucknuck gains advantage on attack rolls and saving throws until the end of its next turn.

REACTIONS

Flip Luck. The lucknuck chooses a target within 30 feet that it can see that is making an attack roll or saving throw with advantage. The target loses advantage for the roll.

HAZARDS & PHENOMENA

The unpredictable nature of Limbo presents a number of unique challenges to visitors, not the least of which are the hostile native inhabitants such as slaadi and flux wurms. Chaos storms and elemental collisions are common occurrences and can wreak havoc on an unprepared group, especially since they tend to arrive at the most inopportune time.

CHAOS STORM

During one of the frequent chaos storms, the muted colors of Limbo's primordial soup brighten and thrum with energy as the extraplanar force ripples around. Chaos storms encompass an area as small as 100 feet in diameter up to 100 miles, or even beyond.

Creatures that are not native to Limbo caught in a chaos storm find themselves teleporting randomly around. A creature that starts its turn in a chaos storm must succeed on a DC 15 Intelligence saving throw. On a failure, they teleport 1d6 x 5 feet in a random direction and suffer 13 (2d12) psychic damage. A successful save prevents teleportation and damage. Unattended objects are teleported at the same rate as creatures, though they do not suffer psychic damage.

Within a chaos storm, any spell of 1st-level or higher that is cast triggers a wild magic surge. Refer to the Wild Magic sorcerer origin for the specific table.

In addition, once per minute, the chaos storm forces a random transmutation to occur (see below), further altering the landscape.

ELEMENTAL COLLISION

Limbo is tied intrinsically to the Inner Planes, and this deep connection pulls in elemental forces at random. Often, these are nothing more than naturally occurring features – islands of stone or mud, floating lakes and rivers, windstorms, balls of fire or ice, and other elemental components. Some are large enough to be considered their own realms, but most are small and innocuous. At least, until they collide together, releasing a wave of elemental energy.

These elemental collisions can cause serious damage to creatures and objects. When an elemental collision occurs, determine its size, location, and type on the below tables. The explosion is close enough to the characters to cause some discomfort, and all the creatures in the area must succeed on a Dexterity saving throw, suffering full damage on a failure, or half as much on a success. The collision's size determines the number of damage dice, the location determines the Dexterity save DC, and the type determines the damage type.

ELEMENTAL COLLISION SIZE

1D20	COLLISION SIZE
1	Tiny – 1d6 damage
2-6	Small – 2d6 damage
7-12	Medium – 4d6 damage
13-17	Large – 8d6 damage
18-19	Huge – 12d6 damage
20	Gargantuan – 20d6 damage

ELEMENTAL COLLISION LOCATION

1D20	COLLISION LOCATION
1	Distant – DC 10
2-7	Long range – DC 12
8-15	Short range – DC 14
16-19	Close – DC 16
20	Immediate area – DC 18

ELEMENTAL COLLISION TYPE

1D20	COLLISION DAMAGE TYPE
1-3	Acid
4-6	Cold
7-9	Fire
10-12	Lightning
13-15	Force
16-17	Necrotic
18-19	Radiant
20	Roll twice, re-rolling 20 results. The damage is split between the two types.

The damage dissipates after its initial shockwave ends, though there could be a new elemental feature nearby that may change a battlefield (a new river or island, for example).

POWER OF THE MIND

The primordial soup of Limbo can be shaped and manipulated by those that focus their efforts. This can be done to achieve one of three distinct effects: moving objects, transforming objects, or stabilizing terrain.

To move objects, a creature on Limbo can take an Action to make an Intelligence check while mentally targeting an unattended object on the plane that it can see within 30 feet of it. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger. On a successful check, the creature moves the object 5 feet plus 1 foot for every point by which it beat the DC.

A creature can also use an action to make an Intelligence check to alter a nonmagical object that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large.

or larger. On a success, the creature changes the object into another nonliving form of the same size. Roll on the Random Transmutation table to determine the object's new material. A specific material can be selected, but the DC is increased by 5 for such attempts.

Additionally, a creature can use an action to make an Intelligence check to stabilize a spherical area centered on the creature. The DC depends of the radius of the sphere. The base DC is 5 for a 10-foot-radius sphere; each additional 10 feet added to the radius increases the DC by 5. On a successful check, the creature prevents the area from being altered by the plane for 24 hours, or until the creature uses this ability again.

RANDOM TRANSMUTATION

Limbo has the unpredictable ability to change unattended objects and geographic features into something else, turning rocks to diamonds, diamonds to fire, fire to ice, and ice to steam. There is no order to the transmutations and they can happen frequently or rarely, depending on the chaotic whims of the plane itself.

When a random transmutation occurs, choose an unattended object or terrain and then roll on the below table. The target retains its general shape, and in the gravity-less realms of Limbo an object that transforms into a liquid can retain its form while on the plane.

RANDOM TRANSMUTATION

1D20	TRANSMUTED MATERIAL
1	Fire
2	Stone
3	Ice
4	Acid
5	Steam
6	Mud
7	Water
8	Gold
9	Iron
10	Glass
11	Sand
12	Diamond
13	Salt
14	Wood
15	Silver
16	Onyx
17	Magma
18	Copper
19	Flesh
20	Pure force

One quirk of the transmutation process of Limbo is that any object subject to the transmutation immediately crumbles to nothing when taken out of Limbo. Exceptions exist, of course, including powerful relics and artifacts, but many a traveler has found their bag of rocks that became a bag of diamonds turn suddenly into a bag of dust when leaving Limbo.

MYSTERIOUS SITES & TREASURES

Strange sights and stranger occupants fill the primordial expanse of Limbo, enough to entice any adventurer to seek out its wonders. Of course, plenty of danger accompanies the strangeness, but treasure and secrets hide there as well. Enterprising travelers seeking a break from the mundane can do no better than the Ever-Changing Chaos of Limbo.

BEACON PILLARS

Traveling through Limbo is difficult at best. Sites move about at random and no path is the same from time to time. Maps are worthless which has led to a great many frustrated explorers. The githzerai developed the idea of beacon pillars which can be positioned on known sites, each unique and enhanced with magic to attune to *locate object* spells at greater distances. By placing a beacon pillar in a community, site, or fortress, the githzerai are able to hone in on the exact location regardless of what Limbo does, providing a path and a (somewhat) stabilizing effect.

The githzerai have shared the construction of beacon pillars with friendly natives of Limbo, including the Speakers of Xaos and the Highroller halflings at the Hall of Fate and Luck. Mostly they are used to connect the githzerai sites, and they are careful not to share too much information with total strangers. In order to find a beacon pillar, the caster must know the configuration of the desired pillar and then cast *locate object* on Limbo.

COLLEGE OF ELEMENTAL CHAOS

The Speakers of Xaos are a loosely organized collection of wizards, clerics, sorcerers, and explorers, each dedicated to studying and understanding the nature of chaos itself. No better place to look than Limbo, so the founders of the group built the College of Elemental Chaos on a stabilized island of stone amidst the churning soup. The site sprawls over three large wings around a central hub, which is dedicated to the library, with offices and meeting spaces spread between the wings.

Members of the Speakers of Xaos have full access to the library at the College of Elemental Chaos, which is full of good resources with an absolute lackluster organization system. The librarians are beleaguered students who must endure several years of library duty before moving to a more permanent residence. All manner of Speakers come and go at all hours, and since the only requirement for library access is to be a member of the Speakers of Xaos, people pull volumes off the shelves frequently.

The wings are dedicated to the individual members who pursue their own interests and studies. Rarely do Speakers work with one another on their larger projects, though social times at the college bring about lengthy discussions and dissertations on the nature of chaos in general. Speakers are more likely to seek outside assistance with their research, and most are foolhardy enough to brave the dangerous elements of Limbo's darkest recesses in pursuit of knowledge.

FONT OF WILDEST MAGIC

Wild magic has spread across the multiverse, seeping into the bloodline of individuals of all types and imbuing them with unpredictable sorcerous powers. All of that chaotic magic stems from Limbo, and some planar scholars have pinpointed it down to a specific site known as the Font of Wildest Magic, though whether this is truly the source of all wild magic in the multiverse is a matter of some debate.

The Font of Wildest Magic appears as a great never-ending spout of brilliant multicolored energy, transforming spontaneously from gas to liquid to solid and back to gas again in a scintillating plume hundreds of feet high. The spout originates from a cloud of black and white vapor containing ribbons of negative and positive energy that fuels the endless massive outpouring. Magic is inherently unstable in an around the Font, creating wild magic surges with any spell cast (even cantrips).

The Font floats freely in the Elsewhere, like much of Limbo's features, though a handful of Xaos speakers from the College of Elemental Chaos have dedicated their lives to tracking and understanding its power.

GIBBERING HORDE

Sound travels strangely in Limbo. Sometimes a whisper echoes for miles around, and other times a shout dies down after only a few dozen feet. This random effect inflicts all sound differently at different times, making it difficult for travelers to identify the massive Gibbering Horde before it arrives.

Nonsensical gibbering and wailing surrounds this titanic roiling mass of pink and purple ooze, originating from countless mouths spontaneously growing and disappearing all along its bulbous shifting form. It's believed the Gibbering Horde originated as a gibbering moulder, or some variation, as its effects are similar, but the scale and enormity of the thing dwarfs any known moulder in the multiverse. The Gibbering Horde rolls over elemental power, absorbing it all into its pulsating bulk, though chunks break off and atrophy about the same rate.

Where did it come from? Is there any sentience behind the Gibbering Horde? Attempts at magical insight have been met only with mind-shattering insanity. Some scholars theorize that a portal to the Far Realm exists in the heart of the Gibbering Horde, and it's as good a theory as any. For those that can withstand the gibbering, the mass can be walked upon and has a relatively stable environment considering Limbo – minus the mouths, some small and others titanic, that emerge to bite and swallow any poor unfortunates that come close enough.

GREAT RED TEMPEST

Chaos storms rage across Limbo with alarming frequency and irregular potency. Most are relatively small, flaring to life and then dying just as quickly as they started, but some have grown so massive that they are permanent moving features of Limbo. The Great Red Tempest is one of them, many miles in diameter, though it is unique because of the great number of slaadi that swim about its broken elemental chunks hungry to feast on unsuspecting prey.

Dozens of earthen islands float amidst the swirling vortex within the Great Red Tempest, and an unusually large number of them contain items and treasures pulled from across the multiverse. Tales of these riches draw travelers into its depths, where they often find a grisly end at the claws and bites of slaad swarms.

HALL OF FATE AND LUCK

The greatest gambling center in all of Limbo is the Hall of Fate and Luck, floating randomly in the Elsewhere. The entire building, nearly a mile wide, is shaped like a sphere made of stone, diamond, fire, or nearly anything else, as panels on the outside spontaneously transform according to the whims of the plane itself. Inside, every single game of chance in the known multiverse can be found and played.

The Hall of Fate and Luck is run by the Highrollers, a clan of halflings who are said to have the backing of some pretty potent patrons (gods of luck are rumored to dwell or frequent the hall). They employ all manner of creatures from across the multiverse, paying them well to act as game masters, hustlers, and guards. Coins and magical items flow through the Hall of Fate and Luck at an alarming rate, but the Highrollers always seem to come out on top. The hall also features first class eating dining options and luxury rooms for rent, all for more coins than most Material Plane residents see in a year.

Inside, the gambling hall has five levels, each closer to the sphere's center than the previous. Each layer holds similar games but the stakes become progressively higher. The first and most easily accessible layer plays with coins, while the second plays with magic. Few who reach the lower levels speak of their games, but it is widely assumed that lives, secrets, and souls are the final three commodities to be gambled with, though the exact order is known only to the Highrollers and those that prove they have the capital to play.

LABYRINTH OF BARONESS RAZZA

Ripped from the Material Plane by chaotic sorcery, the castle and sprawling under-labyrinth of Baroness Razza floats through Limbo on wild primordial winds. Hundreds of years ago, the baroness was an ambitious sorceress looking to harness her innate wild magic to greater effect, and to that end she built a secret laboratory beneath her castle's estate. She withdrew into her complex completely, embracing madness in her experiments, and generations later her planar dabbling resulted in a great portal opening up to Limbo. The castle, labyrinth, and all living residents were pulled into the chaotic maelstrom.

Ecstatic with the result, Baroness Razza gave herself fully to the wild magic. She hunted down the living servants and experimented on them in the bowels of her floating, gravity-less labyrinth. Great evil has been worked on within the halls, but also great magical discoveries and breakthroughs. Multiple living spells have originated from Baroness Razza's labyrinth, and a host of other strange and bizarre creatures and creations haunt the confusing and constantly shifting complex.

Baroness Razza – her life extended through magic and warped sorcery – wanders the countless laboratories and halls of her labyrinth. Her insanity is deep and her desires wicked, but she has a great deal of knowledge on how magic works in Limbo and how wild magic specifically operates.

LAKE OF ICEFIRE

The building blocks of existence float throughout Limbo, pulled from the Inner Planes and elsewhere to form islands and pockets of elemental energy. Any one of these can spontaneously transform into another element, so stable sections are rare and usually held together by powerful thoughts. One of the exceptions is the Lake of Icefire, a strange mass of swirling red and blue that is as much fire as it is liquid and as hot as it is cold.

The borders of the “lake” are formed by crystalline rocks of varying hues, but the bulk itself floats in Limbo's primordial soup in the Elsewhere. The site is unique because of its combination of two elements – ice and fire – that resist the random mutation effects that ripple throughout the plane. Even chaos storms avoid the site. The waters of the lake hiss, crackle, and pop as energy bubbles appear and burst with irregular frequency. Its depth varies, from as shallow as several feet to as deep as three hundred, and unusual creatures are known to frequent its unusual waters. These creatures are all immune to fire and cold, something that anyone approaching the lake would benefit from as well.

SHINING MONASTERY OF BUR'LK'AAS

Amidst the swirling miasma of the Storm Eternal, the githzerai have established dozens of citadels, strongholds, and monasteries, claiming the chaotic territory as their home after escaping the clutches of the illithids long ago. The most important of these sites are protected and stabilized by githzerai anarchs who have long studied the powers of the mind in order to control the seething chaos around them. Rarely does an anarch fail, but when they do the result is often a blight upon the land. So it is with the Shining Monastery of Bur'lk'aas.

Long ago, it was an adamantine beacon of learning and wisdom under the tutelage of Bur'lk'aas, a githzerai anarch renown for his patience. His inner power was reflected in the sturdy walls of the monastery, which glowed constantly, giving the site its name. Disaster struck when a warband of githyanki knights astride powerful red dragons savagely attacked in order to obtain the secrets held within Bur'lk'aas' library.

The fighting was intense, and in the end the githzerai anarch – seeing his forces depleted and the end coming near – decided the knowledge in the monastery could never fall into githyanki hands. The Shining Monastery erupted with pure light, disintegrating everyone in and around the floating adamantine structure. Bur'lk'aas and the attacking forces were obliterated and the Shining Mastery was consumed. Or was it? Travelers in Limbo have reported sighting the luminous structure phasing in and out of existence. To date no one has been able to set foot on it, but Zaerith Menyar-Ag has quietly sent out teams to find out if the Shining Monastery can be recovered.

SHRA'KT'LOR

The capital of the githzerai across the multiverse is Shra'kt'lor, a great and ordered fortress-city that holds the largest concentration of githzerai. It is the social and political hub for the displaced sons of Gith on Limbo and stands as the greatest fortified site in all of the plane. Magical and psionic defenses are well-maintained and prevent unauthorized access into its titanic adamantine walls. Six layers of defenses sit between the outside and Zaerith Menyar-Ag, each maintained by a supremely powerful githzerai anarch personally chosen by the ancient leader.

There is very little organized trade the githzerai conduct, but visitors that prove they are not hostile are welcome within the first layer of Shra'kt'lor. No chaos storm or random transmutation occurs within the limits of the fortress-city. Well-guarded libraries hold vast sums of knowledge gathered by the githzerai over the generations they have spent in Limbo, though their physical needs are met by meager supplies – water and simple bread are all that most githzerai desire, so inns and taverns carry these and little else.

Much of Shra'kt'lor is dedicated to the disciplined military might of the githzerai. Generals, monks, spellcasters, and zerths meet regularly to discuss plans for pushing back mind flayer and githyanki advances across the multiverse. The streets of the fortress-city are clean and sparse, a stark contrast to the raw chaos of the plane around it. It is a supreme challenge to maintain the stability of Shra'kt'lor amidst Limbo's primal forces, and some believe Zaerith Menyar-Ag holds a dark secret beneath the fortress-city's deepest citadel that fuels the power of the anarchs.

SPAWNING STONE

Law and chaos have been at odds since the formation of the multiverse, and thus the planes of Limbo and Mechanus have sat at opposite ends of the axis for just as long. Limbo is the ultimate expression of pure chaos and randomness, whereas Mechanus is clockwork precision given definitive form and function. And on Mechanus, the modron entity Primus has sought to enforce order upon the multiverse, and it started with Limbo.

Primus constructed a massive geometric orb of mathematical beauty and then hurled it into the chaotic maelstrom of Limbo. The goal was to enforce order upon the Ever-Changing Chaos, and for a brief moment it worked. And then it collapsed like a house of cards, and from that collapse the entire slaad race was birthed. The geometric orb twisted, mutated, and re-shaped itself into the Spawning Stone, sending forth legions of croaking toad-like slaad of all kinds. Primus' experiment failed and its hubris created the destructive slaadi that push against the very fabric of order in the multiverse.

The Spawning Stone sits at the heart of the Sea Infinite, defining the region of Limbo as much as Shra'kt'lor sits at the "center" of the Storm Eternal. The massive pulsating stone is riddled with caves, tunnels, and passages, with countless slaadi moving in, out, and around it at all times. Some of the powerful Slaad Lords dwell within the Spawning Stone as well. The general level of chaos around the region prevents the toad-like aberrations from organizing any formal resistance, but intruders are considered fair game by all of the creatures. Treasures and secrets exist within the Spawning Stone, however, including some hinting at the true power and reach of Primus itself. Few have braved the croaking hordes to find them, however.

STEAMING FEN

Law and chaos have long existed as opposing ideas, but once long ago they also formed the banners behind titanic armies in a sprawling war for the soul of the multiverse. The Blood War between the devils of the Nine Hells and the demons of the Abyss is an extension of this never-ending conflict, but it is only the most recent. Law and Chaos stood as swords and shields once, and in that war the Queen of Chaos was a powerful force.

The War of Law and Chaos ceased with the destruction (or imprisonment, depending on the stories) of the Queen's greatest general, Miska the Wolf-Spider, at the hands of the Wind Dukes of Aaqa, using a powerful tool called the Rod of Seven Parts. The Queen of Chaos retreated to her original lair on Limbo, the Steaming Fen, where a swampy landscape stretches out in an ever-expanding sphere of grotesque disease and stench. She managed to take over a layer of the Abyss during her expansion efforts in the war, which is also known as the Steaming Fen, and a permanent link exists between the two sites.

The Queen of Chaos' realm on both planes is populated by horrid spyder-fiends, chaos beasts, and monstrous mutations. The Queen herself dwells in the sludge-like heart below the Steaming Fen itself. Limbo's lair is a vast ooze-filled cavern of multicolored fungus and fetid pools, which the Abyssal side stands as a grotesque pyramid of filth and rot.

WURMWAYS

Flux wurms are a feared threat on the Limbo for natives and travelers alike. Their affinity towards lightning and nasty bite can end most creatures before they have time to react. Nowhere in Limbo are they more prolific than the Wurmways, a cloud of semi-solid vapor and earthen material hundreds of miles across. The flux wurms tunnel through the cloud as easily as purple worms digest earth and stone, but the Wurmways is riddled with lightning flashes and illuminate and hide at the same time.

Several explorers from the Speakers of Xaos have sought to understand the purpose behind the Wurmways. They've gone in through the massive tube-like tunnels and discovered a maze of crisscrossing paths with numerous pools, fires, and other pockets of elemental power all around. Flux wurms are a constant problem along with dangerous lightning blasts that range in color along the rainbow spectrum. The explorers have also uncovered naturally occurring gemstones unlike any seen in the multiverse. Are they the result of flux worm droppings? Or a naturally occurring part of the Wurmways themselves?

Several specimens sit on display in the museum at the College of Elemental Chaos, but no other expeditions have been scheduled since the last one. The interior organs of the previous expedition members were all transmuted into tiny flux wurms as a result of the Wurmways chaotic power and they were all eaten out from the inside. No one has sought the treasures in the Wurmways since.

ADVENTURE HOOKS

Limbo a plane awash with chaos and randomness, where happenstance and fate walk hand-in-hand. Slaad plots, githzerai tenacity, wild magic sorcery, and so much more blends together in a multi-colored tapestry of possibility. Adventure opportunities abound in the Ever-Changing Chaos, and Limbo tends to leak onto the Material Plane often enough to require heroes of all stripes to take up the bulwark against the tide.

TIER 1 (LEVELS 1-4)

Limbo can be a dangerous place, with random mutations and chaos storms raging, but the influence of the plane of utter chaos can easily spill out onto the Material Plane to involve a band of Tier 1 characters.

... A wild magic sorcerer has inadvertently summoned a swarm of living magic missiles from Limbo. The buzzing creatures have taken to a nearby swamp where the locals have misinterpreted them as will-o-wisps. The characters are asked to investigate, and they learn that there is a semi-intelligent leader to the swarm. The living spells are looking for a way back to Limbo though they are unruly and chaotic to deal with.

... The uncanny lucky streak of a local rogue is directly attributed to her acquisition of a lucknuck, which she keeps hidden. She uses the creature to steal the luck from other players at the table, and the characters get involved in a game that goes badly for them. The game is interrupted by thugs looking to get their coins back with violence and all chaos breaks loose. The lucknuck escapes amidst the brawl.

... A patch of forest is plagued by a perpetual chaos storm, exactly the same as one on Limbo. The locals have fled from the dangerous weather and need someone brave enough to go in and find its source. The planar rift between the Material Plane and Limbo needs to be repaired, something the team of githzerai monks are trying to do, but they lack the supplies. The characters can help track them down to seal the rift and stop the chaos storm.

TIER 2 (LEVELS 5-10)

As characters advance in experience, their capabilities and strengths grow, allowing them to withstand more of the fluctuating nature of Limbo than previously. Grander plots and more sinister villains open up in the Ever-Changing Chaos, pulling adventurers into the primordial soup.

... A wizard asks the party to retrieve a sample of the unusual material found in the Lake of Icefire in Limbo. It's an ingredient for a new spell they're researching on harnessing fire and ice. Finding the site is the first difficulty, but once they arrive the characters must find a way to take away one part of the lake – while avoiding primal, fire, and ice elementals.

... A portal suddenly opens up near the party and a scholarly explorer from the Speakers of Xaos spills out. The explorer was looking for experienced adventures to help with an expedition into Limbo and happenstance brought them to the party. Prepping for the expedition requires a trip to the College of Elemental Chaos, where it is revealed one other member seeks to sabotage the journey to keep the secret of its location safe.

... Slaadi have been spotted outside of Limbo but only on full moon nights. The croaking frog-like abominations pour out of a gate that opens only when the moon is full, and they are driven forward by a death slaad on commands from a Slaad Lord. The death slaad is ensconced in a floating earthmote on Limbo and continually pours more slaadi through the gate until its mission is completed or its evil reign is ended.

TIERS 3 AND 4 (LEVELS 11+)

Githzerai politics, Slaad Lord antics, and the chaotic workings of Limbo open up to higher tier characters, though the dangers of travel remain just as valid for the unprepared.

... A githzerai collapses and dies at the feet of the characters suddenly, and in a last gasp the creature's mental energy is pushed into a non-magical object owned by one of the party members. The githzerai is the last remaining member of an expeditionary force sent to find the Shining Monastery, and now it needs the party's help in heading to Limbo and retrieving lost scrolls from Bur'lk'aas' lost library.

... Flux wurms appear in a random thunderstorm, causing havoc and massive damage until stopped. They were forced onto the Material Plane by an errant portal opening up in the Wurmways, caused by the machinations of a greedy band of Speakers of Xaos trying to extract treasures from the dangerous vaporous region. The band fights any attempts to stop it as they push more and more flux wurms out of their way with a new item designed to keep the dangerous monsters at bay.

... The characters receive an invitation to a gambling gala at the Hall of Fate and Luck. Their invitation was not by mistake, as one of the Highrollers needs help in rooting out a ring of thieves from the establishment. Are the thieves able to turn the tide against the halflings and recruit the party to help rob the gambling hall? Or do the characters stand with the Highrollers?

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling through Limbo. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players.

STORM ETERNAL

1D100	STORM ETERNAL ENCOUNTER
01-10	A band of githzerai monks on patrol
11-20	A githzerai zerth heading to a citadel
21-30	Two primal elementals fighting over a piece of proto-matter
31-40	Elemental Collision
41-50	A warband of githyanki on the hunt
51-60	Chaos Storm
61-65	A school of flavabeeks
66-99	A living cloudkill floating amidst vapors
00	A githzerai anarch stabilizing a new region of Limbo

SEA INFINITE

1D100	SEA INFINITE ENCOUNTER
01-10	Five red slaadi devouring a corpse
11-20	A cloud of slaad tadpoles tended to by a blue slaad
21-30	A gray slaad on a mission from a Slaad Lord
31-40	Chaos Storm
41-50	Elemental Collision
51-60	Random Transmutation
61-65	Three green slaadi bored and looking for fun
66-99	A flux wurm on the prowl
00	A death slaad watching events

ELSEWHERE

1D100	ELSEWHERE ENCOUNTER
01-05	A primal elemental consuming proto-matter
06-10	Six flavabeeks playing a game
11-15	A red slaad lost and hungry
16-20	A swarm of twenty living magic missiles
21-25	A mage searching for spell components
26-30	A kleetarn keenly watching an expanding portal
31-40	Chaos Storm
41-50	Elemental Collision
51-60	Random Transmutation
61-65	A lucknuck hiding amongst floating rocks
66-70	A band of githzerai monks practicing meditation
71-75	A flux wurm within a lightning storm
76-80	A seething swarm of over one hundred slaad tadpoles
81-85	An air elemental and an earth elemental battling
86-90	Two green slaadi playing with a corpse
91-95	Three living counterspells hovering around an inactive portal
96-00	A githzerai enlightened facing off in mental battle against a death slaad

PLAYER OPTIONS

Chaos and characters often walk hand-in-hand. Even the most lawfully minded hero tends to find themselves amidst scenes of chaos and disarray as a result of fate, bad luck, or the misfortunate actions of other party members. Limbo is simply the purest expression of this whirling havoc, and some characters choose to fully embrace the whimsical side of the multiverse rather than fight against it.

Still, for those that do seek to go against the flow of chaos, the githzerai stand as shining examples of rigidity in the face of absolute chaos. They are disciplined, well-trained, and dedicated, and use every tool at their disposal to control the uncontrollable around them. Since arriving in Limbo, they have trained in hidden monasteries within the primordial soup of the multiverse, honing their minds and bodies to absolute perfection.

This dedication can inspire others, and the monks that follow the Way of the Honed Mind are trained in the githzerai psychic art of dedicated perfection. It takes a truly gifted or relentless student to study under a githzerai master.

Paladins are usually viewed as rigid defenders of law and justice, but a rare breed draws power and inspiration from Limbo itself. These free-willed warriors believe in the power of the individual and the overwhelming force of change that runs through the entire multiverse. They take the Oath of Anarchy and follow a path of discord and defiance that puts them at odds with most spellcasters.

Luck is a fickle thing, and the common phrase says that luck is the result of patience and skill. The rogues that take up the mantle of luckspinner have learned a shortcut and actually manage to reach out and capture the fickle energy of luck around them. They have an uncanny knack for being in the right place at the right time with the right tools. Capturing good and bad luck and storing it for use later can be a helpful asset for any adventuring party, though luckspinners tend to have a cloud of unusual circumstances following them around.

Limbo offers some unique options for character backgrounds as well. The cenobite is a student from a githzerai monastery, taught and trained under the watchful eyes of that rigid race. Xaos-speakers are members of the Speakers of Xaos dedicated to the unexpected in all of its forms.

The character options in this volume include the Way of the Honed Mind for monks, the Oath of Anarchy for paladins, and the Luckspinner archetype for rogues. Two backgrounds are available as well, the Cenobite and the Xaos-Speaker.

MONK: WAY OF THE HONED MIND

The githzerai are practiced monks who force order out of primordial chaos. They achieve this through intense personal reflection and belief, focusing their thoughts to line up perfectly with their bodies in all actions. Many githzerai monasteries across Limbo teach a specialized form of this studious practice, but to outsiders it is all known as the Way of the Honed Mind.

Few githzerai masters are willing to teach their ways to non-githzerai, but over the generations some students have risen to this lofted level. Those that study the Way of the Honed Mind blur the line between monk-like focus and psychic powers.

MENTAL FOCUS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast blur, calm emotions, detect thoughts, or see invisibility, without providing material components. Additionally, you gain the mage hand cantrip if you don't already know it, and when you cast mage hand the effect is invisible.

PSYCHIC FLIGHT

Starting at 6th level, you can use your mental focus to fly for a short period of time. As a bonus action you gain a flying speed equal to your walking speed for 1 minute.

You must complete a short or long rest before you can use this ability again.

PRECOGNITION SENSE

At 11th level, your mental focus grows to begin seeing possible future events that affect your life. When you fail a saving throw, you can immediately roll the saving throw again with advantage.

You must complete a short or long rest before you can use this feature again.

THIRD EYE

At 17th level, you have revealed your inner third eye that looks out upon the multiverse with clear vision. You gain truesight out to 60 feet.

PALADIN: OATH OF ANARCHY

Change is the only constant in the multiverse, and for paladins who take the Oath of Anarchy that change is the banner behind which they rally. They move towards revolution, chaos, and turmoil, believing that the only way forward for people is through the ashes of the old and existing. Tear down the walls to build a road, break up the road to build a home, demolish the home to learn what truly matters, and then start it all over again.

To this end, paladins of the Oath of Anarchy believe strongly in protecting those who cannot protect themselves from rigid laws and unjust rulings. They fight against sorcerers, wizards, warlocks, and anyone else who would seek to use magical power to usurp the natural chaos of the multiverse.

TENETS OF ANARCHY

The tenets of the Oath of Anarchy are less direct edicts and more general principles that help guide the paladin through their duties.

Chaos is Natural. Everything breaks down eventually, so be ready for the unexpected. Prepare and anticipate for events to devolve and people to change so that you will not be surprised when they happen.

Change is Constant. The only constant in the multiverse is change, and nothing lasts forever. Dynasties crumble, empires fall, and oceans drink the land only to be boiled by the sun. Be the agent of change or suffer at the hands of fate.

Own Your Choices. There is no fate but what you make. People and creatures choose their path, or choose not to leave it, and consequences are the result of that choice. Fate is just a pretty word people use to get out of responsibility. Own your choices.

OATH OF ANARCHY SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>chaos bolt, sleep</i>
5th	<i>mirror image, misty step</i>
9th	<i>enemies abound, haste</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>mislead, seeming</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Cloak of Chaos. You can use your Channel Divinity as an action to cloak yourself in a brilliant, scintillating mantle that protects you from spells. For 1 minute, you have advantage on saving throws against spells and other magical effects.

Harness Momentum. When you miss with a melee weapon attack, you can use your Channel Divinity to store the momentum. Your weapon crackles with chaotic energy for 1 minute, and the next time you hit on an attack with that weapon before the duration ends you inflict bonus psychic damage equal to your paladin level as the momentum is released. When you use this Channel Divinity, any unused momentum is immediately lost.

AURA OF DISCORD

At 7th level, your affinity with chaos and anarchy interferes with magic around you. Any spell attack against you and friendly creatures within 10 feet are made with disadvantage.

At 18th level, the range of this aura increases to 30 feet.

DEFIANT SOUL

At 15th level, you gain resistance to spell damage.

AGENT OF ANARCHY

At 20th level, you gain the ability to pull energy from the chaos of the multiverse into yourself. As an action, you can magically become an agent of anarchy, gaining the following benefits for 1 minute:

- Attacks made against you have disadvantage.
- Your movement speed is doubled.
- You can use a bonus action to teleport up to 60 feet to an unoccupied space you can see.

Once you use this feature, you can't use it again until you finish a long rest.

ROGUE: LUCKSPINNER

All rogues know that success is a blend of luck and skill, though the ratio between the two is a subject of great philosophical debate (among those that care, at least). For rogues who take up the mantle of luckspinner, however, luck and skill become one and the same, and they wield each as the opportunity arises. Luckspinners tend to live carefree lives, relying on their innate ability to manipulate the strands of chance to adjust situations in their favor.

The commonly held gambling phrase says the house always wins, but the luckspinner is there to make sure they are never on the losing side.

GAMBLING EXPERT

Starting at 3rd level, you gain proficiency with two gaming sets and the Perception skill. Your proficiency bonus is doubled for any ability check you make that uses your gaming set proficiency.

LUCK SPINNING

When you choose this archetype at 3rd level, you gain the ability to spin and redirect the fickle whims of luck. When you roll a 20 on an ability check, attack roll, or saving throw, you can capture that energy for later use. You reroll the die, taking the new result, and gain a spin point.

You can also capture the bad luck of others around you. When a creature you can see within 60 feet rolls a 1 on an ability check, attack roll, or saving throw, you can use your reaction to capture that fickle luck. The target rerolls the die, taking the new result, and you gain a spin point.

You can possess up to three spin points at any given time. Unused spin points are lost after you finish a long rest. You can use a spin point to gain advantage on an ability check, attack roll, or saving throw that you make. Alternately, you can use a spin point to cancel another creature's advantage on an ability check, attack roll, or saving throw. The target must be in sight and within 60 feet of you.

You can also spend a spin point to discover among your gear a common item of your choice that you did not otherwise possess. The item cannot exceed 5 pounds in weight and cannot be a weapon and the DM has final decision on whether or not the item is common enough to qualify. Examples include a lantern, chalk, a mirror, or a bag of flour.

FORTUNATE MOVES

Starting at 9th level, you learn to utilize your stored luck to get out of difficult situations. You can spend 1 spin point to take the Dodge or Disengage action as part of another action.

PLAY THE ODDS

At 13th level, you recognize situations where luck can be used to greater benefit. You can spend a spin point after you make an ability check, attack roll, or saving throw to add 5 to the total result.

SKILLED LUCK

Starting at 17th level, your mastery over the fickle whims of luck and fate increases to a supreme level. You gain 1 spin point after you finish a short rest, and the maximum number of spin points you can hold increases to 6.

NEW BACKGROUNDS

CENOBITE

The githzerai are renown for their dedication to a monastic lifestyle that allows them to hone their mind and bodies into dangerous extensions of their willpower. They train for years upon years in monasteries hidden in the chaos of Limbo where the utter randomness of the plane helps focus their powers. These monasteries become small communities, largely self-sufficient, but not all members are githzerai. Non-gith are accepted upon rare circumstances, and these students are treated as githzerai by their masters. They are all known as cenobites.

You are a cenobite. You were taught or raised in a githzerai monastery on Limbo, living a life of simple needs and desires. Each monastery teaches a variation of the core githzerai principle - mind and body must be in harmony in order to achieve complete control.

Many cenobites take their teachings and become monks in the same style as their gith associates, but this is not always the case. Fighters, wizards, even paladins and rangers are not uncommon to come out of a githzerai monastery, where they apply the teachings of their master to their skills in the multiverse.

Skill Proficiencies: Acrobatics, Perception

Languages: Gith

Equipment: A simple tunic spun from psionic silk worm extract, a hand-carved symbol of your monastery, a token from your master, and a pouch with 15 gp.

FEATURE: MEDITATIVE TRANCE

You know the githzerai art of the meditative trance. By spending 1 minute without distraction, you can recall anything you've seen or heard within the past month with crystal clarity.

SUGGESTED CHARACTERISTICS

Cenobites invariably take on some aspects of the githzerai regardless of their race. The masters at most monasteries are strict and require a rigid daily routine which most cenobites carry with them their entire life.

D8 PERSONALITY TRAIT

- 1 Patience is the key to a long life.
- 2 I don't waste actions or words; everything is done with a goal in mind.
- 3 I thrive on proving my skills against all challenges.
- 4 I control my emotions so they do not control me.
- 5 I finish what I start, no matter what.
- 6 My daily routine keeps me sane in an insane multiverse.
- 7 The thought behind a word is more important than the word itself.
- 8 I never speak a falsehood.

D6 IDEAL

- 1 ***Courage of the Mind.*** A mind unfettered by fear can accomplish anything. (Good)
- 2 ***Strength of the Will.*** My will can break any barrier when I focus. (Any)
- 3 ***Duty of the One.*** It is the responsibility of the individual to stand against the tyrannical. (Lawful)
- 4 ***Faith of the Community.*** Believe in the strength of the people around you. (Lawful)
- 5 ***Voice of the True.*** Lies are falsehoods that hide what really matters. Always speak the truth. (Lawful)
- 6 ***Power of the Focus.*** Do not stray from your goals and you shall see them fulfilled. (Any)

D6 BOND

- 1 My fellow cenobites are the truest family I have ever known.
- 2 The master at my monastery showed me compassion when no one else would.
- 3 A traveling merchant that visited my monastery always had a kind word of advice for me.
- 4 The symbol of my monastery is all that I have left of the happiest time of my life.
- 5 The teachings of the githzerai sustain me in the darkness.
- 6 The enemy that killed my master while I was away shall know my name and vengeance soon.

D6 FLAW

- 1 I cannot stand falsehoods and call them out whenever I detect them.
- 2 I am single-minded in my pursuits.
- 3 Those that covet gold and treasure are unworthy of my attention.
- 4 I have no social tact and point out flaws with people the first time I meet them.
- 5 My grim countenance hides a simmering rage.
- 6 I am quick to respond with violence.

XAOS-SPEAKER

Chaos is one of the prime elements of existence, and the Speakers of Xaos (pronounced like “chaos”) are devout students of this unpredicable and unstable force. The College of Elemental Chaos rests in Limbo as the central repository of their individual efforts, but Xaos-Speakers travel the length and breadth of the multiverse in their pursuits. They are explorers and scholars not afraid to get their hands dirty during their endeavors.

Though the organization on a whole is devoted to studying chaos, each Xaos-Speaker builds their own means and methods towards this goal. Some seek to unlock the mysteries of the multiverse for the sake of knowledge, while others pursue the powers of chaos for their own selfish ends. Xaos-Speakers rarely work together, though they recognize the value of working on a team, and they tend to be secretive about their missions and goals.

Skill Proficiencies: History, Survival

Languages: Gith or Slaad

Equipment: Tattered scroll with a piece of chaos lore, a backpack, a pair of goggles, a compass, and a pouch with 12 gp.

FEATURE: CHAOS LORE

You have studied with the masters and students at the College of Elemental Chaos and traveled out into the wilds of Limbo and beyond. You have gained knowledge about the chaotic forces of the multiverse and the creatures that inhabit them. You recognize the work of chaotic creatures and can identify basic attributes of such monsters in the wild.

SUGGESTED CHARACTERISTICS

Xaos-Speakers are a wild and varied group that share little in common except the pursuit and study of chaos. Or at least, so it would seem on the surface, but some common traits and themes run through individuals who are drawn to the Speakers of Xaos.

D8 PERSONALITY TRAIT

- 1 My thoughts and words are a jumble of nonsense at times.
- 2 Risks are always worth taking.
- 3 I never plan because plans always go wrong.
- 4 If given a command, there's a good chance I'm going to do the opposite.
- 5 Nature fascinates me from a scholarly standpoint.
- 6 I always have an interesting fact to share about a place or monster.
- 7 I hold my opinion in high regard.
- 8 I am excited by new discoveries, especially dangerous ones.

D6 IDEAL

- 1 **Truth.** I seek the truth of the multiverse through the lense of chaos. (Neutral)
- 2 **Nature of Nature.** The wilds of the multiverse hold the key to understanding chaos. (Chaotic)
- 3 **Next Horizon.** I'm always searching for what's over the next horizon. (Any)
- 4 **Control.** By understanding chaos I can better control it and use it for my own ends. (Evil)
- 5 **Release.** The multiverse is a messy, chaotic place, and I give myself over to its whims. (Any)
- 6 **Secrets.** There is a greater secret to the multiverse hidden amongst the seeming chaos of life. I just need to find the link. (Any)

D6 BOND

- 1 I would do anything to beat my rival from the College of Elemental Chaos.
- 2 I impressed a band of githzerai monks in Limbo with my knowledge.
- 3 I will never forget my mentor in the Speakers of Xaos.
- 4 I rescued a red slaad from a disaster and now we are penpals.
- 5 I know a planar guide with a shady reputation that has always helped me in the past.
- 6 My diary contains all of my notes on my discoveries.

D6 FLAW

- 1 Leaping first without looking will eventually get me in trouble.
- 2 My stream of consciousness method of speaking grates on the nerves of my companions.
- 3 I rely on randomness to make my decisions for me.
- 4 I must always take the time to write down my notes even when there isn't time.
- 5 I am openly scornful of organizations that rely on rules and regulations.
- 6 I question everyone and everything, regardless of situation or timing.