

Planes and locations in addition to those in 2e Planescape

key: as in planes.doc

The Shadow Plane is a full Transitive Plane, with the Deep Shadow connecting the 9 separate Prime Material planes' Borders. See especially 3e Manual of the Planes pp. 60-62. Its 2e connection to the Ethereal and Inner Planes is through vortices and the Shadowfell planar pathway.

Additional Prime Material Planes and locations:

There are 9 separate Prime Material planes, each infinite.

Plane 1: The Crystal Spheres – see especially Spelljammer, <http://www.spelljammer.org/worlds>; also 2e-3e Forgotten Realms, 2e-3e World of Greyhawk, 2e-3e Dragonlance

Plane 2: The Universe and the Drift – Pathfinder, Starfinder, Starjammer, Aethera, Blood Space, Legendary Planet, etc.

Plane 3: Immortalspace and the 'Plane' of Departed Souls – 0e and Mystara, and <http://pandius.com/mystcosm.html> (with most of its "outer" planes as demiplanes in the Astral)

Plane 4: Eloysia – see 0e sources and <http://pandius.com/adjsphe2.html>

Plane 5: Netherspace (Great Dark Beyond, Twisting Nether) – Warcraft, with the Emerald Dream in its Curtain of Vaporous Color

Plane 6: Dominian demiplanes and Æther – Magic: the Gathering, and Magic: the Expanded Multiverse

Plane 7: The Winding Road – 3e Manual of the Planes pp. 218-220

Plane 8: The Dimension of Myth (Myriad Planes) – see especially 3e Manual of the Planes p. 213 and <http://pandius.com/mythdimn.html>

Plane 9: The Doppel Primes – 3e Manual of the Planes pp. 215-217

Aerth: in Myth – Necropolis

Alessia: in unknown Prime – Alessia

Alluria, Cerulean Seas planet, and related parallel worlds: in unknown Prime – Alluria, Cerulean Seas

Andromeda Galaxy: in Myth – 0e

Athas: in a Crystal Sphere – Dark Sun and <http://www.spelljammer.org/worlds/CrimsonSphere/>

Core System: in Myth – <http://www.spelljammer.org/worlds/Corespace/>

Earth (World of Technology) and Milky Way: in Myth – 0e

Eberron system: in Myth, with most of its orbiting demiplanes in the Astral – 3e Eberron

Inner Sphere: includes all [Inner] Planes and demiplanes, all Prime Material Planes (incl. the Drift), and the Shadow and Ethereal Planes (incl. the Dream[lands] and First World [Faerie] layers) – Pathfinder and Starfinder

Kofu: in Eloysia – see Spelljammer?

Milliheim: in Eloysia – Dokkalfar ebook (DTRPG)

Nehwon: in a Crystal Sphere – City of Adventure

Ningen-dō: in Myth, with most of its Spirit Worlds as demiplanes in the Astral – Legend of the 5 Rings, Rokugan, Legends of the Burning Sands

Orrery Prime and Nemesis: in Myth, with its orbiting demiplanes in the Astral and Ethereal – 3e Manual of the Planes p. 217

Outer Sphere: the [Outer] Planes plus the Boneyard demiplane; sometimes considered to include the entire Astral – Pathfinder and Starfinder

Pelinore and its Void: in Myth – see Pelinore setting sources

Praemal: in unknown Prime – Ptolus

Scarn: in unknown Prime – Scarred Lands

Serpent's Eye Galaxy: in unknown Prime – Dragonstar

Sulerin system: in unknown Prime – <http://sulerin.com>

Tékumel system and several other systems: in Myth – see Tékumel's very early history

Tellene: in a Crystal Sphere – Kingdoms of Kalamar

LaTerre (Mythic Earth, Uerth, Gothic Earth, World of Technology): in Myth – 0e

Vault of Stars: part of a Crystal Sphere – Classic Play Book of the Planes

Velgarth: in unknown Prime – Heralds of Valdemar novels

Well of Souls: in the Winding Road – Ghostwalk

LaTerre, with its links to the Cthulhu mythos, seems like it would fit in the Universe plane, with one problem: completely hollow planets don't seem possible in the more scifi-like Universe. I keep it in Myth.

Additional Inner Planar locations (adding up to 27 infinite Inner Planes) :

Plane of Gravitational Energy – Tome of Horrors Complete, and see my rewrite below.

Plane of Temporal Energy – does not enable time travel except by specialized temporal entities, but includes various regions as described in https://www.d20pfsrd.com/Gamemastering/environment/the-planes/#Plane_of_Time, 3e Manual of the Planes pp. 208-210, 3e Planar Handbook, https://forgottenrealms.fandom.com/wiki/Demiplane_of_Time, https://pathfinderwiki.com/wiki/Dimension_of_Time

Elemental Plane of Wood – 3e Manual of the Planes p. 207, https://pathfinderwiki.com/wiki/Plane_of_Wood,
<https://web.archive.org/web/20210421051308/https://mimir.planewalker.com/041130/elemental-plane-wood>

Wood Paraelemental planes (Pollen, Coals, Soil, Kelp) and Quasielemental planes (Flowers, Rot) – see <https://web.archive.org/web/20210421051308/https://mimir.planewalker.com/041130/elemental-plane-wood>, but replace Coral with Kelp and Thorns with Rot. Most outer planars assume Wood is a four-way paraplane, mistake the actual wood paraplanes for parts of the cardinal elemental planes, and mistake the wood quasiplanes for Ethereal demiplanes or simply parts of Wood.

Inner Demiplanes (Clay, Crystal, Frost, Fumes, Obsidian, Pumice, Silt, Sparks, Rain, Soot, Tar, Coral) – see <https://mimir.net/planes/mapping-infinity/quasi-elemental-exotica/>, but these are finite demiplanes, and Crystal is actually Ice+Wood. Rain is Ice+Positive, Soot is Smoke+Wood, Tar is Magma+Wood, and Coral (from Wood planes above) is actually Ooze+Wood. For a few details see also https://www.d20pfsrd.com/Gamemastering/environment/the-planes/#Quasi-Elemental_Plane_of_Obsidian but Obsidian's mostly minor Fire-dominant and in some places minor Positive-dominant.

Additional Outer Planar locations (adding up to 27 infinite Outer Planes) :

Cordant Planes (K'un Lun, Avalon, Pangea, Discordia, **Nowhere**, Nether, Sheol, Purgatory) – see <https://mimir.net/planes/mapping-infinity/planes-of-cordance/>, but Perdition is renamed **Nowhere**.

Coils of Io and Primal Void – see <https://mimir.net/planes/mapping-infinity/where-are-all-the-dragons/>, but see above for the 27 true Inner Planes. Either essence/abstraction is a dimension and meta-time is not, or which is a proper dimension depends on one's belief. "Gaps" between planes, if they exist, are filled in by Transitive Planes. There is no Ordial, but Shadow is the third Transitive Plane.

Shadowlands of Warcraft (Oribos, Ardenweald, Bastion, Maldraxxus, the Maw, Korthia, Revendreth, Zereth Mortis, aell paradise, Baraneth, Craftenium, a Dark Place, Inn of Forever, Nirem-Ahn, Orcish Hunting Grounds) – see <https://warcraft.wiki.gg/wiki/Shadowlands>, but these are all finite realms located on the infinite Outer Planes (Oribos in Outlands Ringlands, Ardenweald in Beastlands, Bastion in Mt. Celestia, Maldraxxus and aell paradise in Ysgard, Maw+Korthia in Carceri, Revendreth in Sheol, Zereth Mortis in Outlands Hinterlands) Kyrian must give up most of their personalities and preferences and biases, keeping little more than the kyrian virtues, because petitioners never keep much memories. Memory and redemption in Revendreth is only possible via sinstones.

Additional Demiplanes:

Most are Ethereal or Astral, but some are in the Shadow Plane, or are locations on Prime, Inner, or Outer planes. See planes.xls. Sources include:

https://web.archive.org/web/20240000000000*https://mimir.planewalker.com/041201/codex-demiplanes,
<https://web.archive.org/web/20191105051139/http://dlhexus.com/lexicon/21937.aspx>, [3e Manual of the Planes p 210-211 \(Plane of Faerie\)](#), <https://pathfinderwiki.com/wiki/Category:Demiplanes>,
<https://www.enworld.org/forum/showthread.php?189891-Beyond-Countless-Doorways-and-the-Great-Wheel>,
<https://www.enworld.org/forum/showthread.php?119560-A-DM-s-Directory-of-Demiplanes>,
https://www.d20pfsrd.com/gamemastering/environment/the-planes/#List_of_Planes_and_Their_Traits,
<https://eberron.fandom.com/wiki/Cosmology>, https://15r.fandom.com/wiki/Spirit_Realm,
<http://pandius.com/adjsphe2.html>, <http://www.thepiazza.org.uk/bb/viewtopic.php?t=1499#p26868>,
<https://web.archive.org/web/20180829031930/https://www.planewalker.com/comment/359#comment-359>

Krypter's tanzu-like sect [concept] are called Preservers of Life and Lifebringers. They have headquarters at the Garden of Bursting Life in Flowers. Undead, and clerics of death powers and evil powers, can't join. Their main allies are Communals, Rosebringers, and of course tanzu; Ring-Givers are cooler allies. They are enemies of the Doomguard, Dustmen, Prolongers, Razers, Symmetrists, and Vile Hunt.

Additional Planar Pathways:

World Tree (formerly, before the Spellplague), Elemental Chaos (new since Spellplague), Shadowfell, Membrane, Plane of Mirrors/Plane of Glass, Highest Brilliance, Underland, Wandering Inn of the Glorious Toad, Pharasma's Spire, **The Herd**, **Labyrinth of Loss**, **Mictlan**, **River Ar-en-Gereh**, **River Cocytus**, **River Hister**, **Seventh Sea**, **Steep Ascent/Rugged Path**, **Fujiyama/Meru**, **River of Steel/Demiplane of Metal**, **Infinite Treehouse** (see description below), **Island of Clouded Skies** (see description below)

See planes.xls. Sources include: https://forgottenrealms.fandom.com/wiki/World_Tree, 4e Forgotten Realms etc., Mystara, 3e Manual of the Planes p. 204-205, Scarred Lands, Beyond Countless Doorways, <http://www.5esrd.com/gamemastering/the-planes-of-existence/3rd-party-planar-information/the-wandering-inn-of-the-glorious-toad-3pp/>, Pathfinder, <http://mimir.net/pathways/newpaths.shtml>, <http://mimir.net/pathways/waterways.shtml>, <http://web.archive.org/web/20091027133641/http://www.geocities.com/Area51/Vault/9974/mounts.htm>, https://en.wikipedia.org/wiki/Mount_Meru

Dimensions of the Multiverse (Space: height, width, depth;

Time: sequence/past-future, probability/chaos-law, entropy/positive-negative/good-evil;

Form: mass/density/ana-kata, energy/cold-hot, essence/abstraction/inner-outer) –

<http://mimir.net/mapinfinity/synjyn.html>, <https://mimir.net/culture/mapping-infinity/extra-dimensional-theory/>

Worlds Outside of the Multiverse:

Far Realm – 3e Manual of the Planes pp. 211-213

Dimension of Nightmares, Vortex Dimension, **and Dimension of the Outer Beings** – see <http://pandius.com/mystcosm.html> and 0e sources such as Wrath of the Immortals

Wilderness and Non-Earthly Ecosystems on the Outer Planes

Being the parts of the outer planes inhabited by life and petitioners from the many unearthly worlds of the Universe, Milky Way, Andromeda Galaxy, and Mythspace.

The **Beastlands** are not dominated solely by European forests. In fact the plane includes an abundance of every earthly ecosystem except polar biomes and underdarks – deserts, grasslands, hills, mountains, near-surface caverns, and wetlands of every kind in addition to every type of forest. It is the plane of [carbon-water-based] idealized friendly nature, not the plane of Europe. It is also a plane that resurrects petitioners and intelligent animals (as animal petitioners) a few days after they are killed, as long as the hunter thanks them for their life.

Pangea, by contrast, is the plane of more balanced or harsh nature. It has examples of natural ecosystems from every part of each Prime Material Plane, including the underdarks. While the plane has no distinct layers, it is divided into an infinite myriad of planets and little orbs. Each has the climate, atmosphere, and day-night cycle of a different sort of planet or moon. There are scorching planetoids hot enough to vaporize iron, worlds with seas of acid or hot tar, icy planetoids with oceans of hydrocarbons or carbon monoxide or ammonia, airless rocks and comets, gas planets, air bodies, water bodies, worlds where even the nitrogen is frozen solid, and everything in between. Carbon-based, silicon-based, metal-based, and more types of ecosystems all thrive here, but many planetoids are lifeless. Travel between them requires spells, because the plane disables all technology more advanced than paleolithic, and portals between planetoids are very rare. The various worlds are visible in the sky like distant moons, each with its own orbiting sun visible as a bright star.

Mount Celestia contains both air-filled and water-filled caverns threading below the surface of every layer except Chronias, providing spiritual journeys for subterranean and marine beings (although most petitioners do become lantern archons). Some of the caverns lack gravity or have gravity facing the opposite direction, and from those caverns it is possible to find one's way to a frigid, "upside-down", alternative surface of each layer except Chronias. These surfaces have hydrocarbon-based environments, a reducing anoxic sky, and a holy methane version of Lunia. From them the Holy Mountain shows no sign of being "inside-out", and it is the temperate watery regions which seem "upside-down" in caverns below far the ice. Unlike on Bytopia, these two skies have no direct connection to each other, except that the same sun and moon are visible on both.

Many other **Outer Planes** have their own regions idealized for petitioner species native to various unearthly environments. **Ysgard** has earthbergs and Nidavellir caverns with a variety of temperate and cold environments, while Muspelheim holds all types of lava, silicon-based, and other super-hot landscapes. **Bytopia** contains a deep underground region of lava and silicon-based life, far below the temperate mines. This region corresponds to and is the opposite of the air between layers: it has subjective directional gravity and connects the underground of both layers together. The **Outlands**, **Arborea**, **Elysium**, **Avalon**, **Arcadia**, and maybe the Beastlands each have lava-filled depths under some or all layers, with objective directional gravity, paradises for silicon-based petitioners and visitors. The highest cloud-tops of the Outlands and Avalon are perpetually-frozen water icebergs supporting hydrocarbon-based and carbon monoxide-based environments. The Hinterlands contain huge regions with mercury-based and halogen-based ecosystems, with self-contained clouds of their own distinct airs. Arborea, Elysium, and Arcadia have either cloud-tops or entire additional layers dedicated to hydrocarbon-based and carbon monoxide-based paradises, and likely others. Many of **K'un Lun**'s tallest mountain heights are so cold and anoxic that they form hydrocarbon-based or carbon monoxide-based landscapes and mountain lakes, while the deep interiors of several mountains contain scorching-hot lava tubes, sulfur lakes, and magma seas ideal for lava-loving petitioners. The gears of **Mechanus** include orderly versions of a wide variety of environments, while **Limbo** and **Discordia** jumble environments of every sort together.

The locations of the Upper Planar paradises for halogen-based, mercury-based, petroleum-based, and zinc chloride-based sapients are unknown.

Hinterlands, Outlands

It's widely believed that the Rings end outside the Gate-Towns, but that's just because most wizards don't go around slinging epic magic. Truth is, the Hinterlands have Rings of their own – or maybe the true Ringlands extend past the Gate-Towns.

The magically morphic trait applies to all magical effects except for summonings, and aligned spells and powers (mainly the Good, Evil, Law, and Chaos spell domains). Beings one “step” removed from true neutrality can use this morphic trait only by passing a DC 35 Spellcraft check for each attempt. For entirely non-neutral beings, the Hinterlands are not magically morphic at all. If any part of them has the enhanced magic trait, that also has the same limits.

Outside the outermost Rings (wherever that is), the Spire's influence completely ends. At that point, it could be said that the Land shows its *true* face. If so, the Rilmani may maintain great numbers here, engaging in projects that require epic magical power – and benefit from the alignment effect that discourages non-neutral visitors and the magic that frightens even the powers away. There could be a ring of Rilmani towns with secret portals to Center-of-All.

Extended table of Outlands Rings

Ring	average Distance from Spire	Impeded Spell levels	Possible Spell levels	Impossible Spell levels	Planar Traits	Other Effects (continue from the noted ring inwards to the Spire)
???	???	none	all	none	strongly N, highly and divinely morphic	enhanced magic? Rate of travel faster.
21st-14 th ?					strongly N, magically and divinely morphic	further rings may exist within the Spire's influence
13th	???	12th-13th	1st-13th	14th+	strongly N, magically and divinely morphic	Spire's influence begins here?
12th	1200-? mi	11th-12th	1st-12th	13th+	strongly N, magically and divinely morphic	???
11th	1100-1200 mi	all Epic magic	1st-11th	12th+	mildly N, magically and divinely morphic	???
10th	1000-1100 mi	9th-10th	1st-10th	11th+	mildly N, divinely morphic	Epic psionics annulled.
9th	900-1000 mi	8th-9th	1st-9th	all Epic magic	mildly N, divinely morphic	Gate-towns can exist only in this Ring. Rate of travel normal.
8th	800-900 mi	7th-8th	1st-8th	9th+	mildly N, divinely morphic	Everything is immune to poison.
7th	700-800 mi	6th-7th	1st-7th	8th+	mildly N, divinely morphic	All psionics and psionic spell-like abilities annulled.
6th	600-700 mi	5th-6th	1st-6th	7th+	mildly N, divinely morphic	Positive and negative energy can't be channelled.
5th	500-600 mi	4th-5th	1st-5th	6th+	mildly N, divinely morphic	Supernatural abilities, illusions, and level drains annulled. Temporal and gravitational energy can't be channelled.
4th	400-500 mi	3rd-4th	1st-4th	5th+	mildly N, divinely morphic	Astral Plane inaccessible. Extradimensional effects fail.
3rd	300-400 mi	2nd-3rd	1st-3rd	4th+	mildly N, divinely morphic	Divine powers of quasi-demi rank deities annulled.
2nd	200-300 mi	1st-2nd	1st-2nd	3rd+	mildly N, divinely morphic	Divine powers of quasi-lesser rank deities annulled.
1st	100-200 mi	1st	1st	2nd+	mildly N, divinely morphic	Divine powers of quasi-intermediate rank deities annulled.
Spirelands	0-100 mi	(n/a)	none	all magic (dead magic)	mildly N, alterable morphic	All divine powers annulled.
Sigil	0 mi	none	all	none	mildly N, alterable morphic	Deities cannot enter.

Ring	average Distance from Spire	Impeded Spell levels	Possible Spell levels	Impossible Spell levels	Planar Traits	Other Effects (continue from the noted ring inwards to the Spire)
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In 2e, poisons are not annulled until reaching the 4th ring, Astral conduits still function until the 3rd ring, and other Astral connections and uses remain possible until the 2nd ring. Illusion/phantasm spells are annulled unless the caster has a spell key.

Abyssal layer 406: The Abyss of Ooze

At first impression, this layer is easily mistaken for the Paraelemental Plane of Ooze. Certainly, the similarities are great. The Abyss of Ooze is a vast layer of goop and muck stretching in all directions, with no bottom, no surface, and no gravity. Much of the layer is made up of mud and ooze, as well as other fairly harmless substances such as slush, quicksilver, quasi-elemental silt and clay, and various unidentifiable chaotic goos. Most of this is slightly more liquid than Paraelemental Ooze, making it relatively easy to swim, although there are slicks of viscous oil and sticky, clinging tar as well.

Unfortunately, there are also great expanses of acid, poisons of every kind, and oceans of corrosive liquids that will burn even acid-protected travellers. Quite often, a visitor will find herself swimming through lakes of necrotic, liquefied flesh with floating organs or morasses of demonic ichor or diseased blood and pus. Streams of icy, near-frozen sludge flow past seas of raw sewage and bubbles of radioactive jelly. There are vast regions that drain hit points, abilities, or skills, cause mind-bending hallucinations, or suck away a visitor's very life force. Other areas cause accelerated aging, terrible pain, nausea, or infuriating skin irritation. Some regions have Anti-Magic Auras. Numerous branches of the River Styx flow unseen through the layer, sometimes spreading to saturate huge stretches of the ooze. What air pockets do exist contain poisonous or corrosive gasses. And the various substances have a horrible propensity for seeping under clothes and armor, remaining even after a traveller swims to a less deadly region or escapes the layer altogether.

These hazards float randomly in the ocean, and since there is no light at all, avoiding them is very difficult. Of course a traveller can try to remain in a "safe" area, but most visitors will eventually find themselves fleeing from the hungry slimes, oozes, demons, dragons, and other monsters.

The ooze is not still – it pulses, vibrates, and shudders, and some areas flow in rivers swift or sluggish, or even blow around furiously, catching up anyone caught in their path. Globules and bubbles the size of mountains float and move amongst each other, forever joining and splitting, but the mess never becomes homogenous.

- **No Gravity**
- **Minor Water and Earth Dominant**
- **Magic:** Fire and light domain magic is impeded.

Special Conditions: There are no elemental pockets of normal water or air in this layer. But one of the first things an unfortunate visitor discovers, just when they think they will begin to drown, is that they can breathe whatever they are swimming in – even if it's brains. All visitors are safe from drowning on this Abyssal layer, although that's no protection if they happen to inhale acid, poison, or pus. Death takes slower and crueler forms here. Most of the inherently dangerous liquids kill gradually, over a matter of hours or even days, dealing relatively small amounts of damage at a time so the victim has plenty of time to suffer.

There is no source of light in the Abyss of Ooze, and since the majority of the layer is opaque or only somewhat translucent (vision limited to 3-7 feet, varying), bringing illumination from outside usually doesn't work too well. Although everything's breathable, most regions can barely support a flame, and the rest can't support fire at all.

Inhabitants: The Abyss of Ooze is infested with hungry larvae, slimes, oozes, puddings, jellies, ooze mephits, acid quasiaelementals, omoxes, silt drakes, flesh-eating worms, blood-sucking vermin, internal parasites (especially tapeworms and Guinea worms), fiendish giant leeches, Abyssal lampreys, blood weirds, water elemental demons, cat hair demons, alkali quasiaelementals*, bloodbloaters, fiendish fish and jellyfish, various aquatic demons, and a variety of writhing grubs that grow as large as dragons.

Less common inhabitants include demoncrows, Stygian dragons, Stygian linnorms, giant amoebas, leviathans, bloodbrothers, and colossal pulsating oozes the size of small Prime Material moons. The icy areas are home to hydraggon and a few ice mephits, while the fleshy regions swarm with horse-sized "maggots" and other vermin.

Sites: Some demons and mephits have constructed smallish, crude shelters or communities in the Ooze using *mud to rock* and other spells, but none of these really even deserves to be called a burg. The closed surface of any bubble of liquid could be a portal, but portals are unfortunately very rare on this layer, and portal keys are generally even rarer, so a coerced or well-garnished mephit guide is pretty much the only hope.

* An alkali quasi-elemental is exactly the same as an acid quasi-elemental, except it is strongly alkaline, and acid-resistance does not protect from its attacks. If an alkali elemental fights an acid elemental, both parties suffer triple damage.

Ocanthus site: The Bonegale, Acheron

Among the infinite winds of Ocanthus, the lowest layer of Acheron, is a gigantic storm of unusual nature. As on the rest of Ocanthus, tornado-strength winds fling shards of razor-sharp crystal that rapidly cut unprotected visitors to ribbons. But the shards here are harder than diamond and many are sharper than obsidian, easily cutting through nonmagical armor. Most shards are finger-sized, and none are longer than a hand-span.

Unlike the black ice in most of the layer, these shards are the petrified remains of everyone who's ever died here. Anyone killed by the shards in the Bonegale is sliced to bits in one round per size category. Their shattered bones and gear, filleted organs and clothing, and even blood, memories, and beliefs freeze and crystallize, retaining only their coloring. Visitors who magically protect themselves from the razor storms must weather a freezing effect similar to the petrifying of Thuldanin. Once frozen solid all corpses, thoughts, and items spontaneously explode into shards. Even a harsh word spoken into this gale will crystallize into a razorblade and strike the speaker or their target.

Inhabitants: None recorded.

Ózeenyâgttlejž, Pandemonium

This past Reaping, I went through the wrong portal (or the right portal with the wrong key, or at the wrong time – I’m not sure) and found myself in Pandemonium. Now I may be a planewalker, but I make a point to avoid the Lower Planes like the plague. I don’t want to recount or remember the miserable, wretched “days” and sleepless nights of wind, damp, and relentless noise blasting through my head, or the hideous things I heard shrieking on the wind. But I will share what I found and how I finally escaped the Maddening Plane.

**found the realm of the cave/cheese god Vġduñladž, add details about god below
departed through the portal into Arborea**

Don’t get me wrong, it wasn’t all rose wine and gourmet cheese. I’m certain every last one of those petitioners is barmy as a Bleaker. About a third of what they rattle on about is as incoherent as scramblespeak, and a lot of the rest still didn’t make sense. Maybe I was missing some dark. But most of them are capable of holding a conversation, much of the time, if you don’t mind them changing the subject at odd intervals.

The locals also have some bizarre notions of cuisine. It seems they and their god are always experimenting with barmy new recipes, and they’re enthusiastic to, uh, test them on anyone with a bone-box. In one cavern I was served crumbly cheese with what looked and smelled like huitlacoche. I’d greatly enjoyed the corn smut during my visit to the First Mictlan, and everything else I’d eaten in Ózeenyâgttlejž was delicious if sometimes odd, so I dug in.

Big mistake! That wasn’t huitlacoche I’d eaten, it was a black pudding! I must’ve retched for a solid hour before my stomach felt clean, and the chef was mighty hurt by my reaction. Turns out no slime, ooze, mold, or glowing goop is off the table, or the menu, when these barmies want to try something new, and *they* can eat all of it just fine. Don’t make the same mistake, cutters – *ask* before you eat, and be sure you get a straight and clear answer first. Well, unless you’re a Sensate who likes culinary surprises, I guess. Don’t be too peery, either, though. A body has to eat, and much of their stuff is good.

Yeah, once I got to Arborea I did find a modest Society of Sensation hall in the burg of Inglebrook, and sure enough the Sensates buy and sample those experiments, sight unseen. They laughed at me for lacking the “spiritual fortitude” to keep eating and hold it down, so I told them to sod off and got out of there. I’m enough of an explorer and planewalker without eating random things from the Lower Planes, thank you very much.

Inhabitants: Besides the addled petitioners, Ózeenyâgttlejž is inhabited by booze oozes (CN ooze). These divine Servitors of Vġduñladž are sapient god-touched oozes (except booze ooze petitioners, which are outsiders). A booze ooze is immune to acid, poison, and suffocation, and has damage reduction/fire. Upon death, its soul immediately becomes a petitioner and its body mostly breaks down into 87-proof alcohol.

Vġduñladž (CN demigod)

Chemical-Element Demiplanes (Pseudo-Elemental Demiplanes)

These demiplanes are each made up entirely of a particular substance distilled from one of the five elements. Unlike the true elemental planes, they are landscapes with a definite surface and sky, although the atmospheres are never breathable for Prime Material beings. Most earth-based pseudo-elements have “air” of dust, vacuum, and protomatter mist. Brimstone has land, seas, and “air” of different sulfur allotropes in bright colors. Carbo has an atmosphere of black soot and protomatter mist. Acid, of course, has an atmosphere of vaporized acids. Overhead, each demiplane has a sun shining in the plasma-emission color of the chemical element (rainbow for Acid). No visitor has stayed in any of these demiplanes long enough to determine whether they are round planets, flat worlds, or something odder like cubes or toruses.

Each demiplane has at least one native species of pseudo-elementals, which fiercely defend their homes from anyone trying to steal matter. Those of the various metal demiplanes are metal weirds with glowing eyes the color of their sun, and a pair of slug-like antennae. Carbo and all pseudo-elements derived from elemental earth have “plants” and beautiful living crystal life. Gold has native humanoid-like people living in a jungle of trees with gold-plate leaves. Aurumvorax are also native to Gold, and were introduced to the Prime in a money-making scheme (which failed). Azote is a lethally cold ocean world of liquid nitrogen, with a pure nitrogen atmosphere and nitrogen ice creatures. Many animals on these demiplanes have quite alien and unearthly shapes.

Besides the usual slow accumulation of protomatter from the Ethereal, these demiplanes appear to “collect” stray bits of their substance dropped, lost, or exhaled by Ethereal travellers. Visitors to the demiplanes of copper, silver, and gold have found scattered coins clearly minted in Prime Material or Outer planes, just lying about on the ground. Gathering them, however, is violently opposed by the weirds and other natives.

Air- and Ice- derived: azote (nitrogen)

Water-derived: acid (a variety of acids)

Wood-derived: carbo (carbon)

Earth-derived: antimony, brimstone (sulfur), wismut (bismuth), and the Metals: aluminum, chrome (chromium), cobalt, copper, gold, iron, lead, mithral, nickel, oarant (oarund), onundo, platinum, quicksilver (mercury), silicon, silver, tin, titanium, uranium, wolfram (tungsten), yasada (zinc)

The closest equivalent fire-derived demiplane seems to be the Demiplane of Molten Skies.

Demiplane of Cat Hair (“Elemental Plane of Cat Hair”)

This plane seemed to be nothing but a sea of shed cat hair, in every color, length, and texture known to felines, with no up or down. Breathing, swimming, and seeing through the fuzz was somewhat difficult, and it took me weeks afterwards to blow all the fur out of my sinuses. Not fun, but there’re certainly worse planes, unless you’re severely allergic. I encountered a few structures, and most of these were platforms, open-ended tunnels, round enclosures, and large pillar-like shapes constructed of compressed or felted cat hair. Unfortunately some of them were mortared with hairballs, which I made sure to avoid. Once, I also nearly bumped into a huge hairball just floating loose in the fur.

Inhabitants: Through the fog of fluff, I glimpsed what looked like large, long-haired versions of various natural cat species, curled up or swimming through the hair. They mostly stayed aloof from me, but thrice I was ambushed and chased, seemingly for sheer amusement. Thankfully they didn’t do more than slightly scratch me, and the wounds weren’t infected. Still, I wouldn’t want to get on their bad side.

There’s also one enormous, powerful, and especially arrogant feline here named Rrrrrrp Mrrr’n – or at least that’s the closest I can come to writing its name. It was friendlier than the other cats, although it claimed to be the “Archomental of Cat Hair”. After a few inquiries it seemed pleased to regale me with the chant of its home: *Supposedly* Cat Hair is a true Elemental Plane, an infinite expanse of primordial fur, and the other cats there are Rrrrrrp Mrrr’n’s “elemental” subjects. All kinds of felines are intimately linked to this plane, for each hair follicle holds a tiny sub-dermal portal to the “Elemental Plane of Cat Hair”. As old hairs are shed, new hairs are endlessly supplied from the plane, ensuring that every cat can shed continuously without ever becoming any less furry. Plus, every long-haired cat is a “cat hair genasi.”

Well, it’s a barmy load of screed and I don’t believe a word of it – especially since I left the “infinite” plane by swimming to the edge and jumping into the Ethereal without a spell. Rrrrrrp Mrrr’n is full of crap and Cat Hair is a finite demiplane. But I still had a few charges left on my *rod of truth and lies*, and I was curious. So either my rod was lying or the cats weren’t, because it told me the “Archomental” and “cat hair elementals” genuinely, sincerely believe their tall tale. Who knows, maybe if they believe hard enough long enough they’ll finally become what they claim to be. Wouldn’t that be weird!

- **No Gravity.**
- **Normal Time.**
- **Finite Size**, as far as any non-native can tell.
- **Alterable Morphic.**
- **Minor Positive-Dominant.**
- **Mildly Neutral-Aligned.**
- **Magic:** Fire and water spells are impeded. *Polymorph*, *baleful polymorph*, and *wildshape* cast on this plane inevitably turn the target into some kind of felid. Wild magic effects apply to any attempt to summon felid creatures.

Note: Rrrrrrp Mrrr’n is a (C)N outsider, whose fur color and patterns slowly shift each week as it sheds. The other cats are true neutral outsiders. They never hunger or thirst, and don’t kill for fun. They do play rough, and defend themselves ferociously (and loudly) if attacked. In addition to claws and fangs they have spell-like abilities such as vomiting stinking hairballs at will, licking all the hair off of anyone, *transmute hairball to cat hair*, *transmute hair to hairball*, and the dreadful *bestow allergy*. Some, including Rrrrrrp Mrrr’n, also have an evil-eye-like eyebeam attack and vorpal claws. No magical or scientific examination will find any trace of microscopic portals on any cat, except those native to Cat Hair.

Mbundn (Demiplane)

Vru'undubun are quasidelemental Dust-kin, but only some of them live on the Quasi-Plane of Dust. The rest are building an Ethereal demiplane named Mbundn. Groups of Vru'undubun gather dust pockets from various Inner Planes, dust from the Plane of Dust itself, and even dirt from Pelion and the Grey Waste. Some Vru'undubun even hire themselves out on Prime worlds as urban cleaning crews, sweeping up dirt and grime from city streets. All this dust is taken to Mbundn – along with bits of soil, rot, ash, soot, pumice, sand, and plain dirt – and it's all just kind of piled into a big dusty blob. The Vru'undubun ain't forthcoming on why they're going to all this trouble when their home plane is just as infinite as every other plane. There are apparently structures of some kind inside Mbundn, but no outsider has ventured in to see them – or really wanted to.

- **Gravity:** ?
- **Minor Earth and Negative Energy Dominant.**
- **Magic:** ?
- **Inhabitants:** Vru'undubun.

Plane of Gravity rewrite (Plane of Gravitational Energy)

(based on Tome of Horrors Complete writeup,

https://www.d20pfsrd.com/gamemastering/environment/the-planes/#Plane_of_Gravity)

This is an Inner Plane, one of two Lesser Energy Planes.

The Plane of Gravity has extremely little open space, which is mostly void rather than true quasiaelemental vacuum. The vast majority of the plane is made of dark matter clumps, huge gravity wells centered on vast chunks of dark matter or undifferentiated matter, and black holes. Neutron stars and quark stars might also exist here.

- **Objective Directional Gravity:** There are no locations without at least some gravity, although in a few places it is possible to find a mostly-safe orbit that remains stable in the short-term. The strength of gravity is usually very high and ranges up to being crushed inside a black hole.
- **Infinite Size.**
- **Alterable Morphic.**
- **No Elemental or Energy traits.**
- **No dominant alignment (Mildly Neutral-Aligned)**
- **Flowing Time:** The deeper you are in a gravity well, the slower time passes for you. For each minute you spend in a gravity well, more than a minute passes for someone on the plane further from the gravity well, and much longer than a minute passes outside the plane.
- **Enhanced Magic:** Spells and spell-like abilities that use, manipulate, or create gravity are both empowered and enlarged.
- **Impeded Magic:** Spells and spell-like abilities that reduce or nullify gravity are both diminished and weakened.

Infinite Treehouse (planar pathway)

Similar in many ways to the Infinite Staircase, the Treehouse is an infinite series of platforms, stairs, rooms, bridges, ladders, and knotholes. Almost every part of it is in the open-air, with a vista of a coterminous plane or another Pathway. Different sections can be reached by opening closed doors, walking around corners (especially around a trunk or colossal bough), and entering huge knotholes. Every linked location is a huge or colossal tree, a treehouse, a treetop town, or in a few cases a gigantic mushroom or tree-like growth on some strange planet. Most ‘portals’ onto planes require portal keys or open at fixed seasonal intervals. Unlike the Infinite Staircase, it has a consistent up and down, and a bit less gravity than whatever world it’s passing through.

Like the Infinite Staircase, the Infinite Treehouse reaches an uncountable number of worlds. It most prominently intersects the [Elemental Plane of Wood](#), the Ethereal (in Faerie, the Wood “elemental” [demi](#)planes, and the [Emerald Dream](#)), the Shadow Plane, the Infinite Staircase, and Yggdrasil. Formerly it was quite common on the [World Tree](#).

Other known openings lead to the Quasi-Planes of Flowers and [Rot](#), the [Circle Between](#), [Dark Woods](#), [Demiplane of Awe](#), Eternal Autumn Woods, Isle of the Ape, [The Lost](#), [Poisoned Eden](#), [Ruvanna the Dream Forest](#), the [Dark Forest](#), and (intermittently) various Dream Planes. The Treehouse evidently reaches almost every Prime Material Plane, although it has no known links to the Doppel Prime or Crystal Spheres, and planar numerology is thought to exclude it from the latter.

In the [Godsea Galaxy \(in the Universe\)](#) the Infinite Treehouse is known to reach treehouses and giant trees on [Castrovel](#) (Golarion system), [Nakondis](#), [Quinander](#), [Siygess-4](#), [Vesk-3](#) and [Vesk-6](#), [Kir-Sharaat](#) and formerly [Vohura](#) (Aethera system), [Atalo](#), [Bantosian](#) (Blood Space), [Nejeor IV](#), [Pabaq](#), [Quorlosh](#), [Ramiya](#), [Silvarum](#), and [Yggdroth](#), and formerly on [Atachuuva](#) ([Chuuva](#) system) and [Oznirado](#) ([Mulnav](#) system).

In [Immortalspace](#) the Infinite Treehouse often coexists with [Yggdrasil](#), and has known openings to [Partheniad](#) and [Typp](#).

In [Netherspace](#) the Infinite Treehouse has been found in [Nordrassil](#), the [World Tree of Kalimdor](#). (Formerly it reached the [previous World Tree](#), [Teldrassil](#)).

In [Dominia](#)’s [demi](#)planes, the Infinite Treehouse is known to reach [Dominaria](#) ([Llanowar](#), [Savaen](#), [Uktabi](#), [White Woods](#), formerly [Argoth](#)), [Naya](#), [Ashkanar’s Living Wood](#), [Acharu’s World Tree](#) (where gravity on the Treehouse pulls towards the nearest Tree surface), [Kaldheim’s World Tree](#), [Equilor](#), [Fabacin](#), [Lorwyn/Shadowmoor](#), [Muraganda](#), [Pyrulea](#), [Ravnica](#), [Afresa on Sertaria](#), and [Zendikar](#) ([Hanging Swamp](#), [Turntimber](#), formerly [Oran-Rief the Vastwood](#))

In the [Dimension of Myth](#), the Infinite Treehouse permanently reaches [Jardan \(Core System\)](#), and [Citlaltlpol and LaTerre \(Mythspace\)](#). It intermittently reaches [Eberron](#) and [Orrery Prime](#) during favorable celestial months.

The Wandering Inn of the Glorious Toad can potentially rest on the Treehouse.

An unsubstantiated rumor claims that one doorway opens onto the [Rugged Path](#).

Island of Clouded Skies (planar pathway)

A large island floats through Prime Material and Shadow skies. The island is roughly lenticular, made of earth, crystal, mineral, and clay, with a core of solid plenum, outer edges of solid clouds, and a shroud of thin mists. Within the mists is a land of hills and trees, clear lakes, and one large, riotous, high-tech, multi-species city. The Island of Clouded Skies is much larger inside the mists than it appears from the outside.

The Island drifts like clockwork between the Prime Material and Shadow Planes. Each day, it appears in the skies of a gas planet somewhere in the Prime, or rarely the seas of an oceanic world. After a full day of that planet's time, the Island spends an equal time drifting through the Shadow Plane, where it casts dim light beneath it and darker shadow into the skies above it.

The Island of Clouded Skies can only be reached by flight. The inhabitants, almost entirely various flying species of Prime and shadow-touched mortals, often make attempts to trade on inhabited worlds they pass through. However, the Isle's passage through the Prime is unpredictable, and anyone left behind at day's end will need some other way to find the Island again.

If there are 3 additional Outer Planar Pathways, this one also wanders the Outlands (Ringlands, Hinterlands), Discordia, Pangea, K'un Lun, Nowhere, Limbo, Ysgard (Ysgard, Muspelheim), Arcadia, and Acheron by day. In that case it has much more variety of planetouched and other hybrid inhabitants as well.

Mictlan (planar pathway) and the Aztec afterlives.

Inspired by <https://mimir.net/places/mictlan/>, but I changed and added details to more closely match Aztec theology.

Mictlan is a planar pathway running through the Gray Waste, Outlands, and Planes of Law from Gehenna to Mount Celestia. Mostly it's a road paved in stones and bricks. Mictlan's open to all, but make no mistake – it's a brutal, painful journey that's meant only for the dead. If you're breathing and want to stay that way, you should probably avoid Mictlan. Look for one of the safer planar pathways, like the Steep Ascent or Fujiyama.

The strange thing is, when you first walk the Mictlan road, no matter what plane you entered from, in hardly a dozen steps you'll find yourself in Itzcuintlān, the First Mictlan. That's your last chance to change your mind – if you continue on by crossing the river, you're stuck because Mictlan's a one-way spirit road and *you can't turn around*. You cannot simply enter at Mechanus and walk over to the Hinterlands – no, you'll have to trek through all those Lower Planes first. Sods who die along the way have to carry on as petitioners.

No, I didn't make the journey myself. I'd heard nasty things about Mictlan and I did my research. In the end I stayed in Itzcuintlān and simply asked the Dogs of Xolotl to lann me the travail faced by the dead. No Believer of the Source fears trials to enlighten their soul, but I'd rather finish this life's trials in one piece before I start on the next. Otherwise, the main reason for living cutters to go down this road is if they want a quick route to the first three Mictlans, or really need to visit the realm of an Aztec or Olman deity and have already been denied other options to prove their worth. Just be certain you're prepared.

Every planewalker who starts on the path of Mictlan, and every dead Olman and Aztec soul, arrives in Itzcuintlān. I'd been told this place is in Oinos, and sure enough it is dull and grayish – sky, grass, dirt, and water. It's a series of grassy hills and spiny cactus thickets rising up to the heights, bound on one side by a river coming down from above. But the chant from the Dogs is this isn't the Gray Waste, and they didn't understand when I asked about the dearth of color. The Dogs claim it's actually in a separate plane, *in between* the Outlands and Baator. That may sound like so much screed, but Leir the Explorer reported the existence of just such a plane, Sheol, and what I saw outside of Itzcuintlān certainly matches his description. Plus, there was none of that despair and gloom, and no armies of clashing fiends that I heard. Either way, Itzcuintlān is the Aztec-Olman death god Mictlantecuhtli's realm, though not his main one. It's also guarded by the demideity Chitza-Atlan and an enormous iguana named Xochitónal.

What Dogs? Itzcuintlān means “Where the dog lives” and sure enough it's full of canines – the Dogs of Xolotl [small to medium outsider (psychopomp), N or LN]. He's the deity who created the first such Dogs, but these days canines in the dead-book come here to ascend into spiritual beings. I saw a variety of breeds, but a lot of them are skinny, hairless little ones with yellow or red-brown skin. Every one of them has a faint reddish glow and an eerie look in their red eyes (and they are bright red, possible evidence they're not in the Waste). For them Itzcuintlān is a doggy heaven when they're not serving as psychopomps. Xolotl's Dogs can't be bribed – all they care about is how a soul died, and how you treat dogs. Berks who've abused canines are shunned or bitten and left here for eternity, and it's clear they can tell just by sniffing you. Everyone else is reunited with the spirits of dogs they owned who got lost before them, and they always recognize each other even as petitioners.

The Aztec pantheon expect everyone to undergo great spiritual trials, refining and annealing the soul and spiritual body and proving their worth for the next level of ascension. They're not fooling around, either, but they figure some have already passed their trial by how they died. If you're dead and kind to dogs, Xolotl's Dogs sort you by how you died, and a Dog guides you along Roots of Yggdrasil or Astral conduits to the appropriate afterlife. (Yggdrasil's roots have grown in here to replace those of the old World Tree, which used to serve this purpose.) Un-weaned infants are gently carried to Xilen in Elysium, where they nurse from the Milk Trees until they reincarnate. Suicides go to Cincalco, the House of Maize on one of the Upper Planes (the Dogs were cagey about which one). Cutters who died by combat, childbirth, human sacrifice, or on a trading expedition go to Tonatiuh's heaven in Ysgard. However, those he considers truly evil are sent down a second conduit into Ilhuicatl Teocoauhco, his secondary realm on Chamada in Gehenna. Everyone who died by drowning, lightning, accidents on mountains, and water-vectored disease head to the first layer of Mount Celestia. There, the rain god Tlaloc judges them by their deeds in life and sorts them into his realm Tlālōcān or Quetzalcoatl's Flower Mountain (both on Lunia), Exbal Ken (also on Chamada), and the Land of Eternal Rain. That last realm is supposedly on another of Leir's Cordant Planes, Nether. Those who get to stay on Mount Celestia become blessed celestials called Ehecatotontin (on Flower Mountain) and Ahuaque (in Tlālōcān).

But for all the other dead, and for living planewalkers, the test of their soul is the long, arduous pathway of Mictlan. Dead and living alike are guided by a Dog of Xolotl – one of their own, if they had any in life. Those with hands are given food, water, and weapons for the journey ahead. Dead cutters also tend to have grave goods with them. The first stage of the journey is Apanohuayan, where they swim across the River Apanohuacalhuia, and I was told it's impossible to cross without a Dog's help. Petitioners who emerge from the water have become nearly indestructible, their flesh and organs superfluous, with only injury to bones causing real damage. Dogs of Xolotl are always immune to all the hazards of Mictlan. Living planewalkers, however, are entirely vulnerable to the dangers ahead.

On the far bank, travellers find themselves on Tintibulus in Acheron, in Tepeyóllotl's realm. This is the Second Mictlan, where everyone has to pick the right moment to cross Tepetl Monamiquian, the Crashing Mountains. A second mountain repeatedly slams down on the path, crushing anyone trying to cross at the wrong second.

On the other side they arrive on Itztepetl the Obsidian Mountain, the Third Mictlan. It's part of Huitzilopochtli's Jungle Cube in Avalas. Here they have to struggle past razor sharp obsidian shards, and they're expected to toss aside all possessions they don't absolutely need for the journey ahead – even their clothes. After all, they won't need them where they're going.

At the end of Itztepetl, a fierce wind blows the traveller to Cehuecayan in Ocanthus, realm of Mictlecayotl the god of the north wind. This is the absolute worst part of Mictlan, miles of being cut up by the winds and what they carry. First travellers trudge through the blizzard of Itzeheccayan, the Place of Obsidian-Bladed Wind, where they can't tell if they're being sliced by actual hail or just the wind itself. Next is Pacuecue Tlacayā, Fluttering in the Wind, a desert-dry windstorm through a region with no gravity but, mercifully, nothing cutting them either. Then they fall to the surface of a big stone shard and trudge through Temiminaloayan, the Place of Shooting Arrows. These three ordeals are the Fourth, Fifth, and Sixth Mictlans, respectively. Petitioners who crossed Apanohuayan can't be killed by their injuries, they're supposed to learn something from it all instead. But living planewalkers had better have protection or miraculous dodging skills.

After Ocanthus, for some dark reason, chaotic souls and Tezcatlipoca's devoted worshippers get to skip the rest of the journey. The god of the Smoking Mirror sweeps them straight to his Realm of the Wilds in Limbo. For everyone else, Mictlan continues through Baator and crosses two bodies of water. The Seventh Mictlan is Teyolocualoyan, an especially bloody stretch of the River Styx on Avernus. As if that wasn't enough, it's infested with jaguar-shaped fiends trying to catch travellers and rip their hearts out. Apparently, the name means Heartgorge or Where Hearts are Eaten. Petitioners who lose their heart here survive but automatically get total amnesia, not that they had many memories. Anyone put in the dead-book becomes another petitioner. Regardless, everyone who emerges on the far bank without being swept away forgets most of their suffering on the earlier stages of the pathway, and of their life. Of course, some forget *everything*.

Next, Mictlan takes travellers down to the Eighth Mictlan in Minauros, where they must swim Izmicatlan Apochacalolca, the Black Water Lagoon. For petitioners, these waters painlessly dissolve and strip away whatever ragged flesh and organs remain on their bones. They become Mictecah [singular Mictecat], the skeletal petitioners of Mictlantecuhtli and Mictlancihuatl. Still-living travellers just get filthy from the rot-filled water, instead. From here, the trip gets a lot gentler.

Finally, Mictecah and survivors arrive in Mictlan Opochealocan or Chiconauhmicatlān, the Ninth Mictlan in Pluton. This is the main realm of Mictlantecuhtli and his wife Mictlancihuatl, and it really is in the Gray Waste. At a swamp named Chiconahuapan (the Nine Rivers), Mictecah must cross misty waters where they reflect on whatever they can still remember, hopefully to learn wisdom that transcends memory. The ninth river is the Lethe, washing away the last cares and pains of life and death. Evil Mictecah and worshippers of Mictlantecuhtli and Mictlancihuatl, the gods of the dead, either stay in Chiconauhmicatlān for eternity or eventually reincarnate. Supposedly, though, the afterlife here ain't so terrible – nothing like being a larva.

Good and neutral Mictecah, and the living, can manage to escape by the Mictlan pathway where it continues up into the Outlands. Although the gods' loyal servants try to prevent it, a traveller's Dog of Xolotl will help them out if it thinks they deserve it. This upper track of Mictlan emerges from the Lower Planes in Hueiuhcalli, the Old Home of Fire in the Hinterlands. Neutral Mictecah and worshippers of Huehueteotl and Xiuhteuctli, the gods in Hueiuhcalli, stay here.

Beyond Hueiuhcalli, Mictlan continues through Mechanus to a fork in the road. One branch leads back down to Tlaloc's realm Exbal Ken in Gehenna, for those who have business there. The other road runs through Abellio in Arcadia up to Quetzalcoatl's realm on the first layer of Mount Celestia, and finally down to watery Tlālōcān in the Silver Sea.

Elemental Chaos (planar pathway)

The Elemental Chaos (from 4e) is not a plane. It's a planar pathway, and it didn't exist until the recent interplanar disaster called the Spellplague destroyed another planar pathway, the World Tree.

Among the Inner Planes, the Elemental Chaos resembles a broad, messy river of elemental, paraelemental, and quasiaelemental pockets jumbled together. Although it doesn't "flow" in any particular direction like an actual river, each of the five cardinal elemental planes and four energy planes contributes a tributary-like section to the pathway. The chaotic "river" merges and twists through the Deep Ethereal, writhing and intermittently intersecting the Demiplane of Molten Skies. It pierces a Curtain of Vaporous Color and Border Ethereal, emerging in the Prime Material underground. This is Khyber, the underdark region of the world Eberron, where the Elemental Chaos pulses in caverns bordered by stabilized stone. From Khyber the Elemental Chaos dives right into Kythri, a chaotic Astral demiplane orbiting Eberron's color pool. The pathway is nearly impossible to tell apart from the demiplane itself, since both so closely resemble Limbo.

Some parts of the Elemental Chaos pierces the Astral as conduits that writhe particularly violently. Some extend into the nearby demiplanes Fernia and Risia, while another stretches from Kythri to Limbo. Here, it can only be distinguished from Limbo itself by the addition of positive, negative, gravitational, and temporal energies, the wood element and its paraelements, and the various quasiaelements. Telling it apart is especially important for a planewalker, however, because somewhere in Limbo it veers away and spills into the Abyss. On the other hand, people trapped in the Abyss are occasionally lucky to find the chaotic jumble of elements and an escape from the Lower Plane, or at least a mercifully quick death that doesn't turn them into a larva.

- **Subjective Directional Gravity:** As Limbo. However, areas of Gravitational energy manifest as heavy gravity.
- **Normal Time:** Regions of Temporal energy manifest as random areas of erratic time.
- **Size:** Hard to be sure, like other pathways it may be infinite or finite.
- **Highly Morphic:** As Limbo.
- **Sporadic Element and Energy Dominant:** Unlike Limbo, all Inner Planar elements, paraelements, quasiaelements, and energies are mixed together. See the table below to roll for each region, as you would roll for uncontrolled raw Limbo.
- **Mildly Neutral-Aligned:** Some areas in Kythri, Limbo, and the Abyss are mildly chaos-aligned instead. Regions intersecting the Abyss can be mildly evil-aligned instead. These alignment areas are as intermittent and random as the elemental, energy, and time traits.
- **Wild Magic:** As Limbo.

Table: Elemental Chaos

d20	Effect
01	Air-dominant
02	Earth-dominant
03	Fire-dominant
04	Water-dominant
05	Wood-dominant (treat as no elemental trait)
06	Balance (treat as if air-dominant, or treat as elemental droplets if mixed with another element on 2d10)
07	Minor positive-dominant (or Major positive-dominant if rolled twice on 2d10)
08	Minor negative-dominant (or Major negative-dominant if rolled twice on 2d10)
09	Temporal-dominant (erratic time)
10	Gravitation-dominant (heavy gravity towards the center of the region)
11-20	Mixed dominant: roll 1d10 twice and mix the two elements together

Element-dominant: The pathway's subjective directional gravity overrides elemental gravity traits, except heavy gravity caused by gravitational energy.

Mixed Dominance: Two elements mix to form a paraelement, exhibiting the dominance of both elements at once. An element and positive or negative energy mix to form a quasiaelement, exhibiting element-dominance and also minor energy dominance. Positive and negative energy mix to form an energy-neutral patch of shadow resembling the Plane of Shadow. Wood mixes to form the following: pollen (with air), topsoil (with earth), glowing coals (with fire), gelatinous seaweed (with water), blooming flowers and rapid growth (with positive energy), and rot (with negative energy). Water and fire can either burst into a cloud of scalding vapor (fire-dominant, not positive-dominant), or merge smoothly into a blob of alcohol (which immediately suppresses the fire-dominant trait until someone or something ignites it). Earth and air can form anything from one earthberg with a breathable atmosphere, to a swirling cloud of fine sand.

For example, if you roll a 17, then roll 2d10. If you roll a 2 and a 7, the chaos-stuff crystalizes into quasiaelemental minerals, and has the earth-dominant and minor positive-dominant traits.