

Planar Cosmology

The Mortal Plane

You are here. Also known as the Prime Material Plane.

The Concordance

The Concordance is a plane of reality that exists in parallel with the mortal plane. It is generally believed to be the elemental foundation of the mortal plane where the forces of creation are gathered, focused, and then channeled to the mortal plane. Most conjuration, creation, and evocation magic draws power from the Concordance.

The Concordance is a volatile, ever-changing plane and the landscape can change over time as if being constantly remade. Some of the more powerful denizens can slow, or even stabilize the chaotic nature within their own demesne, causing it to remain in a consistent form for time but when such influence is removed, the plane reverts to its natural chaotic state. Because of this perpetual state of impermanence, teleportational magic is rarely effective, as any particular location on the plane is never the same for long. Only locations that have been stabilized by some means can be used as destinations for teleportation effects.

The Concordance is the home plane to almost all fey and elemental creatures as well as geniekind, kami, and other magical races. Most of the sentient races that dwell within the plane have their own language, but almost all the intelligent denizens also speak Teanga, the common tongue of the Concordance. There is no written form of Teanga, but some of the more intelligent natives have recently adapted the graphemes of the mortal Druidic language to create written transcriptions of Teangan linguistic concepts. This written form however is extremely rare and limited in scope.

The Shadow Plane

The Shadow Plane appears to be a mirror of the mortal plane in many ways. Geographic features such as rivers, mountains, and oceans seem to be a nearly exact duplicate of the mortal plane. Unnatural constructs such as buildings may sometimes have analogs in the shadow plane, but usually only structures that are particularly old, or particularly “substantial” seem to manifest a counterpart. There are various creatures that inhabit the plane as well, often mimicking creatures that live on the mortal plane.

Scholars and academics have postulated that the shadow plane is where the forces of creation bleed away from the mortal plane, creating a shadowy replica.

Native to the plan of shadow are the ancient race of creatures known as the Qlipth, and the forces of destructive chaos referred to as Proteans, and the fiend-like beings known as kytons (aka velstracs). Other denizens include d’ziriaks, fetchlings, owbs, shaes, svartalfars, and wayangs.

Most of the sentient races that dwell within the plane have their own language, but almost all the intelligent denizens also speak the common language of the plane called Shadowtongue.

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The Ethereal Plane

The Ethereal Plane is a transitive plane that overlays the Concordance, Mortal, and Shadow planes and is the conduit which allows travel between these planes. Transportational magics like teleport, dimension door, shifting abilities, and transport via plants allow the user to skim the border of the ethereal.

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The Astral Plane

The Astral Plane is the transitive plane that connects the inner planes (Concordance, Mortal, and Shadow) with the Deific plane. The Astral plane is a place without any physical manifestation. It is the realm of thought, dreams, souls, and spiritual energy. Prior to the Interdiction, magic could be used to create a portal between the Inner planes and the Deific plane that passed through the Astral plane. This functioned like a tunnel and allowed physical matter to be transported to and from the Deific plane. After the Interdiction, the formation of these portal would fail to connect, but spiritual and divine magical energy stills flowed across the Astral plane between the inner planes and the Deific plane.

The Deific Plane

The Deific plane is the plane of the gods. While it is one single plane of existence, each deity that dwells in the plane shapes a realm within it to their own liking. Each of these realms may have names (Hell, The Abyss, Valhalla, etc.) but they all exist within the Deific plane.

The Interdiction

Prior to the Interdiction, during the age of Divinity, inhabitants of the Deific plane could travel to the Mortal plane if they had the means to do so. Servants and agents of the gods would often manifest on the Mortal plane in order to further their masters' agendas, and occasionally a god would manifest their power directly as an avatar on the plane.

Eventually this led to conflict as the gods played out their hostilities between each other through their agents upon the Mortal plane. These conflicts escalated during a period of history now called the Deific Wars (or sometimes the War of the Gods) which threatened the stability of the Mortal plane. The Gods' wars upon the Mortal plane ended abruptly when travel between the Deific plane and the Mortal plane stop working – an event now called the Interdiction. Whether the Interdiction itself caused the end of the war, or if the Interdiction was part of an armistice reached by the gods is unknown.

Now, due to the Interdiction, inhabitants of the Deific plane (demons, devils, angels, azatas, etc.) are not able to travel to the Mortal plane. Neither can they be summoned or gated in by mortal magic. Any such creatures now encountered on the Mortal plane are immortals that were already there when the Interdiction was imposed, and therefore are extremely rare.