

MAGIC ON THE PLANES

Whether a body's traveling along the Great Road, hiding from the Hardheads in Sigil, or swimming through the plane of Water, magic makes the job easier. It's vitally important, and it's everywhere. Practically every planar creature - fiend, celestial, or otherwise - has some magical power or innate ability.

On some Prime Material worlds, magic is rare and therefore thought wondrous and mysterious. Now, away from the Prime Material, magic is still a wondrous thing, but what berk has time to ponder it all? Planars see the bigger picture, in which magic is only a component. Spells allow folks to reach beyond their mortal limits, but wizards on the planes ain't the lords of unknowable secrets that they are on the Prime.

Divine casters, like clerics and paladins, serve as agents of the powers themselves, but that doesn't make their magic invulnerable. Fact is, their spells work in relation to their deity's proximity. When a body's traveling the planes, distances of separation can stretch pretty far. That said, every planewalker - spellcaster or not - should know a little about how the planes affect magic. If a berk thinks that magic works the same everywhere, she's in a lot of trouble, and has a good bit of catching up to do. Try to keep up.

Magical Effects on the Planes

The first thing a planewalking arcane caster (and, to a lesser extent, divine caster) has to realize is that her spells are not absolute. They are malleable and fallible, dependent on the plane where they're cast as well as a number of other related factors. Each plane maintains its own rules about how magic works. It's a lot for a cutter to remember, but a body should know the dark of her trade and livelihood, right?

All planar spellcasters have access to the following information. It's also available to primes who inquire in Sigil or other large burgs like the gate-towns of the Outlands. As always, a basher wanting the knowledge has to pay a little music.

General Conditions

Spellcasting on the planes relies on three basic principles (Rule of Threes, of course!): Who's native to the plane, where the plane is in relationship to other planes, and (in the case of realms) what conditions have been imposed by the power who rules there. These principles, explained below, apply to both arcane and divine casters. Rules specific to each class follow.

1. Planar Natives: Just like a prime is a native of the Prime Material Plane, everything's got a home plane. Regardless of where a body stands, he's still a native of his plane of origin. Some call it the Law of Origins, or even the Law of the Home-Born.

A basher on his home plane isn't extraplanar. Pretty simple, right? A body can't banish a tanar'ri from its home plane of the Abyss. Therefore, spells like Banishment, Binding, Dispel Evil, Holy Word, and Protection from Evil don't work against creatures native to the plane they're cast on. (In the case of Protection from Evil, this restriction only affects the aspect of the spell that wards against extraplanar creatures, and not the spell's other general protective qualities.) Further, a Gate spell cannot summon a creature from the plane the caster stands on. (The innate ability of a fiend to Gate its fellows isn't hindered by this restriction. Why? That's just the way it works.)

The Law of Origins is even more effective when it concerns petitioners, since petitioners can be considered to have been "born" on the plane they've taken form on. In addition to the above notes, healing and necromantic spells of any kind - beneficial or harmful - have no effect on these folks.

Perhaps because of their origin on the Prime Material Plane (which touches all planes through the Astral and Ethereal), these principles apply to primes as well, no matter where they stand; even on Gehenna or the plane of Lightning, primes aren't considered extraplanar and aren't affected by such spells.

2. Summonings: On the other hand, on all planes but the Prime Material, spells other than Gate that conjure or summon extraplanar creatures can only call up monsters native to the plane on which the

spell is cast, or on a directly adjoining plane. For example, Monster Summoning spells on the Gray Waste capture natives to that plane - diaaka, night hags, hordlings, and other horrible evil creatures — and can also snatch beasts from Gehenna, Carceri, the Outlands, and the Astral (though that doesn't really expand the caster's prospects much). On Arcadia, a basher shouldn't hope to summon similar creatures - instead, his spell'll grab natives of Arcadia or its surrounding planes.

The rules concerning elemental summonings change because of these principles, too. (They're also affected by the axiom of Dimensional Relations, as described below, but the end result is the same.) When a cleric - or a magic-user armed with the proper spell key - conjures an elemental on the Outer Planes, she draws upon the forces on whatever plane she's on to create the elemental. Thus, when a cleric on Elysium casts Conjure Fire Elemental, what really appears is an Elysium-born spirit animating native elements to resemble a fire elemental - but it's not a true elemental in the strictest sense. In ability and power, however, it acts like the appropriate creature — with one exception: The "elemental" takes on some of the aspects of the plane from which it's created. The Elysium fire elemental is sincerely and strictly neutral good in alignment and does nothing to contradict that good essence. Likewise, a similar creature summoned on Gehenna has an evil essence, and attempts to trick and subvert the caster in much the way a summoned fiend would.

3. Realms: The powers dictate the magical conditions in their own realms, imposing penalties and benefits as they see fit. Conditions of the surrounding plane may be completely absent, or they may be twice as potent. Magic can function at peak efficiency, or lose its power altogether. These conditions utterly depend on the nature of the power who controls the realm, and may not be overcome save by the power's own whim.

Arcane Casters and Magic

Planewalking magic-users have a lot to remember. They've got to keep track of how their spells interact with the plane they're on, and where that plane stands in relation to the rest of the multiverse. They have to know that their spells aren't infallible, and that their magic will never have the same effect twice. But that's the price magic-users pay for the power at their command.



Dimensional Relations

The planes are all interrelated. The Ethereal connects all of the Inner Planes as well as the Prime, but doesn't touch the Outer Planes. None of the Inner Planes has a direct connection to any of the Outer Planes, but they do have metaphysical contact with each other. Similarly, the Outer Planes are related by proximity or the Astral Plane, which also reaches the Prime.

A magic-user has to note these connections when he casts certain spells. Few prime magic-users ever think about it, but a number of their common spells require a link to one or more of the various planes. If cast on a plane where that link isn't possible, the spell fails. It's as simple as that.

It's easy enough to figure if these links - also called planar pathways - are accessible or not. Think of it this way: All of the planes belong to one of two groups, the Ethereal group and the Astral group. The Ethereal group comprises the Inner Planes, along with the Ethereal and the Prime. The Astral group includes the first layer of each Outer Plane, the Astral, and the Prime. Only the Prime Material Plane exists in both groups - that's why almost all spells work there. Spells requiring connections to planes outside of the group a magic-user currently inhabits cannot work. No planar pathway exists from Ysgard to the Demiplane of Shadow, so spells utilizing shadow magic just don't

function on Ysgard. Likewise, a body can't conjure a baku from the Outlands to the plane of Radiance - a restriction that obeys both the Dimensional Relations rule and the general rule about planar summonings.

A few spells (listed in the "Dual" category in the table below) reach through either the Astral or the Ethereal, depending on where the spell is cast. Contact other Plane, for example, reaches through the Astral to the Outer Planes and through the Ethereal to the Inner. A magic-user on the plane of Fire hoping for an answer from a creature of Gehenna gets nothing but static.

Related to this concept is the existence of extradimensional spaces. These small pockets of space are located in hidden dimensions beyond normal perception. Certain spells, as noted in the table below, access or create extradimensional spaces to achieve their effects. The Astral Plane, due to its nature, doesn't have extra dimensions. Thus, there's nowhere for a Maze spell to send its victim, and no place for Rope Trick to create its hidden room. A few Ethereal demiplanes are also rumored to be cut off from extradimensional space.

Remember, just because the magic-user's normally cut off from these spells doesn't mean he can never cast them; with spell keys (explained below), most any spell can be restored to its full function.

Arcane Spells with Planar Pathways and Extradimensional Requirements

Astral Group: Cannot be cast on the Inner Planes, the Ethereal, or layers of planes separated from the Astral.

Astral Spell	Duo-Dimension	Find Familiar*
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Ethereal Group: The following spells cannot be cast on the Astral or Outer Planes:

Conjure Elemental**	Etherealness	Shades
Demi-Shadow Magic	Invisible Stalker	Shadow Door
Demi-Shadow Monsters	Leomund's Secret Chest	Shadow Monsters
Distance Distortion	Major Creation	Shadow Walk
Energy Drain	Minor Creation	Summon Shadow
Ethereal Jaunt	Phase Door	

Dual Group: Varies depending on where the spell is cast.

Banishment	Dismissal	Sending
Contact other Plane	Drawmij's Instant Summons	Succor
Demand	Reincarnation	Vision

Extradimensional: Cannot be cast on the Astral Plane and, possibly, some Ethereal demiplanes.

Deeppockets	Mordenkainen's Magnificent Mansion	Rope Trick
Maze		

* May or may not cross planar pathways, depending on the creature called.
** With a proper spell key, the magic-user summons a pseudoelemental as described above.

Alterations by School

Magic-users must also deal with the changes that occur to the various types, or schools, of magic on certain planes. Magic-users need to be mindful of the schools from which they draw their spells, not forgetting that many fall in two or more schools. The commonly used Fireball, for example, is both an evocation and an elemental fire spell.

Each plane has its own set of physical laws and interactions with the forces of magic. Certain types of magic can be nulled, enhanced, diminished, or simply altered. The School Alteration by Place table on the following page shows the general modifications to each spell school on each plane, but the actual changes vary as much as the planes themselves. In general, though, the following conditions apply:

Null: Null means that certain spells simply don't work on a given plane. These are usually based on elemental or philosophical opposites. For example, water spells never work on the Plane of Fire. Certain "null" spells may be restored with spell keys, such as wild magic on Mechanus.

Diminished: Diminished spells function at one level lower than normal. This occurs when a plane's composition and physics aren't conducive to that particular school of magic, but not to such a degree that the spells cannot function at all. For example, elemental fire spells are diminished on the Plane of Earth, so a Fireball spell cast by a 5th level

magic-user there inflicts only 4d6 points of damage. In addition, spells higher than 4th level cannot be cast at all by anyone.

Enhanced: Enhanced spells always function as though cast by a magic-user one level higher than the caster's actual level. This happens on planes where that type of spell is conducive to the environment due to similarity or general fostering of such effects; for example, violent invocations and evocations on Gehenna mirror the violence of the plane. Thus, a Fireball spell cast by a 5th level magic-user inflicts 6d6 points of damage, and the spell's DC is increased by 1.

Alterations: Alterations are by far the most common changes to spells, and their effects vary so much it's impossible to catalogue them here. Spells so changed by the plane can manifest in a number of different ways. These effects shift from plane to plane and spell to spell, but some consistent patterns exist:

For example, all fire spells on the Plane of Ice produce explosions of steam rather than fire. Sometimes only the appearance of the spell's effect changes, while other times, the general nature of the spell itself changes. On some planes, spells change to their opposite in effect or intent. On Mount Celestia, for example, death magic always reflects back upon the caster. Or the reliability of the magic itself may diminish, making any attempt at spellcasting an unsure proposition - like casting alteration school spells in the Abyss.

School Alteration by Plane

Plane	Abjuration	Alteration	Conjuration/ Summoning	Divination	Enchantment/ Charm	Illusion/ Phantasm	Invocation/ Evocation	Necromancy	Wild	Elemental: Air	Elemental: Fire	Elemental: Earth	Elemental: Water
Astral	-	♦	<	-	-	♦	-	-	+	♦	♦	♦	♦
Ethereal	<	-	♦	◊	-	+	-	-	-	-	-	♦	♦
Elemental: Air	-	-	♦	-	-	-	♦	-	-	+	<	<	<
Elemental: Earth	-	-	♦	-	-	-	♦	-	-	<	<	+	<
Elemental: Fire	-	-	♦	-	-	-	♦	-	-	<	+	<	◊
Elemental: Water	-	-	♦	-	-	-	♦	-	-	<	◊	<	+
PE: Ice	-	-	♦	-	-	-	♦	-	-	-	<	<	-
PE: Magma	-	-	♦	-	-	-	♦	-	-	<	-	-	◊
PE: Ooze	-	-	♦	-	-	-	♦	-	-	<	<	-	-
PE: Smoke	-	-	♦	-	-	-	♦	-	-	-	-	<	<
QE: Lightning	-	-	♦	-	-	-	♦	-	-	+	-	<	♦
QE: Mineral	-	-	♦	-	-	-	♦	-	-	<	<	+	♦
QE: Radiance	-	-	♦	-	-	-	♦	-	-	-	+	-	<
QE: Steam	-	-	♦	-	-	-	♦	-	-	-	♦	-	+
Positive Energy	-	-	♦	-	-	-	♦	♦	+	-	+	♦	♦
Negative Energy	-	-	♦	-	-	-	♦	♦	<	<	<	♦	♦
QE: Ash	-	-	♦	-	-	-	♦	-	-	♦	◊	-	♦
QE: Dust	-	-	♦	-	-	-	♦	-	-	♦	-	-	<
QE: Salt	-	-	♦	-	-	-	♦	-	-	-	-	-	◊
QE: Vacuum	-	-	♦	-	-	-	♦	-	-	◊	◊	-	-
Abyss	-	♦	♦	♦	-	+	-	♦	+	♦	♦	♦	♦
Acheron	-	-	♦	♦	-	-	-	♦	<	♦	♦	♦	♦
Arborea	-	-	♦	♦	♦	-	-	♦	-	♦	♦	♦	♦
Arcadia	-	-	♦	♦	♦	♦	-	♦	<	♦	♦	♦	♦
Baator	-	-	♦	♦	-	-	-	♦	<	♦	♦	♦	♦
Beastlands	-	♦	♦	♦	♦	-	-	♦	-	♦	♦	♦	♦
Bytopia	-	-	♦	♦	-	-	-	♦	-	♦	♦	♦	♦
Carceri	-	♦	♦	♦	-	-	-	♦	-	♦	♦	♦	♦
Elysium	-	-	♦	♦	♦	-	-	♦	-	♦	♦	♦	♦
Gehenna	-	-	♦	♦	<	-	+	♦	-	♦	♦	♦	♦
Gray Waste	-	-	♦	♦	♦	-	-	♦	-	♦	♦	♦	♦
Limbo	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦
Mechanus	-	-	♦	♦	-	◊	-	♦	◊	♦	♦	♦	♦
Mount Celestia	-	-	♦	♦	-	-	-	♦	<	♦	♦	♦	♦
Outlands	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦	♦
Pandemonium	-	♦	♦	♦	-	-	-	♦	+	♦	♦	♦	♦
Ysgard	-	♦	♦	♦	-	-	-	♦	+	♦	♦	♦	♦

- indicates that there is no alteration to spells of that school.

+ indicates that spells of that school are enhanced on that plane.

< indicates that spells of that school are diminished on that plane.

♦ indicates that alterations to spells of that school occur on the plane. Spells may need help to work or have alterations to their effects.

◊ indicates that the school is null on the plane. All spells of that school simply do not function. It may be possible to restore them with spell keys.

PE is an abbreviation of Para-Elemental Plane.

QE is an abbreviation of Quasi-Elemental Plane.

Spell Keys

Spell keys allow a magic-user to bypass some of the above restrictions. See, it's possible to learn the particulars of a plane's alterations and adapt spellcasting to those conditions. Spell keys enable a magic-user to cast spells so that they function normally on planes where such magic is altered or even completely ineffective, whether the limitation's due to a planar pathway restriction or a school alteration. They do this by "attuning" a magic-user's spells to the magical vibrations of a given plane.

These keys must be added to the incantations, gesticulations, or required material components used to cast a spell. As such, the use of a spell key requires the caster to make a Concentration Check (PHB 75) with a DC of 10 + the spell's level unless the caster forfeits their Combat Movement (PHB 62) for the round.

Spell keys take different forms depending on where they're required. For example, on Ysgard spell keys are runes that are traced in the air or spoken aloud. On Mechanus they take the form of mathematical formulae traced on tiny cogs. On Limbo they constantly change, reflecting that plane's chaotic nature. Some spell keys prove far more useful than others to a spellcaster.

General keys allow a cutter to effectively cast any spell from a group of spells, while specific keys only affect one particular spell. A general key might restore all of the spells of a particular school of magic - such as conjuration/summoning spells on Baator - while another key might affect all wall-related spells on Limbo. A specific spell key would only restore Invisibility on Arcadia or Power Word Kill on Mount Celestia, for example.

Planar magic-users know the dark of spell keys and constantly look for new ones. There isn't a spell key for every spell or school that suffers alterations, however. The Planar Absolutes table on the following page shows unconditional spellcasting prohibitions on the planes. Some spells simply won't work on certain planes, no matter what a body does.

Current chant says that some bashers have developed or discovered a new type of spell key that affects other plane-based limitations. It's said that some of these keys allow a Monster Summoning spell to call forth creatures from non-adjacent planes, while others extend the ranges of certain spells so that they can be cast across planar distances when they could not before. Some even say that there're spell keys that'll let a cutter cast a spell through an open portal.

Powers and Divine Magic

By now, a canny cutter might be saying, "This is all fine and well for arcane caster, but what about divine casters?" Well, here's the chant, pure and simple: Divine casters aren't subject to any of these constraints. They don't have to worry about school alterations, except for the planar absolutes noted on the Planar Absolutes table on the previous page. When divine casters violate the pathway restriction, their deities simply make their spells work by bending the laws of the planes a bit. A cleric can access the Astral Plane via an Astral Spell even on the Plane of Ash, where no Astral connection exists. A power's a power and a divine caster is the direct servant of that power, so a divine caster's spells work just about anywhere. That's the true might of the powers, and why it's worth a blood's time to follow and serve them.

But divine casters have their own unique problems. Due to common agreement among the powers, the farther away a planewalker bard, cleric, druid, paladin, or ranger travels from the plane of her deity, the more her abilities wane. Powers don't much like the servants of others tramping all over their territory. To discourage one power's army of servants from barging into the realm of another, the followers' magic decreases the farther they get from "home." It's an added deterrent to power-sponsored warfare on the planes.



The long and the short of it is, a divine caster functions at one caster level lower than she normally does for every plane separating her and her deity's home plane. This means a divine caster is at her proper level only on the deity's plane and those adjacent to it. The temporary caster level loss only affects spell use. Thus, a divine caster on a far-removed plane can prepare fewer spells and has less spell slots each day, and casts any remaining spells less effectively if they have ranges, areas of effect, or other factors based on caster level.

Spell loss occurs immediately upon entering the new plane; the player may choose which prepared spells are lost. Spell slots are, likewise,

based on the divine caster's modified caster level. Likewise, the divine caster instantly regains caster levels as the basher gets closer to the plane of her deity, but new spells must be regained normally through rest and prayer.

To determine the number of caster levels lost, count the number of planes between the divine caster's current location and the deity's home plane. For example, assume a cleric's deity is based on the Outer Plane of Arcadia. On Mount Celestia, Mechanus, the Outlands, and the Astral she loses no caster levels, since those planes directly adjoin Arcadia. If she goes to Limbo, she loses six caster levels, since Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard separate the two planes. (Count around the Ring, not through the Astral.) On the Ethereal she's down two caster levels, since she must travel through the Astral and then through the Prime to reach it. If she travels to the Elemental Plane of Earth (or any other Inner Plane) she loses three caster levels, tracing from the Astral Plane to the Prime Material to the Ethereal - not counting the plane the priest and the god are on.

This works exactly the same way on the Inner Planes, although those planes have a different layout. Because the Elemental Planes are so interconnected, there can never be more than three planes of separation between a deity's home and the farthest point on the Inner Planes.

See the diagrams of the Great Wheel and the Inner Planes to determine adjacent planes. Remember that all Outer Planes are adjacent to the Astral (and the Outlands), and that all Inner Planes touch the Ethereal. For a complete chart of all planar changes to divine spells, see the Divine Caster Level Loss by Plane table on the following page.

Deity's Plane	Caster's Plane	Loss
Astral	Outer Planes	0
Astral	Prime Material or Sigil	0
Astral	Ethereal Plane	-1
Astral	Inner Planes	-2
Ethereal	Inner Planes	0
Ethereal	Prime Material or Sigil	0
Ethereal	Astral Plane	-1
Ethereal	Outer Planes	-2
Inner Plane	Ethereal, Prime Material, or Sigil	0
Inner Plane	Astral Plane	-2
Inner Plane	Outer Planes	-3
Inner Plane	Adjacent Inner Plane	0
Inner Plane	Other Inner Plane	varies
Outer Plane	Astral, Prime Material, or Sigil	0
Outer Plane	Ethereal Plane	-2
Outer Plane	Inner Planes	-3
Outer Plane	Adjacent Outer Plane	0
Outer Plane	Other Outer Planes	varies
Prime Material	Ethereal or Astral	0
Prime Material	Other Prime Material world or Sigil	0
Prime Material	Outer or Inner Planes	-1

Note that a divine caster whose power dwells on the Outlands has it made on the Great Ring; he's at full strength since there's no separation "between" the Outlands and those planes. The same applies to the Astral Plane, a fact with which Athar clerics (who draw their power from their faith in the "Great Unknown," which they believe lies on the Astral) like to taunt other clerics. It's an ironic fact of the planes that grants those sods who don't believe in gods at all the full range of divine powers.

This subtraction of caster levels doesn't happen at all in two places: Sigil and the Prime Material Plane. For whatever reason (probably two completely different reasons, actually), divine casters function normally in these places no matter what power they serve.

But most planewalking divine casters find that the caster level loss makes adventuring difficult. Sure, they can use clerical scrolls, but those are subject to the planar pathways rule and other planar alterations (see the Magical Items section that follows). Fortunately, just like arcane casters, divine casters are able to find keys that make their restrictions more livable.

Power Keys

Like spell keys, power keys are additions to normal spellcasting. As direct gifts from powers to their spellcasting servants (usually through a proxy), such keys are very, very rare. They are rewards to faithful servants, or special weapons that aid divine casters in direct and dire service. Unfortunately, for divine casters worshiping ideas like those in the Athar or the clerics who revere the Source (as in the Believers of...), no one can give them power keys. They're simply out of luck, a fact that might be the death of an Athar cleric on the Inner Planes.

A clerical spell cast using a power key becomes as effective as it possibly can be under normal circumstances. Curative spells always heal the maximum amount of damage, while attack spells inflict maximum damage. Also, like spell keys, power keys can be general or specific in their effect — that is, a cleric's Cure Light Wounds always functions at full potential with a specific power key for that spell, while a general power key for all Cure Wound spells ensures that all such healing spells function at their full potential. These keys have no effect on level loss, however. If a divine caster has a key that makes his Cure Critical Wounds spell function at its highest level, but he goes to a plane where he loses his ability to cast 5th level spells, the key is useless.

A greater power key, on the other hand, actually reduces the level loss as a divine caster moves away from his deity's plane. Thus, a greater power key of two levels allows a divine caster to function normally up to three planes away from his power's home, losing one

level for every plane removed beyond that. No greater power key has ever been known to grant a reprieve of more than four levels. A divine caster never gains caster levels by using these keys.

Say, for example, that Lathander (a power based on the Outer Plane of Elysium) granted a cleric a greater power key of two levels. The cleric would be at full power on Elysium, Bytopia, the Beastlands, the Outlands, and the Astral (as normal) and would also retain full spellcasting capabilities on Arcadia, Mount Celestia, Arborea, and Ysgard. She'd lose one caster level on Mechanus and Limbo, two caster levels on Acheron and Pandemonium, and so on through the rest of the Ring.

Greater power keys must be used with each spell that would normally be lost to planar distances. As with a spell key, the use of a power key requires the caster to make a Concentration Check (PHB 75) with a DC of 10 + the spell's level unless the caster forfeits their Combat Movement (PHB 62) for the round.

Power keys are naturally subject to the whims of the deities who hand them out. Sometimes they change without warning, and sometimes a power intentionally creates them to only function temporarily. Some evil (and usually chaotic) powers create false power keys that actually pervert, cancel, or alter a spell when cast, sometimes even without the caster's knowledge. A divine caster has to be a little peery about the source of a power key when he receives one.

Divine Caster Level Loss by Plane

Deity's Plane	Prime Material or Sigil																																						
	Astral	Ethereal	Elemental Air	Elemental Earth	Elemental Fire	Elemental Water	PE: Ice	PE: Magma	PE: Ooze	PE: Smoke	QE: Lightning	QE: Mineral	QE: Radiance	QE: Steam	Positive Energy	Negative Energy	QE: Ash	QE: Dust	QE: Salt	QE: Vacuum	Abyss	Acheron	Arborea	Arcadia	Baator	Beastlands	Bytopia	Carceri	Elysium	Gehenna	Gray Waste	Limbo	Mechanus	Mount Celestia	Outlands	Pandemonium	Ysgard		
Prime Material	0	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Astral	0	0	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ethereal	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
Ele: Air	0	-2	0	0	-3	-1	-1	0	-2	-2	0	0	-2	-1	-1	-1	-1	-2	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Ele: Earth	0	-2	0	-3	0	-1	-1	-2	0	0	-2	-2	0	-1	-1	-1	-1	0	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Ele: Fire	0	-2	0	-1	-1	0	-3	-2	0	-2	0	-1	-1	0	-2	-1	0	-1	-2	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Ele: Water	0	-2	0	-1	-1	-3	0	0	-2	0	-2	-1	-1	-2	0	-1	-1	-2	-1	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
PE: Ice	0	-2	0	0	-2	-2	0	0	-2	-1	-1	0	-1	0	-1	-1	-1	-1	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
PE: Magma	0	-2	0	-2	0	0	-2	-2	0	-1	-1	-1	0	0	-1	-1	-1	0	0	-1	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
PE: Ooze	0	-2	0	-2	0	-2	0	-1	-1	0	-2	-1	0	-1	0	-1	-1	-1	0	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
PE: Smoke	0	-2	0	0	-2	0	-2	-1	-1	-2	0	0	-1	0	-1	-1	-1	0	-1	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Lightning	0	-2	0	0	-2	-1	-1	0	-1	-1	0	0	-1	0	0	0	-2	-2	-3	-2	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Mineral	0	-2	0	-2	0	-1	-1	0	0	-1	-1	0	0	0	0	0	-2	-2	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Radiance	0	-2	0	-1	-1	0	-2	-1	0	-1	0	0	0	-1	0	-2	-1	-2	-3	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Steam	0	-2	0	-1	-1	-2	0	0	-1	0	-1	0	0	-1	0	-2	-3	-2	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Positive Energy	0	-2	0	-1	-1	-1	-1	-1	-1	-1	0	0	0	0	0	-3	-2	-2	-2	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Negative Energy	0	-2	0	-1	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-3	0	0	0	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Ash	0	-2	0	-1	-1	0	-2	-1	0	-1	0	-2	-2	-1	-3	-2	0	0	0	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Dust	0	-2	0	-2	0	-1	-1	-1	0	0	-1	-3	-1	-2	-2	0	0	0	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Salt	0	-2	0	-1	-1	-2	0	0	-1	0	-2	-2	-3	-1	-2	0	-1	0	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
QE: Vacuum	0	-2	0	0	-2	-1	-1	0	-1	-1	0	-1	-3	-2	-2	0	0	-1	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
Abyss	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-4	-3	-6	-3	-4	-6	0	-5	-2	-1	-1	-5	-7	0	0	-2	-2	
Acheron	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-4	0	-6	-6	0	-5	-3	-4	-1	-2	-6	0	-2	0	-5	-7	-5	-7	
Arborea	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	0	-4	-7	0	-2	-4	-1	-6	-5	-1	-5	-3	0	2	0	-4	-6	
Arcadia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	-1	-4	0	-2	-3	-1	-5	-2	-3	-4	-6	0	0	-7	-5	-5	-5	
Baator	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-7	-2	0	-6	-4	-2	-5	0	-1	-5	-1	-3	0	-4	-2	-1		
Beastlands	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-4	-5	0	-3	-6	0	-1	-5	0	-7	-6	-2	-4	-2	0	-3	-1		
Bytopia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	-3	-2	-1	-4	-1	0	-7	0	-5	-6	-4	-2	0	0	-5	-3		
Carceri	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-3	-4	-5	-2	-5	-7	0	-6	-1	0	-2	-4	-6	0	-1	-3		
Elysium	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-5	-4	-1	-2	-5	0	0	-6	0	-6	-7	-3	-1	0	-4	-2	-2		
Gehenna	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-2	-1	-6	-3	0	-7	-5	-1	-6	0	0	-4	-2	-4	0	-3	-5		
Gray Waste	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-1	-2	-5	-4	-1	-6	-6	0	-7	0	0	-3	-3	-5	0	-2	-4		
Limbo	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-1	-6	-1	-6	-5	-2	-4	-2	-3	-4	-3	0	-7	-5	0	0	0		
Mechanus	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-5	0	-5	0	-1	-4	-2	-4	-3	-2	-3	-7	0	-1	0	-6	-6		
Mount Celestia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-7	-2	-3	0	-3	-2	0	-6	-1	-4	-5	-5	-1	0	0	-6	-4		
Outlands	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Pandemonium	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-5	-2	-7	-4	-3	-5	-1	-4	-3	-2	0	-6	-6	0	0	-1		
Ysgard	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-2	-7	0	-5	-6	-1	-3	-3	-2	-5	-4	0	-6	-4	0	-1	0		

Planar Absolutes

For both arcane and divine casters, the following schools or types of spells never function on the noted plane, even with either spell or power keys. Otherwise, even spells noted as “null” on the School Alteration by Plane table may be restored with keys.

Plane	Absolute Restrictions
Elemental Fire	No water spells
Elemental Water	No fire spells*
Para-Elemental Magma	No water spells
Quasi-Elemental Vacuum	No air spells
Outlands	Special, by ring**
Sigil	No interplanar transport spells such as Gate, Plane Shift, Teleport, and so on.

* Unless the spell is cast within an elemental pocket or other distinct environment. For example, a fireball can be cast on the plane of Water within the confines of the City of Glass or in an air bubble. (Note that even within an air bubble on the Planes of Fire or Magma, the temperatures remain too high to tolerate water spells.)

** Magic that can be cast on the Outlands depends on where a cutter stands. See the Magic on the Outlands section below.

Magic on the Outlands

As far as the standard restrictions go, most planars call Sigil or the Outlands their home. This makes all those Abjure, Holy Word, and Protection from Evil spells useless against the majority of planars found on the Outlands. It's a good thing too; otherwise, adventuring would be a pretty tough bet. Spells that use an ethereal pathway need keys before they'll work. Luckily for spellcasters, conjuration/summoning spells can call upon creatures from any Outer Plane or the Astral Plane, which is the biggest range of choices for any of the Outer Planes.

It's true that all planes affect magic, but no plane works on it like the Outlands. Go to Mechanus and no matter where a cutter is, his spells might work differently, but they always work differently in the same way. On Mechanus, an illusion won't work, no matter what cog wheel a berk's standing on.

Rings within the Ring

That ain't the case on the Outlands. Here, where a cutter stands makes all the difference. That's because the plane's divided into 10 layers, like the skins of an onion. See, as a body moves through each layer toward the center of the Outlands, more and more magical power is - well, neutralized - until at the very center there's none left. ('Course, that's where Sigil is, and it promptly breaks all those rules.)

None of the layers (or rings) of the Outlands are of equal thickness, and there's no defined borders, so the only way a cutter knows what layer she's standing in is by casting a spell and seeing it fly or fail. (In other words, the DM may have to make a judgement call and the player'll have to live with it.)

The outermost layer of the onion is also the thickest. This is where most of the realms are found. Most of the gates, portals, and conduits to the Great Ring spill into this layer. Out here, there's generally no special restrictions on spells beyond the standards. The exception to this set of rules is the gatetowns, the settlements that form around each portal to the Great Ring. In some of these, a little of the magical effect from the nearby plane leaks over and creates special conditions, either enhancing or diminishing a certain school of magic. Not every gatetown is affected, though, so a cutter's wise to ask around before he gets in trouble.

In the second layer from the outside, the power of magic is diminished so that 9th level spells don't function, including spell-like abilities of creatures. Note that this does not apply to any of the powers. A side effect of this notion is that the layer is home to several powers who are apathetic to wizards, like those in the Dwarven Mountain. Now, a wizard on the second layer doesn't forget his 9th level spells, they just don't work when he tries to cast them. As mentioned, there's no warning or signal when this happens, no borderline on the ground or signs to mark the ring, so a cutter's got to keep track of just where he is or there might be a nasty surprise.

In the third layer, 8th level spells (and spell-like abilities) are shut down. This and all the following effects are cumulative, so on this ring both 8th and 9th level spells are affected, and so on. The abilities of powers aren't harmed in this circle, either.

At the fourth layer from the outside, 7th level spells (and spell-like abilities) cease to function. There are very few realms here.

At the fifth level, 6th level spells (and spell-like abilities) fail. In addition, illusion/phantasm spells are obvious for what they are unless a cutter has the right key to give them force. Level-draining powers also fail at this ring.

At the sixth layer from the outside, 5th level spells (and spell-like abilities) fail. Poisons are also rendered inert here. Folks dying of poison are sometimes brought here as a quick way to stop the damage, since even poison in a body is affected.

At the seventh layer, 4th level spells (and spell-like abilities) don't operate. Conduits from the Great Ring can't reach this ring, although there's some doorways to and from Sigil. Getting to this layer is mostly done through the Cage, since few folks want to take the time to hike from the sixth to the seventh ring. The powers of demigods are suppressed here. Demipowers still retain their defensive powers, such as regeneration, Magic Resistance, or other protections, but any spell-like offensive powers are lost.

At the eighth layer, 3rd level spells (and spell-like abilities) are left impotent. Almost as important, spells and spell-like abilities, including those of all powers, that require an Astral connection fail - nothing can be conjured of summoned to this portion of the plane. Here also, the powers of lesser deities are suppressed, like a demigod's are in the seventh layer. There are no realms from this point in, but the ring's a popular place for parleys. A power can walk among dire rivals here and still feel protected, especially since his enemy can't summon reinforcements for an ambush.

At the ninth layer, 2nd level spells (and spell-like abilities) no longer function. Even more important, the offensive powers of intermediate gods are held in check. At this ring, high-level parleys are held.

At the center of the Outlands, around the base of the spire that supports Sigil, is the ultimate negation of power. No magic or godly faculties of any type work here. This is the ultimate in meeting grounds, for here everyone, no matter how powerful, is rendered equal. It's rarely visited, for only the most pressing business can force the greater gods to parley here. Reaching the center requires a tedious overland journey from the edge of the seventh ring, since all Astral connections are severed inside this radius.

And then there's Sigil. Sitting at the tip of the spire, it's a different world. Spells in the Cage work as if a cutter was on the outermost ring of the plane. Some bloods argue it's because Sigil's in a separate little demiplane that is linked only geographically to the Outlands. Others say it sits at the confluence of energies from the plane. Most folks don't care. All they know is that magic works in the City of Doors.

Magical Items

As a general rule, a planewalker's magical items are affected just like her spells - in all the same ways and degrees. If she takes a ring of invisibility into a place where illusions don't work (like Mechanus), the ring won't work either, since it's based on the illusion school just like the invisibility spell. It'll just be a piece of jewelry, and even a spell key won't let it function properly. A canny blood can figure out the magical school equivalents of most items just by thinking about it, as they're pretty straightforward. Dungeon Masters and are the final arbiters on the subject. Likewise, magical items (whether based on arcane or divine magic) are subject to the planar pathway restrictions listed on the following tables:

- 1. Arcane Spells with Planar Pathways and Extradimensional Requirements
- 2. School Alteration by Plane
- 3. Planar Absolutes
- 4. Divine Caster Level Loss by Plane
- 5. Divine Spells with Planar Pathways and Extradimensional Requirements (see below)

And, of course, spell keys and power keys have no effect on magical items whatsoever. The same goes for divine spells recorded on scrolls. It's a handy way for divine casters to retain their high-up spells far away from their deity's home plane (since the scrolls aren't subject to the level-loss rule), but if the spell requires a planar pathway connection in a place that doesn't have one, the scroll is useless. Divine spells that require such pathways are listed on the Divine Spells with Planar Pathways and Extradimensional Requirements table below.



Magical Item Bonus Loss by Plane

More than any other type of item, magical weapons, armor, and items with bonuses (pluses) of any kind are bound to the magic of their plane of origin. Such creations are attuned to the energies of that plane, and diminish in power if they're taken from it. The further the item moves from its plane of origin, the less powerful its enchantment, at least for the duration of the separation.

For each plane removed, the item subtracts one from its bonus. For example, if a battle-axe +3 forged in Sigil is taken from Sigil to Elysium, it becomes a battle-axe +2, being one plane removed. (Sigil is not exempt from this rule as it is with divine spells; it's considered part of the Outlands for magical items.) If the same axe is then taken to the Ethereal Plane, it becomes a battle-axe +0, tracing three steps from Sigil through the Astral to the Prime to the Ethereal. If it is then taken to the Plane of Steam (one more step) it remains an axe +0, for the bonus cannot become a penalty.

Items trace the shortest path between the planes, unlike a divine caster's lost levels. If a magical item's origin lies on one of the Outer Planes and it's taken to another plane on the Great Ring, the count almost always goes through the Astral rather than counting planes around the Ring. Conduits, portals, demiplanes, and so on have no effect. That's just the way it works.

Plane of Origin	Current Plane	Loss
Astral	Outer Planes or Prime Material	-1
Astral	Ethereal Plane	-2
Astral	Inner Planes	-3
Ethereal	Outer Planes or Prime Material	-1
Ethereal	Astral Plane	-2
Ethereal	Outer Planes	-3
Inner Plane	Ethereal Plane	-1
Inner Plane	Adjacent Inner Plane	-1
Inner Plane	Other Inner Plane	-2
Inner Plane	Astral Plane	-3
Inner Plane	Outer Planes	-4
Outer Plane	Astral Plane	-1
Outer Plane	Adjacent Outer Plane	-1
Outer Plane	Other Outer Plane	-2
Outer Plane	Ethereal Plane	-3
Outer Plane	Inner Planes	-4
Prime Material	Ethereal or Astral	-1
Prime Material	Outer or Inner Planes	-2

Divine Spells with Planar Pathways and Extradimensional Requirements

Note that the following only affect magical items and scroll-cast spells.

Astral: Cannot be cast on the Inner Planes, the Ethereal, or layers of planes separated from the Astral.

Astral Spell

Ethereal: Cannot be cast on the Astral or Outer Planes.

Aerial Servant	Conjure Earth Elemental	Elemental Swarm*
Chariot of Sustarre	Conjure Fire Elemental	Etherealness
Conjure Air Elemental*	Conjure Water Elemental*	Ethereal Jaunt

Dual: Varies

Abjure	Divination	Raise Dead
Augury	Holy Word	Reincarnate
Commune	Improved Restoration	Restoration
Consecrate	Lesser Restoration	Resurrection
Dispel Evil	Negative Plane Protection	Succor

* May or may not cross planar pathways, depending on the creature called.

True Names



Prime wizards don't often explore the concept of true names, but spellcasters of the lawful planes have a long familiarity with it. True name magic is thought of as a force of order, countering the school of wild magic (a force of chaos).

In some long-ago agreement of the powers, all things were given a true name - a name that wasn't just what each thing was called, but that truly defined what that thing was. The powers intended to keep these names to themselves, using them only to maintain conformity among their respective creations. But at least one power - no one knows for sure which one - went stag and revealed some of the true names to mortals. (Some berks say that a mortal stole the names, but that seems unlikely.)

Naturally, once mortal spellcasters discovered the concept of true names, they began to use it. These secret names eventually spread to a select few throughout the worlds of the Prime. Despite this, the names remain closely guarded secrets, for they contain great power for those who know how to exploit them.

Learning true names is an arduous process, and no one has ever been able to catalog more than a handful at a time. Anyone who wishes to learn a true name must perform research, consulting libraries and sages (sometimes in far-flung places or even on different planes) as well as utilizing spells such as legend lore. The methods used and the name in question determine the amount of time necessary to discover a true name. Most names require a period of 2-24 (2d12) months, although those that the DM deems more obscure can take much longer. Some true names (DM's discretion) simply cannot be found, since no one knows them. Not all true names were revealed to mortals in the first place, and many that were once known have been lost. As far as anyone knows, powers do not have true names.

Once a mage discovers the true name of a living creature, he can use the True Name spell with great effect. The name is also useful for spells such as Gate, Dismissal, and Banishment, adding 3 to the Saving Throw DC when used in conjunction with such spells. It should be noted that

while all things have true names, only living creatures are affected by these spells. Rare or obscure spells may affect inanimate objects, elements, or compounds whose true names are known.

True name magic is most often applied in the summoning and binding of fiends. To summon a specific fiend by a conjuration spell, the wizard must usually know the being's true name. Further, a fiend - even a tanar'ri - is bound to keep a bargain made with a wizard who knows its true name. It's believed that the powers established this condition to give mortals an edge in dealing with fiends. Of course, the fiends would never admit that the powers have such control over them.

Chaotic characters can learn but cannot use these names. Further, the Athar faction denounces them since it is believed that the names originated with the powers themselves.

Last Words

Spellcasters can't afford to become complacent once they know the basic rules. Magic use suffers other special and strange effects on the planes. No one can ever know all of the alterations, enhancements, and reductions that occur to spells throughout the entire multiverse, but every planewalker learns a few of these things through experience. If he's quick and canny, it's enough to keep him alive.

