

The Planes

The vast home-planes of the gods contain almost anything one could conjure or summon. All the energy types can be found on one of the four planes (lightning can be accessed by arcane casters; there are no divine casters of Sky). Cultists who worship the Dark can access negative energy and darkness spells. Notably missing from this world, however, are positive energy and light spells. After all, everyone has darkvision.

Law, chaos, good and evil are spread out in each of the god's aspects, so all four planes contain some of each (though the amount of each present in the four planes differs somewhat)

Check each god's page for more info on the individual planes.

Magic Items

In general, magic items are controlled by the Temple in ifrit lands, or different organizations among the other races (the Northern Tribe, the Swem, the Makers). Though PCs may have access to them one way or another, magic items are not as much a freely available resource as the default assumes.

By race, here are some common types of magic items (not an exhaustive list):

Ifrit: Blooded weapons, armor, cloaks; "scrolls" of blood inked on user's skin; sanguine relics

Oread: Staffs, wands, rings, and crowns that grow from the branches of the Quiet Elders.
Bullslayer trophies ; cursed gem magic

Sylphs: Master potion makers; strange alloys; mithril; misc items; arcane rods; golem makers

Undine: Crystals "grown" in River, effects depend on location (earring, amulet, weapon etc) ; mirrors used for divinations ; singing

Bottles - associated with foul magic - bottling genies (basically devils) for wishes or other magic

Magic

Largely unchanged, though divine casters may be somewhat limited in their spell lists depending on which god they worship. There are no divine spells supplied by Fallen Sky.

Divine magic has existed since the beginning of the races. Arcane magic and alchemy only came into being since the Dark came. The gods' preoccupation with the war meant two things: divine magic diminished, and the races were able to filch a small portion of the planes for themselves, through arcane magic.