

PLANE CONVERGENCE

THE INFINITE PLANES OF THE MULTIVERSE ARE constantly shifting their position in space, sometimes growing closer to each other or drifting further away. This slow motion can cause planes to occasionally overlap one another for a period of time, birthing a demiplane. This is called a convergence.

The rules and laws of the child demiplane are a random mixture of the planes involved in the convergence. The energy generated from the creation of the demiplane is initially tumultuous as new lands and creatures form in this once empty space. As time passes, varying based on the converging planes, the demiplane begins to settle, creating something truly unique.

While a convergence is usually a natural process, it can be forced by supremely powerful beings working in concert. Rarely is an individual strong enough to wield the arcane might necessary to do so, instead resorting to accelerating the natural motion of the planes to shorten the time span between occurrences. Many cults have prophecies involving sacred lands of salvation, often created by a convergence.

The random result of a convergence can easily create a demiplane more dangerous than the parent planes as the process is naturally chaotic and because the overlap most often involves the edges of planes which are generally the most extreme portion of a plane. Travelers to convergent demiplanes should be prepared for unpredictable environments and deadly creatures.

MECHANICAL IN NATURE

When a plane of constructs ruled by law, order, and efficiency converges with a plane of beasts and nature, it creates a demiplane at odds with itself. Law and order vying for control while the chaos of nature seeks unbridled freedom. The forces of nature are in a constant struggle against a mechanical army of progress.

The creatures of this demiplane are a mishmash of machine and beast. Each is dominated by either the chaotic or lawful aspect of the convergence, appearing slightly more beast or machine and behaving in a similar fashion. These creatures are often more powerful than their original form, gaining a complementing feature or trait.

BISEAM

Large Beast, Unaligned

Armor Class 12

Hit Points 76 (8d10 + 32)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	4 (-3)	12 (+1)	5 (-3)

Skills Athletics +7

Senses passive Perception 13

Languages –

Challenge 3 (700 XP)

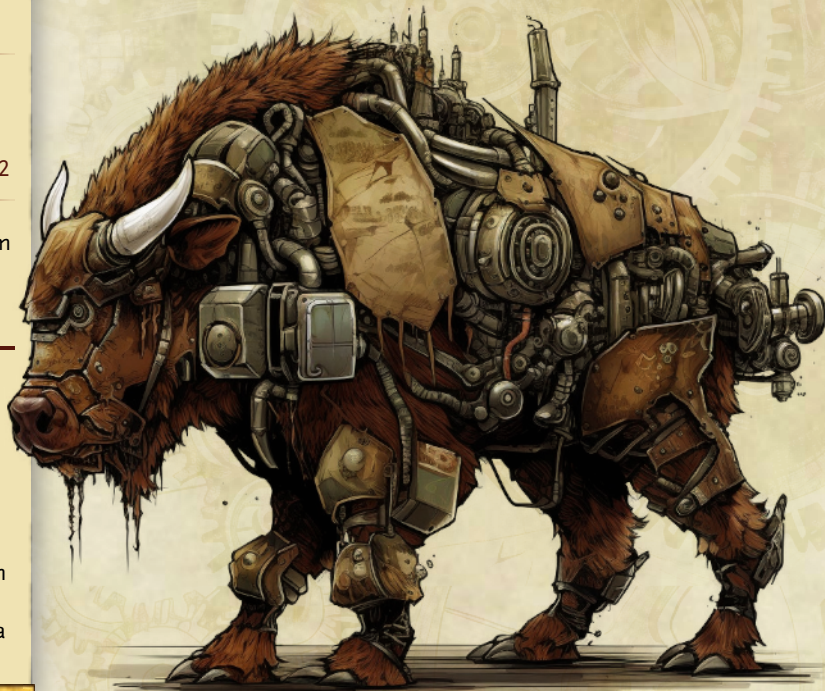
Proficiency Bonus +2

Keen Hearing and Smell. The biseam has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the biseam moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 9 (2d8) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone if it is a creature.

Steam Breath (Recharge 5–6). The biseam emits scalding steam in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.





PANGOLOT

Small Beast, Unaligned

Armor Class 16

Hit Points 22 (4d6 + 8)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	4 (-3)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 13

Languages –

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The pangolot has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The pangolot makes two Law of Averages Claw attacks.

Law of Averages Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and if the target is a creature it must succeed on a DC 12 Wisdom saving throw or be cursed. A cursed creature deals average damage instead of rolling. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Tail Laser. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d8 + 2) radiant damage.

REACTIONS

Volvation. The pangolot halves the damage that it takes from an attack that hits it, provided it can see the attacker.



ROODRONE

Tiny Construct, Typically Lawful Neutral

Armor Class 14

Hit Points 1 (1d4 - 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	4 (-3)	14 (+2)	5 (-3)

Skills Perception +4

Senses truesight 120 ft., passive Perception 14

Languages –

Challenge 0 (0 or 10XP)

Proficiency Bonus +2

Axiomatic Mind. The roodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the roodrone dies, its body disintegrates into dust and feathers, leaving behind anything it was carrying.

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

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Alarming Crow. The roodrone loudly crows which can be heard up to 1200 feet away.

BONUS ACTIONS

Fluttering Leap. The roodrone jumps up to 30 feet to an unoccupied space it can see.