## PLANAR PASSAGES

#### THE PLANAR MAP

**Introduction:** This document is designed as part of Planar Passages, an alternate system for planar travel in 5<sup>th</sup> edition Dungeons & Dragons. In Planar Passages, the different planes of the multiverse are described as being connected through extraplanar paths that can be traveled without the use of magic.

Each plane is connected to two or more others. These connections can be depicted by a series of interconnected equilateral triangles, forming a sort of map of the planes.

This document provides different levels of the planar map on separate pages and affords plenty of room to add notes to the map, either printed out or in digital format.

A form-fillable map of the multiverse for Planar Passages

BY OOZNYNKOO

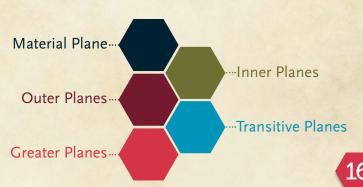


DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast in the USA and other countries. All characters and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2018 BY ARVO HALME (A.K.A. OOZNYNKOO) AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD. CONTACT THE AUTHOR: OOZNYNKOO@GMAIL.COM

# A VERY MUCH IMPROVED COLOR-CODED PLANAR MAP



- From the Material Plane, you can access **I**, **II**, **III**, and **A**, **B C**
- From IV you can access 8, 9, and 13.
- From V you can access 10, 11, and 14.
- From VI you can access 7, 12, and 15.
- From A you can access 16.
- From B you can access 17.
- From C you can access 18.

The three planes that form the core of the OUTER
PLANES, numbered 1, 2, and 3, are the farthest away
from the Material Plane. Getting there requires first accessing one of the Outer planes around the edge of the
map, by going through either one of the TRANSITIVE

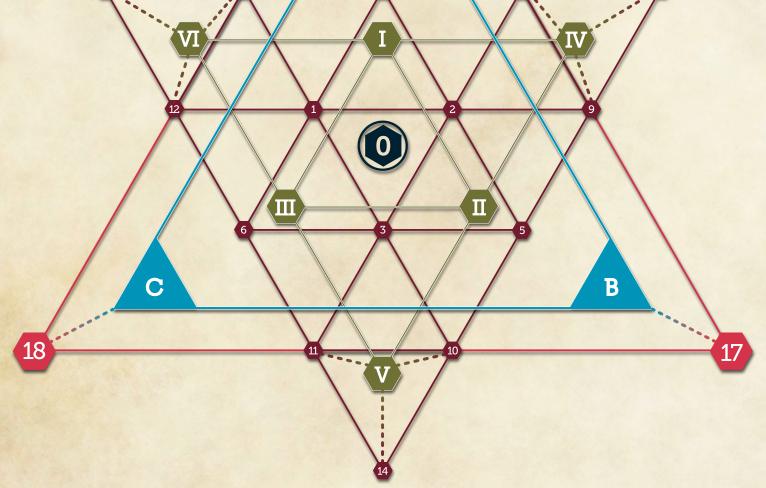
PLANES OF a couple of INNER PLANES. On the OUTER PLANES, several possible routes exist to get to the three core planes.

- Dashed lines indicate connections between different levels of the map.
- The line's color changes to indicate which level it leads to.
- Those planes marked with a colored hexagonal outline and white background are on different levels of the map.
- The Material Plane is shown on several levels of the map for the sake of convenience, but has its own level.

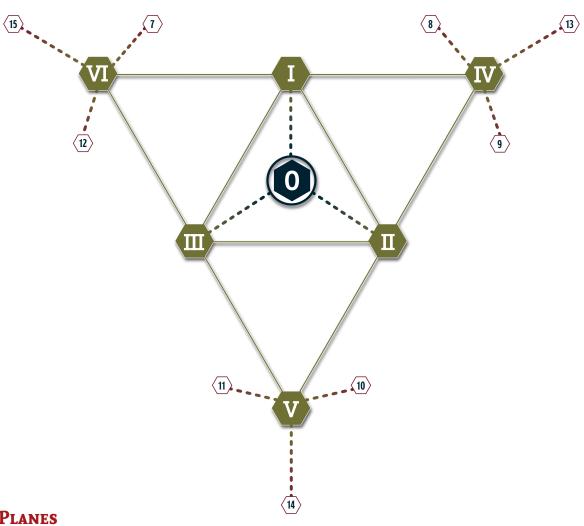
#### THE MAP OVERALL

- A three dimensional version of the map has the Transitive Planes on the topmost level, marked as A, B, and C.
- The Material Plane, marked as 0, sits below them and above the Inner Planes (I - VI).
- The Outer Planes and their extension, the Greater Planes, are numbered 1 - 18.

Heading out from the Material Plane, the following connections are available.

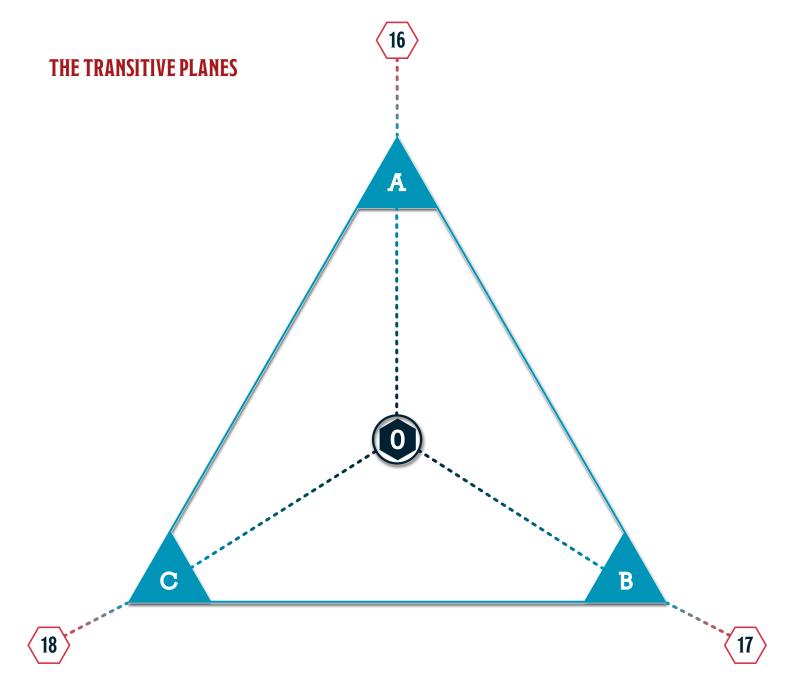


## THE INNER PLANES



### INNER PLANES

<i>I</i> –	
II –	
III –	

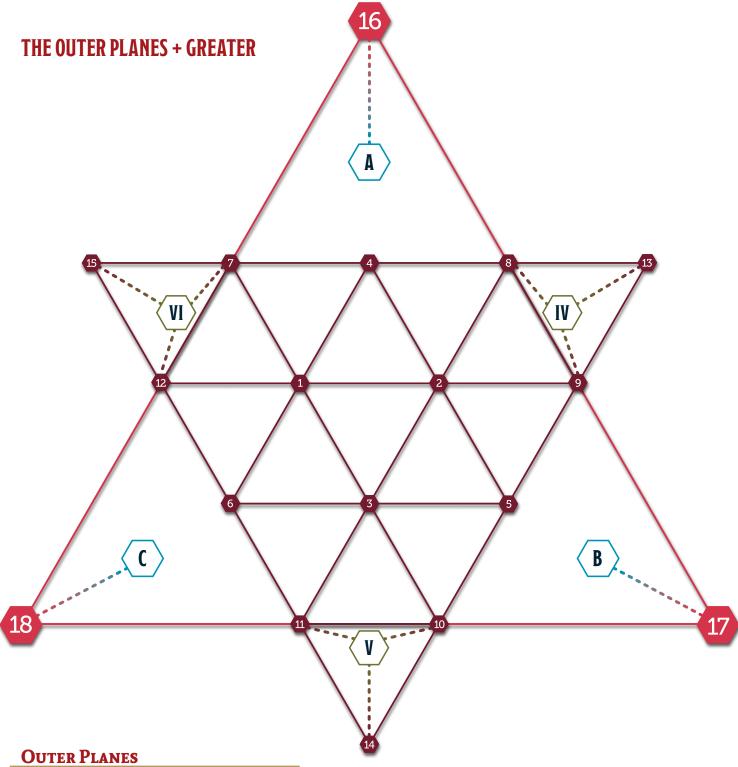


### TRANSITIVE PLANES

A - \_\_\_\_\_

В -

C -



1 -	
2 -	
6 -	
7 -	
8 –	

8 –	
9 –	

11 -	 	
12 –	 	

13 -	
11	

14 –	
15 _	

#### **GREATER PLANES**

16 -	
17 –	