

## The Planes

The material plane is the world of Zoralon.

There are two planes coexistent with the Material Plane, Faralon and Nuralon. Before Geshkol brought Zorgon into the world, Zoralon, Faralon, and Nuralon were one plane, Karalon.

Faralon is the realm of the fey and the kami, and is similar to Zoralon but more intense and vibrant. It is connected to life and the positive spiritual principle, the place where souls bind to the material world, and one must traverse it to reach Yomkas, Yomak, Yomtor, and Yomul, the four elemental manifestations of Yomzin, the Astral Plane.

Nuralon is a netherworld realm of ghosts, undead, and evil spirits. It is a shadowy and dark reflection of Zoralon, and within it one finds the demiplane of Shamshath ("Pit of Bones" in the Empyrean tongue), the divine realm of Morghast and the purgatory through which souls must traverse before their spirits can surrender the planar essences with which they were infused when they incarnated on Faralon prior to birth. They then traverse the Bridge of Destiny (Lai Zarach) and enter the astral plane of Yomzin. Spirits that resist this process of reconciliation and release, who don't let go of their hatreds and desires, are ultimately pulled into one of the four elemental manifestations of Zemzin, the Abyss, where they either curdle into fiends or are devoured by them.

*Yomzin:* The Astral Plane, a silvery void that responds to conscious thought and contains gateways to the divine realms and many stranger points besides. It can be entered spiritually by almost anyone, giving rise to lucid dreams. However, physically traversing it in a corporeal form requires the mightiest of magics, and one must first traverse Faralon to reach the boundary. Where it overlaps with the elemental wellsprings of creation it forms four great planes, Yomkas (home to Kassasi, the god of air), Yomak (home to Aggarak, Lord of the Flame), Yomtor (demesne of the divine Toralek, King Under the Mountain), and Yomul (domain of the sea deity Mulmano).

*Yomkas:* The conflux of air and life, a place where clouds take solid form and can be built upon and shaped and where anyone can fly through the brilliant blue sky merely by willing it. The breath of life that animates living bodies comes from this plane. It was the home of the Tengu before they attempted to steal the secrets of the breath of life and were exiled to Zoralon by Kassasi.

*Yomak:* The conflux of fire and life, Yomak is a vast expanse of white sand from which emerge pillars of lambent fire that warm and invigorate without destroying. The mind of every sentient being draws on its essence.

*Yomtor:* The conflux of earth and life, Yomtor consists of tunnels filled with bioluminescent fungi and glowing crystals of great worth. The body's sense of and attachment to itself draws upon its essence. Within it lies the realm of Saramir, a demimonde of living metal, and upon its surface lies the Infinite Forest of Restheras, whose boughs rise without limit.

*Yomul:* The conflux of water and life, Yomul is an endless freshwater lake that surface creatures can breathe without aid. Every soul derives its power to change from the essence of this plane.

*Zemzin:* The dark pit of corruption and infinite evil created by Elder Thing Zorgon's entry into the world, its influence brought death and decay into a perfect multiverse. Fiendish beings known as velstracs dwell within its howling, mutable depths—depths which take on forms drawn from the fears and loathings of whomever steps within. The same seal that prevents Geshkol from leaving the Abyss also makes direct travel there from Zoralon impossible without the mightiest of mortal magics to create the gateway, necessitating travel to the Netherworld first. At the greasy, oily boundary between Zemzin and Nuralon, daemons prey on stray souls. Where Zemzin overlaps with the elemental wellsprings of creation, it creates four slightly less eldritch but no less dangerous and unpleasant realms: Zemkas, Zemak, Zemtor, and Zemul. Dark conjectures among planar scholars posit that Zemzin serves as a scar protecting the multiverse from even darker things from the Beyond, whence Zorgon first came.

*Zemkas:* The conflux of air and entropy, an infinite thundercloud containing howling pandemonium that drives one mad. Surface creatures whirl without mercy through its dark nebulae until they hit one of the rare anchors of crystallized lightning, each of which is a ticking bomb that will eventually, inevitably explode.

The rogue demon lord Pazuzu, the Prince of Air and Darkness, and his flocks of vrock and nabasu demons make their home here, in a demesne of solid thunderclouds known as the Groaning Aerie.

*Zemak:* The conflux of fire and death, Zemak is a vast lake of magma and brimstone with only a few places of safety for mortal creatures. "Safety" being relative in this sense, as these pockets are where devils and fiends build nightmarish cities of black iron in which for mortals mere physical torment is a sweet release. The god Kunorkai, king of devils, dwells here, in the Citadel of Pitch.

*Zemtor:* The conflux of earth and death, an underground maze of tombs filled with the dry bones of forgotten things and evils long sealed away. Within it lies the realm of Kraulmacht, the Rusting Place, a demimonde of corroded metals pockmarked by rivers of acid. Upon Zemtor's surface lies the Murkwood of Dendreth, an endless maze of dead trees stalked by carnivorous undead plants.

*Zemul:* The conflux of water and death, Zemul is a Tartarean abyss of immense, endless ocean, with a floor of black ice whose fissures contain unspeakable things, and no surface no matter how far one swims.