

CODEX OF THE INFINITE PLANES

VOLUME VI: ASTRAL PLANE

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME VI:

ASTRAL PLANE

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VOLUME VI: ASTRAL PLANE

“The Astral Plane is an anomaly. Even thinking about it as a plane is technically wrong, as it is simply the space between the planes, but the nomenclature can be made to work if it is thought of as transitive space. Between the Material Plane and the Inner Planes, and between the Inner Planes and the Outer Planes, the Silver Void of the Astral sits, facilitating not just travel but life itself. Or at least intelligent life, which likely draws cognitive essence from the Astral in some way not yet understood. However, whatever its original intention, it has become a place of breathtaking wonder and limitless danger.”

Lillandri the Moon Mage

The Astral Plane is the connective tissue between the multiverse, a place both within and outside most of it. For most Material Plane natives, the Astral Plane is little more than a conduit that is used to access the rest of the planes, and even then it may not register as a place worth visiting. But as a realm of powerful thought and pure belief, it can hold wonders and treasures from bygone times and eras just waiting to be discovered.

Those wonders are guarded by some fierce monsters, including creatures such as the githyanki, perhaps the most famous of the Astral Plane residents. The curious thing about them is that they are not natives – they were refugees from some other place, where they escaped bonds of servitude at the hands of illithids. They’ve gone on to colonize portions of the Astral Plane, and have learned to harness their impressive mental capabilities to power great ships that sail the Silver Void as quickly as worldly ships travel an ocean.

And while at first glance the Silver Void earns its name as being empty, travelers that go long enough and far enough can find islands of material from across the multiverse. Great physical masses float tranquilly through the Astral Plane, the husk-like remnants of gods the multiverse forgot about or were defeated by others. Islands of earth, clouds of water, and more have been pushed or pulled into the Astral Plane by a host of events, accidental and deliberate, from a multitude of other planar destinations.

Adventure seekers drawn into the Astral Plane may find the githyanki city of Tu’narath, explore the vast Field of Stars, search for the legendary Colorless Pool, or mine for rare astral diamonds within the Silver Mountain. These places and more lay scattered about the Astral Plane, just waiting for explorers to uncover.

LAY OF THE LAND

The Astral Plane is a vast realm of eternal silver twilight, with no discernible direction or regional break across the entire plane. Planewalkers call the plane the Silver Void for a good reason, and upon first contact it presents an empty silvery sea, devoid of any substance. But it is not empty, and the plane operates on thoughts and willpower more than the elemental building blocks of the multiverse.

This basis creates a lot of strange situations that can understandably confuse new travelers.

And, contrary to this first impressions, the Astral Plane is not even empty of locations and phenomena. The most commonly encountered feature are color pools – two-dimensional circles of varying color that allow easy transportation to other planes in the multiverse. As one of the most frequently traveled planes across the multiverse, it’s also not uncommon to run into other planar travelers, usually on their way to somewhere, but the sheer size of the Astral Plane makes such encounters rare.

How big is the Astral Plane? Planar scholars have debated this question for ages, and the most common answer is “forever.” There is no end to the Silver Void, where time and direction are meaningless, and the nature of the plane means that finding places to go requires expending mental energy and having a clear vision rather than knowing a specific path or route.

Besides color pools and the detritus of the multiverse, travelers on the Astral Plane are likely to see astral conduits – ribbons and tubes of various color that wind through the Silver Void. These conduits are sealed portals linking the planes of the multiverse, and are used normally by the souls of the dead moving from their place of death to their final resting place. On other planes, astral conduit openings are difficult to find and often have unusual means of accessing them.

CYCLE OF TIME

On the Astral Plane, time does not pass the same as it does across the rest of the multiverse, so there is no measure of time that is useful or meaningful. This means that a creature on the Astral Plane does not age for as long as they remain on the Astral Plane, and they also do not feel hunger or thirst. Travelers still “feel” the passage of time – a minute that passes feels like a minute anywhere else, and this time distortion doesn’t affect spells or other time-based effects.

SURVIVING

The Astral Plane is not hostile to life, and some quirk of the “air” in the plane means that any creature that breathes anything can breathe in the Silver Void. Creatures that can only breathe water can travel side-by-side with another creature that breathes only rock. In this way, there are few friendlier planes in the multiverse for simply existing.

However, because time does not pass as it normally would, creatures cannot regain hit points by spending hit dice during a rest and they do not regain hit points during a long rest. Magical healing functions as normal, but bodies do not register time as passing so they don’t heal naturally. Certain areas on the Astral Plane, such as the Inn of the Silver Lantern, have special properties that overcome this aspect of the plane.

GETTING THERE

The simplest way to enter the Astral Plane is through the use of the *astral projection* spell. Using this spell, travelers into the Silver Void have their spirit forms transported only, leaving their material bodies behind. A special connection called a silver cord links the spirit form to the physical body, allowing the targets to traverse the Astral Plane at will. If the traveler's spirit form is reduced to 0 hit points, the silver cord simply pulls back the person back to their physical body. Unfortunately, one of the most frequently encountered hostile creatures on the Astral Plane – the githyanki – have special weapons that allow them to cut a silver cord, severing the tie and killing the target immediately.

Gates exist across the multiverse linking the various planes to the Astral Plane as well, but these are generally hidden and require a key of some sort to activate. The key for such a portal does not need to be a physical object, it can possibly be a gesture or series of actions instead. Volumes of gate lore are recorded by planar scholars across the multiverse, though the largest collection would be in Sigil, the City of Doors, a great strange metropolis in the Outlands.

Once a traveler has reached the Astral Plane, finding a way out is very straightforward. Floating portals exist in the Silver Void called color pools which link to other gates in other planes. The colors of these pools reflect their destination – ruby for the Nine Hells, emerald green for the Beastlands, jet black for Limbo, and so on. This makes the Astral Plane an ideal stopping point for finding a portal to another plane, as it is the only place where such gates are easily identifiable and discovered.

TRAVELING AROUND

As a realm of thought, moving around in the Astral Plane is not so much a physical act as a mental one. Creatures on the Astral Plane have a flying speed equal to 3 x its Intelligence score while traveling on the plane. Physical movement is possible as well, but it's clumsy, so a creature relying on its walking speed has a flying speed equal to half its walking speed. Creatures that can swim or fly can move normally, choosing to use their Intelligence, swimming, or flying speed to move around.

Distance is a very abstract concept on the Astral Plane as well. While the plane is theoretically infinite, reaching a specific destination relies more on willpower and a clear mental picture than anything else. Traveling to a location on the Astral Plane requires a number of hours based on how familiar the traveler is with their destination. Use the following chart as a guide.

FAMILIARITY	TRAVEL TIME
Very familiar	2d6 hours
Studied carefully	1d4 x 8 hours
Seen casually	2d4 x 8 hours
Viewed once	1d6 x 16 hours
Description only	2d6 x 16 hours

A “very familiar” location is one the traveler has been to multiple times. “Studied carefully” is a well-known place that the traveler has been to at least once. A color pool used previously would usually fall under the “studied carefully” category. “Seen casually” is a place witnessed from a distance, or one that is similar to a better-known location – a color pool of the same color as used previously, for example. “Viewed once” would be a place seen through magic, and “description only” could be related to the traveler verbally or written by a third party.

The nature of the Astral Plane means that there are no encumbrance penalties for travel.

THE POWERFUL AND MIGHTY

To date, no overarching power has been found to be lurking behind the Astral Plane, and most planar scholars agree that no such entity or intelligence exists. That doesn't mean other organizations and powerful creatures haven't found the Silver Void to their liking, and travelers into the Astral Sea should best be knowledgeable about these groups and their desires.

GODSBLOOD FELLOWSHIP

Across the history of the multiverse, there have many gods that have perished. Some violently, but most through simple loss of worshippers, depriving them of their deific power until they eventually fade away. Or at least, they fade away from their plane of residence. As a god's power wanes and fades, a peculiar island appears in the Astral Plane, representing the memory of the fallen deity coalesced as a rocky formation. They bear little resemblance to their former power, but each is unique and contains untapped potential for power.

Or so the members of the Godsblood Fellowship believe. These researchers, wizards, scholars, treasure hunters, and necromancers have gathered together to study and utilize the god-isles that float through the Astral Plane. They were founded by a pair of priests who had lost faith in their god long ago, but after some tragedy returned to the faith – only to find the faith gone as the god had “died.” They scoured the Silver Void until they found their deity's god-isle, and upon it they built a home to live and watch over their fallen god. During this time they discovered strange creatures called husks that manifested some power, and fascinated they began to research what properties lay in the physical remnant of their god's power.

What they learned surprised them, and eventually they came across others of like mind, and together they formed the Godsblood Fellowship. They turned their home into the Godsblood Citadel, a center for learning, though not all members were interested in simple research. The two priests still operate the fellowship as stewards but they keep the doors to their citadel open for any that show an interest in the god-isles of the Astral Plane and the power that they may hold.

HOLDERS OF THE SILVER LANTERN

It is not uncommon to find travelers lost in the Astral Plane. Perhaps they were searching for a color pool and got lost in a psychic storm, or they got caught up in a time ripple that robbed them of their memories. The most common problems though are lost travelers that run afoul of one of the plane's many dangers – githyanki raiders, psurlon psychics, soul leeches, and other monstrous creatures that prowl the Astral Sea. But, for the lucky, a visit from the Holders of the Silver Lantern can be a true beacon in the Silver Void.

The Holders of the Silver Lantern are a loosely organized band of monks dedicated to protecting travelers across the Astral Plane through any means necessary. They were started by an astral deva named Monaccus who rescued an elder monk grandmaster from a githyanki raiding ship. The two formed an instant friendship, and together they worked to protect those not ready or able to face the threats of the Astral Plane, guiding lost souls and travelers through the Silver Void. Hearing of the grandmaster's work, other monks came to his side, and more astral devas joined in as well.

On a rocky chunk of Material Plane sucked into the Astral Plane long ago they built a home for wayward travelers called the Inn of the Silver Lantern. The monks and astral devas use this as their base of operation, and magical spells cast over the multi-storied building allow rest and relaxation to benefit those inside. The grandmaster of the Silver Lantern was captured by the githyanki long ago, and the astral deva Monaccus has been searching for him ever since in his ongoing quest to keep the Astral Plane safe for the innocent.

LICH-QUEEN OF THE GITHYANKI

Without a doubt, when most people think of the Astral Plane they think of the githyanki, and with good reason. The githyanki have taken to the Silver Void and claimed it as their own as much as possible, with their astral ships seeking out threats of all kind and well-constructed fortresses lending support to invasions across the multiverse. They have developed powerful magical advances since arriving in the Astral Plane, and most of that can be attributed to the will and might of their leader, the Lich-Queen Vlaakith. She has ruled the city of Tu'narath, built on the hollowed-out god-isle of some forgotten deity, with an iron-like grip, and under her rule Tu'narath has grown into the largest metropolis on the Astral Plane.

Vlaakith is a power-hungry despot whose word is absolute law in Tu'narath. The githyanki call her the Revered Queen, and most follow her commands without question out of blind loyalty. She is a powerful necromancer and wields formidable magic in her god-skull throne room atop the spire of Sussurus, the Palace of Whispers. From there, it is said that she hears any word whispered by a githyanki anywhere in the Astral Plane, and she is known to strike quickly and decisively against would-be rivals to her throne.

Vlaakith wields her power for the glory of the githyanki, and she yearns to conquer the rest of the multiverse. As

an immortal lich on a plane where time stands still, she has learned patience, and she is careful not to overextend the impressive military might of the githyanki too hastily. But over the centuries, Vlaakith has been plotting invasion forces, and she sees the Material Plane as the perfect location for housing the base of her multiversal empire. Already teams of githyanki assassins and spies have scoured the portals of the Silver Void, charting the destinations and learning the secrets of the other side. She was thwarted once in the past in her invasion attempt, so she has learned to be more cautious and to account for meddling teams of heroes that may interfere.

THREE MINDS OF MENNDRYNTAERTH

Some travelers in the Astral Plane have reported encounters with a very large, very strange dragon. He is a copper wyrm of ancient descent known as Menndryntaerth, but something has happened to his once formidable intellect that has created a mental schism. The result are three distinct and separate personalities within the mind of Menndryntaerth, each with its own goals and agendas.

The copper dragon keeps to himself, moving about the Astral Plane and never settling in one place, so tracking Menndryntaerth down has proven difficult if not impossible for those seeking him out. And when found, it is never known which of the three minds of the copper dragon are going to be in control. One of the minds is known to be that of Menndryntaerth as he always was – a good-natured prankster with a sharp intellect and a love of riddles and good conversation. In this personality, the copper dragon seeks only to help, though he is constantly searching for his lost treasure hoard.

The second mind of Menndryntaerth is greed, miserly, covetous, and suspicious. When this personality is in charge, the copper dragon shies away from company and has been known to strike out at githyanki astral ships and innocent travelers in search of lost treasure. Though unpredictable, this mind of Menndryntaerth usually keeps the dragon hidden from sight.

The third mind is the most dangerous, and it is one possessed with primordial anger and rage. Menndryntaerth in this mind sees everyone as enemies and spies and doesn't hesitate to use all of his powers to destroy them as punishment for stealing his lost hoard. He has been known to work with fiends of all kind in this mind, and it is rumored the copper dragon is owed a great favor by a demon prince of the Abyss.

All three of Menndryntaerth's minds are occupied with finding the dragon's lost treasure to some degree, leading some planar scholars to believe it was something in that hoard that caused the great dragon's fractured mental state. No one has so far been able to piece together enough information about Menndryntaerth's background to find more information on his lost treasure, however.

REDFANG REAVERS

It's not just the githyanki that have discovered the Astral Plane's amenable position as a base of operations for raids into the multiverse. Smaller outfits with a bit of planar knowledge utilize the Silver Void as well, and the most successful so far has been a group known as the Redfang Reavers. The leader of the Reavers is a cunning gnoll warrior named Redfang from the Material Plane, and his raiding crew of goblins, hobgoblins, ogres, and other humanoids has grown in size since he stumbled upon a portal to the Astral Plane decades ago.

Part of Redfang's success comes from his patience. He and his most trusted advisors, which include twin goblin sorcerers and a minotaur priest, have charted many portals in the Silver Void, and they are careful not to over raid one too much. They cycle through them as much as possible, raiding and pillaging in one for a period before moving on for years at a time. The spoils of their raid are kept in a secret base somewhere in the Astral Plane, the location of which is kept from all but Redfang's most trusted lieutenants. The rest of the raiders are blinded leading to and from the base using the goblin sorcerer's magical powers.

In truth, Redfang and his reavers are still pretty small when compared to the might of the githyanki army, but they are growing fast and have enjoyed great success over the years. The raiders are ruthless and cunning, and Redfang has learned many tricks of the Astral Plane to avoid complications with his more powerful neighbors.

CREATURES & DENIZENS

Though it is commonly understood that few monsters are inherently native to the Astral Plane, over the ages many creatures have settled on it as their permanent place of resident.

ASTRAL DEVA

Golden-skinned angelic celestials originally from the Upper Planes, astral devas are protectors of the innocent and lost. They earned their name when they took it upon themselves to patrol the Astral Plane on a regular basis, ferrying lost travelers and protecting them from the various threats the Silver Void can conjure up. Each astral deva is a beautiful humanoid-like creature with golden skin and platinum blonde hair, less muscular than their Upper Planes deva cousins but more lithe and agile. A pair of feathery wings sprout from their back, the snowy white color dusted with gold flecks. They wield delicate rapiers made of refined white steel.

Lich-Queen Bounty. As the astral devas protect non-evil creatures from the dangers of the Astral Plane, they find themselves continually at odds with the highly militarized might of the githyanki. So much so that Vlaakith the Lich-Queen has placed a standing bounty on astral devas, rewarding githyanki warriors and assassins that kill them and claim their rapier in combat with elevation in rank. The githyanki astral ship *Bleak Dawn* and its crew specialize in hunting down astral devas; the captain has

ASTRAL DEVA

Medium celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 120 (16d8+48)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good*, *see invisibility*

1/day each: *blade barrier*, *raise dead*

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

ACTIONS

Multiattack. The deva makes two melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed on a DC 17 Intelligence saving throw or be stunned until the start of the astral deva's next turn.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8+2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Mind Blank (3/Day). The astral deva touches another creature. The target is affected by the *mind blank* spell for 24 hours.

claimed two dozen rapiers as trophies.

The Lost Lantern. Long ago, the astral deva Monaccus rescued a monk grandmaster from the githyanki, and the two formed a powerful bond. The monk was inspired to found the Holders of the Silver Lantern with Monaccus' assistance to aid the small number of astral devas helping travelers in the Silver Void, and together they built the Inn of the Silver Lantern as a place of sanctuary and rest. The monk grandmaster was captured in a daring githyanki raid, however, and Monaccus has been scouring the Astral Sea ever since. His searching has taken him the length and breadth of the infinite plane, and he keeps hope alive that his friend, the Lost Lantern, can one day be rescued.

ASTRAL DREADNOUGHT

The Astral Plane holds few terrors greater than an astral dreadnought. These monstrous beings are enormous, as tall as a storm giant, with a pair of bulky arms that end in massive crab-like pincers. The creature's mottled pinkish body is covered in thick scales, and its head is dominated by a single large alien eye that constantly scans the plane in search of food. The astral dreadnought's mouth is filled with jagged teeth capable of rending flesh from bone.

Diet of Astral Projections. Astral dreadnoughts are highly skilled predators but they feed almost exclusively on the astral projections of creatures traveling the Astral Plane from somewhere else in the multiverse. They only rarely attack visitors who have come to the plane physically, but the githyanki have learned to give the beasts wide berths when encountered. The astral dreadnought has honed its techniques to sniffing out and devouring targets with silver cords, and because of this they are feared more by spellcasters than most.

Natural Species? Because of their highly developed senses and very specific diet, many planar scholars have theorized that the astral dreadnought is a native species of the Silver Void. They could not have found a diet of astral projections anywhere else in the multiverse, so this reasoning seems sound, but there are enough other factors that cause others to doubt. Are they related at all to beholders? The large central eye and its antimagic properties lends credence to this theory, but to date no one has communicated with an astral dreadnought. The creature's mind is utterly alien and its actions suggest it is consumed only with hunger.

ASTRAL DREADNOUGHT

Huge monstrosity, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 276 (24d12+120)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	21 (+5)	14 (+2)	10 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, incapacitated, prone

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 17 (18,000 XP)

Antimagic Cone. The astral dreadnought's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the astral dreadnought decides which way the cone faces and whether the cone is active.

Astral Predator. The astral dreadnought has perfected fighting astral projections on the Astral Plane. It deals an extra 18 (4d8) damage against targets with a silver cord (such as targets of the *astral projection* spell).

ACTIONS

Multiattack. The astral dreadnought makes two pincer attacks and one bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 42 (6d10+9) piercing damage. If the astral dreadnought is grappling the target on the Astral Plane and the target has a silver cord, the target must succeed on a DC 18 Intelligence saving throw or have the silver cord severed by the bite.

Pincer. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (4d8+9) piercing damage. If the target is a creature, it is grappled (escape DC 18).

Frightful Presence. Each creature of the astral dreadnought's choice that is within 120 feet of the astral dreadnought and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the astral dreadnought's Frightful Presence for the next 24 hours.

ASTRAL STALKER

Created by some unknown power long ago to serve as assassins, astral stalkers are known as consummate hunters across the multiverse. They are humanoid in shape, with broad shoulders and jet black skin, but their arms are unnaturally long and bulky. Retractable claws like blades hide in their forearms and they are adept at striking foes from a position of advantage. They make poisonous darts from their throat saliva that they use to slow targets down before they move in for a kill.

Lone Trophy Hunters. Astral stalkers live for the thrill of the hunt, stalking chosen prey for weeks or even months while they wait for the perfect moment to strike. When they take down their prey they take a trophy as a reminder of the hunt, a token that meant as much to the prey as possible. It is theorized that they derive some sustenance from these trophies, but planar scholars have little actual data to back that up. Astral stalkers are solitary creatures and avoid each other whenever possible.

Across the Multiverse. Astral stalkers keep a lair of some sort in the Astral Plane as it gives them easy access to the rest of the multiverse. When they choose a target, which can be by random chance or a directed mission by some higher power, they are able to move across the planes using the color pools of the Silver Void as their means of transportation. They use their wits and cunning to avoid problems when necessary while keeping their attention focused on their chosen target.

ASTRAL STALKER

Medium aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 136 (16d8+64)

Speed 30 ft., climb 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +9, Wis +6

Skills Perception +10, Stealth +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., Passive Perception 20

Languages all, telepathy 60 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The astral stalker can innately cast the following spell, requiring no material components.

At will: *invisibility*

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

Sneak Attack (1/Turn). The astral stalker deals an extra 21 (6d6) damage on a melee attack if it has advantage on the attack roll or it has an ally adjacent to the target that is not incapacitated.

ACTIONS

Multiattack. The astral stalker makes two attacks (claw and/or throat dart).

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target.
Hit: 12 (2d6+5) slashing damage and 18 (4d8) psychic damage.

Throat Dart. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 9 (1d8+5) piercing damage. If the target is a creature it must succeed at a DC 17 Wisdom saving throw or suffer the effects of the *slow* spell for 1 minute. The target can attempt a new saving throw at the end of its turn, ending the effect with a success.

BEBILITH

Bebiliths are enormous fiendish blood-red spiders with hard chitinous shells. Their front forelegs end in brutal barbs capable of rending armor and flesh, and its fangs drip poison it uses to debilitate its victims. Bebiliths are often thought to be natives of the Abyss, which is their favorite hunting ground, where they spend their time waiting to ambush demons (their preferred prey), but recently planar scholars have linked them more to the Astral Plane. The fiendish spiders have an innate ability to transport back and forth between the two planes, and it often takes meals back to the Silver Void to devour at its leisure.

Astral Webs. Bebilith webbing interacts strangely with the Astral Plane. Through some unknown property, the webbing can actually be anchored to nothing on the Astral Plane but still act as if it were stuck to solid material. Each bebilith maintains its own mass of webs, which can contain the dried out husks of demons and travelers alike.

The Scarlet Lurker. Most bebiliths look similar, so it can be difficult to identify one from another, but one stands out above the rest. Known as the Scarlet Lurker, this bebilith has a bright crimson streak down its back and along its legs, a marking never seen before on another of its kind. The Scarlet Lurker has earned a reputation among the lesser demons across the Abyss as a “demon’s ghost story” but the truth is the bebilith is a skilled, patient hunter with a taste for demon blood. The monster is larger than others of its kind and displays an intelligence and cunning that puts it on a higher scale. No one has found its lair on the Astral Plane yet, but given the number of demonic victims it has claimed it is likely an impressive display.

BEBILITH

Huge fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 187 (15d12+90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	14 (+2)	10 (+0)	13 (+1)

Saving Throws Str +11, Con +10, Wis +4

Skills Perception +4, Stealth +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., Passive Perception 14

Languages understands Abyssal but cannot speak

Challenge 12 (8,400 XP)

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

Plane Shift. The bebilith can innately cast the *plane shift* spell, requiring no components, but it can only travel between the Astral Plane and the Abyss.

Web Walker. The bebilith ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The bebilith makes two attacks with its claws and one attack with its bite.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target.
Hit: 16 (2d8+7) piercing damage and the target must make a DC 17 Constitution saving throw, suffering 36 (8d8) poison damage on a failed save, or half as much on a successful one.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target.
Hit: 14 (2d6+7) slashing damage. Any nonmagical armor worn by the target is damaged and takes a permanent and cumulative -1 penalty to the AC it offers (nonmagical shields are affected first before armor). The armor is destroyed if the penalty reduces its AC to 10 (or to +0 in the case of shields).

Webbing (Recharge 5-6). The bebilith shoots a glob of powerful webbing at a point it can see within 60 feet. Every creature within 10 feet of that point must make a DC 17 Dexterity saving throw or be restrained by the sticky strands. Stuck creatures can attempt a DC 17 Strength check to break free of the webs. The webbing has AC 10, 25 hit points, fire and nonmagical weapon resistance, and immunity to poison and psychic damage.

DRIFT SOUL

The most common visitor to the Astral Plane is also the most silent and easily overlooked – the souls of the dead from across the multiverse, traveling along astral conduits to their final destination. Sometimes, however, a conduit is damaged, or souls are pulled into the Astral Plane without the aid of guidance. In these cases, a drift soul is created, wandering the Silver Void, forever in search of a way to a final destination it cannot find.

Unreachable. A drift soul is not evil, but its behavior is erratic, and it seems drawn to other living creatures like a moth to a flame. Theoretically, if a drift soul were to be led through a portal to its final resting place, it would find peace and cease being a threat. But whatever instinct drives other souls to find their conduits is lost to the drift soul, which seems incapable of communicating with anyone to relate its needs.

Disconnected. Drift souls are unusual undead creatures as they seem completely disconnected from both the Positive Energy Plane and the Negative Energy Plane, rendering them immune to necrotic and radiant damage. Is this a quirk of the Astral Plane? Certainly the two energy planes are no more connected to the Astral Plane than any other in the multiverse, which means they're pretty detached, but then from where does a drift soul derive its energy? The question has baffled planar scholars for centuries.

DRIFT SOUL

Medium undead, chaotic neutral

Armor Class 12

Hit Points 22 (4d8+4)

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

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic, radiant

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

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Incorporeal Movement. The drift soul 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.

ACTIONS

Soul Grasp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, a new drift soul rises from the corpse 1d4 hours later.

HUSK

The floating god-isles of the Astral Plane are not without their own risks. Sometimes, a dead god's corpse spawns undead monsters containing a vestige of its former power. These creatures are called husks, and they seem formed of the same material as the dead god, and even exhibit similar traits that can help identify which god they serve. While somewhat intelligent, a husk has no motive beyond attacking any non-husk that steps foot on its god-isle with intent to destroy all intruders.

Parasites or Guardians? Planar scholars debate over the nature of a husk. Is it a guardian, protecting the dead god as loyally as a priest would protect a temple? This is the prevailing theory, but others argue that the husks are simple parasites that feed off the faint lingering divine energy. A third and far less prevalent theory surmises that a husk is actually a manifestation of a loyal worshipper that followed its god even into its final memory form on the Astral Plane.

Catalogue of Attributes. The Godsblood Fellowship contains extensive records on husks they've encountered across the Astral Plane. They study a husk to help identify the dead god that spawned them, and the members of the fellowship have discovered wild variations across the Silver Void. Pinning down the nature of the god from the husks is a popular debate point in the halls of the Godsblood Citadel.

HUSK

Medium undead, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

God-Corpse Link. Husks are intrinsically connected to the dead god from which they are spawned. The general sphere of influence of the dead god can be guessed at by the property of the resultant husks, which exhibit different traits based on the primary domain available previously to the dead god. The below list provides the most common examples of traits based on the domains in the *Player's Handbook* and *Dungeon Master's Guide*, but other possibilities exist.

Death – Reaper. The husk deals an extra 3 (1d6) necrotic damage with melee attacks. It regains hp equal to the necrotic damage it deals, up to its maximum hp.

Knowledge – Memory. The husk has advantage on attacks against a target it has attacked previously.

Life – Regeneration. At the beginning of its turn, the husk regains 4 hp up to its maximum as long as it has at least 1 hp.

Light – Flare. The husk can use its reaction to impose disadvantage on a single attack roll.

Nature – Feral Nature. The husk has an AC of 16 and adds +2 to damage rolls.

Tempest – Charged Attacks. The husk deals an extra 4 (1d8) lightning damage with melee attacks.

Trickery – Sneak Attack. The husk deals an extra 7 (2d6) damage with melee attacks if it is attacking with advantage or if it has an ally adjacent to its target that is not incapacitated.

War – Multiattack. The husk makes two melee attacks.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

PSURLON

Twisted, evil, and deceitful, psurlons are a race of worm-like monstrosities that have managed to keep a low profile. They emigrated to the Astral Plane centuries ago from their Material Plane home after some disaster that they do not speak of, and since entering the Silver Void they have adapted marvelously to the psychic nature of the plane.

A psurlon is a horrific sight – their slimy multisegmented bodies hold four limbs, two that serve as “arms” and two that serve as “legs” though functionally each limb is the same, ending in four snapper-like claws. The head of the psurlon is a suction-like opening at the end of its tube body, ringed with teeth, that undulates as the creature thinks. A psurlon has no eyes or nose, but it has developed finely tuned psychic senses that allow it to function. Thankfully, psurlons wear voluminous robes especially when outside of their fortresses.

Like a Fish to the Astral Sea. The psurlons are not natives of the Astral Plane, but they seem perfectly made for it. Their naturally high intelligence allows them to move quickly through the Silver Void, and their psychic abilities give them ample offensive and defensive options against the other aggressive species of the plane. The most curious aspect is their aging cycle, which is not affected by the time stasis nature of the Astral Plane. Psurlons are hermaphroditic and give birth to only a handful of young every few decades, but these young grow into adulthood on the Astral Plane. Are the psurlons completely immune to the temporal effects of the Astral Plane? None have been known to die of old age. What makes the psurlons immune to this trait?

Hidden Crystalline Fortresses. Psurlons dwell in unusual crystalline fortresses. Their natural affinity to the Astral Plane allows them to psychically hide these fortresses from casual travelers, and the infinite nature of the Silver Void means stumbling upon by accident is next to impossible. The psurlons live in these crystal fortresses which they dragged with them into the plane when they arrived; those unlucky few to have witnesses a psurlon fortress and lived say the crystal seems to have an active intelligence aligned with its monstrous dwellers.

PSURLON

Medium aberration, neutral evil

Armor Class 16 (psychic armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Int +7, Wis +4, Cha +6

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Psurlon, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The psurlon's spellcasting ability is Intelligence (spell save DC 15, spell attack modifier +7). The psurlon can innately cast the following spells, requiring no material components:

At will: *mage hand*

3/day each: *detect thoughts, hold person, lightning bolt, ray of enfeeblement*

1/day each: *confusion, telekinesis*

Magic Resistance. The psurlon have advantage on saving throws against spells and other magical effects.

Psychic Armor. While the psurlon is not incapacitated, it has a base AC of 14 + Dexterity modifier.

ACTIONS

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

Psychic Rake. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one creature. *Hit:* 22 (4d10+4) psychic damage.

SOUL LEECH

Of all the creatures encountered on the Astral Plane, it's likely that the soul leeches are one of the few native species. These creatures feed on the life essence of others, draining away the soul and regaining their own strength in the process. A soul leech has three known life phases. As a larva, the soul leech is about the size of a dog and looks like a milky white slug with a pair of thin tentacles near its front and a tail that helps it swim. The mouth of the larva soul leech is ringed with tiny sharp teeth that it uses to latch on to targets.

An adult soul leech is about 6 feet long but otherwise looks very similar to the larva. Its tentacle appendages are not fully grown out yet to be effective in combat but it uses them to "swim" through the Astral Plane. As the adult soul leech feeds it grows, and eventually it transforms into a greater soul leech. These monsters are the size of a large horse, and though their mouths have puckered up their tentacles have grown new mouths that it uses to draw a victim's life force.

Colonies. Soul leeches gather in colonies around sources of food. They're intelligent enough to recognize danger and lay traps, and it's not uncommon to find a colony of them gathered around a popular color pool in the Astral Plane.

Spawn Cycle. The life cycle of a soul leech is not entirely understood. They start out as larva hatching from translucent eggs laid by greater soul leeches, and then grow from there. They do not age, but instead grow in size and potency by continually feeding on subjects. There is no known upper limit to the size of a soul leech, and it is rumored that the stolen city of Grayholde in the Astral Plane contains a massive specimen somewhere in the city's College of Wizardry.

LARVA SOUL LEECH

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d6+10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	12 (+1)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 13). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 13 Wisdom saving throw, suffering 14 (4d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. The soul leech can only be latched on to one target at a time.

ADULT SOUL LEECH

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d8+36)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 15). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 15 Wisdom saving throw, suffering 28 (8d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. The soul leech can only be latched on to one target at a time.

Stun Blast (Recharge 5-6). The soul leech shoots a cone of stunning psychic power out to 60 feet. Creatures caught in the cone must succeed at a DC 15 Wisdom saving throw or be stunned until the start of the soul leech's next turn.

GREATER SOUL LEECH

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 171 (18d10+72)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	16 (+3)	10 (+0)	9 (-1)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 9 (5,000 XP)

Soul Sense. The soul leech knows the location of any creature with a soul within 60 feet and cannot be surprised by a creature with a soul. Creatures without detectable souls by a soul leech include constructs and elementals.

ACTIONS

Multiattack. The greater soul leech makes two suction mouth attacks.

Suction Mouth. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage, and the soul leech latches onto the target if the target has a soul, grappling them (escape DC 18). While attached, the soul leech doesn't attack. Instead, at the start of each of the soul leech's turns, the target must make a DC 18 Wisdom saving throw, suffering 54 (12d6) psychic damage on a failure, or half as much on a success. The soul leech heals itself equal to half the psychic damage dealt to the target. A greater soul leech can have up to two targets grappled at a time.

Stun Blast (Recharge 5-6). The soul leech shoots a cone of stunning psychic power out to 60 feet. Creatures caught in the cone must succeed at a DC 18 Wisdom saving throw or be stunned until the start of the soul leech's next turn.

HAZARDS & PHENOMENA

Travelers to the Astral Plane should be aware of the various hazards that can wreak havoc on their journey, such as psychic storms and time ripples. Remembering which color pool leads to which plane can be helpful as well, along with knowing what to expect from the tubes of astral conduit that crisscross the Silver Void.

ASTRAL CONDUIT

The Astral Plane has few natural occurrences, but the conduit system that connects up the various planes of the multiverse is considered one of them. Conduits are similar to portals in that they link two locations on separate planes to each other, but the difference is in the transportation. Portals are like doors – start in one plane, step through a portal, and you’re now somewhere else entirely. Conduits are tubes that can be viewed and interacted with outside of their entrances and exits and they all use the Astral Plane as a middle ground.

The most common use of an astral conduit is invisible and unknown to most people. When a creature dies, its soul instinctively moves to the nearest conduit that correlates to their plane of final rest. They move into the conduit, travel through the Astral Plane, and are deposited at their destination. Simple as that. Living creatures can use astral conduits, and the effect can be disorientating as the mind and body of the traveler is hurled through the length of the conduit for several minutes before reaching the exit.

Astral conduits are difficult to locate as they don’t show up on typical searches, and many conduits only allow travel by physical bodies under certain circumstances, like a specific moon phase or time of day or night. They don’t require keys as a rule and they tend to be more stable than standard portals. They also only allow one-way travel. It’s worth noting that no astral conduit exists in Sigil, City of Doors, but there are a wide variety of conduits leading out of the city.

Astral conduits can be directly affected on the Astral Plane. The githyanki are known to have a special spell that allows them to pierce an astral conduit, and it’s through these tears that drift souls are known to spill out of. An astral conduit self-heals over time, leading some planar scholars to theorize they are living organisms, but no definitive conclusion has been reached.

ASTRAL TRAVELER

As the Astral Plane touches all of the other planes of the multiverse, it is a natural pathway for many creatures seeking other planes. Whether it’s Material Plane wizards exploring new portals, raiders and pirates choosing their next target, fiends mounting assaults on faraway fortresses, or celestials watching over the order of the multiverse, almost any other type of intelligent creature can be encountered in the Silver Void.

You can use the table below to inspire an astral traveler randomly encountered in the Silver Void. Some can be encountered alone (such as a beholder or lich), while it makes sense for others to have a group of one or more

with them (such as the pit fiend or hobgoblin warlord). You can also roll on the Astral Traveler Purpose table to help outline the nature of the encounter.

1D100	ASTRAL TRAVELER
01-03	Deva
04-06	Planetar
07-09	Solar
10-12	Beholder
13-15	Cambion
16-18	Death knight
19-21	Balor
22-24	Marilith
25-27	Erinyes
28-30	Horned devil
31-33	Pit fiend
34-36	Drow priestess of Lolth
37-39	Dao
40-42	Djinni
43-45	Efreeti
46-48	Marid
49-51	Githzerai monk
52-54	Night hag
55-57	Hobgoblin warlord
58-60	Lich
61-63	Mind flayer
64-66	Mummy lord
67-69	Oni
70-72	Rakshasa
73-75	Death slaad
76-78	Succubus
79-81	Vampire
82-84	Arcanoloth
85-87	Ultraloth
88-90	Archmage
91-93	Assassin
94-96	Chromatic dragon
97-99	Metallic dragon
00	Roll twice

1D20	ASTRAL TRAVELER PURPOSE
1-4	Searching for a color pool
5-8	Hunting a target on the Astral Plane
9-12	Hiding from a rival
13-16	Looking for a specific site
17-20	Meeting another creature (roll again on the Astral Traveler table)

COLOR POOL

The Astral Plane is famous for its color pools – easily discovered portals to all of the other planes in the multiverse. Each color pool appears on the Astral Plane as a two-dimensional circle, 1d6 x 10 feet in diameter, completely filled in by a single dominant color. The colors match to other planes, though each color pool has a unique and fixed destination point on the other side. Unfortunately, these are general traits, and there are some color pools that do not behave as expected.

Most color pools are one way, which means there is no return journey possible. A rare few are two-way portals, and these tend to be jealously guarded by creatures native to the plane on the other side (for protection against invading githyanki if nothing else!).

Roughly 5% of color pools are incorrect in color, so where a traveler might think the amber color pool they're moving through is going to take them to Bytopia, it could in reality deposit them somewhere in the Nine Hells.

Also, some color pools do not have a fixed location and instead drop the traveler at a random location on the destination plane. It's about 5% of color pools that fall into this category as well.

1D100	PLANE	POOL COLOR
01-04	Ysgard	Indigo
05-08	Limbo	Jet black
09-12	Pandemonium	Magenta
13-16	The Abyss	Amethyst
17-20	Carceri	Olive
21-24	Hades	Rust
25-28	Gehenna	Russet
29-32	The Nine Hells	Ruby
33-36	Acheron	Flame red
37-40	Mechanus	Diamond blue
41-44	Arcadia	Saffron
45-48	Mount Celestia	Gold
49-52	Bytopia	Amber
53-56	Elysium	Orange
57-60	The Beastlands	Emerald green
61-64	Arborea	Sapphire blue
65-68	The Outlands	Leather brown
69-72	Ethereal Plane	Spiraling white
73-76	Plane of Air	Pale blue
77-80	Plane of Earth	Moss granite
81-84	Plane of Fire	Fire emerald
85-88	Plane of Water	Dark blue
89-00	Material Plane	Silver

When a color pool is encountered, roll 1d20. If the result is a 1, the color of the pool does not match the destination; roll randomly on the Color Pool Table below to see where it actually leads. If the result is a 2, it's a color pool without

a fixed location. When the characters move through it, they arrive in a random location on the destination plane. Look to the destination plane for possibilities. If the result is a 20, it's a rare two-way color pool with a way to access it from the destination plane.

DEAD GOD

The rocky remnants of gods floating in the Astral Plane aren't really the bodies of gods – gods have no true physical form. Instead, they are the physical remains of memories, heroes, wars, promises, regrets, hopes, and so much more, and the Astral Plane is where these powerful fragments coalesce into solid matter. God-isles, as they are sometimes referred to as, look at first glance to be made of rock and unworked stone, and though they occasionally offer a hint in their formation they are just as likely to be large unidentifiable chunks of terrain.

The Godsblood Fellowship and certain sects of the githyanki are obsessed with cataloguing these godly fragments and understanding what powers can be pulled from them. Some god-isles spawn husks, undead monsters that hold a spark related to the dead god upon which they roam, but not all of them do. Most god-isles have “godquakes” that shake them violently, occurring every few dozen decades or longer, and during these catastrophic events strange things can happen. Godsblood scholars believe a godquake to be a memory shuddering through the physical remains, and there have been occurrences of creatures and effects appearing as a result.

Some god-isles have been mined to reveal veins of otherworldly metal, while others possess strange auras and properties that defy description. Each one is unique, and learning the nature of the god that it represents can offer insight into what treasures and dangers might be lurking beneath the rocky surface. The Godsblood Fellowship is dedicating to uncovering as much about the god-isles as possible, and the self-serving githyanki are always looking for an edge in their extraplanar conflicts.

PSYCHIC WIND

The Astral Plane is not completely devoid of natural phenomena. Psychic winds are not actual storms, but instead a wave of lost memories and thoughts that gather naturally in the Silver Void from points all across the multiverse. What causes a psychic wind to form is not understood, but they travel through the Astral Plane and can wreak havoc on travelers and natives alike.

The arrival of a psychic wind is preceded by a darkening of the silver landscape, but by that point there is no escape – the phenomena moves too quickly and encompasses too broad of an area for creatures to escape. Within minutes of the darkening, the force hits, sending travelers tumbling in a wild chaotic jumble of powerful thoughts and battering emotions.

Psychic winds have two effects. The first is a disorientation, which cannot be avoided. Roll on the Psychic Wind Location Effect table to determine the result. The second is a mental one, and intelligent creatures must succeed on a DC 15 Intelligence saving throw or suffer a random effect from the Psychic Wind Mental Effect table.

1D20 PSYCHIC WIND LOCATION EFFECT

1	Pushed forward; reduce travel time by 1d6 hours
2-8	Diverted; add 1d6 hours to travel time
9-12	Blow off course; add 3d10 hours to travel time
13-16	Lost; at the end of the travel time, characters arrive at a location other than the intended destination
17-20	Sent through color pool to a random plane (roll on the Astral Color Pools table)

1D20 PSYCHIC WIND MENTAL EFFECT

1-8	Stunned for 1 minute; you can repeat the saving throw at the end of each of your turns to end the effect on yourself
9-10	Short-term madness (see the <i>Dungeon Master's Guide</i> for details)
11-12	11 (2d10) psychic damage
13-16	22 (4d10) psychic damage
17-18	Long-term madness (see the <i>Dungeon Master's Guide</i> for details)
19	Unconscious for 5 (1d10) minutes; the effect on you ends if you take damage or if another creature uses an action to shake you awake
20	You suffer the effects of a failed saving throw against the <i>feblemind</i> spell

TIME RIPPLE

Time behaves strangely on the Astral Plane, and one of those strange effects is a time ripple that moves through the plane. A time ripple appears as black and white tear in the Silver Void, miles wide and dozens of feet tall. It moves rapidly and is preceded by the sound of crackling. Unlike a psychic wind, characters can avoid a time ripple if they know what it is by making a DC 17 Intelligence saving throw. On a success, they are able to propel themselves out of the way of the incoming anomaly and do not suffer any ill effects.

On a failure, the character is caught in the time ripple. Roll on the below table to determine the effect.

1D20 TIME RIPPLE EFFECT

1	You age 1d100 years
2-4	You age 1d6 years
5-8	You lose all hit dice; they are regained after a long rest spent outside the Astral Plane
9-12	You lose access to any ability or effect that is usable one per short or long rest; they are regained after a long rest spent outside the Astral Plane
13-16	Any spell slots for levels 4 or higher you have are reduced to 0; they are regained after a long rest spent outside the Astral Plane
17-19	Any spell slots of any level you have are reduced to 0; they are regained after a long rest spent outside the Astral Plane
20	You gain insight into the future. Roll 1d20 and record the result. You can replace the die roll of any ability check, saving throw, or attack roll you make with that result. Once you do so this ability is lost.

MYSTERIOUS SITES & TREASURES

The Astral Plane may seem like an empty place, but it holds more mysterious locations and hidden treasures than most planar travelers give it credit for. Whether it's uncovering the secrets within the Corpse of the Blood Lord, searching for the mythical Colorless Pool, or infiltrating the githyanki capital of Tu'narath, there is plenty of opportunity for adventure and danger in the Silver Void.

BONECLOUD

Relatively mindless undead like skeletons and zombies have a difficult time on the Astral Plane, a plane where the power of one's intellect drives many aspects. At some point in the past, a large quantity of zombies and skeletons were pulled into the Silver Void in a single event by mistake, and they floated together without purpose or direction. This marked the beginning of the Bonecloud, and it's only grown since then.

Essentially, the Bonecloud is a mass of writhing zombies and bony skeletons held together by some unknown force. It is now miles across and moves slowly through the Astral Plane, directionless and without inherent purpose. The individual undead creatures inside the Bonecloud have no need to feed and feel no passage of time, so they simply float on psychic winds. The formation has grown so large that it has begun to pull new mindless undead creatures into its bulk, and for those travelers brave enough to try the Bonecloud can actually be walked upon. There are so many skeletons and zombies that the threat from any one individual to a visitor is nearly nullified.

But that doesn't mean the Bonecloud is safe. When the collective mass senses life nearby, it moves to engulf it. It's still very slow, so it's possible for reasonable travelers to avoid it, but that also means it hides a mass of secrets under its undead bulk.

COLORLESS POOL

The legend of the Colorless Pool started with a drunk wizard, who swore that he had found a massive portal that could lead anywhere on the Astral Plane. The rumors said that it was not made of color, but instead sound, as it was connected to every other plane in the multiverse through some unknown link. The drunk wizard's claims of having found it were scoffed at, but some planar travelers took note of it, and it turns out it's not just a rumor.

The Colorless Pool exists, and it is a strange phenomena in a plane that redefines strange on a regular basis. It is several hundred feet wide and completely invisible, but it can be heard for miles around it. The sounds of whispers, scratches, yelling, talking, fighting, and so much more originate from it, all contained within a dull cacophony that sits just below normal hearing. Some trick of the plane keeps travelers from finding it the normal way, but getting close enough by happenstance can lead someone with sharp hearing to the location.

Using the Colorless Pool requires only thinking about a destination and then moving through, which otherwise functions as a normal color pool. The githyanki have been searching for the Colorless Pool for years, but the rumors say it is watched closely by the mind flayers.

CORPSE OF THE BLOOD LORD

God-isles float through the Astral Sea like great rocky debris, each a unique memory fragment of a fallen god. The Godsblood Fellowship keep careful records of each that they find for identification and exploitation, but one in particular stands out among the rest. It's been dubbed the Corpse of the Blood Lord, and its red rock bulk is unusually large for a god-isle. The Godsblood Fellowship has established a base nearby to study the god-isle, one of the few ongoing research efforts they have across the Astral Plane.

It's pretty clear from the spawned husks that the Corpse of the Blood represents a fallen god of blood, but there seems to be more to it than that. Debates rage, but the prevailing theory is that it was a god of blood and vengeance, as godquakes on the god-isle have resulted in a strange crimson mist that drives visitors insane with rage. But, those same godquakes have revealed trickles of a thick black syrup that holds unique healing properties.

The Godsblood Fellowship holds a strong position overlooking the Corpse of the Blood Lord, but they must continually defend their claim from githyanki warlocks and greedy fiends. The Holders of the Silver Lantern refuse to go near the site, claiming that the god-isle moves and breathes, a trait not shared by any other dead god in the Astral Plane. The fellowship maintains that its just a period of unusual godquake activity, but even they have been unable to adequately explain some of the stranger occurrences that have been recorded on the Blood Lord's Corpse.

FIELD OF STARS

One of the more curious sights in the Astral Plane is a site known as the Field of Stars. Encompassing an area dozens of miles across, the region is filled with multicolored spheres of pulsating energy. Each sphere is about 10 feet in diameter and produces no harmful energy, and they each change color at random intervals, shifting between shades of blue, red, orange, yellow, and purple. A creature can move inside one of the spheres, a sensation not unlike moving through a color pool, but no transportation occurs and nothing adverse has been known to happen.

What are the balls of light? What purpose do they serve? A team of githyanki surveyors studied the Field of Stars for several years until they finally concluded that it was simply a natural phenomena of the Silver Void with no intrinsic value. However, other travelers in the region have spotted psurlon activity in the Field of Stars, and there is evidence that one of their hidden crystalline fortresses is nearby. Did the mysterious psurlons create the spheres of light? Or is it a byproduct of something they did – or are doing?

FROZEN FIRE FOREST

As a general rule, elemental energy from the Inner Planes behaves normally on the Astral Plane. Fire burns, water flows, earth exists, and air floats. But occasionally, some quirk of the plane, perhaps an errant time ripple interacting with a color pool, creates something truly strange. The Frozen Fire Forest is one such example. It

is a shifting area containing tall pillars of red and orange flames, each suspended in time. They retain all of the properties of fire, so they burn objects and creatures that touch them, but they consume no more or less than what they did when they arrived on the Astral Plane. Each pillar of fire is between 5 and 20 feet tall and they float through the Silver Void, clustered together to form the “forest.”

In recent years, the Frozen Fire Forest has become a popular meeting spot for clandestine gatherings in the Astral Plane, as its unique features make it easy to describe and for others to find.

GRAYHOLDE THE STOLEN CITY

Long ago, the city of Grayholde sat on the Material Plane. It was a center for learning, and boasted the impressive College of Wizardry that catered to magical research and study. Everything in Grayholde was centered on the College of Wizardry, from the shops and commerce to the students and faculty. Then, one day, something happened within the college, and in the blink of an eye Grayholde was transported wholly from the Material Plane to the Astral Plane.

But the residents of Grayholde were not so lucky. Whatever effect pulled them into the Silver Void attracted or created a huge quantity of soul leeches. The voracious eaters descended upon the stunned city and in a matter of hours no one was left alive. Some of the more prepared wizards and students of the College of Wizardry managed to flee, but most succumbed to the soul leeches. Now, Grayholde floats in the Astral Plane, its buildings and college devoid of any life except for the soul leeches that haunt the empty streets. It is said that a monstrously huge soul leech sits in the College of Wizardry's center and feeds upon the ambient magical energy of the place along with the souls of those lost, but few have dared entered Grayholde to risk the wrath of the new residents.

INN OF THE SILVER LANTERN

Few places on the Astral Plane offer open hospitality, but the Inn of the Silver Lantern is one of them. It is a three story inn built on a floating rock island, with a tranquil stone garden in front and doors that open freely. A radiant silver and gold light spills out from the top of a slender tower that extends above the inn's roof. Above the door hangs a sign bearing the silver lantern symbol of the inn and the monks that operate it. Inside, a feeling of peace and welcome washes over visitors, and the monks that tend the place greet all who come in with a smile and a wave. They do not serve alcohol, but simple foods and beverages are available, and an enchantment has been placed over the entire inn to allow travelers to gain the full benefits of a long and short rest, as their time dictates. Astral devas are a common site in the inn's common room.

At all times, an astral deva sits in the tower that stands over the Inn of the Silver Lantern. They maintain a relic called the *Silver Lantern* that prevents the safe haven from being found by those wishing to do harm to it or to someone held inside. In this way, the Holders of the Silver Lantern have built a neutral refuge for people fleeing githyanki or other terrors of the Astral Plane, and beyond.

In exchange, the monks that operate the inn ask only that peace be maintained within the inn's grounds. They accept donations but the operating costs for the inn are covered through the aid of the astral devas and the monk volunteers.

KA'LA'TAA SHIPYARD

Githyanki astral ships are a magnificent sight. Each one is built in a similar style to a sailing ship found on a Material Plane ocean, but the githyanki use a special wood and enchant the vessel so that it is receptive to the collective mental power of the onboard githyanki. The result is a ship capable of delivering large numbers of raiders and soldiers across the Astral Sea vaster than they would be able to travel individually.

These ships are engineered and constructed in a secret base called the Ka'la'taa Shipyards, the location of which is jealously guarded by the githyanki. The shipyard is built around a rare two-way color pool to a Material Plane forest that grows the unusual trees used in astral ship construction. Githyanki workers toil tirelessly to build the ships of the Lich-Queen's fleet, but working with the rare wood is a delicate process and they do not produce as many ships as their queen would like.

Nonetheless, Ka'la'taa Shipyards represents a vital component in githyanki supremacy on the Astral Plane, and it is protected from attack by the finest warriors and defenses. Visitors are not allowed on site, but there was an uprising by the native Material Plane population in recent years that caused a slowdown in astral ship construction. The natives were put down by ruthless githyanki enforcers and they have not had any trouble since.

MIDNIGHT PRISON

There is a strange region of the Astral Plane known as the Deadmind, where no psychic winds blow. It is not very large, but at its center is a granite fortress meant to house cursed magical items from around the multiverse. The dwarf clan that runs it calls it Hornpike Hall, but across the Silver Void it's known as the Midnight Prison. The Hornpike Clan has operated the Midnight Prison for centuries, starting out as a simple experiment to see the effects of the Astral Plane on a cursed magical battleaxe that had been in the family for generations.

Over the years, their reputation for being able to contain cursed items has grown to the point where they need to build more containment cells within Hornpike Hall in order to house the increasing number of dangerous items. From bloodlust-filled swords, to amulets that turn their wearer inside out, and a host of other terrible items, the Hornpike dwarves have devoted their efforts to understanding and eventually dismantling these items. The current clan matriarch, Helenna Hornpike, is a shrewd negotiator who demands top coin for her clan's efforts from any potential client. The previous clan leader was held responsible for a cursed magical mirror getting loose, sending dozens of evil doppelgangers of everyone in the Midnight Prison through the halls. Helenna has vowed never to let such a lapse in security happen again.

RIVER OF MEMORIES

The River of Memories isn't a traditional river in the same way the Astral Sea isn't a traditional sea, but it exists nonetheless. It snakes its way through the Silver Void, appearing as a misty ribbon of multicolored turbulent energy, bending and winding to some unknown will.

The River of Memories is the dumping ground for stolen memories on the River Styx, which is a planar feature that connects the Lower Planes together.

When an intelligent creature loses its memories to the River Styx, the River of Memories grows wider as it absorbs those lost thoughts. If a creature moves into the River of Memories, they are bombarded with a multitude of stolen psychic fragments and must make a DC 14 Intelligence saving throw, suffering 36 (8d8) psychic damage on a failure, or half as much damage on a success. The saving throw and damage repeats every 1 minute.

It is rumored that there is a way for a person to retrieve lost memories stolen by the River Styx, but it takes more than simply swimming into the River of Memories to get them back. Finding the exact strain of memories among the jumble is one thing, and then extracting them into the original mind is another. It's a tricky process and one that only a few claim to have completed. One of them is the master elven bard Dalynn Moonsong, who can often be found at the Inn of the Silver Lantern, entertaining guests with her soothing music.

SHATTERED LAND

Random chunks of earth, whether from god-isles or just planar debris, are not uncommon in the Astral Plane, as over time physical fragments gather together in clumps that have been pulled through various color pools. It's rare to find more than a few together, but in the region known as the Shattered Land, a great field of rocky detritus floats for miles and miles. It is widely assumed that the rock chunks are the result of meddling by a dao wizard on the Plane of Earth, which created a one-way ever-spewing fountain of stone, but none have witnessed new rocky island being pulled in. Perhaps the color pool is invisible, or perhaps it was a one-time incident.

Some of the earthen fragments are hundreds of feet across, and the largest one observed was over a mile wide, but most are much smaller. They float aimlessly together, knocked about by psychic winds and time ripples, and the rocky islands have become a popular vacation spot for dao nobles from the Sevenfold Mazework. Perhaps some larger secret lies hidden in the heart of the Shattered Land, and recently agents of the Great Khan of the Dao have been seen scouring the debris field for some unknown reason.

SILVER MOUNTAIN

Astral diamonds are rare precious gemstones with unusual magical properties that make them ideal for holding powerful enchantments. Githyanki love them and use them as a sort of "super" currency, and the vaults of the Lich-Queen are said to be overflowing with hundreds of thousands of stored astral diamonds. These gemstones

come from one place on the Astral Plane, a site known as the Silver Mountain, but it's not a typical mountain as most think about. It's a massive semi-solid cloud of silver vapors, nearly invisible in the Astral Plane. Within its bulk, the githyanki have created tunnels propped up by special braces that keep them from collapsing, and they dig through the ooze-like substance of the Silver Mountain to unearth the astral diamonds.

Githyanki have undisputed control over the Silver Mountain, but it is a very large feature – about three miles tall and wide – so its near impossible for them to assert their dominance across its entire surface. Raiders of all sorts sneak into abandoned tunnels and try to get away with some astral diamonds of their own to sell or trade, and enough have made it into regular circulation that the githyanki cannot rightfully claim sole ownership of them all. Several astral stalkers are known to lair in the Silver Mountain as well, and they hunt indiscriminately any that cross their path or get their attention.

TU'NARATH, GITHYANKI CAPITAL

Built on the husk of a vaguely humanoid-shaped dead god, Tu'narath is the largest and most important of the githyanki cities on the Astral Plane. Its fortified buildings and ominous towers are examples of the githyanki mindset – simple, effective, and built to last. The arms and legs of the god-isle are adorned with mooring towers and landing platforms that allow astral ships to dock, and the city is protected by the largest single githyanki fleet in the Astral Sea. Over 100,000 githyanki call Tu'narath home, and they all serve at the whim of Vlaakith the Lich-Queen.

The Lich-Queen's home is an obsidian palace at the head of the god-isle known as Susurrus, the Palace of Whispers. From there she surveys her Astral dominion and through magical effects and items she is able to see and hear nearly any point she chooses to focus on across the plane. Her royal palatial guards are picked from the elite of the elite of the githyanki military, and she commands a cadre of assassins that have claimed more lives than the Lich-Queen has had years of unlife. The obsidian palace of Susurrus is said to trap the souls of any who die inside, the whispers of which can be heard by anyone inside.

While githyanki dominate the city streets of Tu'narath, the merchant district does welcome other astral traders as long as they adhere to the codified laws of the city. Blood enemies of the githyanki, such as the githzerai and the mind flayers, are killed or captured onsite, and harboring such fugitives is punishable by the same, but the rest of the laws are strict but tolerable. A secret spy network run by the psurlons is said to operate in the merchant district, but to date the githyanki secret guards have not uncovered proof of its existence.

ADVENTURE HOOKS

Most planar-savvy creatures consider the Astral Plane devoid of any interesting features, but they are missing out on a whole realm of adventure and possibility.

TIER 1 (LEVELS 1-4)

As a non-hostile environment, even low-level characters can travel to the Astral Plane and survive the journey. The trick is getting them to want to do it, so you can use one of the following hooks to lure the characters into the Silver Void for further adventures.

... The characters find themselves traveling through a region on the Material Plane when they run into a family fleeing for their lives. They are running from raiders that stole their goods and burned their home, and these raiders have appeared every 10 years out of nowhere. Tracking the bandits down reveals them to be members of the Redfang Reavers that operate out of the Astral Plane, and there's a two-way color pool not far from the ruined farmhouse. The characters have a chance to strike back at the nefarious raiders and help make the region safe for future generations.

... While staying at an inn, the characters are awakened by a commotion, and when they go down to investigate they find a group of displaced drift souls making inadvertent trouble downstairs. One of the drift souls is aware enough to explain that they were all lost on their way "home" and they beg the characters to help. The way "home" for the drift souls is through an astral conduit, but once it's found a tear is discovered in it that needs to be closed. What monster has chewed its way through the conduit on the Astral Plane?

... An insane beggar stops the characters while they're traveling through a city and asks them questions that don't make any sense, but one of them has something to do with trouble the party is currently investigating. The beggar is the victim of a time ripple on the Astral Plane, but he's connected to a larger mystery involving the characters. Getting the insane beggar to remember what happened requires piecing together their previous travels that took them into the Silver Void.

TIER 2 (LEVELS 5-10)

Larger mysteries and problems begin to be laid at the feet of mid-tier characters, and they may find more purposeful trips to the Astral Plane become necessary to solve some of those issues.

... The characters are at the epicenter of a magical disaster that causes all sorts of problems. Getting to the bottom of the disaster reveals a dead thief and a strange cursed magical item that defies destruction. A sage points them to the Midnight Prison on the Astral Plane as a safe location to deposit the item, so the characters must travel to Hornpike Hall and convince Helenna to take the item.

... Githyanki raiders steal a valuable item from a local noble, and she desperately needs it back to ward off some calamity to her family. She hires the characters to follow the githyanki into the Astral Plane and recover the item, which leads the party to Tu'narath itself. Navigating the laws and streets of the githyanki city requires caution and finesse, and it turns out the raider is part of a larger network of thieves operating a smuggling ring inside the city's walls.

... A sought-after villain is defeated by the characters only to be revealed as a psurlon puppet in disguise. What are the malevolent psychic worm creatures up to? The investigation leads the characters into the Astral Plane and on the search for one of the psurlon hidden crystalline fortresses. New horrors and terrible monsters await the characters as they peel back the layers of the conspiracy onion and reveal new dangers kept by the psurlons.

TIERS 3 AND 4 (LEVELS 11+)

... The Godsblood Fellowship has found a new god-isle in the Astral Sea and it bears a strange connection to one of the characters. Through divination and research, the fellowship connect the worship of the dead god to the character's past, and they come asking for more information about their family tree. A trip to the god-isle reveals a rocky island adrift in the Silver Void with husks protecting something hidden beneath the surface.

... The githyanki prepare for invasion! An advance scouting party is intercepted by happenstance by the characters, and it turns out the githyanki are ready to move in with a large military force on the Material Plane. The characters are tasked with infiltrating the githyanki forces and performing a series of secret strikes against their infrastructure to hopefully weaken the githyanki war machine and put an end to their invasion plans. Strikes could include infiltrating the Ka'la'taa Shipyard and sabotaging the construction of new astral ships, destroying key communication fortresses in the Astral Plane, and helping defector githyanki from within the military force.

RANDOM ENCOUNTER TABLES

The below table can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling around the Astral Plane.

ASTRAL PLANE

1D100	ASTRAL PLANE ENCOUNTER
01-05	Time ripple
06-10	Psychic wind
11-15	1 bebilith
16-20	1d4 mind flayers
21-25	1 astral stalker
26-30	1d4 psurlon
31-35	2d6 githyanki warriors
36-40	1d8 githyanki knights
41-45	2d6 drift souls
46-50	1 devourer
51-55	1 astral deva
56-60	Dead god
61-65	Color pool
66-70	2d6 larva soul leeches and 1d6 adult soul leeches
71-75	1 greater soul leech
76-80	1d6 nightmares
81-95	Astral traveler
96-00	1 astral dreadnought

PLAYER OPTIONS

The Astral Plane may not seem like it holds much promise for adventurers, but there are more secrets and dangers hidden in the Silver Void than most know about. Whether it's bards studying the use and recollection of memories inspired by the River of Memories, illithid hunters using githyanki techniques across the multiverse, or followers of the Silver Lantern helping out wherever they go, the influence of the Astral Plane can be felt far outside the borders of this unique transitive pane.

The new class options include the College of Memories for the bard, the Way of the Silver Lantern for monks, and the Mind Stalker archetype for rogues. There is also a new background, Astral Drifter, available to characters.

BARD: COLLEGE OF MEMORIES

To the bards that follow the College of Memories, the only truth is how an experience felt, and this feeling can be manipulated by a person skilled in such arts. Part enchanter, part diviner, and all around storyteller, these bards know that how a person remembers an event can shape how they are going to react to future events, and that even the sharpest mind can be tricked under the right circumstances. They are also skilled spellcasters, able to reach into their own memories and recall spells previously cast.

BONUS PROFICIENCIES

When you join the College of Memories at 3rd level, you gain proficiency with the Insight and Perception skills. You also learn the *friends* cantrip if you don't already know it.

RECALL MEMORY

Also at 3rd level, you can reach into your own memory and recall a spell slot that you've used already. As an action, expend one of your uses of Bardic Inspiration and regain one expended 1st level spell slot.

As your Bardic Inspiration die increases, so too does your ability to recall higher level spell slots. At 5th level, you can regain a 1st or 2nd level spell slot. At 10th level, you can regain a 1st, 2nd, or 3rd level spell slot using this feature. And at 15th level, you can regain a 1st, 2nd, 3rd, or 4th level spell slot.

MEMORY FLOOD

Beginning at 6th level, you can unlock a flood of memories in a target to temporarily disorient them. As an action, choose a target within 60 feet. The target must succeed at a Wisdom saving throw against your spell save DC. On a failure, the target is stunned until the start of your next turn. The creature is immune if it's immune to being charmed.

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

MANIPULATE MEMORY

Starting at 14th level, you learn to cast a more potent version of the *modify memory* spell. You always know the *modify memory* spell and it does not count against the total number of spells you know. When you use a spell slot to cast *modify memory*, the spell is treated as if you cast it using one spell slot higher (up to 9th level). In addition, the spell's effects can only be removed using the *greater restoration* spell.

MONK: WAY OF THE SILVER LANTERN

On the Astral Plane, the monks of the Silver Lantern have partnered with astral devas on a quest of assistance. They do their best to monitor traffic in the Silver Void, and they step in to help travelers who find themselves lost or under attack by one of the many threats that wait in the Astral Sea. The guiding principle of the Silver Lantern is to help others whenever possible, and there are those that have left the Astral Plane and sought to bring their mission to the rest of the multiverse. Some connect up with a group of adventurers, acting as a guardian angel in times of strife, while others wander the planes in search of those in need of help. Wherever they go, these monks carry the light of the Silver Lantern and all that it represents in their bodies, minds, and spirits.

SILVER LANTERN BEARER

Starting when you choose this tradition at 3rd level, you can draw upon your training to aid others in their struggles. You can spend 1 ki point to take the Help action as a reaction with a range of 30 feet. In addition, you gain the *guidance* cantrip if you don't already know it.

SILVER SPIRIT

At 6th level, the power of the Silver Lantern flows through you and protects you from harm for a short period. You can use a bonus action to gain resistance to all damage until the start of your next turn.

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

LIGHT OF PURITY

Beginning at 11th level, you can let your silver light shine upon those close to you to invigorate and renew them. You can cast the beacon of hope spell without having to concentrate on it for its duration. You must complete a short or long rest before you can use this ability again.

SILVER BEACON

At 17th level, the light of the Silver Lantern burns bright within your body and you can use it to become a beacon of purity and hope. As an action, silver light flares from your body for 1 minute, during which you gain the following properties:

- Silver light equal to the *daylight* spell shoots out centered on you.
- You and all friendly creatures you choose within 60 feet are affected by the *bleed* spell.
- You and all friendly creatures you choose within 60 feet are affected by the *aid* spell. This effect lasts for 8 hours.

You must finish a long rest before you can use this feature again.

ROGUE: MIND STALKER

The githyanki hate mind flayers more than any other species. Long ago, the mind flayers enslaved the ancient gith race, and for their crimes the githyanki hunt them down relentlessly. A special caste of secret assassins called the *glat'tha'nak* specialize in illithid hunts, and they have gone so far as to train other races in the ways of resisting and fighting mind flayers. The result is a mind stalker, a rogue who is trained in the githyanki ways of the *glat'tha'nak*. The skills used in tracking and stopping mind flayers is versatile, however, so some mind stalkers never encounter the foe their training was designed to defeat.

Dwarves hate mind flayers nearly as passionately as the githyanki do. Mind stalkers are known as *caradhaker* among dwarven clans and some legends say the ways of the *caradhaker* came from the githyanki originally. Most learned dwarves scoff at this comparison.

ABERRATION HUNTER

When you choose this archetype at 3rd level, you become adept at hunting aberrations. You have advantage on Wisdom (Survival) checks to track aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by an aberration, if they speak one at all.

PSYCHIC FEEDBACK

Starting at 3rd level, you have created mental traps for any creature trying to read your thoughts. When your mind is being read by a creature, such as with the *detect thoughts* spell, you can use your reaction to force the creature to make an Intelligence saving throw against a DC equal to 8 + your proficiency modifier + your Intelligence modifier, suffering your sneak attack damage dice in psychic damage on a failure, or half as much on a success.

TELEPATHIC SENSE

At 9th level, you gain an innate sense for telepathic monitoring. You automatically detect the existence of any creature with natural telepathy within 60 feet of you. This feature does not give you their precise location, only a general direction.

LUCID BUFFER

At 13th level, you have hardened your mind against enchantments and psychic attacks. You have advantage against any saving throw to be charmed or frightened. You also gain resistance to psychic damage.

MIND RIP

At 17th level, you have honed a mental attack passed down through generations of mind stalkers. As an action, you can target a creature within 60 feet that you can see. The target suffers psychic damage equal to your sneak attack damage.

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

NEW BACKGROUND

ASTRAL DRIFTER

For a period of time, you called the Astral Plane home. Perhaps you escaped capture from githyanki slavers and managed to elude them in the Silver Void, or perhaps you fled some tragedy that befell your original home and stumbled into a portal by accident. The timeless nature of the Astral Plane and its position as a multiversal nexus means you could have come from almost any time and any plane, for any reason. Few stranded travelers last long anywhere in the multiverse, however, so it's likely you received aid. Astral devas and monks of the Silver Lantern could serve as excellent guides and anchor points, but many other possibilities exist as well. A disenfranchised githyanki soldier, a reclusive wizard hiding from the troubles of the planes, or even a gang of astral raiders could all have served as friends and benefactors for your time spent drifting in the Astral Plane.

Skill Proficiencies: Investigation, Survival

Languages: Any one planar language

Equipment: Simple clothing, large sack tied to a wooden pole, token of your original homeland, astral way finding stone (rock), 12 gp

FEATURE: ASTRAL SANCTUARY

The time you spent in the Astral Plane was not always on the move. You found a sanctuary away from the prying eyes of monsters and raiders, a home away from home to call your own. Perhaps you shared it with others, perhaps you lived alone, but it was a space you could rest and relax comfortably. This sanctuary still sits in the Astral Plane, and the nature of travel in the means it's always just a few hours away - assuming you can find a portal to the Astral Plane in the first place.

SUGGESTED CHARACTERISTICS

Few people take to the Astral Plane willingly, so the types of characters that take up the life of an astral drifter can vary wildly. Some seek solitude, others seek safety, but all can belong in the Silver Void.

d8 PERSONALITY TRAIT

- 1 I'm constantly looking over my shoulder.
- 2 When I find a place to rest I sleep because you never know when you're going to rest again.
- 3 I save every last scrap of food.
- 4 My memories of my first home keep me sane.
- 5 I keep my opinions to myself and expect others to do the same.
- 6 I have no respect for personal space.
- 7 I hum songs from my childhood when I'm nervous.
- 8 I always have a crazy scheme going or ready to go.

d6 IDEAL

- 1 **Regretful.** I'm haunted by my past and the calamity only I escaped. (Any)
- 2 **Fellowship.** Friends are more important than any treasure in the multiverse. (Good)
- 3 **Carefree.** Worrying only makes you think about how bad things are. Don't worry! (Chaotic)
- 4 **Deceitful.** I lie to keep others from knowing who I really am. (Chaotic)
- 5 **Envious.** Other people have the good life, and I will do anything to take it from them. (Evil)
- 6 **Dutiful.** I need to correct some past wrong. (Lawful)

d6 BOND

- 1 I was picked up by a kindly mentor in the Astral Plane to whom I owe my life.
- 2 All that I have left of my original home is the token I keep with my at all times.
- 3 The Silver Void is a lonely place, and I need my people to keep me from going insane.
- 4 I tell the stories of my original home as a way to keep the memory alive.
- 5 While on the Astral Plane a band of raiders saved me, and I'm forever in their debt.
- 6 My weapon has saved my life more times than I can count. It must be magical by now!

d6 FLAW

- 1 All githyanki are evil tyrants that deserve no mercy. All of them.
- 2 I rush to judge others harshly without waiting for all the facts.
- 3 Fancy talkin' is for fancy folks, and I ain't no fancy folk.
- 4 I have nightmares about the event that drove me into the Astral Plane.
- 5 Nothing is good enough to match the life I had before I was in the Silver Void.
- 6 I constantly put down other people to make myself feel strong.