



have the celestial type and are always brave and kindhearted, but otherwise they look and behave like normal dwarves.

OPTIONAL RULE: PLANAR VITALITY

While on this plane, creatures can't be frightened or poisoned, and they are immune to disease and poison.

OTHER PLANES

A variety of realms exist between or beyond the other planes.

THE OUTLANDS AND SIGIL

The Outlands is the plane between the Outer Planes. It is the plane of neutrality, incorporating a little of everything and keeping all aspects in a paradoxical balance—simultaneously concordant and in opposition. The plane has varied terrain, with prairies, mountains, and shallow rivers.

The Outlands is circular, like a great disk. In fact, those who envision the Outer Planes as a wheel point to the Outlands as proof, calling it a microcosm of the planes. That argument might be circular, since the arrangement of the Outlands inspired the idea of the Great Wheel in the first place.

Around the outside edge of the circle, evenly spaced, are the gate-towns: sixteen settlements, each built around a portal leading to one of the Outer Planes. Each town shares many of the characteristics of the plane

where its gate leads. Planar emissaries often meet in these towns, so it isn't unusual to see strange pairings, such as a celestial and a fiend arguing in a tavern while sharing a fine bottle of wine.

Given the fact that you can ride a horse in the Outlands from a heaven to a hell, a planar-themed campaign can be set there without the need for planar travel. The Outlands is the closest the Outer Planes come to being like a world on the Material Plane.

GATE-TOWNS OF THE OUTLANDS

Town	Gate Destination
Excelsior	The Seven Heavens of Mount Celestia
Tradegate	The Twin Paradises of Bytopia
Ecstasy	The Blessed Fields of Elysium
Faunel	The Wilderness of the Beastlands
Sylvania	The Olympian Glades of Arborea
Glorium	The Heroic Domains of Ysgard
Xaos	The Ever-Changing Chaos of Limbo
Bedlam	The Windswept Depths of Pandemonium
Plague-Mort	The Infinite Layers of the Abyss
Curst	The Tarterian Depths of Carceri
Hopeless	The Gray Waste of Hades
Torch	The Bleak Eternity of Gehenna
Ribcage	The Nine Hells of Baator
Rigus	The Infinite Battlefield of Acheron
Automata	The Clockwork Nirvana of Mechanus
Fortitude	The Peaceable Kingdoms of Arcadia

SIGIL, CITY OF DOORS

At the center of the Outlands, like the axle of a great wheel, is the Spire—a needle-shaped mountain that rises high into the sky. Above this mountain's narrow peak floats the ring-shaped city of Sigil, its myriad structures built on the ring's inner rim. Creatures standing on one of Sigil's streets can see the city curve up over their heads and—most disconcerting of all—the far side of the city directly overhead. Called the City of Doors, this bustling planar metropolis holds countless portals to other planes and worlds.

Sigil is a trader's paradise. Goods, merchandise, and information come here from across the planes. The city sustains a brisk trade in information about the planes, particularly the command words or items required for the operation of particular portals. Portal keys of all kinds are bought and sold here.

The city is the domain of the inscrutable Lady of Pain, a being as old as gods and with purposes unknown to even the sages of her city. Is Sigil her prison? Is she the fallen creator of the multiverse? No one knows. Or if they do, they aren't telling.

DEMIPLANES

Demiplanes are extradimensional spaces that come into being by a variety of means and boast their own physical laws. Some are created by spells. Others exist naturally, as folds of reality pinched off from the rest of the multiverse. Theoretically, a *plane shift* spell can carry travelers to a demiplane, but the proper frequency required for the tuning fork would be extremely hard to acquire. The *gate* spell is more reliable, assuming the caster knows of the demiplane.

A demiplane can be as small as a single chamber or large enough to contain an entire realm. For example, a *Mordenkainen's magnificent mansion* spell creates a demiplane consisting of a foyer with multiple adjoining rooms, while the land of Barovia (in the Ravenloft setting) exists entirely within a demiplane under the sway of its vampire lord, Strahd von Zarovich. When a demiplane is connected to the Material Plane or some other plane, entering it can be as simple as stepping through a portal or passing through a wall of mist.

THE FAR REALM

The Far Realm is outside the known multiverse. In fact, it might be an entirely separate universe with its own physical and magical laws. Where stray energies from the Far Realm leak onto another plane, matter is warped into alien shapes that defy understandable geometry and biology. Aberrations such as mind flayers and beholders are either from this plane or shaped by its strange influence.

The entities that abide in the Far Realm itself are too alien for a normal mind to accept without strain. Titanic creatures swim through nothingness there, and unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far Realm is a struggle of the mind to overcome the boundaries of matter, space, and sanity. Some warlocks embrace this struggle by forming pacts with entities there. Anyone

who has seen the Far Realm mutters about eyes, tentacles, and horror.

The Far Realm has no well-known portals, or at least none that are still viable. Ancient elves once opened a vast portal to the Far Realm within a mountain called Firestorm Peak, but their civilization imploded in bloody terror and the portal's location—even its home world—is long forgotten. Lost portals might still exist, marked by an alien magic that mutates the area around them.

KNOWN WORLDS OF THE MATERIAL PLANE

Worlds of the Material Plane are infinitely diverse. The most widely known worlds are the ones that have been published as official campaign settings for the D&D game over the years. If your campaign takes place on one of these worlds, that world belongs to you in your campaign. Your version of the world can diverge wildly from what's in print.

On **Toril** (the heroic-fantasy world of the Forgotten Realms setting), fantastic cities and kingdoms stand amid the remains of ancient empires and realms long forgotten. The world is vast, its dungeons rich with history. Beyond the central continent of Faerûn, Toril includes the regions of Al-Qadim, Kara-Tur, and Maztica.

On **Oerth** (the sword-and-sorcery world of the Greyhawk setting), heroes such as Bigby and Mordenkainen are driven by greed or ambition. The hub of the region called the Flanaess is the Free City of Greyhawk, a city of scoundrels and archmagi, rife with adventure. An evil demigod, Iuz, rules a nightmarish realm in the north, threatening all civilization.

On **Krynn** (the epic-fantasy world of the Dragonlance setting), the return of the gods is overshadowed by the rise of the evil dragon queen Takhisis and her dragons and dragonarmies, which plunge the continent of Ansalon into war.

On **Athas** (the sword-and-sorcery world of the Dark Sun setting), a drop of water can be worth more than a human life. The gods have abandoned this desert world, where powerful sorcerer-kings rule as tyrants, and metal is a scarce and precious commodity.

On **Eberron** (the heroic-fantasy world of the Eberron setting), a terrible war has ended, giving rise to a cold war fueled by political intrigue. On the continent of Khorvaire, magic is commonplace, dragonmarked houses rival kingdoms in power, and elemental vehicles make travel to the far corners of the world possible.

On **Aebrynis** (the heroic-fantasy world of the Birthright setting), scions born from divine bloodlines carve up the continent of Cerilia. Monarchs, prelates, guildmasters, and great wizards balance the demands of rulership against the threat of horrible abominations born from the blood of an evil god.

On **Mystara** (a heroic-fantasy world born out of the earliest editions of the D&D game), diverse cultures, savage monsters, and warring empires collide. The world is further shaped by the meddling of the Immortals—former adventurers raised to nearly divine status.