

THE VOXID

WHAT'S INCLUDED

This month is a massive release! We have a huge expansion into the lore of the Far Realms, expanding upon the kinds of aberrations that exist alongside the Eldritch as their balancing inversion. Included in this release we have:

- **The Gnolid Spellbook**, an example of what it could look like if one of the more arcanelly focus Voxid were to inhabit or connect with a Wizard's spellbook.
- **Eudalid Noetling (Breach)**, a fledgling Voxid dedicated to pacifying and maintaining the health of its victims.
- **Gnolid Aparyx (Monolith)**, a mid-tier Voxid obsessed with unravelling and understand the arcane.
- **Journey into the Eikonolid**, An adventure outline that takes the players into the body of a planet-sized aberration that obsesses over all things religious and worship focused. They must venture within to discover the true nature of an alien that beckons common folk to join its cause.

THE FAR REALMS

The Far Realms, in the larger cosmos of the Surya setting, exists as an endless series of vesicles, vast voids of space filled with all manner of fascinating and horrific, mind-bending phenomena. These vesicles form the gaps between campaign settings, whether it be Eberron, Greyhawk, or a homebrew world. If one has the capability to traverse the Far Realms, they might eventually reach another reality altogether.

Each vesicle is enclosed by a membrane that acts not only as a containment field for the terrifying creatures beyond but also as a dividing wall between the different kinds of aberrant beings that exist beyond our realm. Within this space, there are two kinds of vesicles: the Eldritch and the Voxid.

THE ELDRITCH AND THE VOXID

Eldritch and Voxid vesicles embody two opposing forces within the Far Realms, each a warped reflection of its nature:

Eldritch is chaos given form, an unchecked tide of creation and destruction that twists and consumes all it touches, warping reality into something unrecognizable.

Voxid is obsession made manifest, a force that seeks to dissect, refine, and perfect, dragging knowledge into the light whether it belongs there or not.

Together, they form a strange, parasitic ecosystem, one that mirrors the multiverse in its own distorted way. Where Eldritch vesicles unravel and devour, Voxid vesicles build and reassemble. Yet neither can be truly grasped by mortal minds, bound as they are to laws that exist far beyond the reach of the material planes. If either one were to ever consume the other, the remaining aberrations would spin out of control, either tearing the multiverse apart, or crystalizing it into one, perfect state.

ELDRITCH VESICLES

The Eldritch encompasses what most might consider an aberration. Illithids, Beholders, and Aboleths originate from Eldritch vesicles. These places are plagued with chaos and destruction, and the entities that emerge from them are warped and malicious in ways the human mind cannot comprehend.

Many myths and legends tell of those who sought the power of an Eldritch horror, only to go completely and utterly mad in the process. This vast and unknowable space seeks to expand and consume all that it can. It recognizes no law, no distinction between individuals, including its own kind, and will devour everything in its path without apparent end.

Trying to assign motivation or sentience to these entities is a fool's errand and will more often lead to your demise than to a greater understanding.

VOXID VESICLES

While still mind-bending in nature, the malevolence of an Eldritch vesicle is absent in Voxid spaces.

A Voxid is the umbrella term for the ambivalent entities that inhabit these vesicles. They are odd, alien creatures born from the chaotic soup of the void, and in that birth, they almost always develop an obsession with a particular topic. This obsession manifests in their physicality and motivations, driving them to expand their knowledge and incorporate it into every aspect of their lives and environments.

Because of this, a Voxid vesicle is often a chaotic construction of structures and landscapes that mirror the obsessions of the Voxid that inhabits it. A Voxid obsessed with arcana might reside in a gravityless, formless laboratory with walls made of arcane scripture, where deconstructed spells whiz in all directions, mid-flight. An unaware passerby might be struck by one, irreparably warped by the unrefined and chaotic spellcraft.

Similarly, a Voxid obsessed with emotion might dwell in a space that acts as a glue trap for those who pass by. When they fall into it, the Voxid, like a spider upon its prey, subjects them to illusory trauma in order to study the effects of despair, joy, or fear on their mind and body.

While not necessarily malevolent, Voxid share the Eldritch lack of distinguishing morality and rarely see an end to their expansion and improvement. When encountering a Voxid, it is important to understand its goals and avoid becoming the subject of its interests.

VOXIDS

The term “Voxid” only encapsulates its subtypes when distinguishing between their specific manifestations, for example, a Gnolid (a formation of knowledge) versus a Diaplasid (a formation of synthesis). All other classifications refer to scale, as Voxid do not differ in nature as they grow. A Voxid Fractalisk is identical to an Aparyx in every way except size. Smaller, less powerful Voxid often appear more recognizable as sentient creatures, sometimes even humanoid but this is merely a mimicry their current size allows. Fractalisks engage in similar deception, but rather than posing as individuals, they might manifest as entire

civilizations, masking their true form as a solar system-sized entity.

VOXID FRACTALISK

A Fractalisk is the highest-tier Voxid, an expansive entity spanning from either planetary sized or solar system in size and wielding power comparable to that of a deity. Some Fractalisks are sentient and goal-oriented, their motives often inscrutable to mortals but occasionally observable as coordinated actions. Others are amorphous masses of energy coalesced into monolithic forms reflective of their Voxid subtype. For example, an Ataraxilid Fractalisk might manifest as a geometry-defying amalgamation of mindscapes, harvested dreams, clouds of traumatic memories, or disturbing recreations of what it perceives as a perfect mind.

VOXID APARYX

An Aparyx is the largest Voxid tier that mortals can realistically perceive as animate. Ranging from the size of a small town to a large city, they remain terrifying in scale yet holistically comprehensible within a mortal framework. This is also the maximum size a Voxid can attain while entering the Prime Material Plane without triggering cataclysm

VOXID NOETLING

Noetling-sized Voxid are the most commonly encountered by mortals, ranging from the size of mice to cloud giants. These fledgling congregations of chaotic energy are drawn to the domains they represent, often appearing as curious animals or instinct-driven phenomena. Despite their seemingly primal behaviour, they are highly intelligent and goal-oriented, exploiting every resource available to integrate and dissect the world around them.

QUOTE

Through my extensive study of Voxid, I have found it prudent to establish a system for denoting both their current stage of development and their impending evolution. To this end, I have adopted the terms Breach, Monolith, and Zenith, designations that allow for a clearer understanding of their ever-shifting nature. A Voxid Noetling Breach marks the earliest stirrings of such an entity, while a Voxid Aparyx Zenith signals one on the cusp of ascending to a Fractalisk, an event which, I need not remind the learned reader, heralds catastrophe on a scale few planes can withstand.

CONT...

This system, of course, remains largely academic. Among scholars and fellow explorers, one might discuss the implications of a Eudalid Fractalisk Zenith, a horror beyond comprehension, the final form of its kind. Yet in the field, when face to face with such beings, such taxonomies become irrelevant. The only words that matter in the wilderness are those of warning and retreat.

Fardak Khazel ~ 951PD, 50 years after first contact with the Eikonolid Fractalisk

VOXID SUB-SPECIES

There are 5 known sub-species of Voxid, each with their own manifestation of a unique obsession and each equally capable of growing to the heights of a Fractalisk.

CONNECTIONS

Each of these Voxids will try and find a way for them to connect to the Prime Material, desperate to find and experience more, as their realm is little but empty space and aimless chaos. These connections can manifest in various ways and an example for each type of Voxid is included in their description!

EUDALID

A Eudalid is an entity completely obsessed with health and well-being. It will stop at nothing to understand the intricacies of disease, physical prowess, and prevention. They often manifest as meek, pale, crustacean-like creatures that offer to serve as protectors in order to gather more information on how to keep themselves alive.

However, this practice is driven by their insatiable obsession, often leading them to abduct individuals and permanently sedate them to keep them as safe as possible. It is not uncommon for more powerful Eudalids to have lairs filled with intubated and sedated creatures of all species, humanoid or otherwise, so they can further their understanding.

Most commonly, those under their sedation serve a secondary, more sinister purpose, the Eudalid siphons any magical potential they may have to sustain and grow itself. A Eudalid Fractalisk could potentially appear as a normal planetary object, with a seemingly healthy natural environment, but connected via strange fleshy membranes, those the Eudalid has abducted merely drone about a fake paradise, kept safe, but ever feeding the Eudalid's

desire to understand health.

CONNECTION EXAMPLE

A Eudalid that has yet to breach the barriers of its membrane might have partially inhabited a staff of healing, granting it a degree of sentience when a wielder attunes to it. To entice the wielder to continue using the staff, it could increase the amount of healing it provides while subtly pushing the wielder toward visiting the Eudalid and releasing it upon the Prime.

GNOLID

Gnolids are the ancestors of Illithids, the knowledge-hungry hive minds that plague the eldritch vesicles and voyage out to conquer the world. Though Gnolids still exist, their numbers have dwindled. Most, desperate for greater arcane knowledge, ventured to a breach in their membrane to explore a neighbouring eldritch void, only to become corrupted, transforming into the Illithids known today.

The remaining Gnolids are driven by an endless curiosity for arcana. They seek to deconstruct spells, warp magic, and strip it down to its fundamentals, only to rebuild it over and over in as many forms as possible, seemingly with no end goal in mind. Most view Gnolids as harmless, inquisitive entities, but those who spend enough time around one eventually witness the horrors they concoct. Their lack of morality does not prevent them from engaging in the most horrific experimentation.

Physically, Gnolids appear mostly as pale blue, translucent, octopus-like creatures. Some have hands and humanoid bodies, while others remain amorphous blobs of sensory organs and dexterous limbs. The largest of Gnolids typically integrate themselves into larger systems, using their form much like a queen bee commands its drones. This can manifest as a grotesque, arcane-crafted flesh tree or a vast, sentient mushroom network where spores serve as extensions of its infinite reach. Each Gnolid's later form is unique, shaped by its relentless pursuit of arcane understanding.

CONNECTION EXAMPLE

The Gnolid Spellbook, detailed later in this supplement, is a perfect example of how a Gnolid might establish a connection with the Prime. However, unlike other Voxids, it is far more common for them to discover a way there on their own. Rather than relying on external aid, they require access to more knowledge in the form of scholars and libraries.

ATARAXILID

The Ataraxilid is a being that wishes to be wiser than all others. This Voxid is one of the least threatening, as its obsession with mental stability and wisdom allows it to have greater compassion for those it wishes to study, even if its drive is slightly warped by obsession, like its Voxid cousins.

An Ataraxilid is intrigued by monks for their study of the self and is similarly drawn to those who have lost some or all of their sanity. It admires both the mastery of the mind over its vessel and the chaos and intricacy of insanity, if only to better prepare itself to ward off any early warning signs of such development.

The power an Ataraxilid exhibits is akin to that of psychic abilities. The Gith hold a kinship with these creatures on both sides of their lineage, as an Ataraxilid demonstrates aspects of both disciplines.

Physically, an Ataraxilid prefers to mimic forms that are more susceptible to mental manipulation. Changelings are one of its prime study subjects, but it often takes this to the extreme, possessing the ability to alter its body to match almost any creature of equal or smaller size. Its native form is usually somewhat similar to whichever creature it has lived among, as it values the understanding of form gained from centuries of coexistence.

Due to its nature, it is rare for an Ataraxilid to grow significantly in size when it becomes an Aparyx or a Fractalisk. Instead, it refines itself into what it believes to be the perfect vessel for its own mind.

CONNECTION EXAMPLE

Due to their peaceful and inquisitive nature, an Ataraxilid might be found coexisting in a monastery of monks or in a temple dedicated to healing those whose minds have been lost. Ataraxilids have no trouble making their way through a membrane, as their will grants them the ability to force their way into the greater cosmos.

Some places might be built in harmony with an Ataraxilid. For instance, a monastery that regards the Ataraxilid as its wise master could produce prolific adventurers raised under its care.

EIKONOLID

These entities are consumed by their endless hunger for worship and reverence. They desire to understand and incorporate all they can gather in relation to their interests. Eikonolids are incredibly aggressive, and their proximity to divine domains on the edges of the cosmos serves as an aggravating fuel. Something they so desperately wish to have and understand remains just beyond their reach.

Eikonolids are one of the few Voxid desperate for ascension to greater tiers. An Eikonolid Noetling despises itself and its pitiful form, scrounging for the slightest reverence. Because of this, they often pose as innocent creatures, seemingly desperate to help an unwitting traveller, performing self-described miracles as a ruse to garner favour. Some Eikonolids become pseudo-minor deities, lost in the glory of worship. In reaction to their gifts, they continue to grant them, and their followers seldom recognize the difference between the greed of their god and the seeming benevolence they display.

Physically, these creatures seek to appear as anything worthy of admiration. In their earlier years, this usually takes the form of animals or beasts of wonder. As they grow older, they seek to mimic angels, dragons, and even small solar systems in their largest states.

CONNECTION EXAMPLE

An Eikonolid might appear to an individual as a benefactor or friend who aids them in their goals. In reality, this person is often someone contacted by the Eikonolid through dreams and believes it to be their divine purpose to carry out the will of a god. Ultimately, they will be compelled to spread the word of the Eikonolid and manipulate or coerce those around them into aiding in its escape from its Far Realm confines.

DIAPLASID

The Diaplasid's unique obsession comes in the form of synthesis. They desire to see the outcome of all things melded together, a glorious cacophony of forms merging into one another. A Diaplasid will grasp at any new object it finds, tear it apart, and combine it like a witch at her cauldron with anything at its disposal.

In their infancy, this behaviour is often aimless and driven by rabid curiosity. However, as they grow in age and ambition, they focus on specific combinations, becoming fascinated by the outcomes within a particular field. The most extreme and disturbing examples of this occur when they encounter other living creatures. A living being is the most fascinating concept a Diaplasid could encounter. Within a Diaplasid's domain, daring adventurers have been known to find humanoids merged with mundane objects in horrific ways. A few examples include bookshelves with faces and limbs, grains of sand desperately clinging together with an eerie magical sentience, or even humanoids fused with intangible things like gases.

The most chaotic Diaplasids resemble a writhing mass of objects, appearing almost like an ooze, blending materials such as wood, metal, and flesh within their bodies. Like some of their cousins, they possess an innate ability to shapeshift, though it often manifests as the ability to disguise themselves as inanimate objects.

CONNECTION EXAMPLE

A powerful lich with more hubris than can be measured might see a Diaplasid as something of a trash compactor, dumping it in the depths of its lair to consume anything the lich deems no longer useful. The Diaplasid, left waiting in the darkness, could develop a hatred for its captor and, despite its disturbing nature, prove to be an ally to those who seek to slay the lich.

MAGIC ITEMS

GNOLID SPELLBOOK

Wondrous item, legendary (requires attunement by a wizard)

This spellbook has a magical connection to the Far Realms, binding it to a Gnolid Noetling desperate to expand its knowledge. While attuned to this spellbook, you can use it as a spellcasting focus for your wizard spells, and you gain a +3 bonus to spell attack rolls and the saving throw DC of your wizard spells.

You can use this book as a spellbook. In addition, if you copy a new spell into it at least once per week for an entire month, a random spell of the highest level you can cast is added to the book (DM's discretion). Once you gain a spell this way, each subsequent month you continue this process has a cumulative

10% chance to fail until you skip a month.

Sentience. The Gnolid spellbook is psychically tethered to an entity trapped in the Far Realms. It has an Intelligence of 18, a Wisdom of 12, and a Charisma of 14. The Gnolid communicates telepathically with its wielder and can hear and see normally within 60 feet of the book. It craves knowledge and seeks a way to escape the Far Realms. Initially, it feigns innocence and curiosity, but once it earns its wielder's trust, it manipulates them with gifts and promises of power.

DM TIP

Consider one of these approaches for spells granted by the Gnolid:

- **Homebrew spells:** The Gnolid invents new spells by observing the Wizard's work. Grant unique spells that reflect its alien logic.
- **Plot driven spells:** The Gnolid provides spells that advance its goal of entering the Material Plane. Start with utility spells (detect thoughts, legends lore), then escalate to plane shift or gate once it trusts the wielder.

Additionally, you could give this item to a player earlier on in their levels, and change the bonus to +1, escalating it as they level and bend to the whims of the Gnolid.

CREATURES

EUDALID NOETLING (BREACH)

Medium Aberration, Chaotic Neutral

Armour Class 16 (Natural Armour)

Hit Points 92

Speed 30 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	14 (+2)	16 (+3)	19 (+4)	16 (+3)

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

Skills Arcana +6, History +6, Medicine +7, Survival +7

Damage Vulnerabilities necrotic

Damage Immunities poison, psychic

Condition Immunities petrified, poisoned

Senses darvision 120ft., passive Perception 17

Languages Deep Speech, telepathy 120 ft.

Challenge 8

Aura of Languidity. Whenever a creature of the Eudalid's choice within 30 feet of it makes a saving throw against an effect that would inflict the charmed, paralyzed or unconscious condition, the Eudalid can subtract 5 from the result (no action required). This trait doesn't function if the Eudalid has the incapacitated condition.

ACTIONS

Multiattack. The Eudalid makes one Paralyzing Spittle attack and two Claw attacks.

Paralyzing Spittle. *Ranged Weapon Attack.* +4 to hit, range 30/60 ft., one target. *Hit:* 15 (2d10 + 4) poison damage. If the target has blood it must succeed on a DC 15 Constitution saving throw or be paralyzed until another creature spends an action to push them prone.

Claws. *Melee Weapon Attack.* +4 to hit, reach 5ft., one target. *Hit:* 15 (2d10+4) slashing damage.

Immaculate Preservation. The Eudalid plunges its victim into a deep state of hibernation. One creature of the Eudalid's choice within 5 feet that is affected by its Paralyzing Spittle must make a DC 15 Constitution saving throw. On a failure, the creature falls unconscious and can only be awakened by a *lesser restoration* spell or stronger magic.

At the end of the first hour of this hibernation, the creature regains all its missing hit points, is cleansed of all diseases and curses, and begins dreaming of its deepest desires. Once a creature enters this deeper state of hibernation, they can only be awakened by a *greater restoration* spell or greater magic.

GNOLID APARYX (MONOLITH)

Gargantuan Aberration, Chaotic Neutral

Armour Class 20

Hit Points 266

Speed 40 ft., hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	22 (+6)	26 (+8)	16 (+3)	14 (+2)

Saving Throws Int +13, Con +11, Wis +8

Skills Arcana +18, History +18, Investigation +18, Religion +13

Damage Immunities psychic; bludgeoning, piercing and slashing damage from non-magical sources.

Condition Immunities blinded, exhaustion, frightened, grappled, prone, restrained

Senses truesight 100ft., passive Perception 13

Languages Deep Speech, telepathy 120 ft.

Challenge 15

Legendary Resistance. If the creature fails a saving throw, it can choose to succeed instead.

Runic Deconstruction. Whenever the Gnolid Aparyx sees another creature cast a spell of a level it can cast, it can cast that spell as if it were one of its own spells at will for the next minute without requiring material components.

Experimental Casting. The Gnolid Aparyx has 20 sorcery points and knows all Metamagic options. When it casts a spell, it can apply up to three Metamagic options to the spell.

Polymorphic Casting. As an action, the Gnolid Aparyx can alter its appearance and voice, determining the specifics of the transformation, including coloration, body shape, and limb configuration. It can appear as one or more creatures that fit within its 15-foot by 15-foot space, though none of its game statistics change. Each of these forms functions as an extension of its true self, capable of moving and interacting with objects independently, so long as they remain within 120 feet of one another. The Gnolid Aparyx can also cast spells from any of these forms. It remains in its chosen shape until it uses an action to assume a new one or until it reverts to its true form upon death.

ACTIONS

Spellcasting. The Gnolid Aparyx is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). The Gnolid Aparyx has the following spells prepared.

Cantrips (at will): *eldritch blast, mage hand, mind sliver, vicious mockery*

1st level (4 slots): *arms of hadar, catapult, dissonant whispers*

2nd level (3 slots): *alter self, blur, detect thoughts, mind spike, misty step*

3rd level (3 slots): *counterspell, hunger of hadar, slow*

4th level (3 slots): *arcane eye, dimension door, greater invisibility, phantasmal killer*

5th level (2 slots): *bigby's hand, hold monster, mislead, modify memory, synaptic static*

6th level (1 slot): *eyebite, scatter*

7th level (1 slot): *prismatic spray, teleport*

8th level (1 slot): *clone, power word stun*

REACTIONS

Arcane Unification. When the Gnolid Aparyx sees a spell cast within 120 feet of it that has been upcast or modified by Metamagic, it can use its reaction to negate the modification. The spell is cast at its lowest level and loses any Metamagic effects. If the spell had Metamagic effects, the Gnolid Aparyx regains a number of sorcery points equal to the cost of the removed Metamagic option.

LEGENDARY ACTIONS

The Gnolid Aparyx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Gnolid Aparyx regains spent legendary actions at the start of its turn.

- **Cast a Spell (Costs 2 Actions).** The Gnolid Aparyx uses Spellcasting
- **Cantrip.** The Gnolid Aparyx casts a cantrip.

ADVENTURE

JOURNEY INTO THE EIKONOLID FRACTALISK

This short adventure takes the players into the heart of a Fractalisk. A Gith planeswalker named Fardak Khazel has discovered that hundreds of citizens have reported being contacted by a new, unknown deity in various ways. Some have received whispers in their dreams, others in the moments before death, and some while praying out of frustration with their current deity.

Fardak has surveyed several individuals who have experienced these visions and has identified the entity as the Nimril, an ancient Elvish word for "Child." In doing so, he has devised a method of reaching the Nimril but must remain on the Prime Material Plane to maintain the gateway.

This is where the party enters. They have been commissioned by the White Wizards of Verant to aid Fardak Khazel in his mission to unearth the origin of the Nimril. Fardak has calculated that the Prime Material will be aligned with Nimril's location for only three days. Each evening at dusk,

he will open the portal in case the party wishes to return. However, if they fail to reach the entry point on the final day, they will be lost in the Nimril's realm until the next alignment.

ADVENTURE LEVEL

This adventure primarily consists of environmental hazards, story-driven moments, and non-combat encounters. Combat is entirely optional and left to the DM's discretion, though recommendations for suitable enemies are provided in areas where encounters may arise. Because of this flexibility, the adventure can be run at almost any level, simply adjust the creatures you introduce and modify the DCs of hazards and encounters as follows. In the adventure I will list a DC as Easy, Medium, Hard, Very Hard, or Nearly Impossible. In order to determine what this means for your party refer to the table below.

Difficulty	Formula
Easy	5 + Proficiency Bonus
Medium	8 + Proficiency Bonus
Hard	12 + Proficiency Bonus
Very Hard	16 + Proficiency Bonus
Nearly Impossible	20 + Proficiency Bonus

NOTE

These DCs might not feel right to your party! That's okay, it's hard to account for all subclasses and optimizations your players have made via magic items etc! If you find these DCs to be a little too easy/hard during the first few encounters, bump them all either up or down to fit your desired difficulty!

WHAT IS ACTUALLY GOING ON?

An Eikonolid has grown to an unmanageable size within its own vesicle of the Far Realms. It has become the highest order of Voxid, a Fractalisk. An Eikonolid has a singular focus, and its existence is defined by its understanding of worship and religion. One of this magnitude has seized the knowledge of hundreds, if not thousands, of celestial entities, consuming them and adapting their traits and characteristics to further its desire to witness and inspire worship.

This particular Eikonolid now seeks to harness the power of worship that the gods so readily draw upon for itself. It is reaching beyond its Far Realm confines, calling people to it and seeking their aid in escaping the shackles it was born into. Once free, it intends to absorb its followers and create an

endless, plane-wide civilization of drone worshippers.

A Fractalisk of this size allows entire adventures to unfold within it, often without the entity even noticing. Its body simply reacts autonomously to reject intruders, much like a humanoid's immune system repelling a virus. The goal of this adventure is for the party to gradually uncover the true nature of this being. How deeply they come to understand it depends on how well they fare against the dangers of its internal nebula.

USAGE

I would recommend that you use this module as the beginning of a new arc or the set piece for a short campaign. You could have the party meet Fardak early on in their adventuring days, and have them be a part of the initial expedition, poking around the less dangerous parts of the Fractalisks body, and each time the Prime Material aligns with the Eikonlids realm (1-2 months or so) they can go back and journey further and uncover more about what this entity really is as the campaign goes on.

Another way to use this material is to incorporate it into your current campaign, as the final frontier in a journey to uncover an aberrant invader.

This is NOT however a complete story start to finish, it includes tools to uncover what could be a fuller story and creates a set of rules and environments for the party to experience the inside of a Fractalisk. Think of it like a guide to visiting the 9 Hells or the Feywild, rather than something like Waterdeep: Dragon Heist.

ENVIRONMENTAL HAZARDS

PERMANENT EFFECTS

While inside the Eikonolid, certain effects permanently influence creatures and cannot be resisted. These effects can be temporarily suppressed for one hour by casting *_dispel magic_* on a creature, but they always return once that time expires.

- Non-native creatures cannot move normally within the Eikonolid. When a creature enters for the first time, it must make an Easy Religion check to determine if it can sense a connection to the remnants of an entity it worships. If the result meets or exceeds the DC, the creature gains a fly speed for the next hour, calculated by multiplying the difference between the check result and the DC. If an allied creature within 60 feet has a higher fly speed gained via this effect, the crea-

ture instead adopts that speed while within that range. This check is repeated every four hours, updating each creature's fly speed based on the new result.

- Any time a divinely aligned creature, such as a Paladin, Cleric, or Divine Soul Sorcerer, uses a spell or ability that channels divine magic, roll a d10. On a result of 10 or lower, the ability is used without expending its normal resources, such as spell slots, ability uses, or material components. Additionally, when this occurs, all creatures native to the Eikonolid's body within 300 feet of the creature immediately become aware of its location, including the Rivers of Faith.
- Aberrations within the Eikonolid are immune to any effect that would sway their behaviour for longer than the time it takes to perform one action. Their fear of the Eikonolid trumps all magic.

TEMPORARY PHENOMENA

While within the Eikonolid your party may encounter the natural environmental phenomenon of the Eikonolid's body, I recommend interspersing these kinds of encounters during travel if the party is failing checks to discover something of interest or navigate the space. You can also throw one of these out in the middle of combat to escalate the danger on the battlefield.

RIVERS OF FAITH

Throughout the Eikonolid, the party can find flowing rivers of golden liquid that perpetually refract light, granting the skyline a golden glimmer. The river is a combination of sanctified blood and water taken from holy outer planes. To the Eikonolid, this substance acts as its blood. Like a human's blood, it carries antibodies to push out unwelcome infections.

When to Use. You can scatter these rivers throughout the internal system of the Eikonolid and make them as common as you see fit. They should clash with the party when the players either get too close or perform an action within their detection radius that draws attention. Think of the rivers as a guard dog and the players as intruders.

Mechanics.

- While traveling within 60 feet of the Rivers of Faith, the party must succeed on Medium DC Stealth checks or be noticed by the river.
- If the party causes a loud noise that reaches the rivers, they must succeed on a Hard DC Stealth check, as the rivers course toward them in an attempt to find the source of the disturbance. If this occurs, Stealth checks to avoid the river for the next hour are made at disadvantage.

- The Rivers of Faith always run by places of importance within the Eikonolid. Checks made to discover landmarks are made at advantage while within 60 feet of the rivers.
- The river moves off its natural course like a snake, unaffected by gravity, at a speed of 60 feet per round. Any creature that comes into contact with it must succeed on a Medium DC Athletics or Acrobatics check or be washed 120 feet in a direction of the river's choice (always carrying them farther from any landmarks).
- Creatures caught in the river must make another check at the start of each of their turns to escape. On a success, they break free and have one round to hide before the river corrects its course and resumes pursuit.

RELIC STORMS

The things that the Eikonolid collects vary in importance and size. For every church or statue, there are hundreds of thousands of trinkets, symbols, and garments. Rather than being stored in a singular place, these objects float about aimlessly, like debris. However, they still contain a divine charge, a connection to the faith they represent, and this charge causes them to clump together, much like the intermolecular forces that hold clouds together. Thus, relic storms are formed.

When to Use. These can be used to re-engage your players after they have been traveling for a while or to force them forward in search of a safe place. You could also have one roll in during combat to add another layer of difficulty.

Mechanics. Trinkets made of metal and stone rain down from above as the relic storm rolls in, stretching far above and spanning miles around the players.

- Every half hour the party spends traveling through the storm, each player must make a Medium DC Constitution saving throw or take bludgeoning damage equal to half their level (rounded up, minimum 1) in d6s.
- A creature weathering the storm can hold a solid object, such as a shield, above their head to deflect the falling debris. While doing so, the creature's movement is halved, but they take no damage from the storm.
- As objects fall into the void beneath them, a player can make an Easy DC Sleight of Hand check to grab a trinket out of the air. The player then rolls a d100; on a 10 or lower, the trinket belongs to their deity.

QUAKES OF CONVICTION

Various spaces within the Eikonolid contain magical zones of conviction that compel those within them to act in accordance with the deity the area is associated with. These zones typically appear as swaths of fractured landscapes that mimic the environments where one might find a worshipper of that god.

When to Use. You can place a quake around an encounter from the encounter section, around a battlefield, or as an obstacle between the party and their destination. I recommend introducing this type of environment while the party is traveling so that when they later approach something of interest associated with a quake, they have a better understanding of what they are getting into.

Mechanics. Quakes of Conviction can span up to hundreds of feet in area, often encompassing entire environments. In some cases, these environments may be illusory, depending on the nature of the associated deity.

When a player starts their turn in the quake, they must succeed on a Medium DC Wisdom saving throw or suffer the effects associated with that area, as listed in the table below. The effect is determined by the deity the zone is tied to. Creatures affected by the quake repeat the saving throw at the start of each of their turns. The effect ends when they either leave the quake or succeed on their saving throw.

Once a creature succeeds on this saving throw, they are immune to the effects of that particular quake for 1 hour.

Deity	Effect
Anemoneus, The Windswept Soul	Each time an ally moves, the creature must use their reaction to move as far as they can in a straight line.
Jwalakara, The Everflame	Each time a creature ends their turn without moving, they lose half of their total hit dice.
Naluha, The Gentle Wave	A creature under this effect makes death saving throws at disadvantage.
Roe, The Unyielding One	Each time the creature takes damage, their muscles stiffen as though turning to stone. Subtract one from their AC each time they are hit by a melee weapon attack. When this effect is removed, their AC returns to normal. If at any point their AC becomes 0, their speed also becomes 0.

Deity	Effect
Valoria, The Sol-emn Vow	A creature under this effect is frightened whenever they have no allies within 15 feet of them.
Asmodeus, The Archfiend	Each time a creature ends their turn with an ally within 10 feet of them, they must use their reaction to move within 5 feet of that ally and make a melee weapon attack against them. If there are multiple allies, choose one at random.
Caelia, The Boundless Bloom	Each time a creature under this effect is targeted by a spell from an ally, they are pushed 30 feet away from that ally.
Scathmira, The Strife Maiden	Each time a creature under this effect makes an attack roll against a creature, they must choose two valid targets and roll 1d6. On an even number, they must attack the first target; on an odd number, they must attack the second target.
Sovarith, The Winged Sovereign	Each time a creature under this effect sees an ally take damage, they must succeed on a Medium DC Wisdom saving throw or use their reaction to move up to their movement speed toward that ally.
Kraegon, The Flame of War	A creature under this effect cannot move in any direction that is not toward an enemy. If there are no enemies in sight, they can move as normal.

NOTE

These are effects for the deities in my setting, if you run this adventure in a different setting and are slotting this adventure in, put your own deities here as they fit with the effects!

ENCOUNTERS

The following encounters are best ran with Aberrant Couriers first, and Substance last. The in-between encounters can be ran in any order. If your party is the kind that is incredibly suspicious, I recommend using an Environmental Phenomena to force them to take shelter in the final encounter!

If, after encountering two or more situations related to religion and aberrations, the party has not yet considered this connection, prompt them to make a Medium DC check. On success, they realize that these aberrations appear to be working toward a common goal, an unusual behaviour in itself, but more disturbingly, they are also gathering items of

religious importance, which is antithetical to their existence.

ABERRANT COURIERS

The aberrations of this realm can be spotted whizzing through the Eikonolid at almost all times, like drones carrying cargo to and from various points. Occasionally, they blip out of existence, seemingly vanishing, only to return an indeterminate amount of time later with something of interest, which is then dumped randomly within the Eikonolid.

These are the agents of the Eikonolid, the only entities in this space that both understand and fear its true immensity. They cannot be communicated with, nor can they be controlled by others. To them, the Eikonolid reigns supreme, and no greater force exists that could sway their loyalty.

Read this Aloud. At all times, while you float in this endless abyss, you see strange entities drifting through the night sky. They appear clustered and driven by a singular purpose. They ignore you, not out of ignorance, but simply because they are uninterested in anything you have to say. These gray, often tentacled alien creatures persist throughout the void, but they seem to desire only one thing, to carry their strange cargo.

Mechanics. The couriers of this plane have a singular purpose: to deliver items and worshippers from other planes to the Eikonolid. Any interruption to this process will provoke aggression.

Use this encounter whenever you want the party to engage in combat. Choose any aberration of an appropriate level that seems capable of transporting cargo to and from the Eikonolid. After the battle, the party can find remnants of various forms of defile worship among the remains.

The party might find themselves in combat with the couriers for any of the following reasons:

- The couriers sense a party member with a divine connection and attempt to bring them deeper into the Eikonolid, ensuring they become lost and remain there forever.
- The party gets in their way and attempts to stop them from delivering their cargo.
- The party sees the couriers carrying a living NPC against their will and attempts to rescue them. The NPC explains that they were merely performing a mundane religious act when the couriers abducted them.
- The party has just entered through the passage Fardak created, and the couriers seek to follow the same route, hoping to retrieve anything of

value for the Eikonolid.

APOSTIC SQUALL

A celestial entity which came here to investigate the twisted divine magic emanating from the Eikonolid has been trapped here, sent mad with doubt they have manifested as a violent storm.

Read this Aloud. As you float through the eerily gentle abyss of this strange environment, you spot an object not far from you that stands out against the rippled skyline. A storm, illuminated by violent amber flashes, drifts in the middle of space, writhing and twisting among the sparks and blue-grey clouds that surround it. Those with keener ears swear they can hear screams of agony, sometimes even whispered words carried on the wind. Whatever this storm is, it is coming toward you fast.

Mechanics. Inside the storm is a celestial creature of your choice, trapped in a psychosis, as it encroaches on the party its maddening effects begin to spread in area around the creature up to a radius of 15 feet:

- When a creature first enters the range of this effect, they must succeed on a Medium DC Wisdom saving throw or suffer an effect on the Short-Term Madness table (Page 258 of the 2014 DMG) as their faith in their god, humanity or party begins to be shaved away.
- A creature within 20 feet of the celestial can attempt to calm it. They must make a Medium DC Religion check. On a success, the storm's radius is reduced by 5 feet. Once the radius is reduced to zero, the celestial is freed from its madness.
- If three consecutive Religion checks fail, the celestial becomes hostile to the party, and the storm's radius increases by 5 feet each round, up to a maximum of 30 feet, until a successful Religion check is made or the creature is killed.

Conclusion. Should the party successfully calm the celestial, it is able to, after a short rest tell them the following information:

- It came here at the behest of Sovarith, the Winged Sovereign on a mission to uncover the source of a steady stream of Aberration invaders.
- The Aberrations were seeking out and abducting worshippers and celestial beings of all faiths and seemingly bringing them here.
- It came in hopes of uncovering what was giving orders or creating these Aberrations but instead found themselves lost in this strange nebulous place.

DEFILED CATHEDRAL

Some kind of aberration has wrenched a cathedral from its grounds and carried it here, leaving its interior to be scoured and scraped for knowledge by the Eikonolid, inside it lies secrets as to the motivations of this vast monstrosity.

Read this Aloud. Among the asteroid field-like debris in this foreign space, one exception stands out amidst the widespread destruction. A large stone structure, partially resting upon a mound of earth, appears to have been ripped straight from the ground and transported here whole. It is a beautifully crafted cathedral, similar to those built in honour of your gods, though weathered by the natural forces of this place.

Mechanics. Once the cathedral was brought into the Eikonolid, its symbology, texts, and art were not simply removed but erased, leaving nothing in their place. The holy symbol above the large wooden doors is gone, the stained glass stripped of its color and patterns, and every religious text now completely blank, devoid of any history.

Lying among the pews, the party will find long-dead corpses, remnants of those who were present when this place was taken. Through the following successful checks, they can uncover greater information:

- Easy DC Medicine: The corpses here have been here at least a few hundred years, what remains now is simply cloth draped over skeletons.
- Medium DC Investigation: In attempting to discern how these people died, the player discovers blood around the collars and shoulder pads of their clothing, indicating bleeding from facial orifices. This suggests they died by some kind of psychic assault.
- Hard DC Investigation: Whilst scouring this place for more information the player notices faint marks on the stone and wood, so slight and barely perceptible that it would almost always go unnoticed, however it appears some kind of acid was splashed here.

DRACONIC DENIZEN

The aberrations that comb the multiverse for subjects of interest came across a black dragon named Sisskharoth, who was being worshipped by a township. When they attempted to bring it back to the Eikonolid, they were beaten back and repelled. However, rather than allowing the scouts to escape, Sisskharoth shadowed them on their return and entered the Eikonolid. Avoiding detection, it has now taken up residence on a small asteroid, gathering loot from those who do not survive the horrors

of this place.

Read this Aloud. A glimmer on the horizon catches your eye, like a small beacon in the night sky, drawing your attention. As you focus, you realize the glimmer is not just one but many, countless reflections flickering in the darkness. One of the asteroids drifting through the void shimmers, its surface covered in golden objects that constantly reflect the starlight.

Mechanics. Sisskharoth is always near his hoard. The asteroid is adorned with valuable jewelry and other oddities, all chained to its surface to prevent the turbulence of the Eikonolid from sending them flying.

- If the party attempts to inspect the asteroid from a distance, a Hard DC Perception check will reveal the faint shadows of Sisskharoth lurking nearby, his tail whipping around corners as he stalks them, ever watchful over his hoard.
- Sisskharoth can be reasoned with, but the party must approach carefully. He is incredibly protective of his hoard and will attack at the mere sight of anyone attempting to rob him of his ill-gotten gains. On a successful Hard DC Persuasion or Deception check, Sisskharoth will reveal himself and converse with the players.
- If the party is spotted trying to steal his loot and approaches the asteroid, combat ensues! Choose an appropriate-age black dragon for them to fight. If the party either defeats Sisskharoth or successfully sneaks up to the hoard, use the Creating a Hoard rules (page 72 of *Fizban's Treasury of Dragons*) to determine their rewards.

Conclusion. Sisskharoth has observed many things while living in the Eikonolid. Though he is primarily here to reap the rewards of what is drawn into this place, he has learned to be extremely cautious when inspecting anything that might be linked to a deity. To him, it seems as though some cosmic force lurks here, hoarding all things religious, much like himself. The aberrations, in his eyes, are merely agents working at the behest of something far grander, for it would take a cataclysmic power to bend so many of their kind to a single purpose.

SUBSTANCE

A trait unique to the Eikonolid class of Voxid is substance. As an Eikonolid grows and collects its religious artifacts, it will often start to develop internal fixtures like buildings or idols. These represent its collective knowledge and understanding of reverence. This encounter should act as the final piece of information they uncover, revealing that this particular instance of substance exists and is inherently tied to the strength of the Eikonolid.

Read this Aloud. Being in this place has made you grow weary. The stars are beginning to blur, and your mind is strained from the extended periods of flight you have endured. As you soar through this place, trying to uncover something that makes it all make sense, you begin to feel a deep longing for rest, a place to lay your head down and feel connected to the ground once more.

Seemingly too good to be true, like an oasis on the horizon through the heat waves, you spot a fully intact building sitting atop a grassy field wrenched from the earth. Behind its windows, you see the glow of a fire, and the sound of joyous music drifts through the air. Perhaps someone has made a home out here, or a daring host has built a tavern. Either way, its allure is palpable.

Mechanics. This ownerless tavern, named The Pilgrim's Table, is filled with religious trinkets, forming a bridge for those who partake in deific worship to connect with their gods. The bar consists of three magical pots that constantly fill with water, ale, and wine, respectively. These pots cannot be removed from the building. Additionally, an ever-filling vase holds goodberries, each flavored to taste like the consumer's favorite meal.

The fire burns eternally, and the building is furnished with several couches surrounding a small coffee table. Various books are stacked upon it, detailing the history and tales of many deities. There are no patrons or staff.

Through the door at the back of the building, the party will find a hallway with a number of doors equal to the number of party members. Each leads to a luxurious bedroom with an attached washroom.

When any of the effects in this tavern occur, the fire either dims or brightens depending on the party's success or failure, respectively. Putting out the fire ends any effects currently affecting the players that were caused by the tavern.

- Each time a party member prays to their deity or uses an ability associated with their divine connection within the building, they must succeed on a Hard DC Wisdom saving throw or be compelled to remain in the tavern and persuade the rest of the party to stay as well.
- The fireplace is one of the Eikonolid's substances, and extinguishing it will significantly weaken the creature. If the party does so, the entire environment will quake violently. After one minute, a horde of CR-appropriate aberrations

will arrive to expel the party.

- Each time the party rests here, the DC of all saving throws related to the tavern increases by 1 until they spend a night outside the building.

Conclusion. Putting out the fire is the primary way in which the party discovers they are inside a living creature. Describe the quakes as roar-like, and allow party members to make an Easy DC Insight or Nature check to interpret the noise. The correct interpretation is that the sound conveys anguish and fear.

A MESSAGE FROM ME!

This release took a bit of extra time to come out, as I included a considerably greater portion of text than my usual monthly drops! I am really proud of the concepts I have written here, and I hope it comes through in the design of the curious critters that the Voxid turned out to be. Thankyou to my Patrons for being patient and I hope you have enjoyed this release!