

THE TRANSDIMENSIONAL METRO



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THE TRANSDIMENSIONAL METRO

Crisscrossing the fabric of the cosmos, the Transdimensional Metro Authority—or T.D.M.A. for short—brings you the ultimate experience in plane-hopping travel! The moment you step onto one of our luxurious trains, you'll realize why the T.D.M.A. is the *only* transportation service trusted by the experts.

From Elysium to the Nine Hells, from the Elemental Planes to the Ethereal, our three cosmic routes cover the whole breadth of the multiverse¹. Our customer service representatives keep you safe along your journey, working tirelessly to ensure your comfort remains uninterrupted—we're proud to say that our incident rate for passengers traveling via the metro is no more than 25 percent!²

Fancy a quick swim in the Elemental Plane of Water? Need to rescue a friend's dissociated projection in the Astral Plane? Perhaps you're brokering new infernal contracts in the Nine Hells? Whether for business or pleasure, the Transdimensional Metro Authority has you covered! For the low price of 25,000 gold pieces, you can purchase your very own identification ticket, which entitles you to lifetime access to the metro.³ So go on—take the trip of your dreams! And because of our convenient travel times,⁴ you'll most likely not be late for that big important meeting or crucial life event back home!

Though we'd love to stay and chat, that concludes our introductory presentation! The informational packet we've given you will hopefully answer any questions you might have about our services.

On behalf of the Transdimensional Metro Authority—and on behalf of our anonymous Founder—we hope you'll ride with us soon.

Welcome aboard!⁵

ACCESSING THE METRO

Few people know of the metro's existence, and fewer still possess a means of access.

Identification Ticket. The most reliable way (and the only legal way) to access the metro is via an official T.D.M.A. ticket, which can be activated to create a transdimensional doorway to the nearest metro station. Unfortunately, tickets can only be purchased directly from station attendants—requiring a different means of accessing the station—and only for the exorbitant price of 25,000 gp. Unless the characters have a powerful benefactor (or a *wish* spell), they'll likely have to work for the T.D.M.A. to afford their tickets (see “Working for the T.D.M.A.” on page 11).

- **Where Does the Gold Go?** Gold spent inside a metro station is transported back in time to the T.D.M.A.'s mysterious founder, who in turn uses the gold to create the T.D.M.A. in the first place—a classic paradox!

Dimensional Ports. Every plane connected to the transdimensional metro has a variety of “ports” that lead directly to their respective metro station. These ports are often disguised as everyday objects (a toilet, for example), and require a command word or action to activate. Once found and activated, however, the characters can access the station on that plane of existence whenever they wish.

Magic. Those who cannot or will not purchase an official T.D.M.A. ticket can use magic (such as the *plane shift* spell) to access a train, provided they meet the spell's requirements. For the purposes of *plane shift*, treat each train as having a bespoke teleportation circle and sigil sequence graffitied somewhere by train-hopping ne'er-do-wells!

TICKETS, PLEASE

Creatures who choose to ride the metro illegally will have to stay one step ahead of T.D.M.A. attendants.

Forceful Ejection. A metro attendant (see page 13) can physically eject a passenger by hurling them from the train. To do so, they must succeed on a Strength (Athletics) check contested by the other creature's Strength (Athletics) check, using an action. The ejected passenger falls 100 feet onto the nearest plane (determined by the closest station), taking 10d6 bludgeoning damage and landing prone. The plane itself might have additional hazards that cause damage (lava on the Elemental Plane of Fire, for example).

USING THE METRO

The transdimensional metro consists of three separate cosmic routes: red, blue, and green. Each route offers access to different planes of existence; to reach the Nine Hells, for example, the characters would have to ride on either the red or blue routes.

Certain types of trains are more likely to appear on specific routes, which in turn influences the kind of random events the characters might encounter on their journey. Refer to “Generating a Train” on page 4 for more information.

METRO STATIONS

Whenever two routes cross paths, they create an extradimensional cell called a “station.” A station always resembles the plane in which it resides. There are nine (known) stations:

- Material Station
- Astral Station

1 Within the *known* multiverse. If you would like to petition the T.D.M.A. to create a dimensional station on your home plane, please speak to the nearest customer service representative.

2 According to data collected during a rigorous internal study.

3 Lifetime access is revoked if the identification ticket is lost, stolen, or if the ticket holder dies.

4 Anywhere between 30 minutes to 8 years.

5 Terms and conditions apply. A statement of welcome is not indicative of an agreement brokered between the T.D.M.A. and the reader vis-à-vis legal use of the metro. Only those with identification tickets may use the metro. Those found using the metro without an identification ticket will be forcibly ejected from the service.

- Ethereal Station
- Nine Hells Station
- Elysium Station
- And one station for each of the Elemental Planes

All stations provide accommodations for creatures unsuited to the conditions of that plane. For example, the Plane of Elemental Water Station might have air bubbles for air-breathing creatures to crawl inside.

Station Services. Characters can find simple lodging and food inside metro stations. While the T.D.M.A. doesn't allow outside business to be conducted on metro property, discerning characters might find other services or amenities available through third parties (GM's discretion).

Adding a Station. If you'd like to connect another plane of existence to the transdimensional metro, simply choose one of the three routes and add the plane's station somewhere along it (or connected via an additional leg), then connect it to a second route to create a station.

SYSTEM MAP

Included with this document is a system map of the transdimensional metro; the characters can access a holographic projection of the system map by talking to the nearest **T.D.M.A. golem** customer service representative!



THE T.D.M.A.

The Transdimensional Metro Authority is a collective of sentient automatons that oversee the operation of the metro. As a product of constant plane shifting, the Authority and its members transcend the mortal concept of space-time—the Authority is simultaneously brand new and ancient, a singularity without a beginning or end. Its attendants have no idea when the Authority was founded, who founded it, or why; they only know that they “are.”

Metro Attendants. Metro attendants monitor the trains themselves, performing routine ticket checks, guarding cosmic routes against wandering monsters, and ejecting rowdy passengers and trespassers. There are two types of metro attendants: **conductors** (see the appendix) and **bouncers** (see the appendix).

Station Attendants. Station attendants are much larger than their metro counterparts, to better defend their dimensional pockets against intruders. Despite their imposing

nature, however, these **T.D.M.A. golems** (see the appendix) are quite friendly, even chatty; their customer service skills are unrivaled!

GENERATING A TRAIN

There are an incalculable number of trains currently in service—it's highly unlikely the characters would ever board the same train twice.

To generate a train, follow these steps:

1. Determine the train's route (for example, if the characters are currently at Nine Hells Station and want to reach Ethereal Station, their train must be on the blue route).
2. Determine the train's type (based on its route).
3. Determine the train's size and inhabitants.

TRAIN TYPE BY ROUTE

Once the train's route has been determined, use the following tables to see what kind of train pulls up to the station.

RED ROUTE

RED TRAINS

- | | |
|----|--|
| d8 | Train Type |
| 1 | Devil Flesh Train. Made of gibbering corpse-parts. Powered by pain. |
| 2 | Meteoric Train. An asteroid encased in harmless blue flame. Powered by magma mephits . |
| 3 | Steam Engine Train. A traditional steam engine, as found on the Material Plane. |
| 4 | Hurricane Train. A living wind. Guided by massive kites. |
| 5 | Astral Train. A thing of belief—it appears as you imagine it. Powered by pure thought. |
| 6 | Seraph Chime Train. A bed of downy feathers. Powered by angelic song. |
| 7 | The Meow-Meow Train. A steam engine with the face of a cat; an iron tail wags in rhythm with its chugging. Powered by pets. |
| 8 | Pirate Train. A traditional boat suspended on a bed of enchanted water. Powered by plunder. |

BLUE ROUTE

BLUE TRAINS

- d8 Train Type
- 1 **Devil Flesh Train.** Made of gibbering corpse-parts. Powered by pain.
 - 2 **Protomatter Train.** Constantly changing shape. Powered by mass-energy conversion.
 - 3 **Steam Engine Train.** A traditional steam engine, as found on the Material Plane.
 - 4 **Giant Sandworm.** A docile (for now) monstrosity. Burrows between planes.
 - 5 **Suspended Water Globe.** A sphere of ocean water. Powered by **water elementals**.
 - 6 **Astral Train.** A thing of belief—it appears as you imagine it. Powered by pure thought.
 - 7 **The Meow-Meow Train.** A steam engine with the face of a cat; an iron tail wags in rhythm with its chugging. Powered by pets.
 - 8 **Ghost Train.** An apparition of a train, freezing and dreadful. Powered by emotional vampirism.

GREEN ROUTE

GREEN TRAINS

- d8 Train Type
- 1 **Giant Sandworm.** A docile (for now) monstrosity. Burrows between planes.
 - 2 **Protomatter Train.** Constantly changing shape. Powered by mass-energy conversion.
 - 3 **Meteoric Train.** An asteroid encased in harmless blue flame. Powered by **magma mephits**.
 - 4 **Hurricane Train.** A living wind. Guided by massive kites.
 - 5 **Suspended Water Globe.** A sphere of ocean water. Powered by **water elementals**. Passengers are surrounded with air bubbles, allowing them to breathe normally. If a bubble pops, it reforms after 1 minute.
 - 6 **Seraph Chime Train.** A bed of downy feathers. Powered by angelic song.
 - 7 **Party Train.** A cartoon brought to life. Powered by debauchery.
 - 8 **Ghost Train.** An apparition of a train, freezing and dreadful. Powered by emotional vampirism.

Train Size. Once the train type has been established, determine its size (the number of dimensional cell “cars”) by rolling $2d4 + 2$. The first and last “cars” are always the engine and caboose, respectively (hence the +2).

- The engine car always represents the train’s power source.
- The caboose car always houses the train’s T.D.M.A. metro attendants.

- Each train is operated by 2 **conductors** and $4 + X$ **bouncers**, where X is the number of train cars beyond the engine and caboose.
- Both the engine and caboose are off-limits to passengers. Being caught in one may lead to a character being forcefully ejected by a **bouncer**, unless you’re currently employed by the T.D.M.A.
- Each car is 15 feet wide, 15 feet tall, and 65 feet long. A car has a door to the train’s next car on either end, and a pair of doors to the outside midway through the train on either side (except the caboose and engine).

What is a Train Car? A train car is a dimensional cell connected to the train’s engine; it won’t always resemble a train car as we know them. Instead, they take after the train’s type and/or plane of origin. Like stations, train cars provide accommodations for non-native creatures. As each car is meant to be a self-contained, unique entity, many of its qualities are left to your interpretation.

Train Inhabitants. For every car other than the engine and caboose, roll on or choose from the table below to see who or what is inhabiting each car. For particularly busy trains, roll up to three times for each car.



TRAIN INHABITANTS

- 1d20** Inside the car, you find...
- Nothing, but every surface appears to be coated in some viscous, green-colored mucus. A creature that takes a seat here must succeed on a DC 12 Constitution saving throw or contract sewer rot.
 - 1 A group of traveling performers; their bucket has 10d4 silver pieces inside.
 - 2 1d4 **commoners** led by a **mage**. They're riding illegally.
 - 3 A masked **commoner** vandalizing the train car interior.
 - 4 Nothing—until a **ghost** passenger manifests next to a random character.
 - 5 2d4 **commoners** waiting in line for a “blind” **priest** to read their fortune.
 - 6 2d6 enchanted cages containing exotic beasts. A zookeeper (**commoner** with expertise in Animal Handling) is trying to sell them..
 - 7 A cafe! A trio of cheerful **goblins** make “tea” and “pastries” with indeterminate ingredients.
 - 8 1d4 invisible **sprites** playing pranks on a **commoner**. They soon turn their attention to the characters.
 - 9 Sleeping accommodations. 1d6 **commoners** are currently snoring.
 - 10 1d4 creatures that are native to the train's type and/or plane of origin.
 - 11 Locked and sealed cargo carrying 500 gp of trade goods weighing 200 pounds. Guarded by 2 **veterans** and 1 **gladiator**.
 - 12 A merchant (**commoner** with expertise in Persuasion) is hawking their wares (GM's discretion) to 1d4 disinterested **commoners**.
 - 13 2d4 prisoners (**commoners**), restrained by iron bands at the wrists and ankles. Two **veterans** keep watch over them.
 - 14 A fast-talking **barbed devil** offering infernal contracts to anyone who will listen.
 - 15 Just a child and their parent, except the child is a **vampire** and the “parent” is its **commoner** thrall.
 - 16 A celebrity (**noble** with expertise in Persuasion) and their entourage of 3d6 servile **commoners**.
 - 17 A makeshift gambling hall. 3d4 **commoners** are engaged in rowdy games.
 - 18 An artist (**commoner** with expertise in Performance) sits at an easel, painting other passengers. They offer to paint the characters for 10 gp.
 - 19 1d4 rogue **mages**, whispering amongst (or to) themselves. They're hiding an illegal teleportation circle.
 - 20

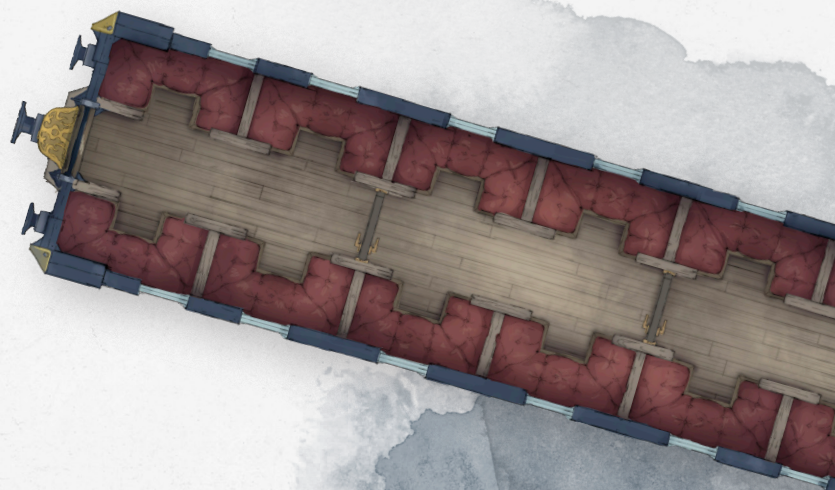
TRAVEL ENCOUNTERS

Whenever the characters cross into a new plane, roll a d20. On a result of 15–20 (or whenever you feel it appropriate), a travel encounter occurs: refer to the appropriate train type table to see what trouble the characters run into.

DEVIL FLESH TRAIN ENCOUNTERS

1d6 Travel Encounter

- 1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.
- 2 A face appears in the flesh car. It whispers to the characters, asking for release. Can be carried around (or worn!).
- 3 A sneaking group of 2d2 invisible **imps** tries to steal something from the characters (a T.D.M.A. ticket, if available).
- 4 The flesh car begins secreting some sort of yellow-colored pus: each creature inside the car must make a DC 15 Dexterity saving throw to avoid getting covered in slime. A creature that's covered in slime has disadvantage on any Charisma check or Charisma saving throw they make until they wash themselves over the course of a short rest.
- 5 A gold piece catches the eye of a random character; the coin is inside a fleshy alcove. If the character reaches into the alcove, a set of teeth bites down for (14) 4d6 piercing damage.
- 6 2d2 **swarms of insects** wriggle out of a loose intestinal tract. If the characters ignore the insects, a janitorial staff of 2 **barbed devils** come by to stuff the insects back inside. If the characters kill the insect swarms, the devils instead demand 50 gp for damages to the train for each swarm of insects killed.



METEORIC TRAIN ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

The heat intensifies: each creature inside the car must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. Creatures with immunity or resistance to fire damage succeed on this check automatically.

2d4 mischievous **magmin** try to sneak their way through the car and start small fires, targeting loose articles of clothing if possible.

A bored **fire giant** (hunched over) enters the car and sits down next to the character with the highest Strength score. They challenge that character to an arm wrestling match, wagering their greatsword against something of comparable value.

Flaming chunks of meteor falls on 2d2 randomly selected creatures: each creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and 10 (3d6) fire damage. The meteors ignite nonmagical flammable objects within 5 feet of wherever they land.

A pair of **fire elementals** enters the car and demands kindling for the engine.

STEAM ENGINE TRAIN ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

A pair of **kobolds** enters the car with baskets of (stolen) refreshments. Shortly after they begin their sales pitch, a **bouncer** appears to chase them off.

The train engine briefly malfunctions and emits an earsplitting shriek of steam. Each creature must make a DC 15 Constitution saving throw, taking 14 (4d6) thunder damage and becoming deafened for 8 hours on a failed save, or half as much damage and not becoming deafened on a successful one.

A sweet-smelling gas begins filling the train car. Each creature must make a DC 15 Constitution saving throw or fall asleep for 1 minute. Shortly after the gas fills the car, a pair of human **bandits** begin rifling through sleeping passengers' possessions.

1d6 Travel Encounter

2d4 awakened brooms (treat them as **flying swords**, except they're indistinguishable from normal brooms when motionless and their Longsword attacks deal bludgeoning damage) begin aggressively sweeping the car; they treat other creatures as if they aren't there. A creature hit by a broom is pushed up to 5 feet away from it. A creature that's pushed into a door is forcefully ejected through it.

A traveling gnome **mage** begins performing illusions for tips—they fight any other traveling performers present in the car.

HURRICANE TRAIN ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

The wind intensifies: each creature must succeed on a DC 15 Strength saving throw or be blown into the next car (even if it's the caboose or engine). A creature that fails this saving throw by more than 10 is forcibly ejected from the train (see page 3).

Pieces of luggage go flying! Each creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage from the debris.

A stiff breeze carries 4d4 sentient flowers (**awakened shrubs**) into the car. They release intoxicating spores that give air-breathing creatures telepathic communication with a range of 120 feet; the telepathy can't be controlled, so all creatures (including the flowers) within range can hear each other's every thought. The sentient flowers are harmless—they just want to play. The effect wears off once the characters have spent at least 1 hour outside the affected car.

An **archmage**, traveling illegally, uses *control weather* to conjure a torrential, arctic-cold hailstorm to cover their escape from 4 **bouncers**.

A trio of **kobolds** make a game of hang-glide racing between the car's air streams. They invite the characters to participate.

ASTRAL TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

2 The characters are greeted by...themselves! Shortly after this initial meeting, the astral copies begin melting into puddles of unidentifiable muck. From now on, whenever the characters use an astral train, they have a nagging sense of déjà vu.

3 An important NPC (GM's discretion) appears to the characters as an astral projection; the character believes that they're dreaming.

4 2d4 **blink dogs** start running through the car, rummaging for scraps of food. They steal anything they can get their teeth on (such as a T.D.M.A ticket).

5 2d4 astral **shadows** manifest in the car: they appear to each creature as their worst fear. Upon seeing one of these shadows, a creature must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

6 A sudden jolt rattles the car, and the characters find themselves separated from their bodies in different cars (as the *astral projection* spell).

SERAPH CHIME TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

2 An angelic chiming resonates through the car, and the dimensional cell becomes a *zone of truth* (save DC 13), except any creature that fails its saving throw can't stop talking!

3 A single dissonant note is heard over the din: evil, neutral, and unaligned creatures inside the car must succeed on a DC 15 Constitution saving throw or take 14 (4d6) psychic damage.

4 A traveling singer (**noble** with expertise in Performance) begins strumming a lute to accompany the train chimes—they fight any other traveling performers present in the car.

5 A *divine word* (save DC 15) thunders overhead. Creatures that would normally be killed instantly are instead forcibly ejected from the train.

6 A wave of radiant energy passes through the car, curing poison and diseases, purifying food and drink, and breaking curses.

PROTOMATTER TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

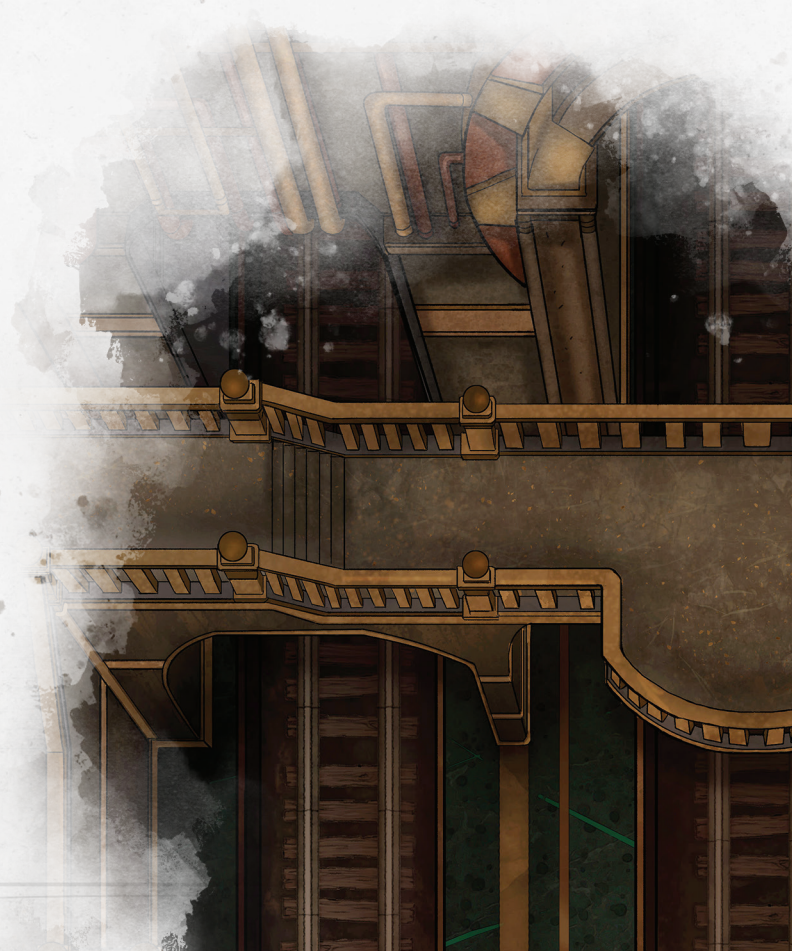
2 Clumps of sentient protomatter break off from the train car and form themselves into the characters' likenesses. They copy the characters' movements, but are otherwise harmless.

3 A **specter** materializes and asks the characters a riddle: "Two brothers stand and travel together, yet one is nearly useless without the other. What am I?" The answer is "boots." If the characters answer correctly, the specter lets out a sigh and departs, leaving behind a T.D.M.A. ticket.

4 For 1 minute, the characters' thoughts are given form. For example, if a character thinks of a creature, that creature appears. At the end of that minute, the thoughts vanish with a loud pop.

5 The characters receive a message or see a vision intended for another character (GM's discretion).

6 1d4 **will-o'-wisps** enter the car, asking for "a breath of life"—they want to shock the characters on the lips. A creature that consents to being shocked makes its next Charisma check or Charisma saving throw within the next hour with advantage (provided they survive). If a creature dies, the wisps attempt to Consume Life.



GIANT SANDWORM ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

The car becomes coated in an acidic mucus that begins to drip: each creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) acid damage. Additionally, the acid corrodes nonmagical weapons, shields, and armor, giving them a -1 penalty to hit when wielded (for weapons) or a -1 penalty to the AC bonus provided (for shields and armor).

The sandworm belches, causing the car to fill with noxious gas: each creature must succeed on a DC 15 Constitution saving throw or become poisoned. A creature poisoned in this way remains poisoned until it spends at least 1 hour outside the train car, and it can't breathe while within the train car's noxious gas. On a successful save, a creature is immune to this effect for 24 hours.

An **earth elemental** enters the car, carrying the digested bones of several unfortunate passengers. The creature dumps the bones into an extradimensional pit in the corner of the car, then leaves. Searching the pit may reveal minor treasure (GM's discretion).

2d2 **dust mephits** enter the car, use their Blinding Breath to obscure the area, then try to steal something from the characters (such as a T.D.M.A. ticket).

1d4 swarms of intestinal worms (**swarms of poisonous snakes**) wriggle out of the sandworm's flesh and begin menacing nearby passengers.

SUSPENDED WATER GLOBE ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

A mischievous dolphin (**reef shark**) attempts to pop one of the character's air bubbles.

The thunderous call of a nearby **killer whale** threatens to dissolve the passengers' air bubbles. Roll a d20 for each air bubble: on a result of 19–20, the air bubble pops and the creature inside is deafened for 1 minute.

2d2 **merfolk** begin circling a helpless passenger (**commoner**). If the characters don't intervene, the passenger will be robbed and drowned.

A sudden current carries the characters into a kelp forest filled with large clams. The characters can leave the safety of their air bubbles to investigate the clams (one clam per minute). Whenever a character searches a clam, have them make a DC 25 Wisdom (Perception) check. On a success, they find a giant pearl worth 250 gp. After 5 minutes, the characters are swept back onto the train.

2d2 **giant octopuses** begin bouncing the characters' air bubbles between them. Roll a d20 for each air bubble: on a result of 19–20, the air bubble pops.

THE MEOW-MEOW TRAIN ENCOUNTERS

1d6 Travel Encounter

A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

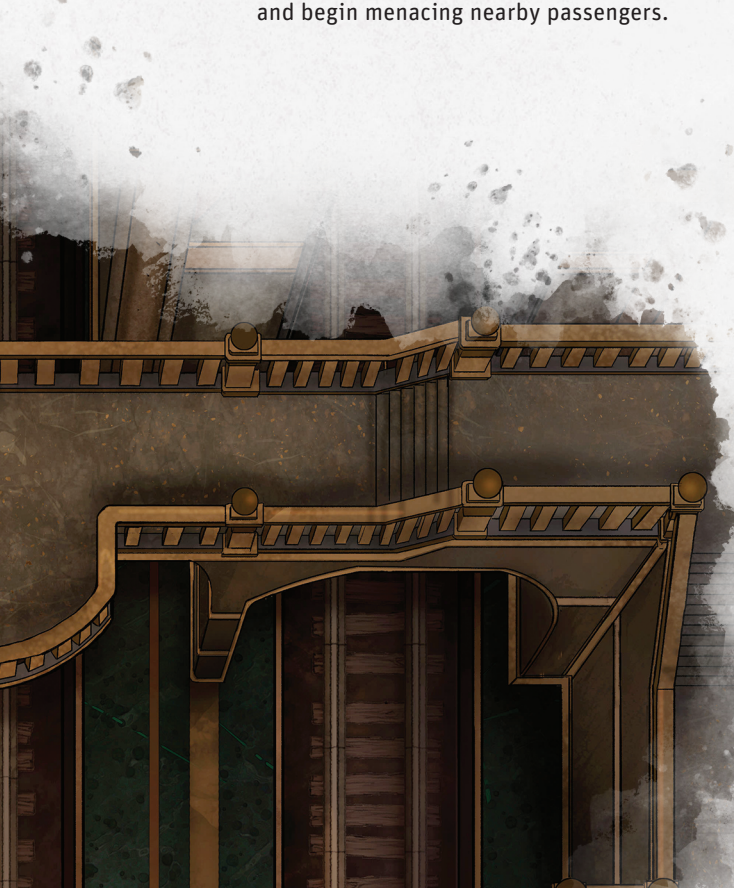
A herd of 4d20 awakened **cats** enter the car, chattering amongst themselves.

Two butlers (**commoners**) enter the car to distribute bowls of milk amongst the passengers.

Several scratch posts emerge from the floor and emit a cloud of catnip: every creature must succeed on a DC 15 Charisma saving throw or start mindlessly scratching the posts for 1 minute. A creature that can't be charmed automatically succeeds on the saving throw.

2d4 enchanted wooden mice fall from the ceiling and begin skittering around the car: a creature that can see a mouse must succeed on a DC 15 Charisma saving throw or start chasing the nearest mouse for 1 minute. A creature that can't be charmed automatically succeeds on the saving throw.

A massive, humanoid-shaped cat (treat it as a normal **cat**, except its size is Large and it walks upright) enters the car and sits next to a random character. Have the character make a DC 10 Constitution saving throw: on a failure, they sneeze.



GHOST TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

2 Orchestral music fills the car; shortly after, 2d4 **ghost** dancers descend from the ceiling. They perform an elaborate waltz, oblivious to their surroundings.

3 A skeletal ghost dog (treat it as a **blink dog**, except it's undead, has immunity to poison damage, and has immunity to exhaustion and the poisoned condition) approaches the characters, wagging its tail expectantly.

4 A **ghost** dressed in a fine suit begins selling (functionally useless) household items to everyone in the car. If the characters purchase an item from the ghost for 250 gp, he lets out a relieved sigh, says thank you, then vanishes—a T.D.M.A. ticket flutters to the ground.

5 3d6 sentient **skeletons** enter the train car; each thinks they're on their way to work or home, unaware that they're dead. If the characters make them aware, they attack.

6 A pair of **wights** enter the car and begin serving refreshments. The refreshments, however, are spoiled and inedible. Failing to consume the refreshments infuriates the wights, causing them to attack.

PIRATE TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

2 2d6 rowdy pirates (**bandits**) break into drunken sea shanties; they invite the characters to sing along.

3 The train captain (**bandit captain**), flanked by 2 **bouncers**, enters the car and demands a tribute of "booty" to keep the engine operational. Any passenger that refuses is forced to "walk the plank" (is forcibly ejected).

4 An awakened **plesiosaurus** pulls up alongside the train and asks for "meat snacks."

5 2d2 **harpies** begin singing from a hidden luggage compartment in the ceiling, attempting to lure passengers away from their T.D.M.A. tickets. An abandoned ticket is quickly snatched up by a harpy. A character lured by the song may be drawn towards the nearest door (GM's discretion).

6 The characters discover a dusty bottle with a piece of parchment inside: a random spell scroll (50 percent; a spell of 3rd-level or lower) or a treasure map (50 percent).

PARTY TRAIN ENCOUNTERS

1d6 Travel Encounter

1 A routine security check performed by 2 **conductors**. If anyone is found without a ticket, combat breaks out, and 1d3 **bouncers** arrive every 3 rounds until the interlopers are forcefully ejected from the train or they successfully hide in a different car.

2 An intoxicating gas is released: each air-breathing creature must succeed on a DC 15 Constitution saving throw or become poisoned. A creature poisoned in this way is also euphoric and unwilling to engage in combat of any kind. A creature that can't be charmed automatically succeeds on the saving throw.

3 P4RT-3 BOT 3,000 (**iron golem**, except it's adorned with flashing lights and enchanted with loud music) enters the car, surrounded by 6d6 drunken **commoners**. It asks the characters to join in on the party.

4 A loud, disembodied voice announces that it is now "Mandatory Dance Hour." The characters must dance for the next hour; each character must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

5 A group of 2d10 raving dancers (**commoners**) enters the car and begins passing out (lit) double-ended torches. Perfect for spinning! There is a 25 percent chance that one of the dancers accidentally lights something in the car on fire.

6 A pair of tired-looking **kobolds** roll in a keg of fine ale; 2d10 drunken **commoners** enter the car shortly after.



ADVENTURES ALONG THE METRO

While the transdimensional metro is more of a fun means of transportation between planes rather than a discreet adventure setting, provided below are several ideas for incorporating the metro in a traditional quest.

Each adventure path is described below in stages. As always, feel free to use, modify, or ignore whatever you wish.

WORKING FOR THE T.D.M.A.

Overview. Creatures who wish to use the metro but can't afford their own ticket often work for the T.D.M.A. to pay off their debts.

Discovery. The characters are given the opportunity to work for the T.D.M.A. if they can't afford their tickets (likely from the **T.D.M.A. golem** they try to purchase the tickets from).

T.D.M.A. Contracts. The work available for T.D.M.A. employees is as endless as the number of trains in operation; the characters can take on as many contracts in as short a time as they wish. Each contract pays $3d10 \times 100$ gp.

All **T.D.M.A. golem** customer service representatives can access available contracts. When generating a contract, roll on or choose from the T.D.M.A. Contracts table:

T.D.M.A. CONTRACTS

d10	Contract
1	A dangerous creature from an adjoining plane is obstructing one of the routes, preventing passengers from reaching the next station.
2	A train's engine source has failed, leaving passengers stranded.
3	An object or person of interest requires dedicated security (or constant pampering) for their journey.
4	A train has gone missing—"off the rails," so to speak, into an adjoining plane. An extradimensional pocket has been detected along a route; trains passing through the pocket experience weird phenomena (lapsing gravity, color spectrum shifts, etc.).
5	The conductors on an incoming train need repair.
6	The characters are asked to conduct routine ticket inspections in their stead. Rogue mages are constantly graffitizing teleportation circles onboard trains as a means of illicit access. To make matters worse, many of these circles are magically protected by traps and/or dangerous familiars. The characters are asked to find and scrub as many teleportation circles as possible.
7	A group of ne'er-do-wells has damaged the bouncers on an incoming train. The characters are asked to investigate the train, find the culprits, and eject them from the metro.
8	

d10	Contract
9	Two trains have collided, injuring passengers and threatening the route's continued operation.
10	The characters are asked to conduct customer satisfaction surveys. Remember to smile!

Climax: End of Service. The characters can terminate their employment with the T.D.M.A. at any time—however, if they haven't yet paid off their tickets, they'll have to return them to the nearest **T.D.M.A. golem** customer service representative.

If the characters did pay off their tickets over the course of working for the T.D.M.A., they're awarded a platinum pin of outstanding service! In the event that a character's ticket is lost or stolen, the pin entitles them to a free replacement; a character that "loses" their ticket too many times may arouse suspicion within the T.D.M.A.

THE GREAT METRO HEIST

Overview. Cassandra, a broody-looking cleric (**chain cleric**; see the appendix), is planning to free her patron deity from a prison transport train before it reaches the Nine Hells. The train will depart Elysium in fourteen days on an unknown route. The train itself has been carefully constructed by the T.D.M.A. according to Elysium's specifications—getting onboard, let alone freeing the deity and leaving unscathed, will be incredibly difficult.

Discovery. The characters become aware of Cassandra's scheme either directly or through an anonymous third party (such as an allied devil). If the characters are currently employed by the T.D.M.A., she solicits them specifically for their employee privileges (such as being able to enter the engine and caboose cars without arousing suspicion).

Planning the Heist. The characters have approximately 14 days to research the prison transport's defenses. Once every 7 days, each character can make a DC 20 Intelligence (Arcana) or DC 20 Charisma (Deception) check (player's choice) to attempt to gather information.

- Characters that are T.D.M.A. employees or characters that choose to spend at least 1,000 gp over the course of their investigation make this check with advantage.

The information a character gathers depends on the party's total number of successes across the 14 days; these results assume that four characters are investigating over the course of the duration, so adjust accordingly.

- **2+:** The prison transport is a Seraph Chime Train. From Elysium, it'll take the red route to the Material Plane, then switch to the blue route for the remainder of the journey. This transfer is the only time the train will be stopped at a station.
- **4+:** Aside from the engine room and caboose, the train has only one car, and it's protected by a *private sanctum* spell. The deity is being imprisoned with a pair of *dimensional shackles*.
- **6+:** In addition to the 4 **bouncers** and 2 **conductors** on board, the train is being guarded by a **deva** or **planetary** (GM's discretion).

- **8+:** The characters receive the sigil sequence to an illegal teleportation circle that will lead them straight to a hidden compartment inside the caboose.

Climax. The characters, aided by Cassandra, can act on the information they gathered and attempt to break the cleric's patron out of its bondage—whether by brute force or careful deception, they'll have to gain access to the prison transport and overcome its defenses.

- **Reward.** If the characters manage to free Cassandra's patron and escape, the deity will grant them a single *wish* (with or without strings attached). Additionally, Cassandra will give them her most prized possession, her *amulet of divine protection*.
- **Aftermath.** Unless the characters are exceedingly thorough in covering their tracks, they'll likely be hunted by the forces of Elysium until restitution is made. Likewise, if they're currently employed by the T.D.M.A., they'll probably have to answer a lot of questions the next time they see a **T.D.M.A. golem**.

THE GHOST TRAIN, ERADICUS

Overview. While trains originating from the Ethereal Plane are often referred to as "ghost trains," there is one such ghost train that has taken on a life of its own: Eradicus, so called for its ability to annihilate anything unfortunate enough to cross its path. A gnome **mage** named Jiskur Tinkerton—a proud employee of the T.D.M.A.—wants to put an end to Eradicus, but can't do it alone.

Discovery. The characters can become aware of Eradicus through rumor, from Jiskur himself, or by witnessing the **ghost train** (see the appendix) assault a station (taking several **T.D.M.A. golems** with it before vanishing). In certain circumstances, the characters may see it while taking another train on either a blue or green route.

Preparations. While the characters may want to attack the ghastly construct head-on, they'll likely be forced to retreat unless they're incredibly advanced (for reference, a lone CR 20 creature is considered "deadly" for four characters of level 14). But hope is not lost! Jiskur Tinkerton posits that if the creature were exposed to "a touch of life energy incarnate," it would become severely weakened. All the characters have to do is acquire a phoenix feather—not an easy task, but preferable to having their souls rent apart by an undead train.

Should the characters find a phoenix feather, however, and press it against the **ghost train**, the following effects occur:

- The creature's hit points are reduced by half.
- The creature's damage is reduced by half.
- The creature loses its resistance to nonmagical attacks.
- The creature can't use any features to escape.

Climax. Once Eradicus is slain, the characters can step inside its corpse (translucent train cars covered in ectoplasm) and claim its treasure hoard:

- 3,264 gp
- 5,871 sp
- 7,419 cp
- 2d6 small art objects worth 25 gp each
- 2d4 medium art objects worth 50 gp each
- 1d4 large art objects worth 100 gp each

- 10d10 small gemstones worth 25 gp each
- A *ghostly blade*

If the characters were forced to use the phoenix feather, reduce the treasure hoard by half (they still receive the *ghostly blade*), rounded up. Regardless, the souls of those taken by Eradicus thank you in a chorus of ethereal cheers and relieved wails as they're released from the train's perpetual journey.

Additionally, the T.D.M.A. thanks the characters with temporary metro passes! Each temporary metro pass is good for four trips.

EXAMPLE TREASURE

As a result of the expansive range of the T.D.M.A.'s operations, all manner of magic items can be found along the metro. Most typical will be items tied to their home planes, which in turn makes other items specifically designed to teleport between those planes even more valued. Items like the legendary mask of the planeseeeker, for example, could potentially be kept by elite T.D.M.A. staff for rapid transportation between various stations. Equally so, other legendary items like the *navis anima* or *tome of planar wanderings and wanderings*, could be valuable on a train or for finding stations such as these. For heists, consider using a *golem sapper* to make quick work of the various T.D.M.A. constructs working on the rails or in stations.

APPENDIX: TRANSDIMENSIONAL RAILWAY STAT BLOCKS

BOUNCER

Bouncers are the go-to constructs for controlling unruly riders on the transdimensional railway. Armed to the would-be teeth with various armaments and capable of patrolling even a train's exterior with flight capabilities, bouncers are plentiful and an ever-present concern among would-be stowaways or thieves.

CONDUCTOR

Conductors are designed to be the common, friendly faces that railway riders interact with. They are knowledgeable about train schedules, lines, and so on, provided that it has something to do with the T.D.M.A. or its railways.

T.D.M.A. GOLEM

T.D.M.A. golems are the elite constructs that handle everything that bouncers and conductors can't. They're strikingly charismatic and are just as believable to speak to as a typical humanoid. These golems are armed with a large, rotating barrel that's packed with firearms (seen only ever here by many train-goers), and can shrug off most attacks with relative ease due to their magic metal exoskeleton.

BOUNCER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	5 (-3)	10 (+0)	6 (-2)

Skills Athletics +6, Intimidation +2, Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages understands all but can't speak

Challenge 2 (450 XP)

Powerful Grip. The bouncer has advantage on Strength (Athletics) checks made to maintain a grapple against a creature that is its size or smaller. It can only grapple one creature at a time.

ACTIONS

Multiattack. The bouncer makes four weapon attacks. It can attempt to grapple a creature or use its Throw in place of any of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Throw. The bouncer attempts to throw a creature it is grappling. The bouncer makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If the bouncer wins the contest, the target is thrown up to 30 feet away from it.

CONDUCTOR

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	11 (+2)	10 (+0)	12 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all

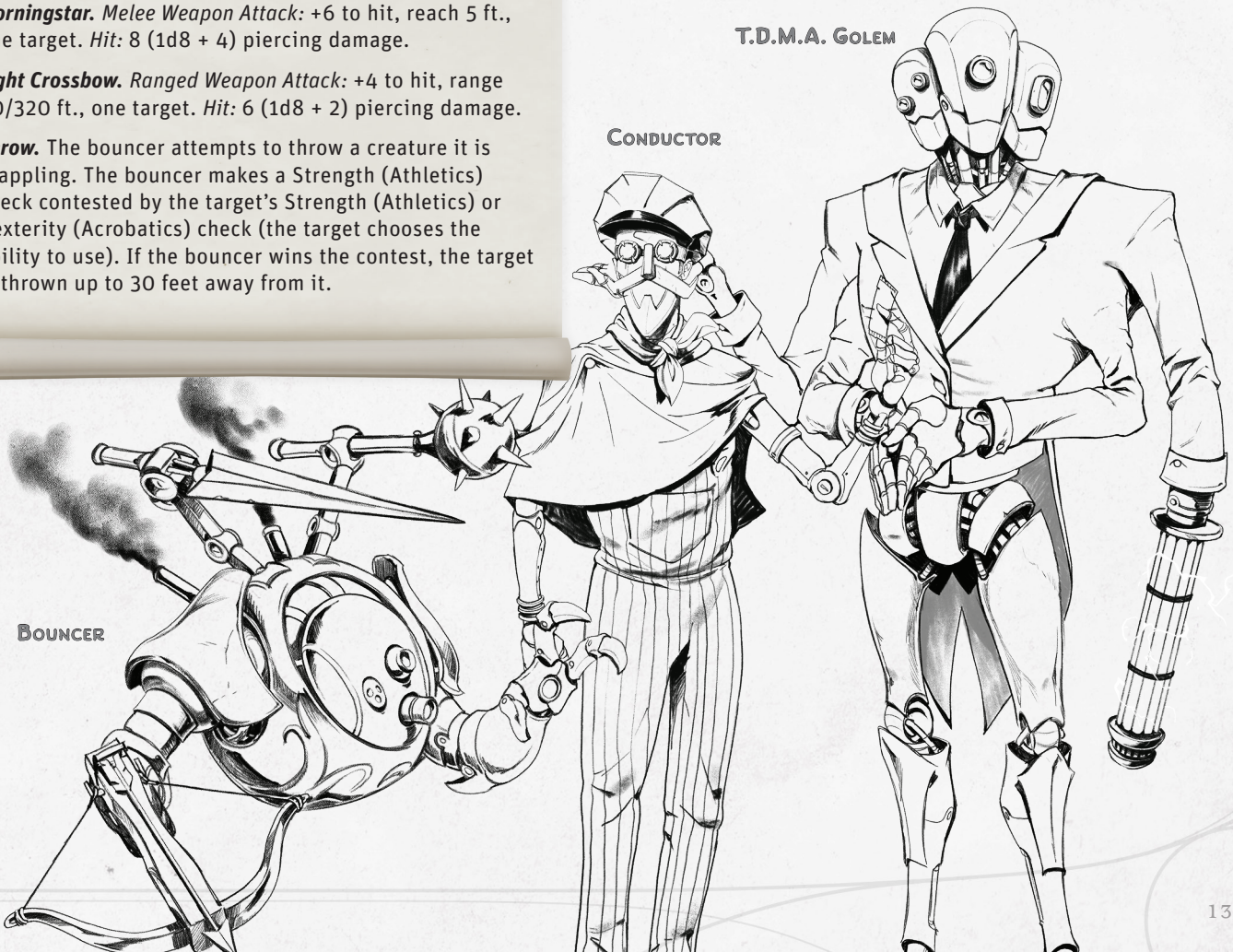
Challenge 3 (700 XP)

Fail-Safe. If damage reduces the conductor to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the conductor gains a +5 bonus to its AC and all saving throws until the end of its next turn.

ACTIONS

Multiattack. The conductor makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



BOUNCER

CONDUCTOR

T.D.M.A. GOLEM

T.D.M.A. GOLEM

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Str +10, Dex +8, Con +10

Skills Acrobatics +8, Insight +6, Perception +6, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages all

Challenge 14 (11,500 XP)

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

Magic Weapons. The golem's weapon attacks are magical.

Standing Leap. The golem's long jump is up to 30 feet, and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The golem makes four weapon attacks, only two of which can be with its arm guns. It can use its Gatling Burst in place of two arm gun attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Arm Gun. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Gatling Burst (Recharge 5–6). The golem releases a rapid-fire burst from its arm guns. Each creature in a 100-foot-long, 5-foot-wide line extending from the golem must make a DC 17 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Overdrive (1/Day). The golem's Gatling Burst immediately recharges. Until the start of its next turn, the golem's speed is doubled, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throws, and it can make two additional slam or arm gun attacks as part of its Multiattack.

CHAIN CLERIC

Medium humanoid (any race), typically any lawful alignment

Armor Class 18 (chain mail, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	20 (+5)	13 (+1)

Saving Throws Con +6, Wis +8, Cha +4

Skills Medicine +8, Religion +3

Senses passive Perception 15

Languages Common plus any one language

Challenge 6 (2,300 XP)

Spellcasting. The cleric is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, grease, inflict wounds*

2nd level (3 slots): *blindness/deafness, branding smite, hold person*

3rd level (3 slots): *bestow curse, magic circle, slow*

4th level (3 slots): *black tentacles, freedom of movement*

5th level (1 slot): *dominate person, hold monster*

Unbounded Divinity. Whenever the cleric makes an ability check or saving throw to escape or resist being grappled or restrained, it can use its Wisdom modifier instead of Strength or Dexterity.

ACTIONS

Multiattack. The cleric makes two flail attacks. It can only use this Multiattack if it makes both attacks against a creature that is grappled or restrained.

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage.

BONUS ACTIONS

Repentant Chains (5/Day). The cleric can only use this option immediately after it hits a creature with a weapon attack. When it does so, the target must succeed on a DC 16 Strength saving throw or become grappled by divine chains until the start of the cleric's next turn.

Bind the Faithless (Recharge 5–6). The cleric conjures spectral chains around a creature it can see within 30 feet of it. The target must succeed on a DC 16 Strength saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOST TRAIN

Gargantuan undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 262 (15d20 + 105)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	23 (+7)	10 (+0)	17 (+3)	21 (+5)

Saving Throws Con +13, Int +6, Wis +9, Cha +11

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

Damage Immunities cold, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses truesight 1 mile, passive Perception 13

Languages understands all but can't speak

Challenge 20 (25,000 XP)

Detect Life. The train can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Ethereal Sight. The train can see 1 mile into the Ethereal Plane when it is on the Material Plane, and vice versa.

Flyby. The train doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Incorporeal Movement. The train 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.

Legendary Resistance (3/Day). When the train fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Ghostly Ram. *Melee Weapon Attack:* +11 to hit, reach 0 ft., one target (as the train enters the target's space). *Hit:* 19

(4d6 + 5) necrotic damage plus 14 (4d6) force damage.

Etherealness. The train enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Soul Charge (Recharge 5–6). The train attempts to possess the soul of one creature in its space. The creature must make a DC 19 Charisma saving throw. On a successful save, the creature is immune to this effect for the next 24 hours.

On a failed save, the creature's body falls into a catatonic state as its soul leaves it and enters the train. While the creature's soul inhabits the train, it can perceive from the train car where its soul is being stored using its own senses, but it can't move, speak, or take actions at all. If the creature's body is targeted by a *protection from evil and good* spell, the creature can immediately repeat the saving throw, returning its soul to its body on a success; the creature's soul is automatically returned if its body is targeted by a *dispel evil and good* spell.

If the train is turned or targeted by a *dispel evil and good* spell, one random soul within it is returned to its body. If the train dies, all souls within it are returned to their respective bodies. If the soul's body is dead when it attempts to return, the creature dies.

LEGENDARY ACTIONS

The train 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 train regains spent legendary actions at the start of its turn.

Rush. The train moves up to half its speed. It can make one ghostly ram attack at any point during this movement.

Soul Reap. The train chooses one creature whose soul it's possessing and regains hit points equal to twice the target's challenge rating (or the target's level, if it doesn't have a challenge rating).

Steal Knowledge. The train magically asks a question of one creature whose soul it's possessing. The target must succeed on a DC 19 Charisma saving throw or the requested information is revealed to the train. If the target doesn't know the requested information, the train instead learns one fact or secret about the target.

CHAIN CLERIC

Chain clerics have devoted their services to typically unsavory or selfish deities. These clerics focus on redirecting their deity's wants to more productive tasks, often reminding them of such things as "Remember, if you don't destroy these people, they could become as devoted to you as I am."

GHOST TRAIN

A colossal train (or similar vehicle) that was either transformed into its ethereal form by magic or brought into existence by the collective wants of nearby ghosts. These vehicles hunger for new passengers, and often rely on creating new ghosts in order to sate their appetite.



CLERIC OF THE CHAIN DOMAIN

NEW CLERIC DOMAIN

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

CHAIN DOMAIN

In the sacred bonds between the divine and mortal realms, there exist enigmatic clerics pledged to serve deities of typically evil influence. Among them, the Chain Domain clerics stand as devoted mediators, seeking to harness or redirect the selfish whims of their deity in unconventional ways. These clerics perceive themselves as intermediaries, embracing chains as tools for guidance, understanding, and, at times, restraint. They aim to navigate the tumultuous relationship with their enigmatic deity, weaving the chains as symbols of both connection and potential liberation, in pursuit of channeling their deity's influence toward a tempered purpose.

Many of these clerics are considered intense by outsiders, and they may even be reformed cultists or regularly engage in fiendish contracts. And, while pious self-flagellation is never a requirement among clerics of this domain, it is nevertheless a common practice.

CHAIN DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Chain Domain Spells table. See the Divine Domain class feature for how domain spells work.

CHAIN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, grease</i>
3rd	<i>branding smite, hold person</i>
5th	<i>bestow curse, slow</i>
7th	<i>black tentacles</i> (the tentacles appear as thrashing chains), <i>freedom of movement</i>
9th	<i>dominate person, hold monster</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with flails and whips, as well as ring mail and chain mail.

REPENTANT CHAINS

Also at 1st level, whenever you make an ability check or saving throw to escape or resist being grappled or restrained, you can use your Wisdom modifier instead of Strength or Dexterity.

Whenever you hit a target with a weapon attack, you can immediately use a bonus action to cause divine chains to wrap around the target. That target must make a Strength saving throw against your cleric spell save DC or become grappled by the chains until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BIND THE FAITHLESS

Starting at 2nd level, you can use your Channel Divinity to bind your foes with divine power.

As a bonus action, you present your holy symbol and conjure spectral chains that wrap around a creature you can see within 30 feet of you. That creature must succeed on a Strength saving throw or be restrained by the chains for 1 minute or until you end the effect (no action required). At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

RIGHTEOUS FLAGELLATION

Starting at 6th level, when you take the Attack action on your turn and hit a grappled or restrained creature, you can immediately make an additional attack against the target as part of the same action. Alternatively, if you grapple a creature using your Repentant Chains feature, you can immediately make this additional attack against the target as part of the bonus

action to use that feature. You don't gain these benefits if you already have the Extra Attack feature.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CHAINS OF DAMNATION

At 17th level, any weapon you're holding has the reach property, as divine chains lengthen or stretch the weapon with each attack. This version of the reach property adds 15 feet to your normal reach, instead of 5. If you make an attack against a grappled creature, you have advantage on the attack roll.

Whenever a creature fails the saving throw against either your Repentant Chains or Bind the Faithless feature, that creature immediately takes bludgeoning damage from the chains equal to half your cleric level.

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carlos spicywiener	Sean Scace	Storm Melon	The murderous Pangolin	
dreamsong	Christopher Hatty	SkibbityPapp	who secretly lives in	
Sean Meagher	Raptor12002	All-Father Asatru	your sock drawer	
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Syed Hashmi	ca Marenus	Arteroc	Alex Abbs	
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Joshua Schroeder	Sumaky 93	lucky_steps	Jackson	
Mohammad Bilal Fakih	Lordhighsovereign	Christian Wilcher	Benjamin Long	
Diondria Woodhouse	Thomas Hull	Law1080	Jack Parker	
Shann Chaudhry	General Shy	Captain RoBear	Graves	
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