

AS+RAL DEPENDAN+	COT+ERMINOUS SPELLS	AS+RAL COLOR POOL COLORS
Astral projection	Explosive runes	Ysgard indigo
Dimensional anchor	Forcecage	Limbo jet
Dimension door	Leomund's tiny hut	Pandemonum magenta
Summon monster (I – IX)	Invisibility purge	the Abyss amethyst
Teleport	Maze	Carceri olive
Teleport without error	See invisibility	the Waste rust
Teleportation circle	Sepia Snake sigil	Gehenna russet
Vanish	Mage armor	Baator ruby
These spells do not function or only partially function on the Inner Planes and the Astral.	Magic missile	Acheron flame
	Maze	Mechanus diamond
	Mordenkainen's Sword	Arcadia saffron
	Otiluke's resilient sphere	Mt. Celestia gold
	Otiluke's telekinetic sphere	Bytopia amber
	Shield	
	Spiritual weapon	
	Tenser's floating disk	
	Trueseeing	
	Wall of force	
These spells do not function or only partially function on the	These spells cross the Ethereal Border and can affect objects on the coterminous Ethereal.	

S+TANDARD CREA+URE IMMUNIT+IES
Check books for additional spell-like abilities (especially for archons and guardinals). Immunities in italics are from 3.5 sources.
Petitioner Imm: mind affecting spells.
Rilmani Imm: electricity, poison. Resist: acid 20, sonic 20.
Modron Imm: mind affecting, subdual, ability damage, ability drain, or energy drain. Resist: acid 10, cold 10, fire 10.
Not subject to critical hits.
Formian Imm: Cold, petrification, poison. Resist: fire 20, electricity 20, sonic 20. Hive mind(ex), all w/in 50 mi of queen are in communication, no member of group flat footed unless all are, no member of group flanked unless all are.
Slaadi Imm: sonic. Resist: acid 5, cold 5, electric 5, fire 5.
Archon Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
Asura Imm: fire, petrification, charms, compulsions. Resist: cold 20, acid 20. +4 vs poison.
Aasimon Imm: acid, cold, petrification. Resist: electricity 10, fire 10. +4 vs poison
Guardinal Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
Eladrin Imm: electricity, petrification. Resist: cold 20, acid 20. +4 vs poison.
Tanar'ri Imm: poison, electricity. Resist: acid 20, cold 20, fire 20. Can summon own kind. Allergic to iron.
Yugoloth Imm: poison, acid. Resist: cold 20, fire 20, electricity 20. Can summon own kind. Allergic to silver.
Gehreleth Imm: poison. Freedom of movement (su) as if CL 10.
Baatezu Imm: fire, poison. Resist: cold 20, acid 20. Can summon own kind. See in magical darkness. Allergic to silver.
Undead Imm: mind affecting, poison, sleep, paralysis, stunning, disease, death, necromantic effects, any Fort save, subdual, ability damage, ability drain, death from massive damage. Not subject to critical hits.
Elemental Imm: poison, sleep, paralysis, stunning. Not subject to critical hits.

WINDS ON PANDEMONIUM
d100 Effect Save
1–10 Hit by flying pebbles for 1d4 Reflex 15 for half
11–20 Hit by flying stones for 2d6 Reflex 18 for half
21–30 Confusion as spell 1d4+1 rnds Will 15 negates
31–40 Hit by flying boulders for 2d8 Reflex 20 for half
41–50 Smashed into wall for 2d10 Reflex 22 for half
51–60 Confusion as spell 2d4+1 rnds Will 20 negates
71–80 Smashed into wall for 4d10 Reflex 24 for half
81–90 Smashed into wall for 4d10 then thrown into the Styx (two saves) Reflex 20 negates
91–100 Permanent insanity Will 22 negates

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Mildly good.	Timeless: age and bodily needs catch up on leaving.	All shadow spells maximized. Shadow conjuration, evocation 30% more potent, greater shadow conj. and evoc. 60% more potent, shade 90%. Fire and light spells are impeded and require spellcraft DC 15 + spell level to cast	Strongly good. Entrapping: Will save/wk spent DC 10+ consecutive wks or be trapped.
MOUN+ CELES+IA	E+HEREAL		
Mildly good, mildly lawful.	No gravity. Border Ethereal Deep Ethereal		Amoria Eronia Belierin Thalasia
			THE BEAS+LANDS
			Mildly good.
			Krigala Brux Karasuthra
			ARBOREA
			Mildly good, mildly chaotic.
			Olympus Ossa Pelion
			YSGARD
			Mildly chaotic. Mildly positive.
			Ysgard Muspelheim Nidavellir
			LIMBO
			Strongly chaos. Highly morphic. Wild magic.
			PANDEMONIUM
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			Pandesmos Cocytus Phlegethon Agathion
			THE ABYSS
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			CARCERI
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			Othrys Cathrys Minethys Colothys Porphyats Agathys
			THE OULANDS
			Spire affects magic. See table.
			PLANAR ALIGNMEN+
			Mildly Those of opposing aligned: alignment at a -2 to Cha checks. These stack for multiple alignments.
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Stealth: Mildly positive.	spellcraft DC 15+ spell level to cast.	spellcraft DC 15+ spell level to cast.	spellcraft DC 15+ spell level to cast.	spellcraft DC 15+ spell level to cast.	cold damage, double damage to fire creatures.
Lightning: Mildly positive. 3d10 electrical damage/rnd. 5d10 if you have metal equipment.					Earth: Risk suffocation, no empty space to move.
Abs: Mildly negative. Risk					



