

CHAPTER XII: The Planes of Existence

I was like some two-dimensional being who might stand at the singular point of a Riemann's surface, and thus find himself in infinitesimal and inexplicable contact with a plane of existence not his own.

- William Crookes

At least nine-tenths of all the original reality ever created lies outside the multiverse, and since the multiverse by definition includes absolutely everything that is anything, this puts a bit of a strain on things. Outside the boundaries of the universe lie the raw realities, the could-have-beens, the might-bes, the never-weres, the wild ideas, all being created and uncreated chaotically like elements in fermenting supernovas. Just occasionally where the walls of the worlds have worn a bit thin, they can leak in.

- Terry Pratchett

I guess I have a short attention span! I'm interested in new worlds, new universes, new challenges.

- Alfonso Cuarón

THE INNER PLANES

The Elemental Planes

The Para-Elemental Planes

The Material Planes

THE OUTER PLANES

THE ASTRAL PLANE

The ÆTHEREAL PLANE

THE DREAMLANDS

THE SHADOWLANDS

THE INNER PLANES

The Inner Planes are so named because they border directly on the Prime Material Plane and it is from the Inner Planes where the physical elements and energies of “reality” derive from. The Inner Planes are accessible via the Astral, Aethereal and Shadow Planes and also border on the Dreamlands. Scholars are undecided whether alternate Material Planes share the same Inner Planes as the Prime Material or have their own separate but similar Inner Planes.

TRAVEL IN THE INNER PLANES

WiP

SPELLCASTING IN THE INNER PLANES

Spells generally function normally in the Inner Planes with a few caveats:

Spells which involve one of the four prime elements will either be significantly stronger, weaker or fail completely depending on the physical nature of the plane where the spell is cast, although specific effects are left to the GM's discretion. For example, a *Fireball* cast on the Elemental Plane of Water would fail completely while on the Elemental Plane of Fire the GM might rule that the spell gains an additional 1d6HD.

Spells which affect weather will only function on the Plane of Elemental Air.

Summoning spells will only summon those creatures native to the plane where the spell is cast. Outer Planar creatures such as demons or devils may not be summoned to an Elemental Plane.

Only beneficial necromantic magic may be cast on the Positive Material Plane and vice versa for the Negative Material Plane.

DESCRIPTIONS OF THE INNER PLANES

The Elemental Planes

The Elemental Planes of Earth, Air, Fire and Water and the Positive and Negative Material Planes are the most basic source of all material in the universe, and the admixture from these planes powers the cycle of creation and destruction of the Prime Material plane.

PLANE OF ELEMENTAL EARTH (Tattva): The Plane of Elemental Earth is composed of solid earth and rock and is the home of the elemental spirits of Earth. In regions bordering on the Plane of Elemental Fire the plane more closely resembles magma; while near the Plane of Elemental Water it takes the form of mud.

Encounters	Typical Locations		
	1D20	ENCOUNTER	1D20 PLACE
1		1	Maze
2		2	Dungeon
3	1d8 Frost Giants	3	Cavern
4	2d6 Sandlings	4	Seismic Plain
5	4d6 Pech	5	Mountain
6	1d6 Ice Mephits	6	Badlands
7	1d6 Lava Mephits	7	Sand Desert
8	2d2 Greater Basilisks	8	Stone Forest
9	2d4 Fictile Grumes	9	Lava River
10	4d3 Earth Elementals	10	Mud Swamp
11	4d8 Xorn	11	Settlement: Forge/Crucible
12	1d8 Stone Giants	12	
13		13	
14	NPC Party (1d10)	14	
15	3d6 Khargra	15	
16	1d10 Lava Children	16	
17	2d6 Mud Men	17	
18	2d6 Wraiths	18	
19	1d6 Sandmen	19	

20		20	
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PLANE OF ELEMENTAL AIR (Shu): The Plane of Elemental Air is composed entirely of buffeting winds and is the home of the elemental spirits of Air. Regions bordering on the Plane of Elemental Water are wracked by ferocious storms of hail, snow while those regions near the Plane of Elemental Fire are tormented by arid firestorms.

Encounters		Typical Locations	
1D20	ENCOUNTER	1D20	PLACE
1		1	
2		2	
3		3	
4	1d6 Cloud Giants	4	
5	1d6 Smoke Mephits	5	
6	3d6 Janni	6	
7	1d6 Mist Mephits	7	
8	2d4 Zephyrous Grumes	8	
9	1d10 Aerial Stalkers	9	
10	4d3 Air Elementals	10	
11	4d6 Genies	11	
12	2d6 Invisible Stalkers	12	
13	1d4 Lightning Drakes	13	
14	3d6 Windwalkers	14	
15	NPC Party (1d10)	15	
16	1d3 Quasi-Elemental, Lightning	16	
17		17	
18		18	
19	1d3 Spectres	19	
20	1d4 Aethereal Elohim	20	

PLANE OF ELEMENTAL FIRE (Agon): The Plane of Elemental Fire is composed entirely of fire and is the home of the elemental spirits of Fire. Regions which are close to the Plane of Elemental Earth feature flowing streams of lava while those regions close to the Plane of Elemental Air are filled with dense clouds of hot smoke.

Encounters		Typical Locations	
1D20	ENCOUNTER	1D20	PLACE
1		1	
2		2	
3		3	
4		4	
5	1d6 Smoke Mephits	5	
6	1d6 Steam Mephits	6	
7	1d6 Lava Mephits	7	
8	2d4 Cindrous Grumes	8	
9	3d10 Azer	9	
10	4d3 Fire Elementals	10	
11	4d6 Afreets	11	

12	2d4 Fire Mephits	12	
13	4d10 Salamanders	13	
14	1d8 Fire Giants	14	
15	NPC Party (1d10)	15	
16	1d3 Fire Drakes	16	
17	1d10 Lava Children	17	
18		18	
19		19	
20		20	

PLANE OF ELEMENTAL WATER (Abzu): The Plane of Elemental Water is composed of nothing but water as is the home of the elemental spirits of Water. Regions which border on the Plane of Elemental Earth are comprised of swirling torrents of ooze and mud while those regions bordering on the Plane of Elemental Air are terrifically cold and feature gigantic floating icebergs.

Encounters	Typical Locations		
1D20	ENCOUNTER	1D20	PLACE
1		1	
2	1d8 Frost Giants	2	
3	1d8 Sea Giants (MoM, p. 42)	3	
4	1d6 Steam Mephits	4	
5	3d6 Janni	5	
6	1d6 Ice Mephits	6	
7	1d6 Mist Mephits	7	
8	2d4 Serous Grumes	8	
9	4d4 Marids	9	
10	4d3Water Elementals	10	
11	4d10 Tritons	11	
12	2d8 Nereids	12	
13	2d4 Water Mephits	13	
14	1d3 Water Drakes	14	
15	NPC Party (1d10)	15	
16		16	
17	2d6 Mud Men	17	
18		18	
19	1d3 Kraken	19	
20		20	

THE MATERIAL PLANES

THE PRIME MATERIAL PLANE: The Prime Material plane is the focus of the OSRIC rules and the primary location of most campaigns. The Prime Material is both connected to the Astral Plane and permeated by the Æthereal Plane and the Inner (Elemental) Planes. All of the player character races and most monsters are native to the Prime Material Plane.

THE POSITIVE MATERIAL PLANE: The Positive Material plane is the source of energy and light in

the universe. It is the wellspring that produces Life and Good and is usually symbolized by the Sun, or more distantly, the Stars.

Spells and abilities that effect healing and resurrection draw from the Positive Material Plane. Additionally, the clerical ability to *turn undead* derives from this plane.

Creatures native to the Positive Material Plane are nearly all beings of pure energy and rarely encountered elsewhere. Due to the immense energies present on this plane, it is nearly impossible for most non-native beings to survive here without themselves being either absorbed into the fabric of the Plane or utterly destroyed.

THE NEGATIVE MATERIAL PLANE: The Negative Material plane is the source of entropy and darkness in the universe . It is the force that results in Death and Evil and is usually symbolized by the Moon or empty vacuum.

Spells and abilities that drain life and create undead draw from the Negative Material Plane.

Undead creatures all derive their state of unlife from the Negative Material Plane, although they are native to the Prime Material or an Outer Plane such as Narak or Erebus. Creatures believed by sages to be more closely tied to the Negative Material Plane include ghosts, wraiths, spectres, and will-o-the-wisps.

Travel to the Negative Material Plane is considered lethal to living beings, whose life force will be inexorably drained away by the very nature of the place.

THE OUTER PLANES

The Outer Planes are indelibly tied to the dual alignment axis of Law/Chaos and Good/Evil. They are the eternal dwelling places of the various gods and their servants and the places where mortal souls go in the afterlife to spend eternity.

TRAVEL IN THE OUTER PLANES: WiP

SPELLCASTING IN THE OUTER PLANES: WiP

DESCRIPTIONS OF THE OUTER PLANES: WiP

SHAMAYIM “The Celestial Mountain” (The Seven Heavens)

Alignment(s): Lawful Good

A holy mountain a la Mt. Sinai, Kailash, etc.

Shamayim Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)		
11-26			
27-35			
36-45			
46-55			
56-65			
66-70			

71-85			
86-90			
91-00			

FIELDS OF AARU “The Shining Plain” (Elysium)

Alignment(s): Neutral Good

This plane appears like an endless, fertile river valley, lush with fruit trees, reeds and grain, continually bathed in the gentle light of the Sun. Through the middle of the plane flows the River of Life.

Fields of Aaru Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)		
11-26			
27-35			
36-45			
46-55			
56-65			
66-70			
71-85			
86-90			
91-00			

HARA BERAZAITI “The Heavenly Spire” (Olympus)

Alignment(s): Chaotic Good

Hara Berazaiti is the divine mountain from which the River of Life springs, thence flowing across the Plains of Aaru, around the celestial mountain of Shamayim and eventually watering the eternal garden of Vaikuntha. The mountain itself resembles a tiered, cloud covered tower encircled by a staircase known as the Stairway to Heaven. At the uppermost tier is believed to be the home of the gods.

Hara Berazaiti Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)		
11-26			
27-35			
36-45			
46-55			
56-65			
66-70			
71-85			
86-90			
91-00			

VAIKUNTHA “The Eternal Garden” (The Twin Paradises)

Alignment(s): Lawful Neutral/Good

Vaikuntha is a lush, well-tended garden surrounding the Bottomless Pool of Reflection, watered by the River of Life which originates in Hara Berazaiti.

Vaikuntha Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)		
11-26			
27-35			
36-45			
46-55			
56-65			
66-70			
71-85			
86-90			
91-00			

THE KINGDOM OF HEAVEN (Arcadia)

Alignment(s): Lawful Good

The Kingdom of Heaven is a well-ordered metropolis of wide, straight streets paved in gold all surrounding a great divine palace.

Kingdom of Heaven Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
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FOLKVANGR & THE HALL OF VALHALLA (Gladshheim)

Alignment(s): (Chaotic) Good

Folkvangr is a broad plain bordering on a fjord. In the middle sits a grand longhouse - Valhalla, the Eternal Feast Hall of the Gods. Those who have visited Valhalla report endless feasting, drinking, storytelling and feats of strength and wits. Valhalla is guarded over by the Valkyries - angelic female beings that defend the Feast Hall from interlopers and provide succour to its inhabitants.

Folkvangr/Valhalla Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
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TLALOCAN “The Blissful Expenses” (The Happy Hunting Grounds)

Alignment(s): Chaotic Good/Neutral

Tlalocan is a lush jungle with an abundance of edible plants and animals. It is sometimes known as the Land of Eternal Spring, owing to the fact that it is almost continually watered by rain from clouds formed over Hara Berazaiti.

Visitors to Tlalocan have reported three main areas: in the north is the Cave of the Winds, where the mortal souls of those consigned to Tlalocan arrive on the plane and are both provided sustenance and directed to their ultimate destination: the central jungle region. To the far south is a great sea - Apan, which is believed to be united with the deepest seas on the Prime Material Plane as well as other deep seas and subterranean lakes in the Inner and Outer Planes.

Tlalocan Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	

11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
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SHAMBHALA “The Golden Plateau” (Nirvana)

Alignment(s): Lawful Neutral

The Plane of Shambhala is shaped like an eight-petaled lotus encircled by impassable mountains. Between the individual 'petals' are also lofty, but passable, mountain ranges. Each of the eight petals are covered in lush, pleasant fields, sacred groves and placid lakes.

Sitting in the middle of plane is the city of the gods, Kapala. Kapala is a concentric city characterized by orderly, geometric divisions between the individual palaces of the gods which dwell there. Descriptions of Kapala by those who have visited there note magnificent, well-lighted citadels almost entirely covered in precious gems and rare metals surrounded by roads and streets similarly decorated.

Shambhala Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
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AXIS MUNDI “The World Tree” (Concordant Opposition)

Alignment(s): True Neutral

Sages still debate the true origin of the World Tree also called Yggdrasil or Sephirah. Was it planted by a creator god? Did it exist before the gods themselves? No one knows, or those who know are not speaking. Imagine a colossal ceiba tree in the middle of an immense grassy plain, caressed by breeze, while the sun -unmoving- hangs in a perpetual afternoon. The roots and limbs could span continents, and certainly bear the weight of whole worlds. As fruits and boles on its limbs, or stones between its roots, entire planes and demi-planes rest on the Axis Mundi. Gates to other worlds are its flowers.

Thus Axis Mundi connects all the planes as a kind of astral infrastructure and many planar travellers enter Axis Mundi just to cross it and reach an entry point to some other plane. Thus Axis Mundi is replete with all kinds of creatures: traders, travellers, adventurers, diplomats of all kinds and origins (including angelic or demonic) meet here. No one dares destabilize the peace of Axis Mundi, and many truces are sealed here.

The only permanent residents of Axis Mundi is the mysterious Council of Arch Druids (its members are the Arch-Druids of the different Material Planes), self-styled guardians of the World Tree. The Council's dogma holds the proposition that it was the first ever druidic society that spawned all others, just as the Axis Mundi is the original wilderness from which all others (on the different planes) sprang forth. The Arch-Druids think that a mystic connection exist between the World Tree and the wildernes in other planes, and if any is damaged all others are damaged as well.

Axis Mundi Encounters	Typical Location(s)		
d%	ENCOUNTER	1d20	Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26	1d10 Druids	2	
27-35	ANGEL (see subtable, p. XX)	3	
36-45	DEVIL (see subtable, p. XX)	4	
46-55	DEMON (see subtable, p. XX)	5	
56-65	ELEMENTAL (see subtable, p. XX)	6	
66-70	DEMI-HUMAN (1-3) HUMANOID (1-3) (see subtables, p. XX)	7	
71-85	DRAGON (see subtable, p. XX)	8	
86-90	GIANT (see subtable, p. XX)	9	
91-00	ANIMAL (see subtable, p. XX)	10	
		11	
		12	
		13	
		14	

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		20	

IRKALLA “The Twilight Realm” (Limbo)

Alignment: Chaotic Neutral

“The Endless Maze” is an apt description of the dreary plane of Irkalla: dark, twisting corridors, great halls, bridges, pits, stairs flying up and down the infinite number of dungeon-like levels.

Irkalla is both baroque and soul-crushing, as the architectural style changes from hall to hall: now ornate and finely chiselled marble, now crude and unpolished stone, now bolted iron.

The Endless Maze is a dangerously devious place filled with all kinds of insane traps and tricks: bottomless pits, animated statues, teleportation gates, poisoned needle traps... you name it. The stuff itself of Irkalla seems to be somehow pliable to the emanation of living minds, and at the same time it seems to arrange itself based on the visitor's fears and expectations.

Thus Irkalla is always changing -though always the same in some ways- and travellers to this plane have found that things mutate and move between one trip and the other. Is this the work of unknown visitors that like an artist try to shape Irkalla? Or is it the plane's masters', the fickle Slaasthaki? Or, as the sage Phlonk writes in his *Teleology & Topography of the Hidden Realms*, is the plane itself intelligent?

One must not tarry for long in Irkalla, however, that the same plasticity of the plane seems to be infectious, and many, once imprisoned on this plane, have been slowly melted to formless goo and absorbed in its insidious ever-changing matter, forever forgotten by the living.

Irkalla Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
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		18	
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		20	

MICTLAN “The Nine Palaces” (Acheron)

Alignment(s): Lawful Evil/Neutral

Mictlan is a gloomy subterranean realm divided into nine interconnected but distinct levels. The twisting passages and caverns that make up the Plane are dangerous to traverse and without a guide native to the Plane it is almost impossible to traverse without becoming lost. Devils and daemons both are commonly encountered in Mictlan as well as other war-like creatures, many of whom practice cannibalism. Several humanoid gods and demigods make their homes here - those of the gnolls, orcs, goblins, and hobgoblins in particular.

Mictlan Encounters	Typical Location(s)		
	d%	ENCOUNTER	1d20 Location
01-10	NPC Party (see subtable, p. XX)	1	
11-26		2	
27-35		3	
36-45		4	
46-55		5	
56-65		6	
66-70		7	
71-85		8	
86-90		9	
91-00		10	
		11	
		12	
		13	
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		15	
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		17	
		18	
		19	
		20	

THE CAVES OF SHEOL (Gehenna)

Alignment(s): (Lawful) Evil

The Caves of Sheol are in fact not true subterranean caverns but are in fact the intestinal tracts of a great immortal beast known as the Leviathan. Souls consigned to Sheol are eternally being digested and reconstituted by the creature. Few travellers have ever visited Sheol and returned to tell their tales, but the few who have describe it as grim and desolate and full of souls consigned to an existence devoid of all personality. Some sages speculate that after a time (millenia?) the souls sent here are excreted back into the universe as raw energy, cleansed of all trace of their former existence

and beliefs.

Caves of Sheol Encounters	
d%	ENCOUNTER
01-10	NPC Party (see subtable, p. XX)
11-26	
27-35	
36-45	
46-55	
56-65	
66-70	
71-85	
86-90	
91-00	

THE FIELDS OF PERDITION (Tarterus)

Alignment(s): Chaotic Neutral/Evil

Perdition is an endless, putrid battlefield strewn with the corpses and debris of the never-ending warfare which takes place here. Demodands are the rulers here, but both demons and daemons are common, many of whom have been banished from their home planes. The souls of those who are consigned to Perdition form the hordes which eternally wage a meaningless war.

Field of Perdition Encounters	
d%	ENCOUNTER
01-10	NPC Party (see subtable, p. XX)
11-26	
27-35	
36-45	DAEMON (see subtable p. XX)
46-55	Farastu Demodand
56-65	Kelubar Demodand
66-70	DEMON (see subtable p. XX)
71-85	
86-90	
91-00	Shator Demodand

PANDÆMON "The Cackling Wastes" (Pandemonium)

Alignment(s): Chaotic Neutral/Evil

Pandaemonium is characterized by gargantuan heaps of rubble and twisted metal constantly wracked by earthquakes, storms and volcanic eruptions.

Pandæmonium Encounters	
d%	ENCOUNTER
01-10	NPC Party (see subtable, p. XX)
11-26	
27-35	

36-45	DEMON (see subtable, p. XX)
46-55	DAEMON (see subtable, p. XX)
56-65	DEMODAND (see subtable, p. XX)
66-70	
71-85	
86-90	
91-00	

HELL “The Diabolic Principalities” (The Nine Hells)

Alignment(s): Lawful Evil

the Lake of Fire

1st Layer: **Avernus**

Rocky, broken ground shrouded in darkness, occasionally lit by lightning strikes and fireballs

Ruler: Titivilus & Tiamat

Common Inhabitants: Manalishi, Spiked Devils, Dragons

2nd Layer: **Dis**

Barren plain surrounding the Iron City of Dis

Ruler: Dispater

Common Inhabitants: Erinyes, Manalishi

3rd Layer: **Minauros**

Stinking swamp continually obscured by mist and acid rain

Ruler: Hutijin

Common Inhabitants: Pit Fiends, Barbed Devils, Bearded Devils

4th Layer: **Phlegethos**

Mountainous realm of volcanoes continually spouting forth gouts of flame and lava

Ruler: Bael

Common Inhabitants: Barbed Devils

5th Layer: **Stygia**

Cold tundra through which flows the River Styx

Ruler: Geryon

Common Inhabitants: Bone Devils, Horned Devils, Shaitan Devils

6th Layer: Malboge

Smouldering basalt plain shrouded in dense, nearly impenetrable black smoke

Ruler: Moloch

Common Inhabitants: Horned Devils

7th Layer: Maladomini

Immense sprawling fortress

Ruler: Mephistopheles

Common Inhabitants: Horned Devils

8th Layer: Caina

Frozen, arctic expanse continually swept by harsh wind and ice

Ruler: Beelzebub

Common Inhabitants: Ice Devils

9: Nessus

The towering spires of the Citadel of the Overlord

Ruler: Asmodeus

Common Inhabitants: Pit Fiends

Hell Encounters	
d%	ENCOUNTER
01-10	NPC Party (see subtable, p. XX)
11-26	Hell Hound
27-35	
36-45	
46-70	DEVIL (see subtable, p. XX)
71-85	
86-90	
91-00	

EREBOS “The Lake of Immolation (Hades)

Alignment(s): Neutral Evil

Erebus is a massive lake of lava and fire, full of the tortured evil souls of those consigned here. It is the home of the daemons, whose primary activity is the torment of these unfortunates. Other than the Lake of Immolation, the major feature is the River Styx, upon which the Daemonic Boatman Charon pilots his barge.

Erebos Encounters	
d%	ENCOUNTER
01-10	NPC Party (see subtable, p. XX)
11-26	
27-35	
36-45	
46-55	DAEMON (see subtable, p. XX)
71-85	
86-90	
91-00	

NARAK “The Bottomless Pit” (The Abyss)

Alignment(s): Chaotic Evil

Narak is one vast chasm. Caves and vast rocky ledges riddle the vertical surfaces of this plane, home to demons and the damned souls that slave at their service or hide in terror of the demonic hunters. On the roof of the chasm, head down, stands **Alankor the Unholy Fortress** gazing out at the unperishable fires at its bottom. The darkness of Narak is perpetually crossed by sulphurous storms, as the fires below leap and caper.

The Unholy Fortress itself is a Piranesian nightmare: huge spiked walls of iron, with immense chains bridging the jagged spires where the princes dwell. Underneath the towers spiraling stairs lead to the heavy gates that guard each prince's menagerie.

Constant war is waged in Alankor and all of Narak, as the lords and princes strive to wrest from each other even the smallest fraction of territory, influence or power.

Narak Encounters	
d%	ENCOUNTER
01-20	Achaierai
21-75	DEMON (see subtable, p. XX)
76-80	NPC Party (see p . XX)
81-95	UNDEAD (see subtable, p. XX)
96-00	DEMON LORD / PRINCE (see subtable, p. XX)

THE ASTRAL PLANE

The Astral Plane is the space surrounding all of the Outer Planes and connecting them with the Prime Material Plane and touching on its outer periphery with alternate Material Planes, including the Dreamlands. It is often described by visitors as a great nothingness interspersed by anomalous swirls, eddies, “astral storms” and floating chunks of material, both large and small, ripped from the other planes on which it borders. In game terms, the Astral Plane is roughly analogous to outer space, although it does not follow the “normal” laws of physics and time that govern the Prime Material plane.

Anyone or anything that travels between the Outer Planes and the Prime Material must pass through the Astral, so most encounters therein are with such transitory visitors. Nevertheless, there are certain beings which call the Astral their home, most notably the Annunakim, the Slaasthaki, and Cerebral Stalkers. It is unknown whether these beings are indeed native to the Astral Plane or

whether they have been exiled there from somewhere else.

TRAVEL TO AND FROM THE ASTRAL PLANE:

This is possible via two methods: Astral Projection and Physical Projection:

Astral Projection: This method is the most common, and is usually accomplished through the use of a magical spell (c.f. 9th-lvl Arcane *Astral Spell*) or a magical item or portal. Travellers using this method appear as normal but with a visible glowing aura and an astral cord that binds their astral form with their physical body, usually on the Prime Material plane. The astral cord trails their form for around 10'. It is intangible and normally cannot be touched or severed. Certain magic items (such as the Astral Swords of the Annunakim) and events (Astral Whirlwind) are capable of severing the astral cord. If the cord is severed, the traveler's astral form will dissipate within 1d8 rounds and they will be forced back into their physical form.

While astrally projecting, the physical body of the traveller is effectively in a state of complete stasis, neither aging or requiring food or water. However, the physical form is subject to damage as normal. If the physical form of an astral traveller is slain, their astral cord will dissipate and the being will die within 1d12 turns.

Physical bodies of astral travellers are also susceptible to possession by extra-planar beings or by the 5th-lvl Arcane spell *Magic Jar*. Possession in this way does not allow the victim a Saving Throw and they will be unable to return to their body until the possessing spirit has been exorcised or leaves voluntarily. If an astral traveler's astral cord is severed while their physical form is possessed, the victim's soul is irretrievably lost and their physical body will die, barring a *wish* or divine intervention.

Only magically enchanted items and weapons will accompany an astrally projecting traveller. These will function normally while on the Astral Plane. If lost, these items cannot normally be retrieved by any means short of a *wish*.

Physical Projection: This method is typically accomplished through the use of the 5th-lvl Divine spell *Plane Shift*. Physical projection is hazardous as the being may be damaged and/or killed as normal.

MOVEMENT IN THE ASTRAL PLANE:

There is no gravity on the Astral Plane, although physical objects retain their mass and encumbrance as normal. Movement in the Astral Plane is typically accomplished by pushing off from another object. In these cases, both objects/travellers will move in opposite directions. For exact speeds, refer to the table below:

Movement in the Astral Plane	
OBJECT/TRAVELLER	SPEED
Smaller object/traveller pushing off from an object of larger mass	Movement = 10'/round
Two objects/travellers of equal mass	Movement = ½ STR x 10'
Larger object/traveller pushing off from an object of smaller mass	Movement = STR

SPELLCASTING IN THE ASTRAL PLANE:

LOCATIONS IN THE ASTRAL PLANE:

*THE OUTER ASTRAL:

***THE INNER ASTRAL:**

ENCOUNTERS & EVENTS IN THE ASTRAL PLANE:

Astral Encounters	
d%	ENCOUNTER
01-05	Astral Event (see subtable)
01-15	Astral Portal (see subtable)
16-25	Astral Location (see subtable)
26-00	Creature Encounter (see subtable)

ASTRAL EVENTS

Astral Event	
d%	ENCOUNTER
01-10	Temporal Distortion
11-30	Lost!
31-85	Astral Current
86-00	Astral Whirlwind

TEMPORAL DISTORTION: The GM should roll a 1d10 to determine the kind of distortion. Distortions are temporary and unpredictable events and last for 1d10 hours in Inner Astral regions and 1d10 days in Outer Astral regions. The effects of temporal distortions are not normally apparent to astral travellers until they return to their plane of origin.

1-3: Temporal Acceleration: Time is speeded up within this region in relation to the traveller's point of origin. One round in this region is equivalent to one turn elsewhere, and one round equivalent to 1 hour and so on. A traveller spending too long in such a distortion may well return to find almost an entire year has passed.

4-6: Temporal Deceleration: Time is slowed within this region in relation to the traveller's point of origin. One hour in this region is equivalent to one turn elsewhere and one turn equivalent to one round. A traveller spending time in such a distortion may return to find they have been gone only a few minutes.

7-8: Stasis: Time virtually stops in this region in relation to the visitor's point of origin. Characters spending time in this region do not age and any magical effects instigated here (e.g. potions or spells) are effectively permanent as long as the affected traveller remains within the region of the stasis distortion.

9-10: Temporal Displacement: Travellers entering this region are either (1-3) hurled forwards or (4-6) backwards in time in relation to their point of origin. The exact length of time in either case is 1d10 years.

LOST: The astral traveller or party of travellers has become lost. The GM should treat this as if they have become lost in a wilderness area for purposes of determining direction travelled. At the GM's discretion, travellers with a reliable guide or astral map may be able to avoid this event entirely.

ASTRAL CURRENT: Travelling speed increased by a factor of 1d3 when moving with the current and decreased by a similar amount when moving against it. GM should determine the direction by rolling 1d6 (1=north, 2=northeast and so on). The current will last for 1d10 hexes.

ASTRAL WHIRLWIND: A strong astral disturbance in this region poses a severe risk to travellers. The GM should roll on the following table to determine the effects when the party first enters the region:

Astral Whirlwind	
d%	ENCOUNTER
01-75	Travel is slowed by half. Roll for an additional encounter.
76-85	Travellers are hurled 1d6 hexes in a random direction (as per Astral Current) and become lost (see Lost above)
86-95	Travellers are hurled into a random Outer Plane (see Astral Portals)
96-00	Each member of the travelling party must make a Saving Throw vs. Spells or their Astral Cord will be broken. If travellers do not have Astral Cords, roll again.

ASTRAL LOCATIONS

Astral Location	
d%	ENCOUNTER
01-10	Large Island
11-25	Medium Island
26-50	Small Island
51-75	Corpse
76-90	Astral Shipwreck
91-98	Pocket Universe
99-00	Astral Wormhole

ISLANDS: The party has discovered a chunk of material ripped from another Plane. Roll on the Astral Portal table to determine which one. The GM should roll on the table below to determine the nature of the inhabitants. Outposts are inhabited by groups of creatures that call the Astral plane their home (e.g. Annunaki, Slaasthaki, Cephaloids, etc.) and should be populated and detailed by the GM.

ISLAND SIZE	1d10	INHABITANTS
	1-2	Uninhabited
LARGE	3-7	As per source plane
	8-10	Outposts
	1-3	Uninhabited
MEDIUM	4-7	As per source plane
	8-10	Outposts
	1-5	Uninhabited
SMALL	6-8	As per source plane
	9-10	Outposts

CORPSE: Deceased astral traveller(s) or creature(s) are discovered floating in space. To determine the type and condition of the corpse(s) roll on the Corpse table (p. XX)

SHIPWRECK: An astral shipwreck is the remains of a craft designed for transporting one or more beings through the Astral Plane. These may or may not resemble actual ships and their exact appearance, function and contents are left up to the GM to decide. Some examples of an astral shipwreck might include ancient and possibly still inhabited astral ships used by the Cephaloids, Slaasthaki or Annunakim, remnants of craft created by spell-casters from the Prime Material, derelict hives of cerebral stalkers, or actual spacecraft from a future timeline or an alternate universe.

POCKET UNIVERSE: Pocket universes are discrete micro-planes that function somewhat like an alternate Prime Material plane. Pocket universes are usually, but not always, the creation of the particular deity or other powerful being(s) that dwell there. A pocket universe can be as small as a single citadel or as large as an entire world. The GM should feel free to design individual pocket universes as he or she sees fit.

WORMHOLE: Wormholes are astral portals that transport those who intentionally or unintentionally enter one to one of the Upper or Lower planes but sometimes to destinations outside the Outer Planes entirely into one of the Inner Planes, the Dreamlands, a pocket universe or another universe entirely.

ASTRAL PORTALS

Astral Portals	
1d20	DESTINATION
1	Shamayim
2	Fields of Aaru
3	Hara Berazaiti
4	Vaikuntha
5	The Kingdom of Heaven
6	The Halls of Valhalla
7	Tlalocan
8	Shambhala
9	Axis Mundi
10-11	The Prime Material
12	Irkalla
13	Mictlan
14	The Caves of Sheol
15	The Fields of Perdition
16	Pandæmonium
17	Hell
18	Erebos
19	Narak
20	Alternate Prime Material / Dreamlands

ASTRAL CREATURE ENCOUNTERS

Inner Astral	Outer Astral	
1d20	ENCOUNTER	ENCOUNTER
1	Unique Entity	Unique Entity
2	Cephaloid (4d6)	Cephaloid (3d4)
3	Annunakim (3d10)	Annunakim (2d10)
4	Byakhee (2d6)	Byakhee (2d6)
5	Night Hag (1d3)	Devil, White Manalishi (1d3)
6	Qilin (1d4)	Qilin (1d4)
7	Gorgimæra (1d3)	Gorgon (2d3)
8	Rajkami (1d3)	Rakshasa (1d4)
9	Angel, Astral Elohim (1d2)	Angel, Astral Elohim (1d2)
10	Nightmare (2d6)	Nightmare (1d4)

11	Prime Material NPC Traveller (1d6)	Prime Material NPC Traveller (1d10)
12	Slaasthaki, Red (1d3)	Slaasthaki, Blue (3d6)
13	Ultrodaemon (1)	Charonadaemon (1)
14	Titan (1d2)	Astral Ghoul (1d4)
15	Cerebral Stalker (1d3)	Cerebral Stalker (1d3)
16	Astral Ghoul (2d4)	Foo Dog (1d8)
17	Zoog (5d6)	Class F Demon (1d2)
18	Angel, Kerubim (1d3)	Kerubim (1d2)
19	Mi-Go (2d12)	Foo Lion (1d4)
20	Angel, Seraphim (1)	Angel, Seraphim (1)

THE ÆTHEREAL PLANE

The Æthereal Plane surrounds the Inner Planes and connects them with the Prime Material.

TRAVEL IN THE ÆTHEREAL PLANE:

SPELLCASTING IN THE ÆTHEREAL PLANE:

LOCATIONS & ENCOUNTERS IN THE ÆTHEREAL PLANE:

***THE OUTER ASTRAL:**

***THE INNER ASTRAL:**

Æthereal Encounters	
1d20	ENCOUNTER
1	
2	
3	
4	
5	
6	

Outer Æthereal	Inner Æthereal	
1d20	ENCOUNTER	ENCOUNTER
1	Angel, Seraphim (1)	Angel, Kerubim (1d3)
2	Xill (1d8)	Sandling (1d2)
3	Titan (1)	Pyrolisk (1d3)
4	Khargra (1d6)	Apparition (1)
5	Aerial Servant (1)	Catoblepas (1d3)
6	Moon Dog (1d4)	Xorn (1d4+2)
7	Tenebrous Worm (1)	Basilisk (1d2)
8	Invisible Stalker (1d3)	Wraith (2d6)
9	Æthereal Elohim (1)	Æthereal Elohim (1)
10	Prime Material NPC Traveller (1d12)	Prime Material NPC Traveller (1d8)
11	Elemental (1)	Afrit, Genie or Janni (1)
12	Lammasu (1)	Lammasu (1)
13	Nightmare (1d2)	Cockatrice (1d4)

14	Couatl (1d4)	Medusa (1d4)
15	Invisible Assassin (1d3)	Phase Spider (1d6)
16	Arrivaunt (2d6)	Salamander (1d4+1)
17	Spectral Troll (1d2)	Grume (1d3)
18	Shedu (1)	Qilin (1)
19	Lightning Quasi-Elemental (1)	Ghost (1)
20	Unique Entity	Unique Entity

THE DREAMLANDS

Into H.P. Lovecraft's <i>Dreamlands</i>			
d%	LOCATION	d%	LOCATION
01	Ai River	51	Mhor
02	Aira	52	Land of Mnar
03	Akurion	53	Mtal
04	Aphorat	54	The Nameless Rock
05	Mount Aran	55	Naraxa
06	Baharna	56	Narg
07	Banof	57	Narthos
08	Basalt Pillars of the West	58	Mount Ngranek
09	Bnazik Desert	59	Nir
10	Castle of the Great Ones	60	Nithra River
11	Cathuria	61	Noton
12	Cavern of Flame	62	Ogrothon
13	Celephais	63	Olathoe
14	Cerenarian Sea	64	The Onyx Quarries
15	The Cold Waste	65	Oonai
16	Cuppar-Nombo	66	Ooth-Nargai
17	Diakos	67	Oriab
18	Dothar	68	Oukranos River
19	Drinen	69	Forest of Parg
20	Dylath-Leen	70	Quicksand Marsh
21	The Enchanted Wood	71	Pillars of the West
22	The Forbidden Lands	72	Rinar
23	Gak	73	Rokol
24	Gate of Deeper Slumber	74	Sarkia
25	Golthoth	75	Sarkomand
26	Hatheg	76	Sarnath
27	Mouth Hatheg-Kla	77	Sarrub
28	Hazuth-Kleg	78	Selarn
29	City of Hlanith	79	Serranian
30	House of the Worm	80	Sinara
31	Ib	81	The Six Kingdoms
32	Ilanek	82	River Skai
33	Ilek-Vad	83	Sona-Nyl
34	Hills of Implan	84	Southern Sea

35	Inganok	85	Stethelos
36	Jaren	86	The Sunken City
37	Kaar	87	The Stony Desert
38	Kadath	88	The Sunset Sea
39	Kadatheron	89	Sydathria
40	Mount Kadiphonek	90	Tanarian Hills
41	Karthian Hills	91	City of Teloth
42	Kiran	92	City of Thalarion
43	Jungle of Kled	93	Thorabon
44	River Kra	94	Ulthar
45	Lelag-Leng	95	Urg
46	Plateau of Leng	96	Vornai
47	Mount Lerion	97	Xura
48	Lhosk	98	Zais
49	Liranian Desert	99	Zar
50	Lomar	100	Zulan-Thekl

THE SHADOW LANDS

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