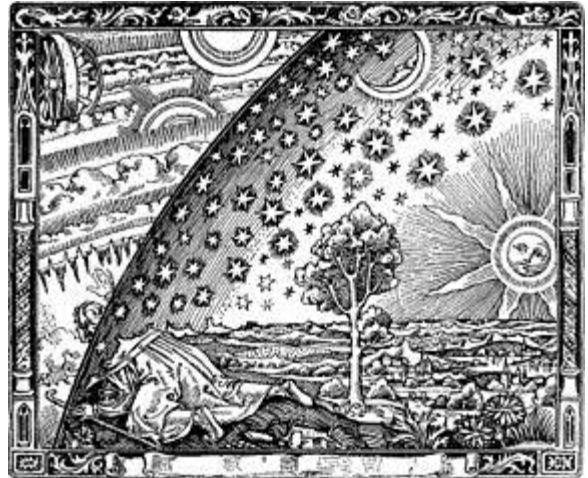


MICROCOSMOLOGY20

By Roberto Kingsley

The ordinary world of elves and men are not the only ones that exist. Experienced adventurers and wise sages know that there are other worlds out there – places brimming with adventures that common folk can hardly dream of. These are the lands that exotic creatures like elementals or angels come from, and where gods make their homes. There are many possible planar cosmologies, and the GM should choose one that fits their campaign. A sample cosmology, which the GM is free to expand or ignore and guidelines to go with it are presented below.



PLANAR PHYSICS

Planes are assumed to have similar physical properties (i.e. breathable air, normal gravity, time moves at the same rate, etc.) to the mortal world (or Prime) unless otherwise stated. Every plane has two major properties that describe their conditions: terrain type and physical traits. Terrain type describes the predominant terrain in the plane (i.e. desert, jungle, mountain, etc.). Other terrain types still occur, but with less frequency. Physical traits are where the plane's local physics differ from those of the Prime. Physical traits are most often presented as spells from the SRD and intervals of time. This is meant to describe how often that spell effect affects travelers on the plane. (The caster level for spells is the minimum required to cast the spell unless otherwise stated. For save DC's assume the ability score of the caster is 10+spell level.)

As an optional rule, the effective caster level of certain spells cast on a plane may be increased or decreased by one. For example, on the plane of water, water-related spells would be at +1 to effective caster level, and fire-related spells might be cast at -1 to effective caster level.

Natives to a plane are assumed to be able to survive local conditions, even if they are from a race or species that would normally have trouble surviving on that plane.

TRAVELING THE PLANES

Aside from high level magic, there are a few ways travel from plane to plane. A GM should decide how common they want travelling the planes to be, and place travel methods based on that.

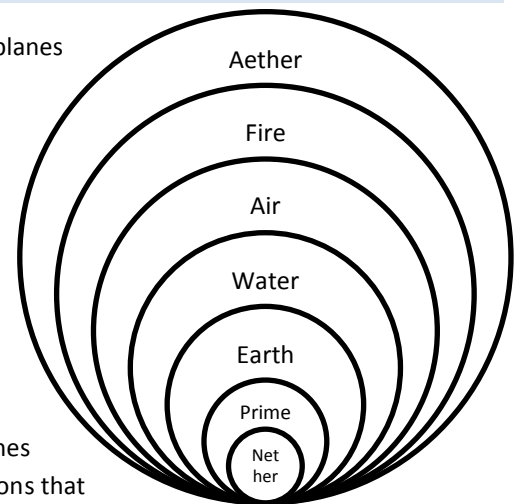
- Portals: Doorways from plane to plane. Sometimes some sort of “key” is needed, which could be an actual key, or some sort of special action, circumstance or object.
- Planar Minglings: This is what happens when two planes get too close and start bleeding into each other. The traits of one plane might start to look like the traits of another plane. This can happen naturally, or as part of a terraforming plot that ends in a plane annexing the part of reality where the mingling occurred. While this option isn't technically travel, it is a way for the GM to make the planes the center of a plot on the Prime.
- The Wandering Inn of the Glorious Toad: An extraplanar inn, set randomly popping through the planes by an perpetually hungover toad god in the basement centuries ago. It can appear literally anywhere. An itinerary with the next three planes of call and estimated times of arrival and departure is on the wall behind the bar, and a silver bell next to it tolls an hour before the inn vanishes, and again five minutes beforehand.

- **Sails of Skysailing (200,000 gp):** When placed on an ordinary sailing vessel, these sails allow a ship piloted by a spellcaster to travel the cosmic byways to other planets and planes. Skysailing vessels have two speeds: cosmic and terrestrial. Cosmic speed is unimaginably fast, and can take you to another planet or plane in 2d20 days, and to another solar system in 2d20 weeks. Terrestrial speed is the same as the ship's speed in water with good wind. Any vessel that comes close to another vessel or any large mass is forced into terrestrial speed. (This means that piracy and similar plots are common on the cosmic byways.)
- **Cubic Gate (164,000 gp):** A cubic gate is a small cube carved from cornelian whose sides are attuned six different planes (including the Prime.) Pressing a side once opens a portal (only one at a time) to a random location on that plane (through which natives might come through if left open. 10% chance/minute.) Pressing a side twice transports the wielder and all adjacent creatures to a random location on that plane.

SAMPLE COSMOLOGY

In this cosmology there are six planes besides the Prime. The four elemental planes and the plane of positive energy (or aether) and plane of negative energy (or nether.) In this cosmology, good- and lawful neutral-aligned entities come from the plane of positive energy (which also doubles as the astral plane, the plane in which all other planes exist), and evil- and chaotic neutral-aligned entities come from the plane of negative energy (which also doubles as the plane of shadow and ethereal plane.) True neutral entities exist on every plane.

In addition to these major planes (which are infinite in size), there are also minor planes called demiplanes which are finite in size, and exist as pocket planes within the other planes (especially in the aether and nether.) Demiplanes are a chance for the GM to be creative and make fantasy adventures in locations that wouldn't fit anywhere else.



<u>Plane of Fire</u> Terrain: Desert Physical Traits: Burning Hands (1/round)	<u>Plane of Water</u> Terrain: Ocean Physical Traits: -	<u>Plane of Earth</u> Terrain: Mountain Physical Traits: -
<u>Plane of Air</u> Terrain: Mountain Physical Traits: Fly (Constant)	<u>Plane of Positive Energy</u> Terrain: Forest Physical Traits: Cure Light Wounds (1/round), Restoration (1/hour), Heal (1/day), Cloudkill (1/minute spent at full hp on the plane)	<u>Plane of Negative Energy</u> Terrain: Tundra Physical Traits: Inflict Light Wounds (1/round), Enervation (1/hour)

SURVIVING THE PLANES

Some planes, like the plane of fire and negative energy above are somewhat hostile to planar travellers. Here are a few items that may help to survive the planes:

Ring of Native Shape (32,000 gp): This ring allows the user to take on the shape of a creature native to a plane. They get resist [element] 20, +2 natural armor, and darkvision 60 ft.

Elixir of Naturalization (500 gp): These potions are made for specific planes, and allow the drinker to survive for an hour on the plane they were made for.

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