

Planar Paintball Fight

A multiplanar magical experiment has gone haywire, releasing devils, rock monsters, and mythic warriors. Before the barrier is destroyed, adventurers have one chance to take some magical wands, load them up with fluid from astral color pools, and splat the monsters to send them back to their original planes.

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While traveling, the party spots a brilliant prismatic dome away from the road. When looking to investigate, they meet the wizard Tiber Rogon, who is frantic and looking for anyone who will help. Tiber was doing an “experiment” at this ancient abandoned castle site when monsters started crawling out of the three astral color pools he had set up. Devils came out of one of the pools, he doesn’t know about the other two.

Tiber can only hold this barrier up for 24 hours. After that, the monsters will have free reign of the countryside and the surrounding towns. Tiber has quickly enchanted a half-dozen sticks, each about two feet long. The sticks, if dipped in an astral pool, will be filled with fluid of that color. When the monster is covered with enough of the viscous astral fluid, it disappears.

Tiber will make a small opening in the barrier to let you inside, but it’s one way!

The Planar Pools

Purple Pool - Plane of Ysgard

Otherworldly powerful centaurs and elves looking for a real fight are here. They could be encouraged or manipulated to attack the devils instead of you. They might be convinced to leave voluntarily if they can have a good fight.

Sparkling Gray Pool - Plane of Earth

Earth elementals that will attack anything are here. No alliance is possible, but perhaps their movements could be redirected.

Red Pool - Plane of Nine Hells

A combination of barbed devils, bone devils, and a horned devil are here. Maybe form an alliance (if you sell your soul). If they get a wand they might try to splat you!

Wand Rules:

The wand is filled as a free action by dipping the wand into the color pool. Each wand has a range of 60 feet and holds five charges once filled. Use a ranged attack roll; you are proficient with the wand. On AC 15 or better (more if cover), you hit and splatter the monster. A critical is worth two hits. After three hits, the monster is sent to the matching color plane.

