

# PLANAR PASSAGES

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An alternate interplanar travel system for  
the world's greatest roleplaying game





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# PLANAR PASSAGES

## AN ALTERNATE SYSTEM FOR INTERPLANAR TRAVEL

**Introduction:** Have you ever felt that the way the D&D cosmology is presented, with all the different layers of each Outer Plane and having several different – but not really all that different – upper and lower planes, seems kind of hard to manage or even to get a good grasp on?

Perhaps, you're looking for a way to let lower level characters go on plane-hopping adventures? Do you feel like some planes don't seem to have any meaning in the overall multiverse? I mean, the Great Wheel is nice and neat, but does it really help anyone all that much?

You probably won't find all the answers here, but – hopefully – you'll gain a new perspective on the various planes that comprise the D&D multiverse.

*Compatible with any 5<sup>th</sup> edition  
Dungeons & Dragons game*

BY OOZNYNKOO



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# ANOTHER TAKE ON THE MULTIVERSE

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This document provides a new way to tackle planar travel. It provides a new model of the cosmology, designed around the idea of planes being connected to each other and people being able to travel the multiverse from end to end.

Spells like *plane shift* work slightly differently in this new model, which places more emphasis on traveling between – the actual **paths** that connect planes to each other. Alternate versions of spells can be found under “MODIFIED SPELLS, ITEMS & RULES” ON PAGE 33.

Most of the planes of existence mentioned in the **PHB** and the **DMG** – those part of the default cosmology, are included in some form in the new model, which also includes a few completely new planes. The ones not present in the model, can be added to it quite easily or switched with others. The main goal here is to provide a system for planar exploration and to explain the presence and function of different planes of existence.

Thinking of the multiverse as a Great Wheel is still standard practice. This new model, however, offers planar travelers something to guide them on their journeys, even if others don't really see any use for such a complicated construct. The Great Wheel, the World Tree and other views on the cosmology are all just theories. What this system does, is describe another theory; one that makes sense to planar travelers.





## THE MULTIVERSE IN A NUTSHELL

The Astral Plane covers everything. At its center – according to conventional wisdom – is the **Material Plane**. The **Material Plane** is enveloped by the **TRANSITIVE PLANES**: the **Ethereal Plane**, the **Shadowfell**, and the **Feywild**, which coexist with it but are shifted slightly out of phase, tuned to different frequencies. Planes consisting mostly of primal energies surround the **Material Plane** and even farther out, are the **OUTER PLANES**.

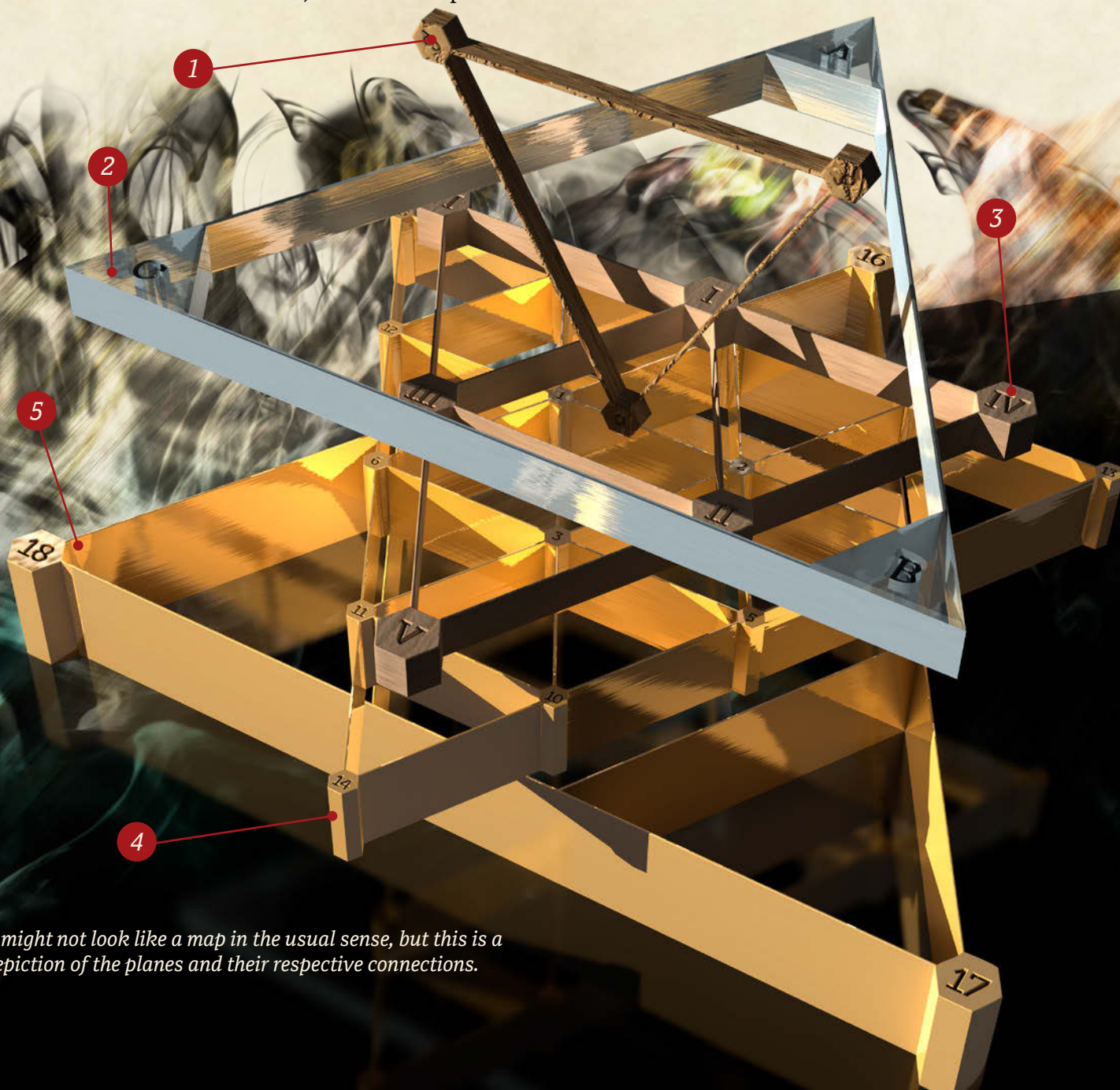
While the distance between two planes could be measured, it is not as straightforward as one might think. In addition to physical distance, there are metaphysical differences which must be accounted for – not to mention the inherent difficulty of measuring any distances within and around infinite spaces, which certain planes contain.

While the physical relationships between planes may not be quite as easy to explain, planar connections can be mapped and presented with a relatively simple geometric construct. In this model, the relationships

between different planes are interpreted as a series of connected triangles, where each plane is connected to at least two others.

This map splits planes into five separate levels according to their relative distance from the material plane.

- 1 – The **Material Plane** sits at the top. It is sometimes envisioned as a triangle with the past, present, and future inhabiting each of the three points, but mostly to keep the triangular theme. Others portray it as a single sphere placed in the middle of the map, about three-quarters of the way up.
- 2 – The second level consists of the **TRANSITIVE PLANES**, which are coexistent with, and therefore accessible from, the **Material Plane**.
- 3 – The third level contains the **INNER PLANES**, each subsisting mostly of one primary element or universal form of energy. The Planes of Air, Water, and Earth – the core of the **INNER PLANES** – are also adjacent to the **Material Plane**. There's some additional information about the **TRANSITIVE** and **INNER**



*It might not look like a map in the usual sense, but this is a depiction of the planes and their respective connections.*



**PLANES** later on, starting on PAGE 30.

- 4 – The fourth contains 15 **OUTER PLANES**. There are likely others as well, but they don't appear on most planar maps. The **OUTER PLANES** are the focus of this document, starting on PAGE 11.
- 5 – The fifth and last level consists of the Greater Planes, which are actually easier to reach from the material plane than most of the outer realms.

In addition to the noted planes, there could be others. Whether whole unmapped planes or just a small demi-plane, these follow the same rules of interplanar travel and are therefore accessible from at least two other planes, forming new triangles in the cosmological model/on a planar map.

Dimensional travel requires mapping out a route through connected planes in order to get to your destination. Physical objects (such as special tuning forks) tied to individual planes, called planar keys, have been used to guide a traveler through the Astral Plane, but a change in magical energy currents and possibly planar frequencies made these items nonfunctional. Now the spells that used to allow instantaneous travel from one plane to another, rely on existing connections instead, making interplanar travel slower and often more hazardous, but also independent of expensive keys tied to specific destinations, if you even need spells at all.

With enough knowledge, you could travel from one end of the multiverse to the other and back around the other side, without any way to magically shift to another plane – assimilating to different phases or frequencies as well as moving through physical space. Granted, this would probably take years to achieve, but it is possible in theory. More on this later on (see “READING THE PLANAR MAP” ON PAGE 34).

The mysterious and maddening **Far Realm** is located somewhere far outside the known planes. It may have been connected to one or more planes initially, but those connections haven't existed for many thousands of years if they ever did. Some still find ways to contact the Far Realm and even access its magical energies to fuel their spells and powers, but such secrets are lost to most other practitioners.



*All sorts of dangers lurk inside*  
**Planar Passages.**

## PLANAR PASSAGES (OR PORTALS)

What are referred to as **Planar Passages** or **Portals** in this document, are spaces between two connected planes. The journey from one end to the other is as much a physical task as it is a metaphysical one, during which a traveler shifts into a state that is compatible with the destination plane. The environment within a portal usually reflects these shifts in its physical appearance and properties. The first half of the passage has the planar properties of the plane of origin and the latter half those of the destination plane.

Planar passages can be opened or closed at either end. Once closed, you can no longer enter from that direction; should the passage also be closed on the other end, travelers are either thrown back out of it, if sufficiently close to an entrance (within 60 feet) or forcefully shunted out into the Astral Plane.

Depending on the plane, it may not be very clear at what point you exit the passage and enter the plane proper, though usually there is a clear indication of this – a gate of some kind which you walk through or even guards to greet you (and possibly bar your entry).

## CUTTING DOWN ON THE COMMUTE

The time it takes to traverse a planar connection depends on how familiar you are with the destination plane. Some people commute daily from one plane to another, and can usually do so in under an hour. For others, it could take a whole day or two of travel time. But it's not so much about the distance traveled, more about the time spent traveling.

For example someone from the plane of Law (usually referred to as Ordo, see PAGE 15) could commute to the Hateful Machine (PAGE 17) for work; the first few months they will probably only make their way back home once a month, then once a week and after about a year the planar passage becomes well known to them, and they can make a round trip daily.

For a normal planar passage, with which the travelers aren't especially familiar, it will take **2D12** hours of travel time to reach the other end. Therefore it could end up taking 3 days assuming you travel the standard 8 hours each day. Once they've made the trip a few times or spent a total of 10 days



within the passage, it becomes **FAMILIAR** and the travel time is cut down to **2D6** hours (at most, a day and a half). If they ever make the trip three times within a week, they can become **ATTUNED** to it, meaning the trip only takes **2D4\*10** minutes (under an hour and a half). You can only be **ATTUNED** to one planar passage at a time.

Travel to and from the Greater Planes usually takes twice as long.

Becoming Attuned to a plane does not affect your ability to Attune to magic items.

**Planar Passages** have their own planar traits regardless of where they begin or end.

### **Planar traits**

The function of a **Planar Passage** is to move from one state to another, so it almost always presents as some type of path. Whether that way forward is clearly defined and easy to follow, a big wide open space, or a bunch of tangled up tunnels, all paths loop back around to the right one at some point, should you become lost. Gravity matches the origin and destination planes, shifting from one to the other somewhere along the way. Magic works normally, except for teleportation spells and abilities, which do not function.

## **NEVER KNOW WHO YOU'LL RUN INTO**

Planar passages are notoriously hazardous. Disregarding destructive planar properties, all manner of roaming creatures get lost within and tend to be quite aggressive should they cross your path. There may even be the equivalent of highway robbers, creatures that have set up camp within a passage in an attempt to ambush other travelers. Because of this, beginners usually travel in large groups, forming a caravan of sorts. If you're **ATTUNED** to a passage, you will never be caught off guard and can even decide whether you wish to encounter any creatures along the way.

Passages are stable enough that the way forward is always visible in some form. It could appear as a forest road, a tunnel carved through rock, or something less restricting. It mostly depends on the origin and destination planes. For instance, most passages to Limbo (the plane of Chaos, see [PAGE 15](#)) end up on an easily discernible path constructed from floating rocks, that is barraged with elemental forces every now and then but otherwise remains constant. For an **ATTUNED** creature, the path is always straightforward and clear, for less experienced travelers it can be more winding and maze-like.

People who are **FAMILIAR** or even **ATTUNED** to a destination plane can guide others, allowing them to move through a little faster, while not as fast as the person

guiding could move on their own. An **ATTUNED** guide makes everyone else **FAMILIAR** with the passage, while a **FAMILIAR** guide can cut the normal travel time down by half.

Planar passages tend to change between visits, never really appearing as they did previously. Regardless, even creatures making their homes within passages never see any kind of change as it is happening, most don't even realize their surroundings have changed, though they will routinely have to search for new sources of sustenance, instead of relying on those they've previously located. This is what allows for experienced travelers to bypass encounters; even if the ambush is set up along what seems like the only possible route, new routes exist for **ATTUNED** travelers.

It should be noted, spells or special abilities similar to teleportation, which rely on touching upon the astral plane to fold space, do not function while within an extraplanar passage. Many have tried to decrease travel time by simply teleporting from one end of a passage to the other, with no luck. This is likely due to the fact, that the transition is meant to be more than just physical. A planar passage gives travelers the time they need to adapt to wherever it is they intend to go – even if they don't feel any different afterwards.

## **CRACKS IN THE FOUNDATION**

In certain places on the **Material Plane**, energy from other planes seeps through small Interplanar **Rifts**. Most of these connections don't form actual portals to allow interplanar travel, but the environment takes on some of the aspects of the other plane. These cracks in the **Material Plane's** foundation and the areas that surround them are generally referred to as **Rifts**.

Most commonly, **Rifts** connect to one of the **INNER PLANES**, but there are several connected to the **Feywild** and other **TRANSITIVE PLANES**. Some rare instances connect, through two or more steps, farther out to planes like the Beastlands. Sometimes these rifts crack open slightly wider, allowing creatures to pass through unhindered, but they don't tend to stay that way for long.

The size of a **Rift** on the **Material Plane** can vary. The smallest ones might only cover a single rabbit hole, while the largest can influence an entire town, therefore making it harder to find where the planar energy is leaking through. When encountering such an area, it usually requires a DC 15 Intelligence (Arcana) check to identify which plane the **Rift** might lead to.

**Rifts** connect the **Material Plane** to one other realm, but the passage isn't always a straight line from one to the other. Sometimes it winds around or very close by



other planes along the way. Take a connection to the Beastlands for instance: the shortest way there from the **Material Plane** goes past three other planes along the way: the Plane of Air or Water, the Positive Energy Plane and the Gray Plain. The area around the rift will only display traits of the destination plane, but should a portal open, all of the different planar influences manifest within the **Planar Passage**.

It takes about a day of travel for each planar connection to reach the other side, so the journey from the material plane to the Beastlands would usually take 4 days (day 1. Air or Water, day 2. Positive Energy, day 3. Gray Plain, and day 4. the Beastlands).

There are some exceptions to the rule regarding travel time. Passages from the **Material Plane** to the **TRANSITIVE PLANES** are either very short or nonexistent; either you enter the plane instantaneously or travel through a passage for just a minute or two.

## OPEN SESAME

In addition to **Rifts**, there are also stable, permanent connections between planes. Some are always open, some open for a short time every so often, and some are forcibly kept closed. These connections only exist to adjacent planes on the map. On the **Material Plane**, three of the **INNER PLANES** and all of the **TRANSITIVE PLANES** are considered adjacent.

The way these planar connections present themselves varies wildly from plane to plane and also depending on the portal's destination, as do mechanisms for opening closed passages. A great stone archway and a narrow tunnel leading deep underground could both be portals to another plane. Passages have a tendency to present in areas that are somehow between – between two states, between two geographical features... between light and dark, generally places that aren't quite here nor there.

**Planar Passages** on most planes are stationary, never changing where they open up or lead to. However, the more chaotic and prone to change a plane is, the less likely, will passages remain where they initially were, especially if they don't stay open indefinitely.

Depending on the plane, known **Planar Passages** could be monitored and travel through them carefully regulated, or they could be left completely unguarded. Different planes of origin usually have different exits within a destination plane, and where one passage is guarded, another might be easier to pass through. Most passages remain open in their natural state, whether they're guarded or not. Closed passages are mostly achieved through magical means, though sometimes

simple physical obstacles are put in place, and they work just as well if placed correctly.

The mechanism to open a closed passage can be as simple as waving your hands to make it notice you, or as complex as performing a ritual lasting many hours, on a specific day of the month (year, or decade), requiring rare and expensive materials and a flawless execution for it to work. Simple mechanisms can be opened by a single individual with no prior knowledge, but others might require several pairs of hands acting in concert and a bit of research.

A common component of opening a **Planar Passage** is knowing some key information about the destination plane; a sort of test to ensure travelers know where they're going and don't just blindly stumble through random portals. There are some examples of **Planar Passage** opening mechanisms here: "THERE IS NO SKELETON KEY" ON PAGE 38.

Most **Rifts** are too small to let anyone through that isn't made of pure planar energy... which covers most living things. They can temporarily crack open wider due to geographical changes or extreme weather phenomena or other situations similar to these: unforeseen, indeterminable, mostly random circumstances. Should one wish to force the **Rift** to open wide enough that humanoid creatures can pass through, it's mostly a case of locating the actual interplanar crack inside the **Rift** and – somehow, either through physical brute force or clever magical means – forcing it to... say "aah". While the opening will probably close back quite soon the passage remains, since the connection is still considered to be open. The passage is likely to lead to an existing exit on the destination plane, corresponding to the last connected plane along the way (if there are more than one).

## BREAK ON THROUGH FROM THE OTHER SIDE

As long as one end of a Planar Passage stays open, travelers can remain inside and try to figure out ways to force open the other end. It is very rare for a passage to contain any opening mechanisms inside it. Let's say there's a lever that removes the mystical force field blocking a passage; that lever is on the side of the destination plane, not within the passage itself. Without access to the lever, how do you break through that force field?

It is usually common knowledge which of the outgoing passages on a plane are closed or open. Simply asking around from the locals will likely answer that question. The question about how to force open one that's closed, is harder to answer, which doesn't mean someone hasn't already done so. Such information is pricey, though, and even then, it doesn't always work; the magic holding a portal closed might have been tweaked and adjusted to close some old loopholes etc.



## THE EFFECTS & TRAITS OF PLANES

Compared to the **Material Plane**, other planes can behave quite differently, bending the laws of physics and those of common sense. A couple of the more quantifiable traits are gravity, and time.

### THE PULL OF GRAVITY

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Different planes have varying levels of gravity. Some have less, some have more, and some have it really weird. Then, of course, there are places where gravity simply doesn't exist.

#### *Normal Gravity*

---

What you'd expect to encounter.

#### *Light Gravity*

---

You can jump twice as far and high as normal, and you can carry twice the weight before being encumbered. It takes a while to get used to feeling a bit floaty all the time, so you have disadvantage on attacks for the first day or so.

#### *Heavy Gravity*

---

You immediately suffer one level of exhaustion. Your speed is halved, and you take twice as much falling damage (1d6 damage for every 5 feet of distance fallen).



During the first long rest spent in heavy gravity, make a DC 14 Constitution saving throw to be rid of the exhaustion. If you succeed, you quickly become accustomed to the added strain of acting in heavier gravity. If you fail, it takes a little longer to adapt and the exhaustion persists for a week.

#### *Subjective Gravity*

---

Gravity seems to follow the whims of sentient creatures on an individual basis. You can decide which direction is up or down and gravity will act on you accordingly. You can move quite rapidly by choosing to fall in any direction, but the trick is learning how to slow down before you hit something.

#### *No Gravity*

---

While gravity doesn't pull you in any direction, neither do you retain your momentum to keep going indefinitely. You float. You can move about just by willing it, but for some reason carrying a lot of stuff will still slow you down. Effectively you can move your walking speed in any direction.

### THE PASSAGE OF TIME

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Time flows at faster or slower rates on certain planes. When describing the flow of time, it is always compared to the **Material Plane**, which is the baseline. A day is always 24 hours of local time, whether there is even a noticeable day-night cycle or not.

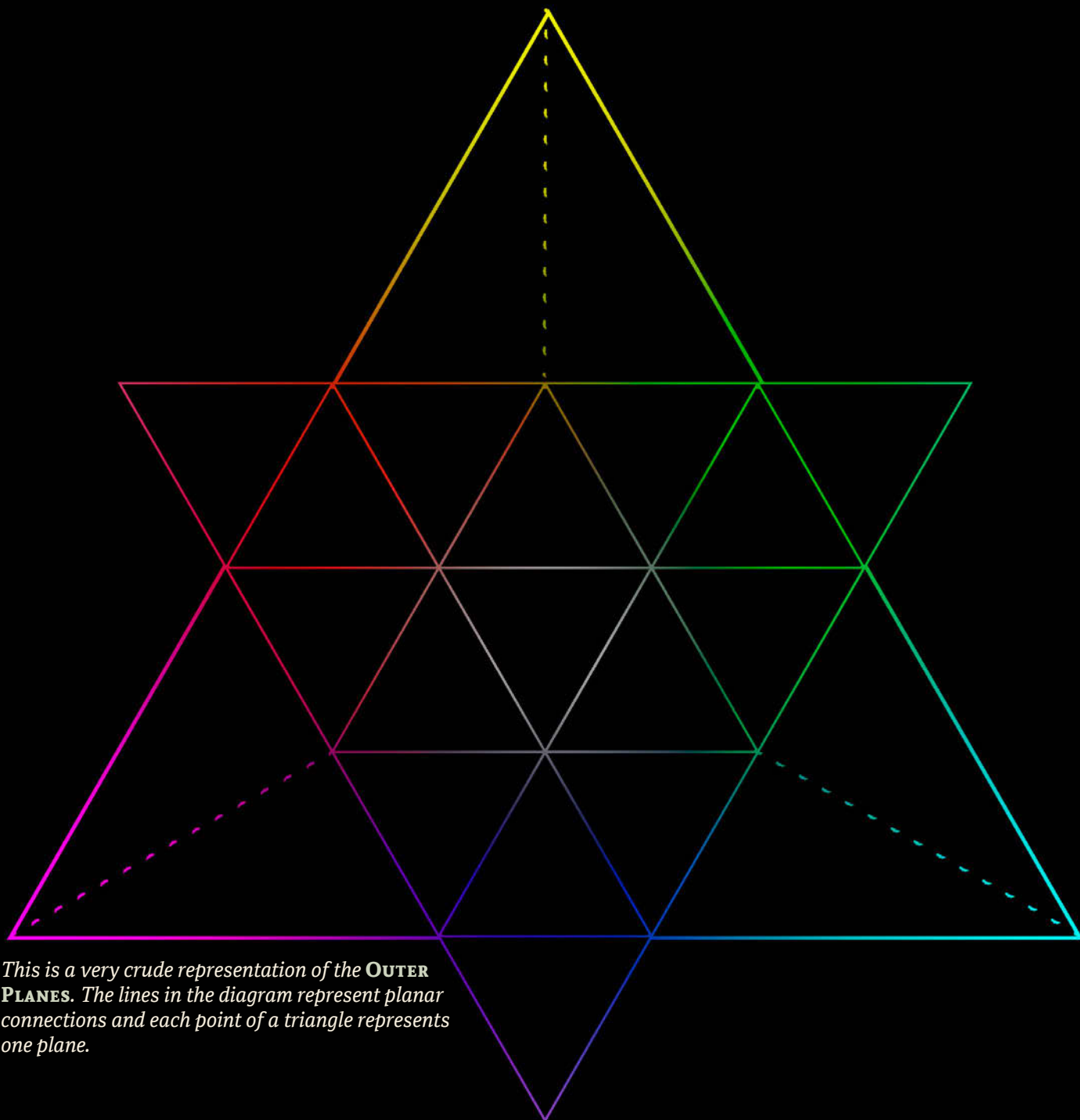


# VARIOUS PLANES OF EXISTENCE

Some planes represented in the Great Wheel and described further in the **PHB** or **DMG** are completely missing from this planar map/cosmological model. That doesn't mean they don't exist and can't be used in play, just that they're not on the map, so to speak. Gehenna, for instance, could be situated somewhere between – and connected to – the Nine Hells (referred to as the Infernal Plane) and the Abyss. On the other hand, there are several new planes discussed in this document, and their place and function will hopefully make sense. These are marked with a gear symbol (one that looks like this ⚙).

**Note to GMs:** The descriptions of existing planes are meant to provide a starting point, a brief summary of what those planes look and feel like. Some descriptions differ quite a bit from their DMG counterparts, and you can choose whichever you prefer, or do something completely different. What's more important is the plane's location on the map and which other planes it is connected to, which is all you really need to keep in mind, when switching around planes on the map or trading them out for ones you prefer.

There's really very little to add about the **INNER PLANES**, other than what has already been mentioned, and the same goes for the **Shadowfell**, the **Feywild**, the Astral plane, and the **Ethereal Plane**. The focus here is on the **OUTER PLANES**, but you can find more stuff regarding others later on ("OTHER PLANES" ON PAGE 30).



*This is a very crude representation of the **OUTER PLANES**. The lines in the diagram represent planar connections and each point of a triangle represents one plane.*



Unless otherwise noted, each plane has normal gravity and time is linear and synced up with the material plane. Other traits, including how magic works, vary from one plane to another. Also, whatever the **DMG** says about the planes still applies... unless otherwise noted.

The first bit for each plane is a description of the landscape and meant to give an idea of what it would feel like for adventurers to arrive there. The last bit for each plane describes its connections to adjacent planes.

If you ever get confused about where each plane is on the map, there's a better and more complete map reference, see "READING THE PLANAR MAP" ON PAGE 34.

## PRIMARY OUTER PLANES (CORE)

The primary planes are the three oldest realms, whose denizens exist in a fragile balance – mutually assured destruction for all three parties and the rest of the multiverse, should the scales tilt too far in any direction. The Infernal, Celestial and Abyssal realms, described below, form the core of the outer planes. They are the planes farthest from the material plane and home to some of the most powerful beings in all existence.

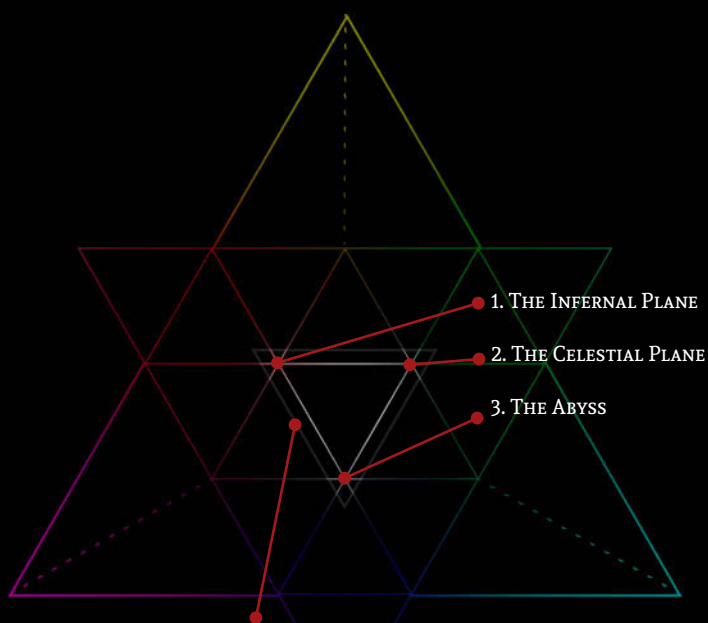
### 1. THE INFERNAL PLANE (THE NINE HELLS)

At the end of the passage stands a massive black iron gate. The floor is a grate above a river, where the occasional body will float to the surface for an instant, before being pulled back under. It's not certain whether there's a roof somewhere high above in the deep darkness, or where the screams are coming from, but the large scaly figure armed with a nasty-looking polearm awaiting on the other side of the gate looks like you should choose your words very carefully.

The Infernal Plane consists of nine different domains – different versions of hell. Each of the Nine Hells is ruled by a single, very powerful Archdevil, who have their own quirks which are reflected in their section (or layer) of the vast plane. Climate and environment vary from one overlord's realm to the other, but some general planar traits apply to them all.

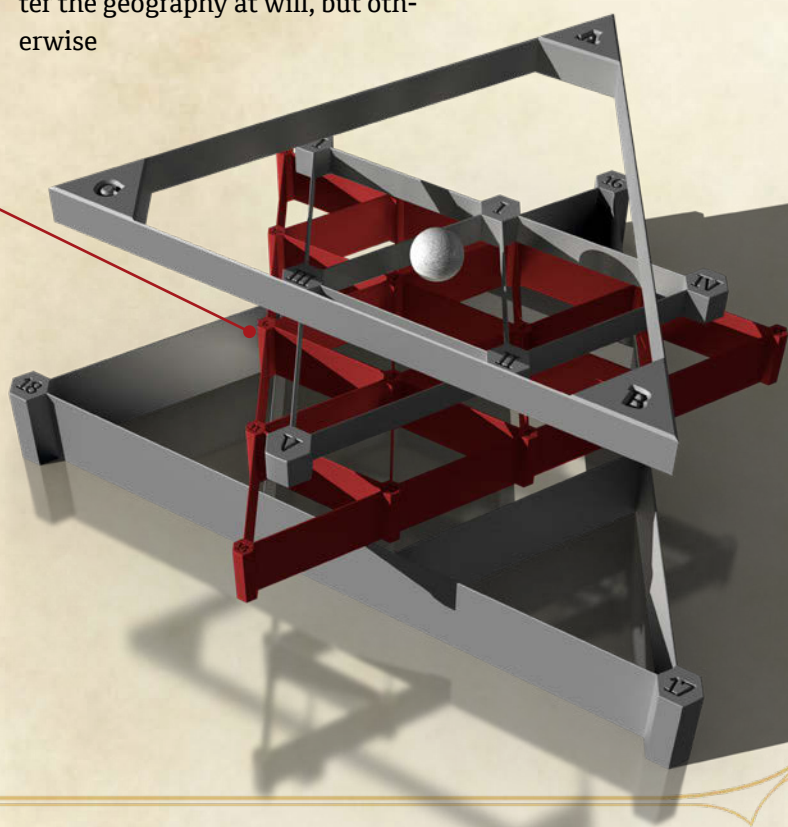
#### *Planar Traits*

Each Archdevil has control over his territory and can alter the geography at will, but otherwise



*The three core or primary OUTER PLANES.*

*The OUTER PLANES are marked in red on the map.*





the landscape is stable. Magic functions normally.

### **Planar Connections**

The Nine Hells connect to both of the other two Primary planes, the Celestial plane and the Fractal Spiral of the Abyss. Accessing these planar connections is mainly done through the plane's absolute center (on the fifth layer), where a great stone portal has stood for eons and is currently guarded by a force of devils gathered from all nine of the hells. One side of the gate leads to the Celestial Plane and the other to the Abyss, so both sides are under constant guard, in case something tries to force their way through. Though not as heavily guarded, other planar connections are situated nearby.

Other planar connections to the secondary realms of Law and especially War are open and usually quite active. There are long lines of devils marching steadily into portals to the plane of War, commonly referred to as the Eternal Battleground. Planar connections to Law are also numerous, but not all of them are open simultaneously, and each leads to a distinct location on that plane. In addition to these, there are portals to the Impenetrable Fortress and the Hateful Machine.

## **2. THE CELESTIAL PLANE**

Beyond lush, emerald green fields, across a bay of clear aquamarine ocean and a beach of pure white sand, a city of crystalline spires rises tall and glorious, reflecting the deep blue of the clear sky above. In the distance, amidst the massive towers of the city, flights of angelic beings soar, shining with their own divine light. The Celestial Plane is the home of angels and archons; It is rare for other creatures to be found here – not unheard of, though.

The various upper planes of the Great wheel could inhabit this single Celestial Plane, each on their own continents (or layers), or they could be separate planes but connected to and easily accessible through it. If you have need of them, that is.

Though most visitors only get to see the great crystal metropolis and its surrounding area, many different kinds of environs can be found within the plane. From deserts to snowy mountain peaks, swamps, and lush tropical forests, all have their place in the serenely balanced world. It resembles the material plane in that it is shaped like a globe, only somewhat smaller and more sparsely inhabited. Great distances separate the cities of angels and archons, and most of the land in between is wild and uncultivated, though individual creatures have built their own grand estates apart from the metropolises.

### **Planar Traits**

The plane's form is stable and it has the regular sort of physical and metaphysical properties, except for having lighter gravity.

### **Planar Connections**

The Celestial Plane's main planar connections are actually the least used. They are two crystal monoliths, situated on the planet's equator on opposite sides, the first in the middle of a vast plain, the other in the midst of a dense forest; the first leads to the Infernal Plane and the second to the Abyss. Both are watched remotely and warded from incoming travel, but can easily be activated locally for outgoing travel.

In addition to the main connections, secondary connections to the planes of Law and Chaos (Ordo and Limbo), The Great Library and the Beastlands exist. Strictly regulated but constantly open portals to Law





exist in all cities within the Celestial Plane, while portals to Chaos present themselves at random (similar to **Rifts** on the **Material Plane**) with a measure of that plane's influence seeping through cracks in the planar boundaries. **Rifts** were discussed earlier in more detail, see "CRACKS IN THE FOUNDATION" ON PAGE 8 for more information.

### 3. THE ABYSS, THE FRACTAL SPIRAL OF

Upon entering the Abyss, there is only a terrible, empty feeling where the end of the passage was. Looking forwards, deeper into the plane, there seems to be a very large tunnel with a slight decline, which seems as though it might get gradually narrower the further you go. The longer you look down the tunnel, the more it seems to distort your perception. The longer you stand in one place, the more demons' attention you seem to draw, as their glowing eyes seem to surround you.

Though the abyss seems, at first, very finite in its shape and form, it actually keeps going on infinitely, spiraling down towards its center – an eternally repeating fractal form, inside which the realm is bound. Though it supposedly gets ever smaller and smaller, it doesn't seem that way, as anyone going down the spiral shrinks along with the diminishing fractal shapes. There is a beginning (top) of the spiral, but it has no end (bottom).

The environment of the Abyss starts out relatively normal: a vast underground tunnel, leading down along a very gentle slope and slowly turning clockwise. Smaller branches split off from the main spiral, starting their own, separate spirals which can twist either clockwise or anticlockwise and spin down eternally in turn. The main spiral remains more constant than the branches that shoot off it, or branches that split off from those and so on. It's relatively easy to navigate, although sticking to the "main road" may not get you where you want to go.

Most areas in the abyss appear rather cave-like, ranging from vast caverns to small grottos, but regardless there is always a way forward. The fractal shape is complicated enough to make getting lost an issue even though it basically repeats ad infinitum.

Almost anything can be found in these caverns. Some areas are completely barren, while others appear very vibrant, full of underground fauna and teeming with life, even so far as to illuminate the space from end to end with a light bright enough to resemble daylight. Other areas might be covered with hellish fire or pits of potent acid. Sometimes, the temperature can drop in the space of just a few feet from a mild, warm climate to the kind of extreme freezing cold that saps the life right out of you.

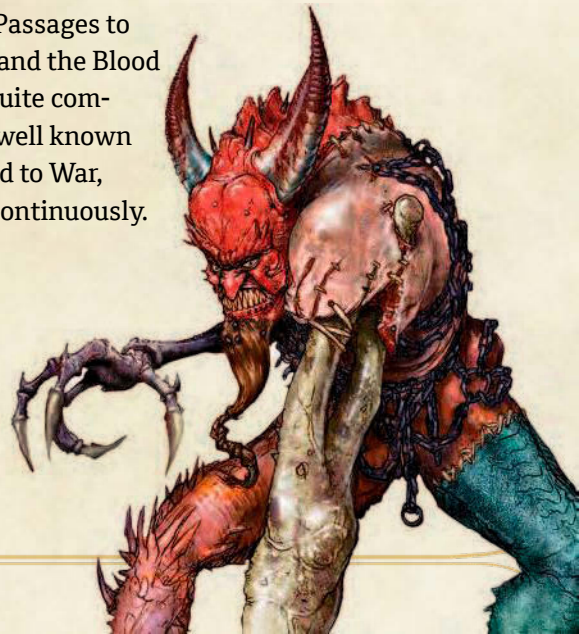
### Planar Traits

The plane's interior is infinite, though contained within the repeating fractal shape. It is far from stable though, and anyone can try to mentally shape the raw chaos to manifest things in their environment, but the overall shape of the plane can't be altered. Most areas are already under a demon's influence, though, so reforming the area might be a bit tricky. Gravity varies from light to heavy, even becoming subjective in certain areas, meaning one can decide which direction is up and which is down.

The more powerful a demon is, or the more of them are gathered in one place, the less the environment shifts in that area. The most powerful demons have domains which could even be considered permanent, and a large group of the same type of demon will generally shift their surroundings to suit them, as they move about. Permanent structures often have tunnels built into them, that connect to other permanent structures or locations, which would degrade over time unless maintained with magic or force of will. These allow one to traverse in a straight line from one point along the spiral to another. Some of the plane's denizens can naturally teleport, which makes it quite a bit easier to go from place to place – also because of the fractal nature of the realm, the distance one can teleport is unhindered within the abyss, and upon arrival one always seems to be of the correct size for that area.

### Planar Connections

Planar connections out of the Abyss are theoretically infinite, like the astral plane, but there is only one entrance to the spiral: at its top. Crossing this planar boundary out of the Abyss can be extremely hazardous. Passing through it is like being struck by a *prismatic spray* spell, though it seems to absorb light instead of projecting it. So it's preferable to find another exit. The most common planar destinations from the Abyss are to the Infernal and Celestial Planes, though these passages are likely closed off at the other end and will have to be forced open somehow. Passages to Chaos, Turmoil, and the Blood Vortex are also quite common, but not as well known as those that lead to War, which are used continuously.





## SECONDARY OUTER PLANES

Situated around the three core realms, the secondary **OUTER PLANES** represent strong fundamental forces in the world. They have several names each, but the simplest way to address them is by their most prominent principles: Law, Chaos, and War. Each connects to two of the Primary Planes, which goes a long way in defining their nature.

### 4. LAW (ORDO) ⚙️

The Plane of Law has one of the harshest environments of any Outer Plane. It is an extremely arid place, plagued by nearly constant sandstorms, high temperatures and very little in the way of shelter. Most settlements are underground and almost uniform in their layout, strictly ordered and well managed. The rules are there for a reason and following them is probably the only way to ensure one's survival.

Ordo is the most regulated, orderly place one may ever come across. It is all about efficiency, harmony, and justice. The realm is mostly barren but small patches of arable land are carefully cultivated. Even though the terrain and climate are rough and arid, the people don't complain, rather taking pride in their work and their simple, uncomplicated lives. Strange ant-like creatures called formians have great underground colonies around the plane and have made their way into other settlements as well. (You can find conversions of formians for 5<sup>th</sup> edition on the DMsGuild)

Without the strict, clear regulations apparent in this realm's society, everyone would likely perish. The environment is so harsh, that without careful control and

precise cultivation, there simply wouldn't be enough food to feed everyone. So life on Ordo revolves around survival, and surviving requires the careful following of all rules and regulations. No laws are in place without a clear reason, and law-breakers are not permitted.

There are no distinct seasons on Ordo, rather a continuous cycle with equally long nights and days. The overall impression of the environment is that of a dull, rust-tinted, arid farmland that stretches on for miles, bounded by rocky hills that serve as windbreaks.

During the day, the sky is covered in rusty clouds, which diffuse the light, giving it a dirty brown tint and giving the whole realm a murky atmosphere. Days are hot and musty, whereas the nights are clear and very cold. At nighttime, the clear sky reveals constellations of planar connections, sharp geometric shapes, and swirls of brightly hued light sifting through from the astral plane; in a way it is akin to seeing the whole planar cosmology in the form of a starry sky, with the **Material Plane** in line with the plane's rotational axis.

#### *Planar Traits*

The plane is spherical and quite large, but the climate is the same in every region. It has been known to grow with increases in population, though most of it is still empty, barren wasteland. Gravity is heavier than normal.

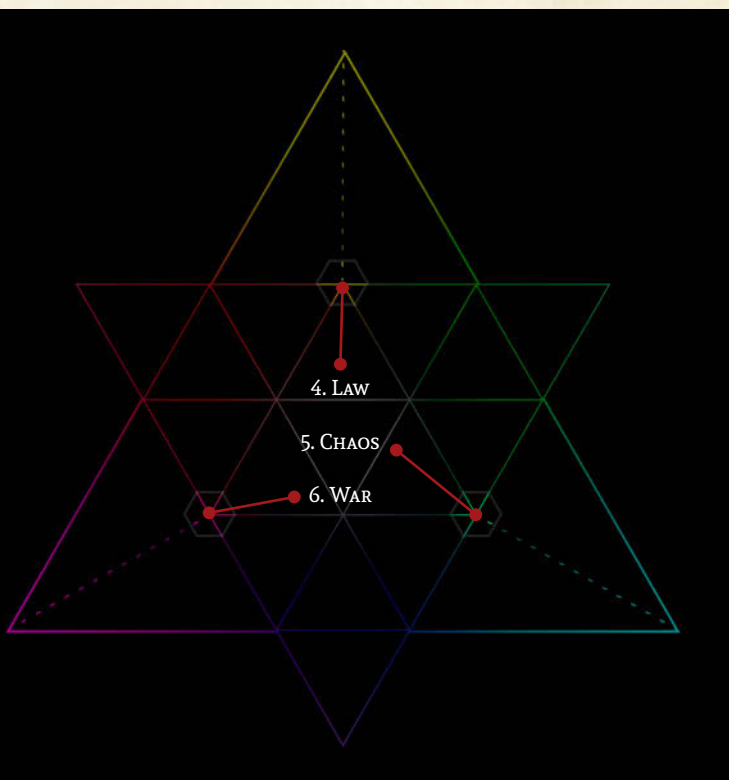
#### *Planar Connections*

In addition to the planar connections to the Celestial and Infernal Planes, Ordo is also connected to two tertiary realms: the Hateful Machine and the Great Library. A significant number of the planes' native denizens commute to these tertiary realms to work, as they are a highly valued workforce due to their unparalleled diligence and discipline. Creatures from the core realms often travel through Ordo to access the aforementioned tertiary realms, and this traffic is carefully monitored and regulated. As long as travelers stay in line – quite literally – everyone is let through on their proper turn.

Ordo also houses a special connection to the Divine Court, one of the Greater Planes. This path, while it can be traversed, is not without its dangers. The way from Ordo to the Divine court is significantly longer than a normal passage. Getting lost midway can result in unexpected consequences, such as ending up on a completely different plane.

### 5. CHAOS (LIMBO, THE CHURNING CHAOS OF)

On Limbo, everything seems to be in a constant state of change. Changing from one shape to another, from one substance or state to something different, all within a matter of moments. Rainfall will light on fire and start rising





back up, a stone path will turn to mist and disappear in a steamy puff, all while raw elemental storms bash into each other in the distance.

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The churning, elemental chaos that is Limbo, is home to a surprising number of different creatures. Out of all the planes it is likely the easiest to get lost while traveling. On the other hand, finding your destination is mostly a matter of luck and willpower. Encountering monsters in the unpredictable environment is increasingly risky, due to the way in which magic functions throughout the plane.

While most of the realm is a never-ending, churning mass of elemental forces, ancient debris and roaming monsters, there are also small pockets of order and stability. This is due to the very nature of the realm, how one can mold it by merely being present and exerting their will on it for long enough. A whole culture of githzerai, who once fled here from the astral plane, have constructed vast monasteries within the ever-changing, chaotic storm of elemental energies.

In addition to the civilized githzerai, there are also various wandering creatures who have adapted to the environment and can therefore survive, as well as creatures adept at evading the more hazardous areas and even flourishing on this unforgiving plane.

### ***Planar Traits***

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Limbo is infinite in size and constantly shifting. There is no gravity and magic, when cast, is prone to

unanticipated side-effects, as though cast by a sorcerer of Wild Magic origin.

### ***Planar Connections***

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Planar connections to and from Limbo are not regulated, monitored or maintained; enter at your own risk. Along with the strong connections to the the Abyss and the Celestial Plane, which one can find at random by wandering around aimlessly, there are also portals to two Tertiary Planes: the Beastlands and Turmoil. These connections need to be opened to function, but can basically appear anywhere on the plane, even in many places simultaneously.

A special connection to the Realm of the Dead also exists within Limbo, though the passage is unstable and even more unpredictable than the rest of the plane. Without the ability to resist elemental energy, traversing the path could be extremely hazardous.

## **6. WAR (THE ETERNAL BATTLEGROUND) ⚙**

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A nightmare landscape of dark blood-spattered stone, sharp crags jutting out violently from the ground and yellow lightning flashing in the dark clouds above. The sounds of a war fought with teeth and claws, mighty weapons, and devastating magic can be heard from anywhere on the plane. The passage always brings travelers to the outside of one of three camps, that of the devils, the demons, or the celestial forces.

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Three armies clash in a relentless assault. Archons (and/or angels), devils, and demons collide as a vicious thunderstorm rages around them. While one side may come out the winner on any given day, the next day will almost surely bring them down. No one comes out on top, no one gets to reap the benefits of their victory; War is a purpose unto itself. Alongside the main three forces, other, smaller regiments offer their services as mercenaries.

The three main forces occupied by the ongoing conflict have their own fortified outposts which come and go as they are overrun and new ones are built, or previously ruined ones are rebuilt. Besides these, the landscape is dotted here and there with small clusters of hills but as a whole, it's bleak and rather flat.

The plane is spherical in shape, but instead of creatures living on the outside surface and gravity pulling them towards it, they live on the inside, gravity pushing them out from the center of the plane. At the center is the plane's sun, which remains lit throughout the day, but tends to be shrouded by thick clouds of sand storming through the dry plains, before breaking on the great stone walls of the plane's numerous fortresses.

### **Planar Traits**

Although the plane stretches the laws of physics, it mostly acts the way you'd expect it to. Time, though, moves more slowly here. For each day that passes on the Eternal Battleground, three days pass on the **Material Plane**.

### **Planar Connections**

The Astral Plane lies directly beneath the surface of the Eternal Battleground. There are chasms that run deep enough to break through the crust and plunging down one of these will send you floating in the astral sea – after falling for quite a while. Some of the smaller chasms act as the plane's planar ports, granting access primarily to the Infernal Plane and the Abyss, but also to two tertiary planes: the Blood Vortex and the Impenetrable Fortress.

The largest chasm of the whole plane is known as the Hellfire Rift. It is around 300 feet across at the widest and has multiple bridges that cross the gap. Falling or jumping into the chasm will send you into the Nameless Place, of which not much is known, but it's generally thought to be a place of where devils and demons never return from.

While devils and demons have direct access to the Eternal Battleground, celestial forces reach the plane via a constant portal they have on the Gray Plain, which is one-way only, so they have no way to retreat very far.

## **TERTIARY OUTER PLANES**

The tertiary planes each have a somewhat distinct function in the cosmology. Some are sources of power for denizens of an adjacent realm, while others are constructed around a single idea or function. Still, some others are veiled in mystery as to what their function might be. On the whole, they are common destinations for various planar travelers, so you might meet all sorts of creatures along the way.

The Tertiary and Contested **OUTER PLANES** (the outermost three planes on all three corners of the big triangle) are also connected to the **INNER PLANES** in some way, allowing travelers to jump up to the next level on the map. These connections to the **INNER PLANES** are more tenuous on the Tertiary Planes than those originating on the Contested Planes, which means they are harder to locate or less reliable.

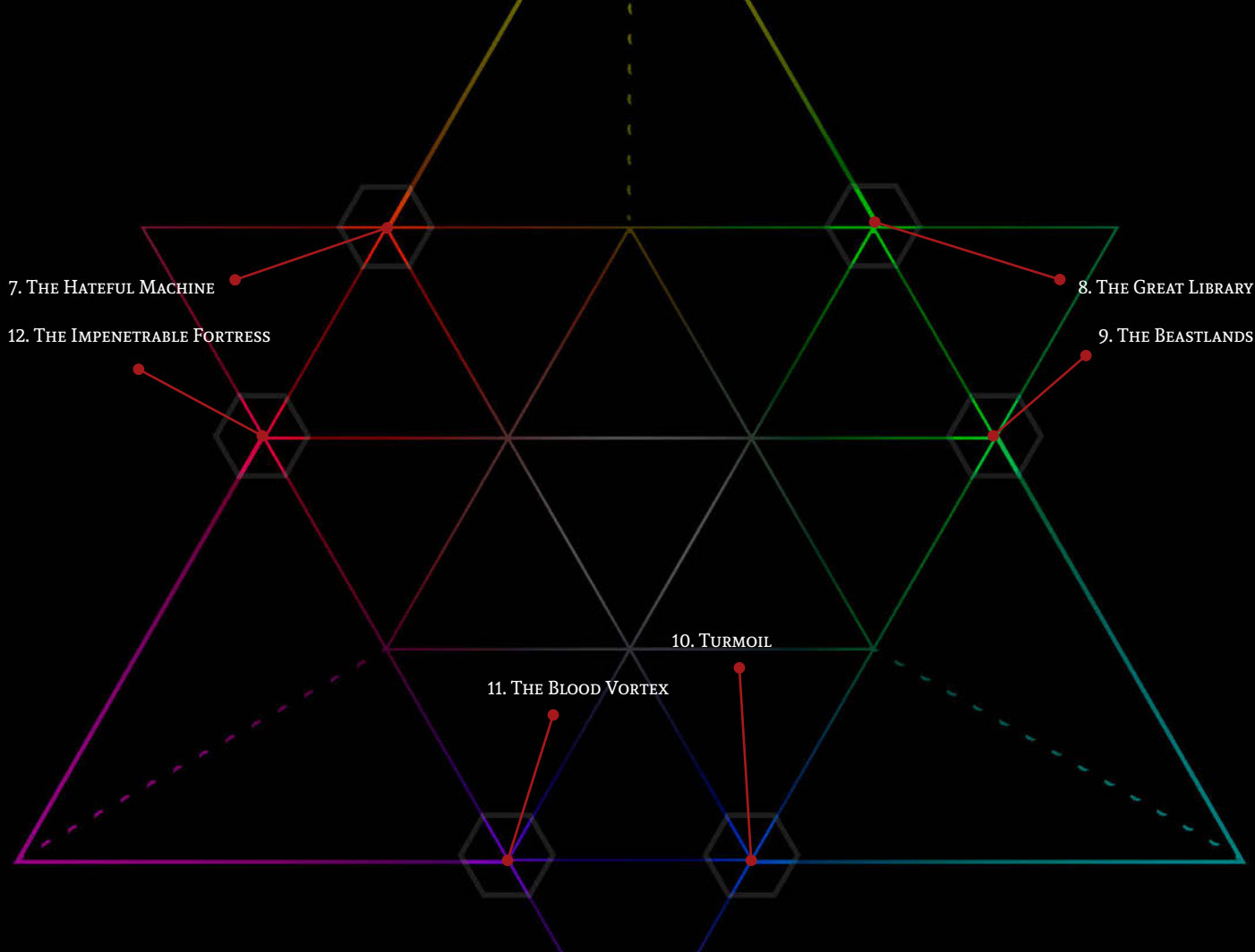
## **7. THE HATEFUL MACHINE**

The clangy metal walls and floors of the cramped corridors are one thing, the plumes of steam shooting out from seemingly random pipes running along the walls and ceilings are another. The whole place has a very claustrophobic feel to it, which isn't helped by the strange little automatons who seem to have the run of the place. They don't really get in the way of travelers, but it can feel like you have to watch your step constantly, to avoid stepping on them.

Brass, steam, and howling glass tubes inside the most complicated machine to ever exist. The whole plane is, in fact, one gigantic construction, fueled by hellfire and what is likely slave labor – though nobody is really sure where the little constructs originally come from or who tells them what to do.

The entirety of this generally cubelike plane is one, big, partly organic machine. Large tunnel-size pipes run through the whole thing like veins and arteries, which house its various denizens, whose main occupation is seeing to the proper operation of the machine itself. Gravity pulls towards the machine's center, which is filled with soul-scorching hellfire, somehow extracted from the Nine Hells, or... maybe this is where hellfire is made; that could actually be what the machine does.

It's not generally known, what the machine does, or how/if it's even relevant. Yet it's very clear the devils hold the machine in great regard and among all their endeavors, have deemed its operation a priority. It is assumed the plane is some type of power source for the devils of the Nine Hells, but who can say for sure. It is common knowledge among the denizens of the **OUTER PLANES** though, that weapons and armor are constructed



here, and sold to anyone – some have speculated that even mighty Solars come here to purchase their famous *Slaying Longbows*.

### Planar Traits

The machine is the way it is and probably always has been. Bits of it have been damaged and repaired countless times, but the overall design has never changed. Gravity is heavier than usual.

### Planar Connections

Should you decide to travel through this plane expect to pay a heavy toll... unless you're a devil or have a standing agreement with one of them. You might be able to trade in a favor for safe passage but shouldn't rely on that being a possibility. All planar travel to the plane is constantly monitored and getting out of the plane requires being able to manipulate certain parts of the machine to open **Planar Passages**. Travel to the following planes is possible: the Infernal Plane, Ordo, the Impenetrable Fortress, Mechanus, and the Divine Court. A hidden passage leading to the Plane of Fire also exists.

## 8. THE GREAT LIBRARY 🗝️

Five grand hallways stretch out as far as the eye can see from a central entry-hall. Each hallway is covered with tall bookshelves and filled with smaller ones leaving little room to maneuver. The air seems a bit misty from slowly floating dust, though it doesn't seem to settle on the books. The place seems completely quiet and very still, though what little light comes in from the small windows high above the shelves, leaves a lot of dark and shadowy places for creatures to lie in wait.

You enter the library through a grand foyer, which houses a simple, soundlessly springing fountain inside a pentagonal room. The entire plane seems to be dimly lit, revealing very tall shelves of books, running along five different corridors from the entrance/foyer. These endless-seeming shelves house – in theory – every written work from the beginning of time. The contents of the shelves shift gradually, as new works become available.

Everything is arranged by general subject, not in any sort of chronological order. There isn't just a single shelf of disappearing and reappearing books at the end of the aisle (what leads to books disappearing is a good question, indeed), but rather series of books suddenly appearing on or vanishing from the shelves, as other volumes move in order to make room or fill in the empty spaces.



Newly started publications tend to vanish and reappear the most often, possibly as the author struggles with the very idea of whether they want to publish the work once it's finished. However, this doesn't explain why old and well-established works may also disappear. It is possible that the Great Library holds the only (remaining) copies of some work, and these are temporarily loaned to other collections.

Each corridor houses literature regarding a broad subject, both fiction and non-fiction: I. Magical Theory and & Arcana, II. Historical & Religious Literature, III. The Multiverse, IV. Physics, Metaphysics, and Everything In Between, V. Mathematics, Architecture, Miscellaneous & Other. Looking out from the foyer, the corridors seem like they could go on forever. They are about 30 feet tall with vaulted ceilings and mostly filled with smaller shelves, tables, and chairs.

While the light seems to be sifted through floating dust, the books themselves are in pristine condition. Here and there, invisible servitors move around soundlessly. They have a habit of returning books to their proper places, even while people are still using them, but only after they are left unattended for longer than a minute. In addition to these native denizens, certain creatures have made their way here and prey on travelers, usually by means of mental attacks, so as not to necessarily reveal their presence or location.

While basically all the written information in the world(s) and all of history is stored within the library, some information is still restricted. While not held completely secret, there are certain terms one must meet, before being allowed to peruse this material. Information about the Far Realm, for instance, is hidden, since delving into it without the proper context would certainly lead to madness. The restricted section of the library is located under the fountain in the foyer and consists of numerous locked bookcases, each dealing with a single subject. Gaining access requires persuading one of the invisible servitors (who aren't mindless, just very determined to do their duty) that you know what you're doing and can be trusted to not abuse further privileges.

### **Planar Traits**

While it could take a few days, you can reach the end of a corridor. They lengthen over time, as more publications become available, but they aren't infinitely long. Evocation and illusion spells are harder to cast here, always having a small (20%) chance of failure. Concentrating on illusion spells has a base DC of 15 instead of 10. Gravity seems lighter than usual. For each day that passes in the Library, 7 days pass on the **Material Plane**.

### **Planar Connections**

Between the five main corridors are veiled portals, each corresponding to one of the five main planar connections: Ordo, the Celestial Plane, the Beastlands, the Gray Plain and the Divine Court. The information on how each of these can be accessed is contained within the Library. They are normally closed, but open automatically for a few minutes, whenever someone from another plane is approaching the Library. Opening most of these portals is not a problem, but the one to the Divine Court requires a unique pass-phrase, which is keyed to the individual – each creature who has been permitted to the Divine Court has been given a phrase they can use to open the way (from the Library). There's also a secret passage to the Positive Energy Plane, but only the invisible servitors know how to access it, and getting them to talk can be tricky.

## **9. THE BEASTLANDS**

The sun swoops around a massive island, barely smaller than a continent, braced with sheers cliffs plunging down into the depths of a roiling sea. In the island's center, a single very formidable mountain juts into the sky, its peak sticking above the clouds that cover most of the densely forested land.

The Beastlands are a physical manifestation of a single concept: survival of the fittest. It is about the size of a (small) continent on the material plane, with a great mountain range rising in its center. The peak of the highest mountain is called the Beast Crown.

The continent is relatively circular, enough so that people regard directions as hubwards and rimwards (towards or away from the center respectively) instead of north and south, or daywise and nightwards (clockwise and anticlockwise) instead of east and west. The outer edge is a high cliff dropping down to a vicious sea. While it seems to go on past the horizon, the waters actually fall off about 100 miles out and spill into the astral sea, whence it slowly circulates back above the plane to form clouds around the central peak, before raining back down to feed the land.

The plane's sun orbits around the continent some distance beyond where the sea drops off into astral space (or so it would appear). The areas nearer the rim are always warmer than the climate inland. The very center is covered in permafrost, though it can still be relatively warm on the sunny side. The sun's height is virtually constant, though it shifts slightly throughout the year, shining from a greater height on one side of the continent while almost completely setting when it reaches the opposite





side, so the plane has four distinct seasons.

The land is definitely inhabited by various flora and fauna. Lycanthropes form some of the most civilized population on the plane together with centaurs and various other forest creatures. There are also roaming beasts that terrorize any permanent settlements, most of which exist closer to the rim than the central mountains.

The mountains are inhabited by powerful beasts and other creatures fighting to get to the top. Among these are great were-creatures, and ancient, powerful – possibly immortal druids, who spend most of their time in beast form. Several creatures are vying for the top position, to be the King-of-the-Hill, and to bear the right to rule over all other, less deserving creatures.

### **Planar Traits**

Other than some weird interactions with the Astral Plane, the Beastlands feel pretty normal. Druids and fey creatures seem to have an easier time with their spells and abilities and can hold on to them for twice their normal duration.

### **Planar Connections**

Planar connections on the plane often form in deep freshwater springs, labyrinthine cave systems, or smaller tunnels dug into the ground. Passages aren't monitored

or regulated and generally remain open. Passages to Limbo, the Celestial Plane, the Great Library, and the Gray Plain exist. There's also a passage deep underground directly underneath the Beast Crown, which leads to the Realm of the Dead. Hidden passages leading to the Positive Energy Plane can also be found, though these can appear dozens of feet off the ground.

## **10. TURMOIL (THE REALM OF MADNESS)**

It is a mismatched motley of different terrains, elemental storms, bedless rivers of mysterious substances floating through the air, and on top of this, nothing remains as it is for long. It almost feels like the whole plane is constantly transforming into different versions of itself. The layout of the terrain can change very abruptly, where a second ago there was a nice bit of sturdy ground beneath your feet, suddenly it's gone, and not only that – the ground is now above you and falling towards you quite rapidly. There might be a method to the madness, but most travelers are forced to give up way before they can figure it out.

Sometime in the past, Turmoil was influenced by the Far Realm. While the planes aren't connected anymore, and Turmoil has gained a measure of stability, it is still clearly an extremely hostile environment. The landscape can shift completely in the blink of an eye – what was stable ground a second ago, might simply vanish and leave you falling down a bottomless pit whose spike-covered walls leave deep gashes as you fall past them.

It appears as though this infinite plane consists of multiple different states which are merely in different phases and each individual state shifts to another phase seemingly at random. There could be a tower, a pyramid and a floating sphere all sharing the same space, but never actually touching. On top of this, the gravity may shift at any time, as your environment shifts to a different state, possibly leaving you on the “ceiling” instead of the “floor”. To make it worse, the pull of gravity is generally stronger than on the material plane. Once you've fallen from ceiling to floor a few times in a row, you'll probably wish you could fly. If you can fly, on the other hand – watch out for those random surges of hurricane strength wind! Did I not mention the weather? Let's just say it can change drastically in an instant, ranging from “deceptively calm” to “clearly out to get you”.

All in all, the plane makes little sense. The creatures that roam it seem to inhabit multiple phases, and sometimes disappear along with the environment – at other times, they don't. You might see an approaching creature in the distance, but as you draw a bead on it, it





suddenly disappears, reappearing next to you a moment later, with its claws already falling towards your vital bits. Or you might not see your foe at all before they attack.

This plane is not fair towards travelers. It's almost as though it wants to kill them. You should never let yourself feel safe within the Realm of Madness, not even for a second. While this kind of paranoia might keep you alive, it will also, slowly but surely, drive you to the brink of madness. All of this, of course, is assuming you don't run into anything that will escalate the process; things which are numerous within the plane.

### **Planar Traits**

The plane is infinite in size and infinitely variable in shape. It is probably more or less sentient and not quite all there. Not only does magic act as though it were cast by a Wild Magic sorcerer, random spells can come at you from out of nowhere, for good or ill. Gravity is heavy and it can get reversed at a moment's notice. On top of all this, time is erratic, speeding up or slowing down compared to the **Material Plane**.

### **Planar Connections**

Planar passages terminate in great stone arches built

atop what are now floating islands of crumbly gray stone. Like the rest of the plane these islands come and go into and out of existence as they rotate through different phases, although they are stable enough that any creatures within their vicinity will sync up with them – once you reach one of these islands, you can safely remain atop it, though nothing can really keep other stuff from colliding with it or creatures attempting to bar entry into the passage. Planar connections are available to the following: Darktown, the Blood Vortex, the Abyss, Limbo, and (see below) the Realm of the Dead. Even less stable regions of the plane also contain portals to the Negative Energy Plane.

There is an island of peace within the madness, that most of the plane's inhabitants are reluctant to approach. On the island is the gate to the Realm of the Dead, which is kept open and functional, though it usually only works one-way (incoming, not outgoing travel). Another nearby island holds another planar gate, one which leads to Darktown. What keeps the inhabitants of Turmoil from messing with these gates has to be some kind of divine presence; unseen but powerful enough to affect a bit of stability within the realm.

## **11. THE BLOOD VORTEX**

You enter the plane via a tunnel that forms through raging storm clouds. The first thing you see – which is pretty much all there is to see, is a massive vortex of swirling energies, merging and colliding, exploding here and there and crack-





ling with magic and static electricity. As you watch, another passage opens in the clouds above you and a few bodies tumble through, barely recognizable as what were once demons.

If the Abyss is the kitchen, the Blood Vortex is the garbage disposal unit. Looking down into the swirling mass of elemental energies, the raw magic of chaos, and the bodies or parts thereof sticking out, it's hard not to avert your eyes. The whole plane consists of a gigantic whirlpool, above which a few small islands are held aloft. The vortex is surrounded by a mass of storm clouds, through which planar passages open, usually to spew out new bodies into the vortex. Whatever you think about demons, at least they recycle!

Energy is suffused into everything in and around the vortex. Crackling lightning, bursts of hellfire and explosions of boiling blood are all common events, though the floating islands are somewhat grounded from these effects and can act as safe havens. All the energy coalesces and is condensed at the bottom of the whirlpool, from where it is siphoned into the demon lords' domains within the Abyss. Eventually, it'll be used to reconstitute demons.

Should you somehow be able to survive the onslaught of the raw power of the vortex, you could theoretically suffuse yourself with its energy... but not many can. A few rare elementals have adapted to the deadly environment and the vortex's violent currents. They are likely hostile towards intruders should such be perceived. Other than these, various creatures with an entrepreneurial spirit (and the ability to shift to another plane to escape) can be seen hanging above the whirlpool fishing for demon parts – a hazardous occupation, but apparently, it pays quite well.

### **Planar Traits**

While the whirlpool, the vortex itself, remains about the same constant size, the storm surrounding it goes on forever, though there might not be anything to find out there. Gravity is subjective, but the floating islands seem to have a little bit of inherent pull.

### **Planar Connections**

Planar connections exist within the cloud mass roiling above the vortex. While the passages remain mostly open, they are hidden within the storm and hostile elemental creatures often roam in their vicinity. Passages connect this plane to the Eternal Battleground, the Abyss, Turmoil, Darktown, the Negative Energy Plane, and also the Nameless place, though this last passage is even deeper within the mass of storm clouds – possibly several days' travel from the whirlpool.

## **12. THE IMPENETRABLE FORTRESS**

The long straight hallways of the Fortress mostly resemble an old, though very clean dungeon – an ascetically furnished one at that. As they proceed along the corridors, travelers may get glimpses inside the various rooms they pass. One of the rooms looks like a staging ground, large enough to fit a small army. Another has to be some kind of weird obstacle course. A third door reveals just an empty room. A large, uniform group of devils comes jogging down the corridor on their way to another room a few levels down. They seem to be chanting some kind of lively cadence call, but it's in Infernal, so who can say for sure.

For those who didn't get the joke, a synonym for impenetrable is fiendish... maybe it just wasn't that funny.

The Fortress's original purpose was logistics, pure and simple. Various troops of fiends are constantly passing through in one direction or the other, gathering into larger regiments or being briefed on the latest plan of action regarding any of a number of perpetual conflicts. Everything is carefully organized and systematic, well ordered and exceptionally efficient. To outsiders, the inner workings of the plane remain a mystery. All they know is, they get a number upon entry and finding the corresponding hallway or room number will lead them to wherever it is they need and/or wish to go.

The devils who run the place, being business-minded, have expanded the plane's purpose to... what amounts to hospitality – of a very specific sort. Need a place to train your army? Recuperating from a deadly affliction and need the best possible care? The Fortress has what you need.

The plane forms new areas whenever and wherever needed. Should the need arise for a place in which to train new, untested tactics, a custom training hall will appear. The numerous doors along the hallways can open up into smaller or larger spaces and can contain all manner of things, such as a whole illusionary army to train against. Such accommodations always cost extra though, even if the plane does most of the work automatically – someone still has to do the paperwork.

The fortress is vast, covering dozens of floors, each with long hallways running in complicated patterns (it's probably more efficient than a simple grid). Various devils roam the halls and their main objective is to keep everything running smoothly.

Most of the fortress is indoors, but there are a few training halls that appear to be under an open sky and a few balconies from which the view opens out on the Eternal Battleground (magically via scrying devices, that can be recalibrated to display other locations). Such



balconies are usually inhabited by leaders of the infernal armies.

### Planar Traits

The size and shape of the plane are pretty static, but there are slight changes within the rooms each time they're outfitted for a new purpose (which the plane does on the orders of the devils who manage incoming traffic or deal with guests). Gravity can be adjusted separately for each room/hall, ranging from light to heavy. Time passes slowly on the plane overall, at a rate of one day for every three days on the material plane, but this can also be adjusted individually for training halls.

### Planar Connections

Planar connections are extremely well regulated and constantly monitored – a big priority in the Fortress. Without proper (written) permission entrants are usually sent back the way they came – killed outright if they don't co-operate. That being said, with the proper paperwork the Fortress can be a very efficient way to cross through to another plane, as portals can be opened in basically any room if that's what the customer needs.

**Portals** can lead to the Infernal Plane, The Eternal Battleground, The Hateful Machine, Mechanus, and for a higher price, they can be opened up into the Nameless place and the Plane of Fire as well.

### DO YOU ACCEPT... CREDIT?

The devils of the Fortress accept all viable forms of currency, and then some. They perform complex calculations to figure out various exchange rates; how many gold pieces is a treasured childhood memory worth? It has probably come up before and will do so again.

Getting the proper permissions and paperwork to enter the plane probably entails finding an emissary of some kind, possibly contacting a devil by magical means or summoning one to sort things out. Contracts are usually involved, and it's a good idea to read through all the fine print.

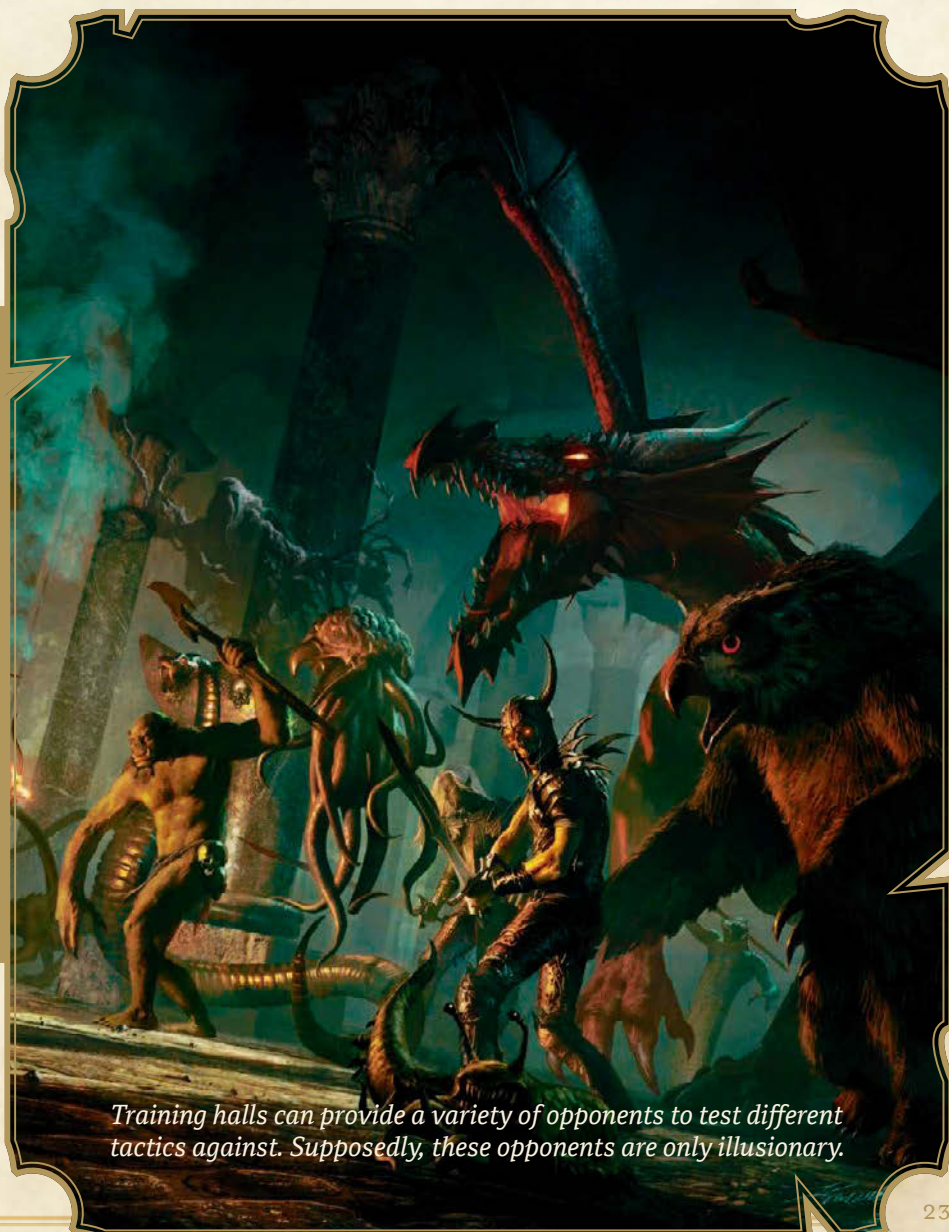
## THE CONTESTED PLANES

The three realms the farthest out from the center of the **OUTER PLANES** are also the most neutral. None of the core realms have more sway over these planes than the others do. These three planes are also among the most mysterious. Even though their function and purpose are generally known and accepted, they still hold many secrets yet to be uncovered.

### 13. THE GRAY PLAIN

Vast, nondescript plains of dirt and sand stretch out past the horizon. There is very little of note anywhere in sight; perhaps a small outcropping of rock far in the distance and a single creature flying past the blazing sun. Strangely enough, sounds seem to echo as if in a large, cavernous space. The place feels empty in a way that you can't help feeling a little lonely just out of sympathy.

The plane stretches out infinitely in a slightly spherical form, though it never comes around to connect with



*Training halls can provide a variety of opponents to test different tactics against. Supposedly, these opponents are only illusionary.*



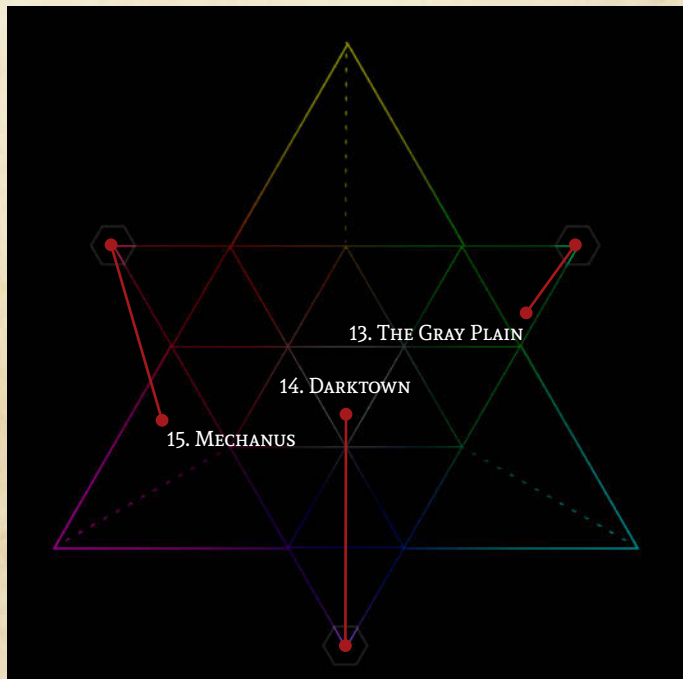
the other side. In the middle is a very tall spire, with a levitating ring slowly rotating just above the top. On the inside of the ring is a city called Sigil, which is a hub of interplanar trade and traffic. All manner of creatures (from all other planes) inhabit the city, and stories tell of countless hidden portals leading out of it, possibly allowing access to all other planes. Aside from the Spire of the Planes, as it is called, and Sigil, the plane contains little of note. It is a wide-open expanse that goes on forever.

The Gray Plain is meant to replace the Outlands. The main difference is that the Outlands is said to have villages around its edge that grant access to each of the Outer Planes, to which it does not belong itself. The Gray Plain has its place in the Outer Planes and follows the same rules for planar connections as they all do... for the most part.

The plane's sun rotates around the Spire, closer during the summer months and farther away during the **Material Plane's** winter. Skies are usually clear, and rain almost unheard of, though strong winds are common – there not being much to deter them. Strong astral currents sometimes reach the plane and create strange weather phenomena. Generally, days are dry but hot and nights are cold, in the winter the difference between night and day isn't as distinct except for the amount of daylight. The farther away from the spire you travel, the less daylight you will get during the day.

### Planar Traits

The plains go on forever, becoming even less interesting as you get farther away from the central spire. Sigil, other than being situated on the inside of a ring floating a few miles above the ground, has all the properties of a normal, physical place. Divine magic does not function in Sigil – whether it's channeled by clerics or wielded



by deities themselves, it simply fails... as do all divination spells that attempt to commune with the gods etc. or *scry* (create a divination sensor) inside Sigil. Gravity is light everywhere on the plane, but it changes direction along the spire, so you can actually walk up to the top, which only leaves the problem of getting from the spire to the city, which is still several hundred yards up... or, sideways. In Sigil, the pull of gravity is towards the city's surface. Time is slow: for every day that passes on the Gray Plain, three days pass on the material plane.

### Planar Connections

There are several planar connections, some of which are better hidden than others, either floating high in the air or deep underground beneath great canyons. Passages are unregulated and they are always open. Regular planar passages connect to the Great Library and the Beastlands but there is a secret way to reach the Inner Plane of Positive Energy. This passage opens in midair, some way between Sigil and the plane's sun. An invisible bridge from the underside of Sigil (the outside of the ring) connects to this passage.

## 14. DARKTOWN

The massive city seems like an amalgamation of various cities on the Material Plane, though lacking the spirit and most of the flavor the originals exhibit. You'll also meet various kinds of creatures, big and small, but almost all of them seem distant, unresponsive, some even look a little transparent. Moving around, you'll recognize certain features as belonging to well-known monuments or feats of architecture and engineering. Although the architectural styles are well emulated, larger structures are scaled down significantly and everything seems duller, less colorful overall, even... lifeless.

Most of the denizens of the plane are petitioners; they've been sent here to await Judgment. Others are here to serve as the petitioners' advocates. While on the plane, you still need to eat, drink and sleep. You may find you are constantly hungry as you should be eating the equivalent of a fortnight's worth within a day and will reap the consequences if you don't. You can easily discern a native petitioner from their representatives – the latter will likely be munching on something constantly, even while walking around town. Petitioners don't eat, or sleep, or seem to be able to enjoy anything, really.

Darktown has a clear function within the multiverse. It is the place where souls come to repent, perhaps to seek atonement, and to be judged before possibly moving on. It could be called purgatory, as some do, but none who enter, are meant to stay indefinitely. Whatever



process decides who goes where to spend their afterlife, some people – or souls – end up here, and there are quite a number of them awaiting judgment since it takes a relatively long time for their cases to be handled, it seems.

The plane contains a single sprawling city composed of distinct sections, each inspired by a city on the **Material Plane**. The entirety of the plane is contained within the inside of a sphere. The center of the sphere is filled with a gray, foggy mist, which often reaches down to the ground, and the light sifting through this dense fog gets very diluted, leading to the plane having an obscured, dreary and indistinct feel to it. There is no night or day.

In the most crowded part of the city, there is a large street crossing constructed of indestructible crystal slabs set in a frame of steel and brass (forming a planar map). This large, open area forms a transparent ceiling above a large underground space, called the Hall of Judgment, which is where petitioners are summoned to make their cases and have their fates decided. It is said, that when someone crosses the glass ceiling so that their shadow lands on a petitioner, that petitioner relives the mistakes they have made in life: all that they regret having done or neglected to do. Many break down while within the hall, overcome with despair, but ultimately this introspection will allow them to present their case with as much honesty and certainty as possible.

### **Planar Traits**

Eventually the city wraps around and you can walk a long time just to end up where you started. Gravity is heavier than normal.

The plane is timeless – but it's not quite that simple. For petitioners, it has been estimated that anything from a couple of weeks to a year pass here for every day that passes on the **Material Plane**. For people visiting, though, it would seem the opposite applies. Several days may have passed on the **Material Plane** within a couple of hours spent in Darktown. And then there's also the possibility of meeting the souls of people who, you know for a fact, are not dead yet – apparently they're destined to wind up here at some point.

### **Planar Connections**

Close to the city center, there is a grand stone building. The place is bustling with countless petitioners awaiting their representatives' arrival. People arrive (and leave) on spectral trains (or trams), either underground or above it, and there are several tunnels to different platforms, corresponding to all possible planar connections.

The main planar connections only lead to two other planes, the Blood Vortex and Turmoil, but the system is designed so that travelers originating from different planes, whose **final** destination is Darktown, will each

arrive at a different platform. Travelers arrive as passengers on ghostly rail cars, which they step out of onto the familiar, reassuringly solid platforms of the station.

Somehow, Darktown is aware of the journey of new arrivals as a whole, not just the last planar connection along the way. If you start out from the Infernal Plane, whatever route you take to get to Darktown, you end up on the Infernal Plane platform.

There is a separate connection to the Negative Energy Plane from what is considered the “edge” of the city – the side opposite from the Hall of Judgment. The structures in this part of the city appear only partly constructed and give the impression of crumbling and falling into a chasm, which is actually the portal to the negative plane – you just have to jump in and off you go.

### **WHO SITS IN JUDGMENT?**

This seems like a good place to mention the place of various divine entities in this cosmological model. Mostly, the model isn't interested in whether gods have homes or where they might be found, or where people go to spend their afterlives, really. Let's just assume that whatever gods exist, they probably have one or more demiplanes set up in and around the multiverse, which could also house their loyal followers.

However, someone probably needs to judge all the petitioners in the Hall of Judgment. This would be a fitting position for a god/goddess of law, or death, or balance, or regretful decisions... the list goes on. If there is no fitting deity in the pantheon, the position could also be filled by a less divine entity. Perhaps an angel, devil, demon trio? They probably wouldn't ever agree on anything, though.





## 15. MECHANUS

The noise of the plane is almost a creature in its own right. While the massive, free-floating cogs – some the size of mountains – spin and clunk against each other in perfect order, the various pipes, chains, axles and belts all grind, chug, and whirl as well. Just as a pocket watch doesn't seem loud to us, the machine might not have seemed very loud to the (speculated) colossal beings who built it. To a normal, mortal being, though, it is deafening. The machine works perfectly, everything rotates in an exact order, parts well greased and fine-tuned, but as to what it does – it's hard to say.

It is said that the whole plane is a representation of the laws of the multiverse. Different parts of the vast mechanical construct represent different natural laws, none of which are left out. For instance, one part forms an overview of the multiverse, an orrery depicting all the planes (possibly even demiplanes) that shows their intricate orbits within the astral sea. This is just one of the laws the plane depicts, symbolizes or incarnates; there are countless others. It's possible that the different forms in which magic manifests were discovered by studying some of the mechanisms. Others believe that only after first discovering a new law of the universe, can one find and study it on Mechanus. It's a chicken/egg type conundrum.

Some believe that, by studying Mechanus, they could learn every secret law of the multiverse, putting them on the path to becoming gods or... something along those lines. The plane is a hazardous environment for most mortal beings though. It consists of winding tunnels within various pipes running from one part of the machine to another, where a diaphragm could open at any time filling the entire tunnel with scalding steam or even toxic vapors.

Mechanus is inhabited by various creatures. Strange construct creatures of varying size and complexity are native to the plane, but many come from the **Material Plane**, as Mechanus is relatively easy to reach and – assuming one remains within the more stable zones – a pretty good place to conduct planar research.

At the heart of the plane is a massive cog called the Circadian Wheel, spanning over a hundred miles in diameter, which performs a single full revolution precisely every 24 hours. At the cog's center, a giant metal pillar, about eight miles across, rises far, through various other parts of the whole, as well as reaching down deep into the depths below. This core pillar actually houses numerous tunnels ending in interplanar passageways, which lead to the **INNER PLANES** of Fire, Water or Earth.

Atop the Circadian Wheel are several settlements,

housing most of the plane's permanent inhabitants. There are smaller relatively quiet areas here and there around the plane, where semipermanent stations have been set up, some purposed for research, others occupied by what are effectively bandits.

Several tunnels have been marked with brightly colored paint (which needs regular reapplication) in order to make navigation possible in the first place, as counting turns without any clear reference would get anyone lost in a matter of minutes. The locals are accustomed to the precise rhythms of the machine, though no single creature knows the workings of the entire plane, or can remember all of the safe passages throughout.

Some parts of the machine will stop for a predetermined interval once a year – a cycle which is easily followed here – this is to allow for repairs to be made, according to speculation; the little construct creatures do seem to go into a frenzy around this time of year.

Beyond the machine is complete darkness, which goes on forever. It is quite uninhabitable, with no discernible gravity, no sources of light and no air to breathe. Some have attempted to gain a further understanding as to the workings of the whole machine, by flying off into the empty space to get a different perspective, but apparently as much if not more of the machine's workings are hidden inside, as are visible on the surface.

### *Planar Traits*

The construct is huge, but it doesn't go on forever. So far nobody has been able to affect the machine in any way, either adding mechanisms or removing them; the mechanisms always return to their original state. All anyone has been able to do, is to build things on top of it. Gravity is normal, as is time – it has even been speculated that a part of Mechanus determines the flow of time on the **Material Plane**.

### *Planar Connections*

It takes days to navigate from one end of the machine to the other, even longer without a proper guide. Planar connections to the **OUTER PLANES** are mostly located on the farthest edges of the vast machine. While there are several possible passages to the Impenetrable Fortress and the Hateful Machine, only two are always open. The portals to the **INNER PLANES**, inside the spoke of the Circadian Wheel, are likely closed, but most also have clear mechanisms for opening them temporarily.

Locals have figured out the order in which passages open and close, and it seems to be tied to the planar locations as exhibited by the orrery. Aside from utilizing the established timings, portals on Mechanus can be hard to access, as it's almost impossible to affect the plane itself.



## THE GREATER PLANES

Also known as the Accommodating Planes, named thus because they are relatively easy to get to, being connected to the **TRANSITIVE PLANES**. Some consider them an expansion of the **OUTER PLANES**, but it's better to think of them as separate but related – cousins if you will – part of the extended family of planes.

These three planes allow access to the **TRANSITIVE PLANES**, which sit at the top of the planar map. From there, travelers can easily make their way to the **Material Plane**. Well, relatively easily.

You can make your way to the Greater Planes – the Divine Court, the Realm of the Dead and the Nameless Place – from Ordo, Limbo and the Eternal Battleground, respectively. While these passages are shorter and faster (they don't take twice the time to get through), they are somewhat hidden or even secret and the way is more treacherous than usual, as lots of different creatures, most of them hostile to other travelers, if not each other, roam these paths.

### 16. THE DIVINE COURT

Upon entering the plane, smaller creatures find their body, or at least what represents their body while on this plane, has grown to the size of their human equivalent, and larger creatures shrink in turn. You could come across a titan and shake their hand, or offer a pleasant greeting to a pixie while looking them eye to eye. The plane itself is a great white expanse, upon which several large buildings stand. The greatest of these is an impressive grand temple-like building, with great marble pillars at the front, ornate murals covering every surface, and a huge assembly hall beyond the always open gates.

While many find it a convenient point of access to the **OUTER PLANES**, the main functions of the Divine Court are discourse and diplomacy. The most prominent feature of the plane is the actual Divine Court, from which the plane's name derives. This grandiose building houses several smaller assembly halls as well as the grand central hall, called the Planar Convocation. The Convocation provides seating for thousands of observers surrounding a central stage, on balconies along twelve floors. The stage is elevated slightly, so as to remain visible to observers on the lowest floors. Sounds on the stage are amplified so that all the way up on the twelfth floor, people can still make out every single rustle of clothing or nervous swallow.

All manner of subjects are discussed within the Court and its surrounding buildings, which house embassies

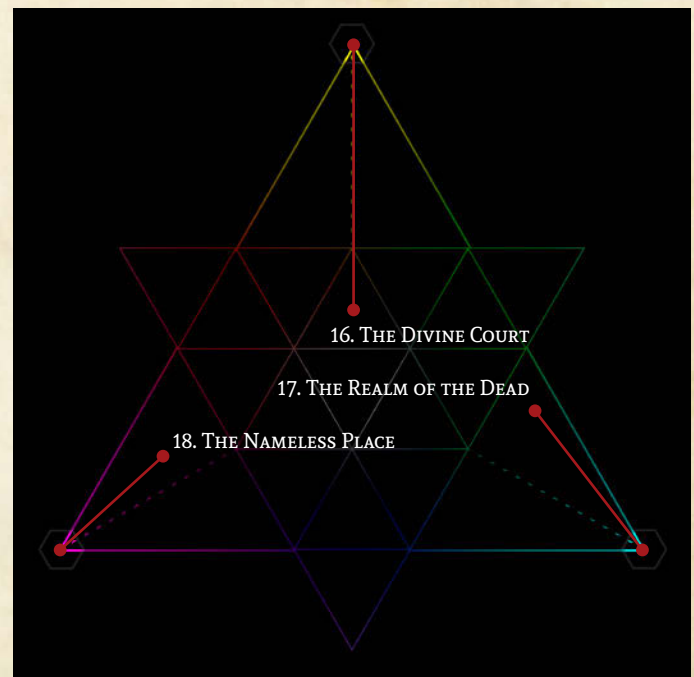
for several different extraplanar races and nations. All manner of creatures walk around and/or loiter in the big open forum before the Divine Court's steps. Political debates are held regarding the most minute of minutiae. To an outside observer, it probably seems like a lot of time is spent discussing things that are completely irrelevant, and even once a consensus is reached, it just seems to lead to even more discussions, now about the details surrounding any plan that's to be executed. Should a deadline be approaching, time on the plane seems to quicken, in order for everything to be processed in time. Matters are rarely of such import though, that this needs to happen.

#### *Planar Traits*

Should one wander out into the endless white expanse, eventually they will find they are approaching the planes' central buildings from the opposite side; everything in between is pure white emptiness. Visiting creatures can neither affect each other or anything belonging to the plane, other than moving a chair in order to sit in it, or lifting a glass from a tray if one is offered to them. The use of magic is limited – the plane is partly illusory, but anyone visiting is unable to use illusory or transmutation magic to alter their appearance in any way. Time flows normally, though it could be sped up in order to reach a decision within a set deadline. While on the plane, you don't need to eat, drink or sleep; the plane sustains life automatically.

#### *Planar Connections*

Planar connections are constantly monitored. Creatures entering from the **Ethereal Plane** are generally allowed through after being registered and providing a blood sample (where applicable, otherwise a creature's essence will





need to be sampled). Those coming through from the **OUTER PLANES** need to have proper documentation or, they are turned away – exceptions have been made, but such cases are decided by the Divine Court and take time to process. While applicants from Ordo have an easier time gaining access, others usually have to jump through a few hoops. Some, such as creatures from the Infernal Plane, might have to agree to several additional terms, including limitations on where they are allowed to go upon departing (so they can't get too close to the **Material Plane** too easily). Incoming travelers from the Great Library are generally assumed to have the proper permissions, as the way wouldn't have opened for them otherwise – they are still asked for their names, which are logged as usual.

The plane's partly illusionary nature means, that upon entry, travelers are put into a semiconscious state and most of what happens on the plane, actually only happens within a shared consciousness, a kind of dream state. The reason why time is rarely sped up is due to the heavy strain this could have on the minds and bodies of the subjects. Visitors are, in fact, stationary from the moment they enter to when they take their first steps out of the plane. The only buildings that have a true physical form on the plane are those which house the planar entrances and the Divine Court itself, though it is quite a bit smaller in reality. There are several actual guards though, and seeing their true form (by having Truesight etc.) is quite intimidating, to say the least.

## 17. REALM OF THE DEAD

A featureless gray, foggy expanse stretches out in all directions. Sounds are muffled, as though coming through a dense wall. Everything is lit with a dull, cold gray luminescence, and the smell could be described as dead – not that of decaying flesh or rotting vegetation, just a lifeless, dusty odor that permeates everything. No wind ever blows through the plane, and even when a creature disturbs the foggy air it doesn't take long for it to settle again. Every now and then you might think you see someone else – a silhouette some ways off in the fog, but when you get there you don't find anyone, not even a trace of someone having been there.

The ground of the plane is hard-packed dirt, gray and featureless – completely featureless, and it goes on indefinitely. Should someone draw figures in the dirt, they would fade in a matter of hours, giving



THE GREATER PLANES

the impression that even the plane itself can't remember anything for longer than that. This is where the spirits of the dead come to forget and slowly fade completely from existence. That is what happens to anyone who is sent to the plane; slowly but surely, they lose themselves, their memories fade, their emotions dilute and all their will drains away. It usually takes just a few days before all sense of self has faded away, leaving mere vestiges wandering aimlessly around the plane.

While here, a soul may be approached by devils or demons who might attempt to barter with them for their immortal soul, offering escape, if nothing else. Alternatively, a deity could claim a soul on the plane, but only before a number (1d10 per the subject's Charisma modifier) of days have passed, after which the soul will have faded into oblivion. The souls of the dead are incorporeal, but otherwise appear exactly as they did prior to death, often showing clear signs of what did them in.

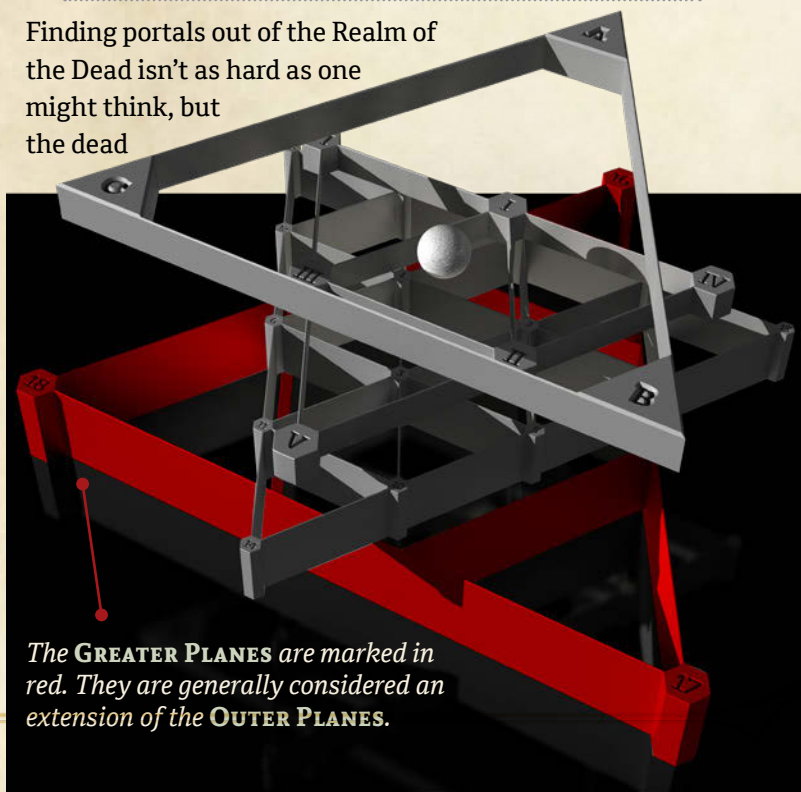
Some demons will attempt to take a soul by force, disregarding all rules and regulations. Fiends are allowed to lie and cheat by any means they will, but they aren't allowed to take an unwilling soul. It is believed, there are creatures native to the plane, who are tasked with defending wandering souls, and they may also object to a particular fiend's more outright lies, by stepping in.

### Planar Traits

The plane just goes on forever and there is very little to affect. The plane is generally considered a dead magic zone, but some individuals have found a way around this restriction and all deities are exempt from it. Gravity is heavy and the atmosphere is even more oppressive, so you start with two levels of exhaustion and can never be rid of the first level, as long as you remain in the Realm of the Dead.

### Planar Connections

Finding portals out of the Realm of the Dead isn't as hard as one might think, but the dead



The **GREATER PLANES** are marked in red. They are generally considered an extension of the **OUTER PLANES**.



cannot pass through unless escorted by licensed representatives of the Hall of Judgment in Darktown. Single portals are available to the Beastlands, Turmoil and the **Feywild**, though the last one is notoriously perilous due to the many demons that prey on travelers in its vicinity or within the passage proper. Finding the portals is mostly a matter of wanting to be there hard enough, as they aren't tied to geographical locations within the plane.

## 18. THE NAMELESS PLACE

Black stone crags jut out violently from the dead, ashen ground. Ash falls down constantly like heavy snow, coating everything a foot deep. Somewhere in the distance, a terrible screech sounds before ending abruptly. Moments later a huge, winged bipedal form can be seen approaching from within a cloud of windswept ash, its red eyes lit with an evil glow. The very ground trembles, as the thing rumbles: "Fresh meat...", its voice seeming to pass through the earth and resonating in your bones.

This is where the elder gods (or whatever) created the first creatures: angels and demons. This is where the devils first betrayed the angels and where the greatest wars between these three factions took place. It is akin to an elephant graveyard, only for colossal fiends instead of docile pachyderms. It is the place devils and demons are sent when they can not be killed outright but can't be allowed to remain among civilized society either – a punishment for third strike violators or the equivalent. No one comes here voluntarily. No one, who has gone or been sent here, has ever come back. It is a desolate, harsh environment speckled with extremely angry, contentious fiends.

The plane was destroyed and abandoned eons ago, and cannot support any kind of life. Those damned to an existence here must slay each other for nourishment, if for no other reason; newcomers are always presented with a warm, if slightly terminal, welcome. While the environment is not as hazardous as that of Turmoil, the locals are even less friendly.

The plane is riddled with both dead magic and wild magic areas, and the flow of magic is disturbed overall and arcane power seems to snag and catch instead of flowing freely. This can lead to spells failing from time to time – at random (20% chance a spell fails each time one is cast, doesn't apply to cantrips).

### *Planar Traits*

The plane is spherical and has a day-night cycle, but since the sun can never be seen through the thick clouds of ash, that only means it's even darker half of the time. Magic that would allow one to leave the plane

instantaneously does not function, and neither does teleportation magic within the plane.

### *Planar Connections*

The plane's portals open automatically for incoming traffic, but only for an instant, dumping travelers out onto the plane and closing immediately afterwards. A great deal of power is required to open them manually, and it is nigh on impossible to know where incoming portals will open. Gathering enough power to open a passage requires much time and effort, and will likely draw the attention of numerous fiends stranded on the plain – if defeated they could be used to power the ritual, but they probably have something similar in mind for you. Connections exist and can be opened to the Impenetrable Fortress, the Eternal Battleground, and the Blood Vortex.

Another planar connection leads to the **Shadowfell**, but opening it requires making some kind of pact with the alien entities from the Far Realm. The portal can be located by opening your mind to the maddening whispers of that plane, following a path seen only in a nightmare (kind of like sleepwalking... is nightmarewalking a word?), keeping your wits intact throughout the whole ordeal, and finally making a significant sacrifice to appease these nameless entities. If you have a live fiend on hand, it would make an acceptable sacrifice, but otherwise, you may have to sacrifice one of your allies. Let's call this plan B.





# OTHER PLANES

The Astral Plane, the **TRANSITIVE PLANES**, the Positive and Negative Energy Planes, and some other miscellaneous things are briefly discussed in this chapter.

## THE ASTRAL PLANE

You can find a description of the Astral Plane in the **DMG**, besides which I only have a couple of things to add. The Astral Plane shares connections with all other planes (except – hopefully – the Far Realm), but these generally only go one way. The color pools you can find in the Astral Sea offer reliable, open passages to all the other planes, but getting to the Astral Plane in the first place, may not be as easy. There aren't any known passages **to** the Astral Plane, even though you can wind up there accidentally. There might be one in Sigil – if one exists anywhere.

## THE TRANSITIVE PLANES

The **Ethereal Plane**, the **Feywild**, and the **Shadowfell** are described in the **DMG**. To summarize: they coexist with the **Material Plane**, sharing the same space but just slightly out of tune, so you can't normally see and/or access them. **Portals** to the **TRANSITIVE PLANES** tend to open in places where people don't usually look. In general, getting to one of the **TRANSITIVE PLANES** is easy enough – traversing the portals is instantaneous, since the planes are close enough to each other, and finding/opening them isn't impossible.

Through the Deep Ethereal, you can gain access to the Divine Court. Similarly, if you delve deeper into the **Shadowfell** or the **Feywild**, finding places that are far less similar when compared to the **Material Plane**, indicates pockets of planar influence and the presence of **Planar Passages** to either the Nameless

Place (from the **Shadowfell**) or the Realm of the Dead (from the **Feywild**).

If your campaign is based in a setting that assumes a slightly different planar layout, you can probably exchange some planes in the model for others, until you feel all bases are sufficiently covered. As an example, the cosmology of

Eberron has fewer planes overall but also includes the Dreamplane, another Transitive Plane. For a campaign based in Eberron, you could replace the Feywild on the planar map with the Dreamplane – The Feywild can sit in the middle of the map with the Material Plane; they can even form their own triangle with the Seelie and Unseelie Courts on two points of the triangle and the Material Plane in the third.

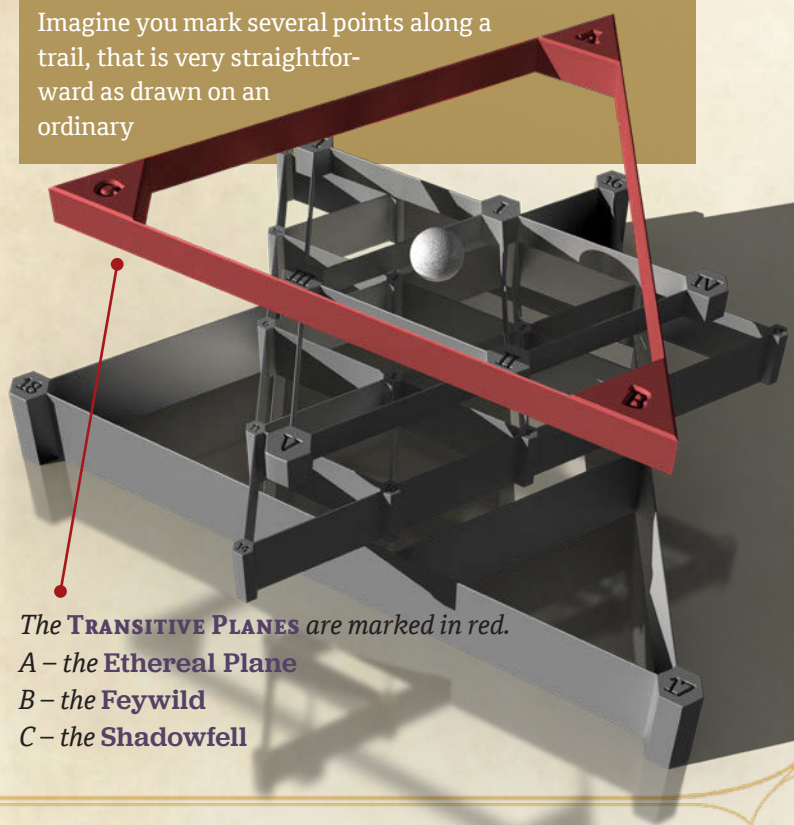
You can take this a bit further: the Fey Summer (Seelie) and Winter (Unseelie) Courts inhabit two halves of the same sphere, their territories split along the meridian. The border between the two realms fluctuates with the seasons on the Material Plane. The Winter half grows until the winter Equinox, whereas Summer is the most influential around the summer equinox. The northern polar region is considered Winter territory while the southern is under Summer's reign. The plane as a whole is exactly the same size as the Material Plane.

Transitive realms also allow for interplanar travel somewhat parallel with the material plane, either at an increased pace or into otherwise unreachable areas. The **Ethereal Plane** is the closest reflection of the material plane; the **Shadowfell** comes close, but it's somewhat warped and distorted. The **Feywild** is mostly just weird, and figuring out how it corresponds to the **Material Plane** requires a bit of imagination.

## SHADOW WARP

The Shadowfell is in fact no smaller than the material plane, but you can still speed up travel times when you shift to the shadow plane if you exploit the way that it's warped. Many locations are mirrored within the shadow realm, but distances between them shift, often bringing them closer together.

Imagine you mark several points along a trail, that is very straightforward as drawn on an ordinary



The **TRANSITIVE PLANES** are marked in red.  
A – the **Ethereal Plane**  
B – the **Feywild**  
C – the **Shadowfell**



Material Plane map. The same trail in the Shadowfell would sort of zig-zag and curve around these points, making it longer, but you don't actually need to follow the trail to reach your desired destination. Instead, you can make the trip as the crow flies, across the zig-zagging path.

## FEYPATHS

The Feywild has been used for expedited travel for some time now. People have been mapping out places on the Material Plane and figuring out their corresponding places in the Feywild. If you have a way to open portals easily, you can cut down travel times to a fraction using Feypaths, and reach places you're otherwise barred entry from. The problem with these is finding the right information, as you won't be able to recognize the corresponding areas on sight. A lot of experimentation has gone into figuring out these paths, and it can cost an arm and/or a leg to hire a proficient guide or buy the necessary maps etc.

## THE INNER PLANES

Instead of trekking through the **TRANSITIVE PLANES**, The **Material Plane** has numerous connections to the Planes of Earth, Water, and Air. **Rifts** from/to the Plane of Fire are also relatively common. As long as you can survive the conditions prevalent on these planes, they provide another route to access the **OUTER PLANES**.

Of the six **INNER PLANES**, the Planes of Fire, Water, Air, Earth are also described in the Dungeon Master's Guide. The three basic elements that compose most things, Earth, Water, and Air, form the core of the **INNER PLANES**. Fire, though it is still one of the four basic elements, is not really one of the building blocks, and maybe has a little less affinity for the **Material Plane**. That's why it's a little farther out on the map, as are the Positive and Negative Energy Planes.

The four elemental **INNER PLANES** have more a sort of physical connection as they blend into each other to form strange and wonderful geographical features, but travelers can still benefit from finding and traversing **Planar Passages**, to cut down on travel time if nothing else. None of the passages on these planes are well regulated and most are always open, at least on this side.

The Plane of Fire also has passages to the Impenetrable Fortress, the Hateful Machine, and Mechanus.

## THE NEGATIVE ENERGY PLANE

There is no light here, and there is no life here, either. The plane itself seems to hate everything and anything

living. The darkness will drive you mad, but probably not before the creatures that roam around in it find you, tear you to little bits, and most likely eat you.

It has been said that the Negative Energy Plane is nothing but an empty pit, but that's more of a poetic turn of phrase than an actual fact. It's mostly empty, but there are surfaces to walk around on – and pits to fall in. All sorts of undead creatures, mostly incorporeal ones, roam around seeking life, in whatever form it may come, to extinguish. As an optimist would put it, you have lots of friends to play with.

There may be creatures other than the undead, but only those immune to necrotic damage can survive for a long period. Constructs may also go unnoticed by undead on the hunt for living things.

There are areas where the plane tries to kill you – just being there is enough to consistently suffer some necrotic damage! But then there are areas, where the plane is really, definitely, without a doubt, trying to kill every last bit of you. In the former areas, people can survive, assuming they pull together and figure out clever ways to defend against hordes of undead flying at them. In the latter though... just don't.

### Planar Traits

The plane probably goes on forever, no one really knows. There are small islands of stable ground where semi-permanent camps can be set up, but other than that there's not much to help anyone with anything. In most places, travelers are subjected to constant Necrotic damage, at a rate of **1D6** every round. In some areas, it gets a lot worse: you take **3D6** necrotic damage each round and your maximum hit points are decreased by an equal amount, and if your hit points drop to 0, you immediately die and turn into an undead horror (probably a wraith). A *death ward* spell can protect you from the necrotic damage and your maximum hit points are restored after finishing a long rest. Gravity is subjective.

It's hard for any kind of light to penetrate the soul-numbing darkness of the plane. All light spells have their radii halved, as do mundane light sources. Even Darkvision only seems to function to about half the normal distance.

### Planar Connections

You can access the Negative Energy Plane through the planes of Air and Earth, and it can provide further connections to Turmoil, the Blood Vortex or Darktown.





## THE POSITIVE ENERGY PLANE

It can be overwhelming, coming to the Positive Energy Plane for the first time. Life is everywhere, and everything is suffused with life. Colors are brighter, giving the impression that you're seeing into new parts of the spectrum. Sounds, smells, tastes... everything is turned up to eleven! To top it all off, the sky gives off a constant, bright golden white glow, which can be blinding. The life that exists here isn't nurtured by sunlight, falling rain, and the turning of seasons. Living things feed on – and thrive thanks to – the positive, life-giving energy, that suffuses every inch of the plane.

Travelers rapidly heal their wounds and gain an overall sense of peace, while on the plane. All that ails them will fade if it doesn't go away completely. You can take it too far though, especially in places where the light is especially bright, and it feels like you could just stay there forever. Too much of a good thing – you know how it goes. Letting the plane's positive energy suffuse your whole being, while it might feel awesome, will also make you explode... more or less.

### Planar Traits

Between the wonderful, lush landscapes full of vibrant flora and fauna, there are areas of pure energy, which is too concentrated for just about anyone to handle. Overall, the plane is infinite in size. Where positive energy levels are a bit more limited, creatures regain 2 hit points every round, until their hit points are at maximum. Where the energy level is higher, where it's arguably too high, it starts to suffuse creatures (that aren't immune to radiant damage). Once at full hit points, creatures begin to accumulate temporary hit points at a rate of 5 per round. If their temporary hit point total ever exceeds their maximum hit points, they have to make a DC 15 Constitution saving throw, to resist exploding. A successful save lets a creature vent some of the excess away safely, removing half of their temporary hit points. A failure means they are immediately and permanently immolated by the overwhelming radiance. Gravity is subjective.

### Planar Connections

You can access the Positive Energy Plane through the planes of Air and Water, and it can provide

further connections to the Great Library, the Beastlands, or the Gray Plain.

## OTHER (DEMI)PLANES

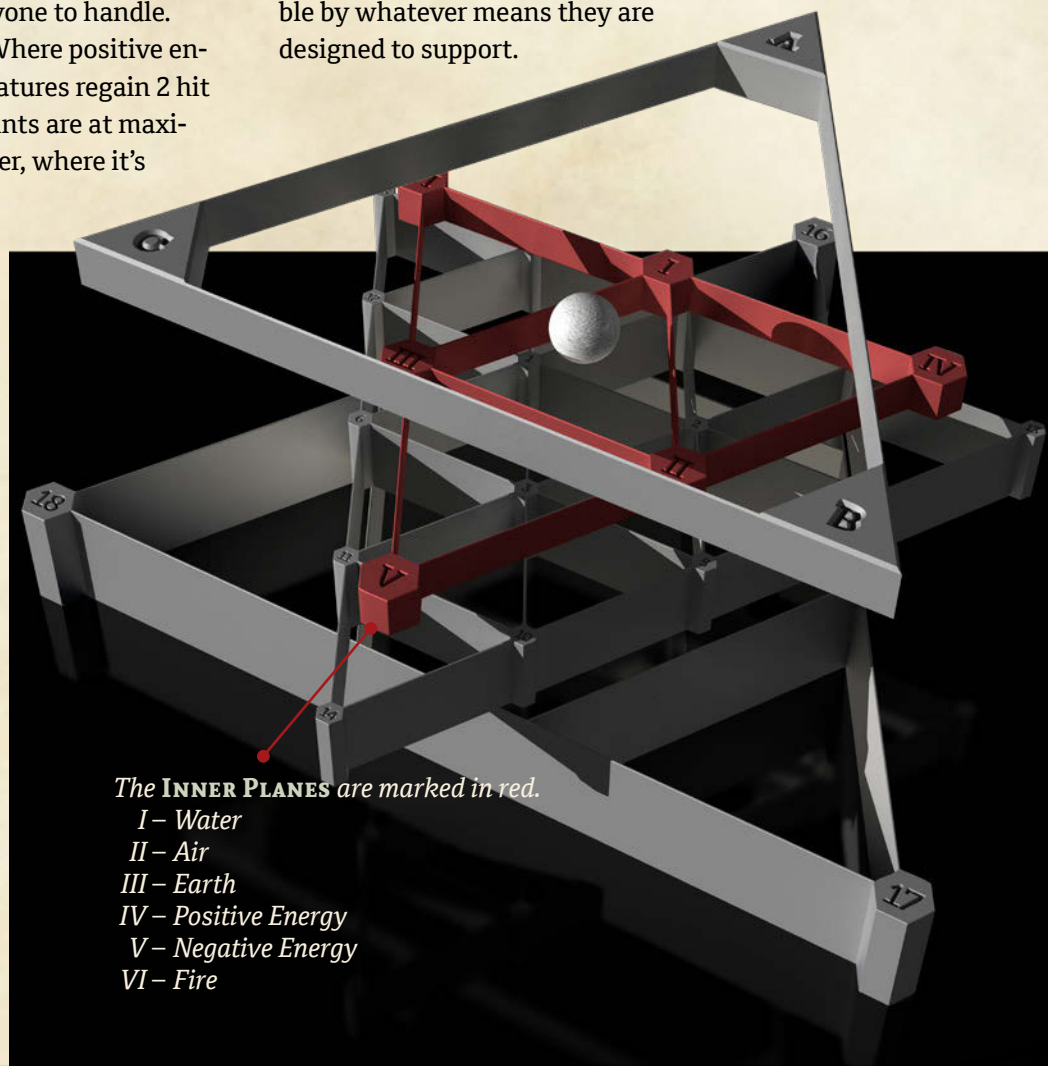
Some demiplanes have already been mentioned, but there are likely others, including some that are considered full planes by other cosmological theories. All planes, demi- or regular, follow the same general rule of planes, where they are each connected to at least two other planes, thus forming their own equilateral triangles on the cosmological map. Here are some examples of planes and which planar connections they could present.

**Ysgard**, where fierce warriors seek out battles to test their mettle over and over again, could be connected to the Beastlands and the Realm of the Dead.

**Carceri**, traditionally inhabited by yugoloth and other fiends, could be connected to the Impenetrable Fortress and the Nameless Place.

**Hades**, an aspect of the hells, the underworld in some forgotten mythology, could be connected to the Infernal Plane and the Abyss.

Demiplanes don't need to be the size of actual planes, they can be as small as a single room. But unless they have connections to two other planes, they aren't considered planes at all – just extraplanar spaces, accessible by whatever means they are designed to support.



The **INNER PLANES** are marked in red.

- I – Water
- II – Air
- III – Earth
- IV – Positive Energy
- V – Negative Energy
- VI – Fire



## MODIFIED SPELLS, ITEMS & RULES

### *Plane Shift*

**7TH-LEVEL CONJURATION**

**CASTING TIME:** 1 action

**RANGE:** touch

**COMPONENTS:** V, S

**DURATION:** Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the GM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Your target destination must be on a plane you have visited prior to casting the spell. If that plane is not directly connected to the plane you currently occupy, you must be able to plot a route across other planes that leads to your desired destination; you must have visited all of the planes along this route as well.

If you are within 30 feet of an open **Planar Passage**, you can target the other side of that passage, regardless of your knowledge regarding it. This spell no longer functions once inside a **Planar Passage**, though, as it is considered teleportation magic.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

### *Freeze Portal*

**1ST-LEVEL ABJURATION** (Bard, Cleric, Sorcerer, Warlock, Wizard)

**CASTING TIME:** 1 action

**RANGE:** 120 feet

**COMPONENTS:** V

**DURATION:** 1 minute

This spell magically bars entry into or exit from a single **Planar Passage** within range. Alternatively, it can hold a **Planar Passage** open, regardless of the type of closing mechanism that is associated with it. A *knock* spell or a *dispel magic* spell can negate a *freeze portal* spell, but no amount of physical force will affect it, whatsoever.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 10 minutes for every two slot levels above 1st. It lasts 10 minutes when cast using a 3rd level slot, 20 when using a 5th level slot, and so on.

## THE WELL OF MANY WORLDS

*Wondrous Item, legendary*

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the GM decides where it leads. You can use an action to close an open portal from either side by taking hold of the edges of the cloth and folding it up. Once well of many worlds has opened a portal, it can't do so again for **1D8** hours.

Using this item to travel to another plane is not instantaneous. Traveling through the portal takes one day per each connected plane along the shortest possible route to the destination. The item can be used inside the **Planar Passage** to change the destination to one of the other planes along the way, once travelers have got far enough to reach this earlier milestone.



# READING THE PLANAR MAP

## ADVANCED NAVIGATION

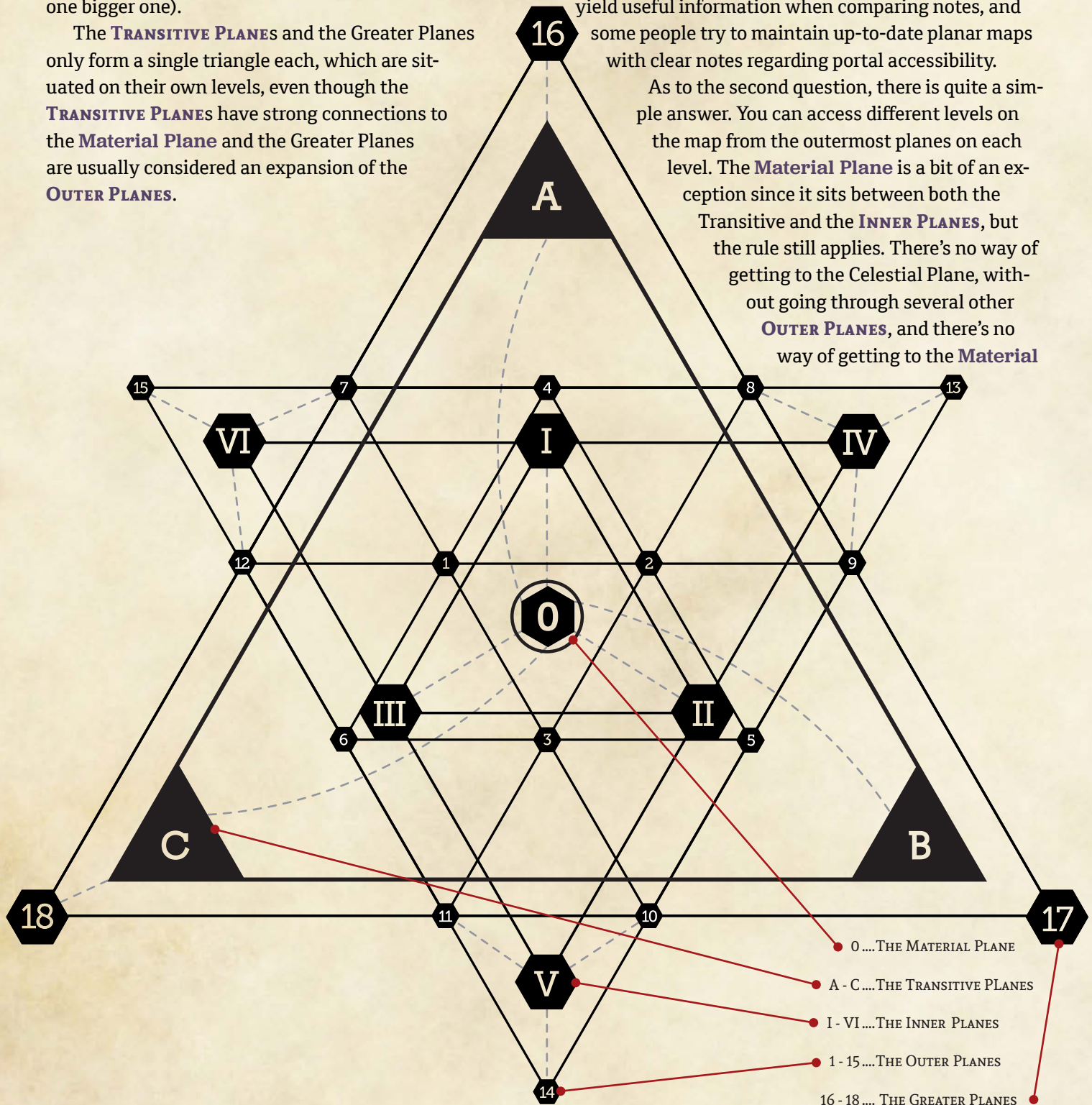
The lines that form each triangle represent planar passages between the planes, which are marked by hexagons at the points of each triangle. The **OUTER PLANES**, as a whole, is the best example of this, since it contains the largest amount of planes and therefore the most triangles. The same principle applies to the **INNER PLANES**, which consists of one core triangle with three additional planes added onto it, each forming two new planar paths, so in the end, it looks like four total triangles (or one bigger one).

The **TRANSITIVE PLANES** and the Greater Planes only form a single triangle each, which are situated on their own levels, even though the **TRANSITIVE PLANES** have strong connections to the **Material Plane** and the Greater Planes are usually considered an expansion of the **OUTER PLANES**.

Aside from following the lines connecting planes, there are two things to consider when planning a route through the planes. Firstly, which passages tend to be closed on one end or otherwise hard to cross, and secondly, how to get up or down a level on the map.

There is no universal answer to the first question. Generally, assuming the locals know about the **Planar Passages** nearby, they might know whether these are closed locally or at the other end, and how safe the passages tend to be. Meeting other planar travelers may yield useful information when comparing notes, and some people try to maintain up-to-date planar maps with clear notes regarding portal accessibility.

As to the second question, there is quite a simple answer. You can access different levels on the map from the outermost planes on each level. The **Material Plane** is a bit of an exception since it sits between both the Transitive and the **INNER PLANES**, but the rule still applies. There's no way of getting to the Celestial Plane, without going through several other **OUTER PLANES**, and there's no way of getting to the **Material**





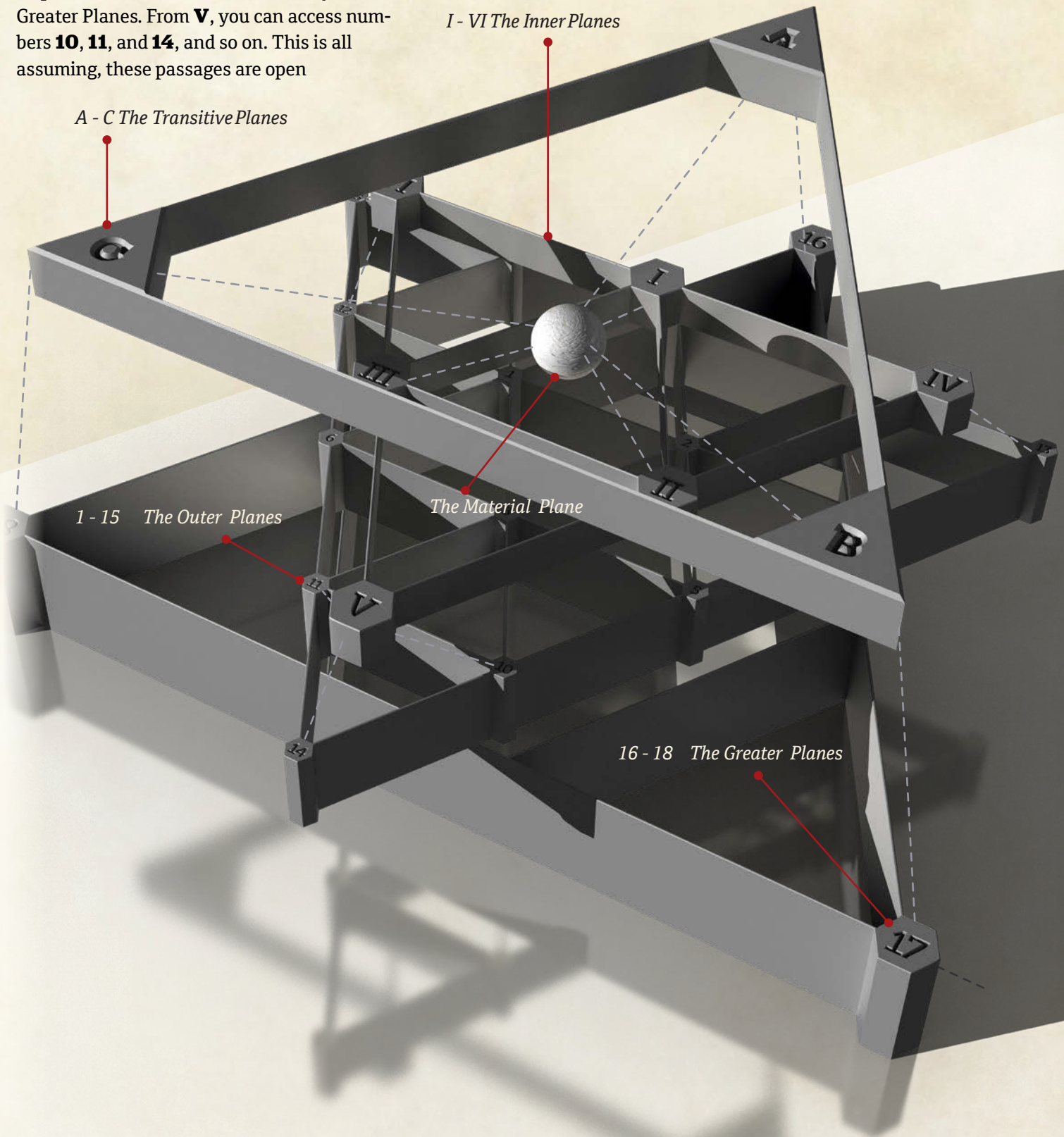
Plane from one of the **OUTER PLANES**, without going through some of the **INNER PLANES** or a **TRANSITIVE PLANE**.

In the diagrams presented here, the dashed gray lines depict the paths between different levels of the map.

The **Material Plane** is connected to the **TRANSITIVE PLANES** and the three core **INNER PLANES**. **A** (the **Ethereal Plane**) is connected to number **16** which corresponds to the Divine Court, actually one of the Greater Planes. From **V**, you can access numbers **10**, **11**, and **14**, and so on. This is all assuming, these passages are open

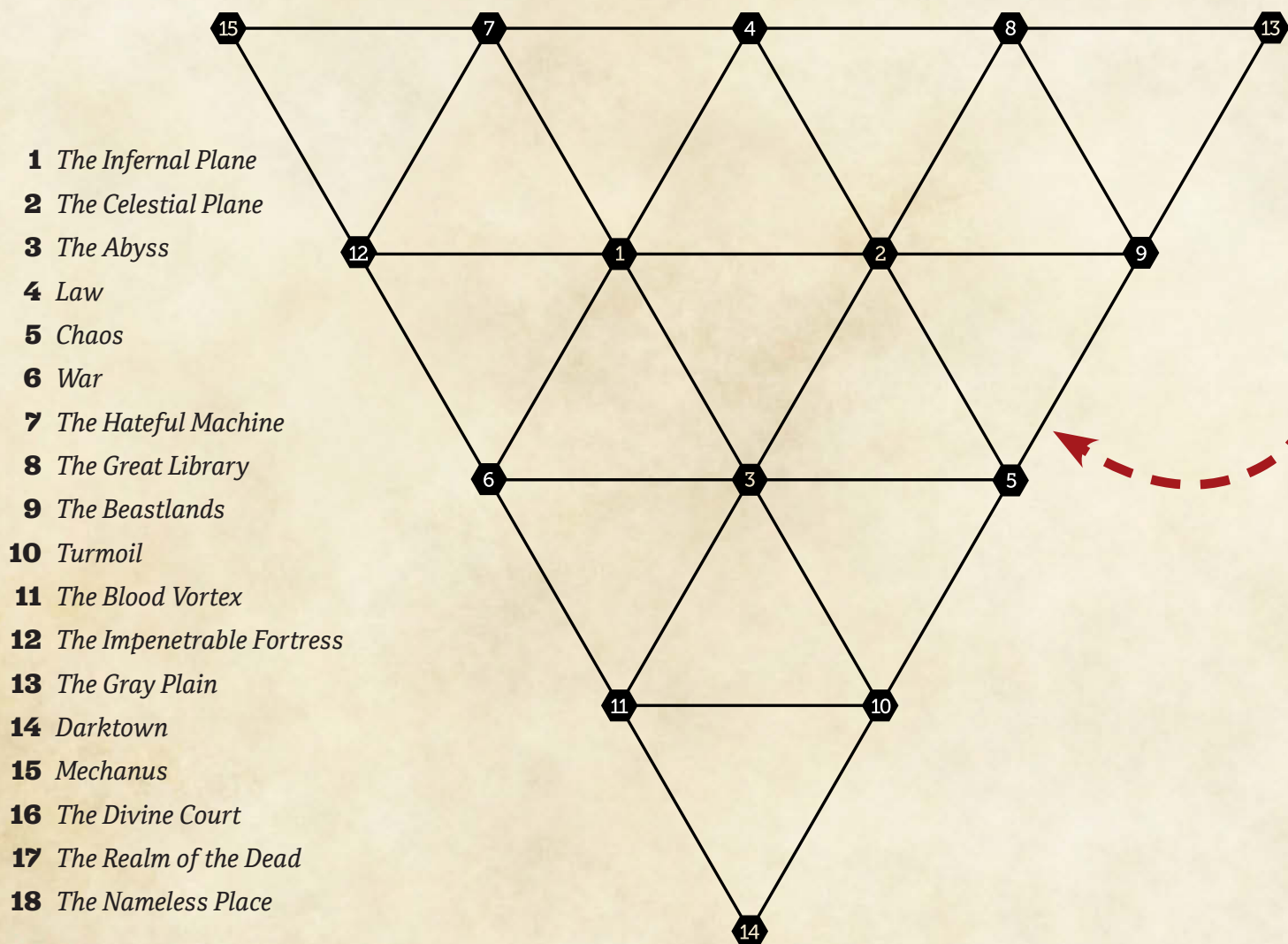
and unregulated, which isn't always the case.

On the next couple of pages you'll find a quick summary of each of the **OUTER PLANES** and more detailed depictions of each layer of the map.



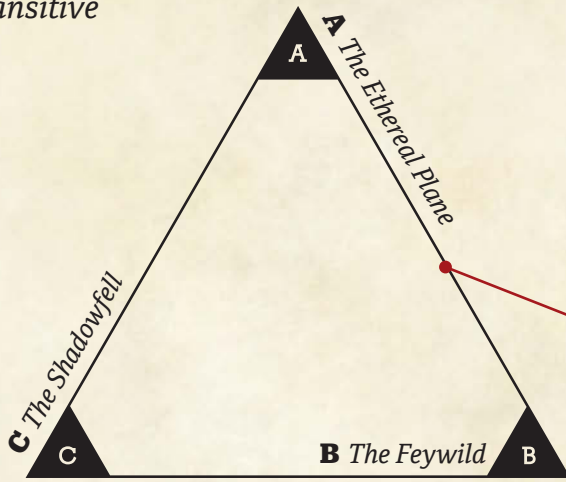


PLANE	SHORT DESCRIPTION
<i>The Infernal Plane</i>	The home of all devils
<i>The Celestial Plane</i>	Home to angels, archons, and other celestials
<i>The Abyss</i>	An endless spiral where demons are born
<i>Law</i>	An extremely harsh environment, where order is imperative for survival
<i>Chaos</i>	Random elemental forces clash endlessly
<i>War</i>	Three armies wrapped up in an endless conflict
<i>The Hateful Machine</i>	The insides of a mysterious cosmic machine
<i>The Great Library</i>	The ultimate collection of all published work ever
<i>The Beastlands</i>	A wild and untamed wilderness, where the strongest individuals rule
<i>Turmoil</i>	An incomprehensible maze of shifting states and crazed monsters
<i>The Blood Vortex</i>	A great whirlpool where demons are picked apart
<i>The Impenetrable Fortress</i>	A collection of customizable halls for training whole armies
<i>The Gray Plain</i>	A nondescript vast open space, where a single tall spire emerges from the landscape
<i>Darktown</i>	Warped renditions of several cities combine and the dead wander awaiting judgment
<i>Mechanus</i>	Gargantuan mechanical constructs representing different universal laws
<i>The Divine Court</i>	A place for diplomacy and open discussion, where violence is prohibited
<i>The Realm of the Dead</i>	A gray emptiness where the spirits of the dead forget who they were in life
<i>The Nameless Place</i>	Where fiends are sent as a last resort and have to fight to survive

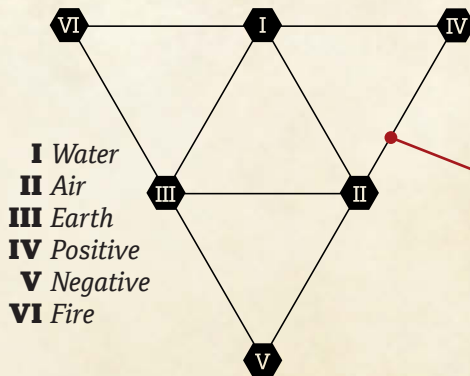




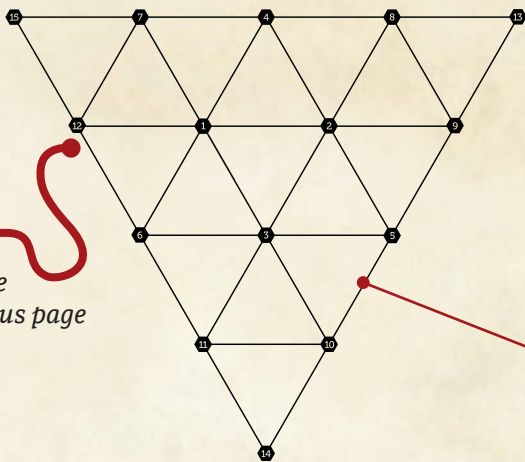
Transitive



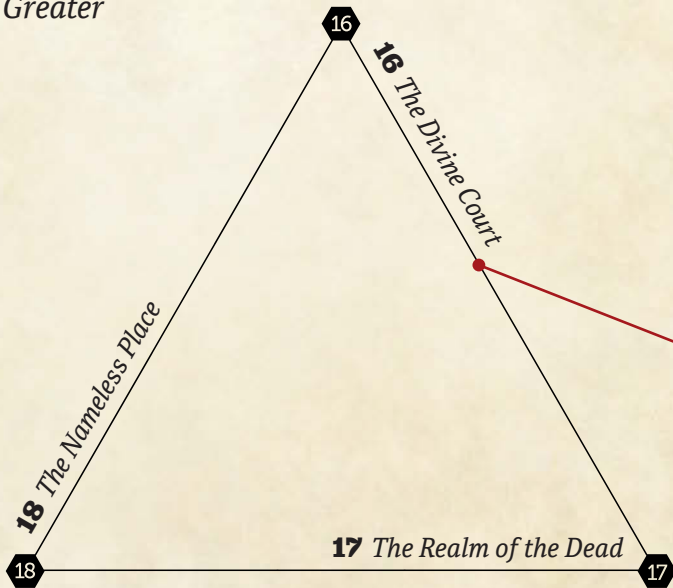
Inner



Outer



Greater



The Material Plane



## THERE IS NO SKELETON KEY

The following are examples of mechanisms to open **Planar Passages**, either in general or to specific planes. These can be used as they are, or modified to better suit the campaign. **This bit is primarily meant for GMs to read.**

*The passage opens when you place a bit of all four primal elements within a stone ring and deal 10 damage to it in a single blow to kick-start the process.* This one is well suited for passages leading out of the **INNER PLANES** into the **Material Plane**.

*Large stone pillars need to be moved in place so that they form an equilateral triangle with a third point, which is where the passage is supposed to open up.* The right pillars have to be picked and placed in the right spots.

*The passage can only be opened once a sympathetic connection is successfully made: you have to procure something native to the destination plane. Anything living is preferable, either flora or fauna.* Once the sympathetic connection is established, it is very easy to open the passage.

*The passage is both covered with a sturdy metal door, which is stuck, and magically sealed up tight. To open it the inherent arcane formulae has to be manipulated, perhaps by etching new sigils or eroding away some existing ones. Even then, it's still stuck.* The door should open outwards, but it is smooth and has no handle, so you need to figure out how to get behind it to push, or to get a grip on it somehow.

*A portal to the Blood Vortex is opened by dripping one's own blood into a mysterious, dark pool of unknown liquid.* Each individual traveler has to take 1 damage to open the way for them.

*A passage to Ordo requires performing a ritual. During this ritual, the prevailing conditions on Ordo are simulated: the arid air, blasting sandstorms, and so on, appear for a while around the ritual site.* If you manage to stay within the ritual area, you can walk through the portal. Each traveler must make a DC 20 Wisdom (Survival) check. When someone gets through, they can give advantage to others attempting the check and further preparation can lower the DC to 15. Everyone can retry the check once during the ritual. Failure means you have to leave the ritual area and can't access the passage's opening.

*A passage to the Plane of Fire requires a ritual to open, which can only be performed once a month or so at noon following a full moon.* Essentially you burn stuff in cave or other enclosed space to completely fill it up with smoke, then add a catalyst to the fire (like magnesium powder etc) to clear the air (kind of) in one go and turn up the heat momentarily, and a passage opens in the air shimmering above the flames.

*A passage to The Great Library is located at a small shrine of shining white marble. The portal is opened using an actual key and a pass-phrase (written on the key in a mysterious universal language). The lock is clearly visible in a stone pedestal, but the key needs to be scrounged up from under some fallen rubble; a couple of marble pillars have toppled over at some point and crumbled into little pieces.*

*A passage to the Eternal Battleground requires a hidden key to open. The key is made up of three parts, which split apart whenever the portal closes again. A bronze feather forms the key's shaft, a carved demon bone is the actual key part and an obsidian pentacle connects the two. One part may have been taken by a bird into its nest, one eaten and later pooped out by a scavenger, and the last one is probably just lying around nearby.*

*A passage to Turmoil prompts travelers to place their hands on a stone tablet to provide "Hand Print Identification, Please.", after which a ghostly voice demands further verbal confirmation that each traveler is aware of the dangers of the destination plane and takes full responsibility for their own actions.*





## AND THERE WE HAVE IT

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*“If you’ve enjoyed Planar Passages, you might also want to take a look at the author’s other work.”* He said, as though someone else was writing this thing.

There’s a system for integrating firearms into a Wild West fantasy themed D&D campaign called Six-Shooter; you can find it split up into four parts – five if you count the custom character sheets – which contain a modular set of rules intended to inject a little gunslingin’ spirit into the game. A recent update gave Six-Shooter a much-needed facelift and small tweaks to the mechanics based on further testing over a long campaign.

Lords of the Nexus is designed for running hexcrawls with a strong multiplanar theme in 5<sup>th</sup> edition D&D. It is especially well suited for the virtual tabletop realm and includes a framework for building a campaign based on the underlying system.

*Both previous works are available on the DMsGuild for Pay-What-You-Want, so you might as well have a little look-see. Who knows, maybe you’ll find something useful.*





# PLANAR PASSAGES

**H**AVE YOU EVER FELT THAT THE WAY THE D&D COSMOLOGY IS PRESENTED, WITH ALL THE DIFFERENT LAYERS OF EACH OUTER PLANE AND HAVING SEVERAL DIFFERENT – BUT NOT REALLY ALL THAT DIFFERENT – UPPER AND LOWER PLANES, SEEMS KIND OF HARD TO MANAGE OR EVEN TO GET A GOOD GRASP ON?

PERHAPS, YOU'RE LOOKING FOR A WAY TO LET LOWER LEVEL CHARACTERS GO ON PLANE-HOPPING ADVENTURES? DO YOU FEEL LIKE SOME PLANES DON'T SEEM TO HAVE ANY MEANING IN THE OVERALL MULTIVERSE? I MEAN, THE GREAT WHEEL IS NICE AND NEAT, BUT DOES IT REALLY HELP ANYONE ALL THAT MUCH?

YOU PROBABLY WON'T FIND ALL THE ANSWERS HERE, BUT – HOPEFULLY – YOU'LL GAIN A NEW PERSPECTIVE ON THE VARIOUS PLANES THAT COMPRISE THE D&D MULTIVERSE.

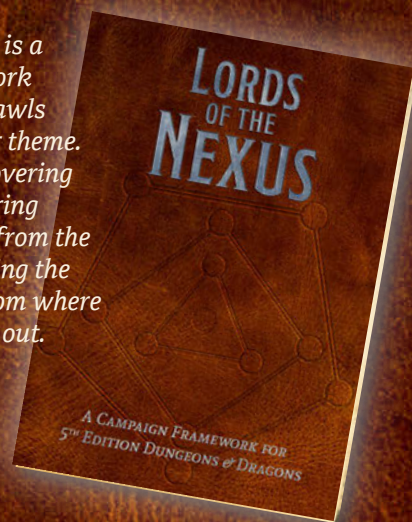
*Planar Passages is a system for interplanar travel designed for 5th edition D&D. It contains rules for traveling between different planes of existence and descriptions for several of them, both old and new.*

Other 5<sup>th</sup> edition products by OoznynKoo...  
Now available at [DMsGuild.com](http://DMsGuild.com)  
(Pay-What-You-Want)

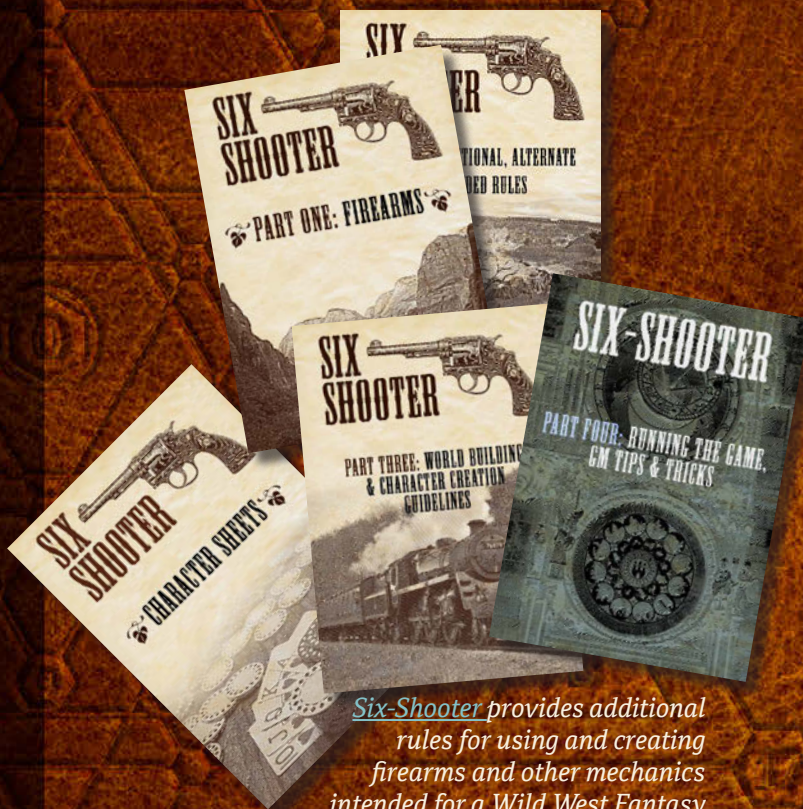


# LORDS OF THE NEXUS

*Lords of the Nexus is a campaign framework designed for hexcrawls with a multiplanar theme. It provides rules covering exploration, gathering various resources from the wilds, and upgrading the central outpost, from where the party ventures out.*



# SIX-SHOOTER



*Six-Shooter provides additional rules for using and creating firearms and other mechanics intended for a Wild West Fantasy campaign. The various included rules are modular so you can pick-n-choose the ones you like the most.*