

d12 Monthly

PLANES & DEMI-PLANES
ISSUE

Issue 29
November, 2023

FREE VERSION

TOUR THE PLANES

A NEW PLANESCAPE

THE ELEMENTAL PLANES

PLUS THE PARA-ELEMENTAL
PLANES

BEWARE THE SHADOW PLANE!

A look at the new Bhakashal spellbook

d12 Monthly is a helpful resource for fantasy roleplayers.

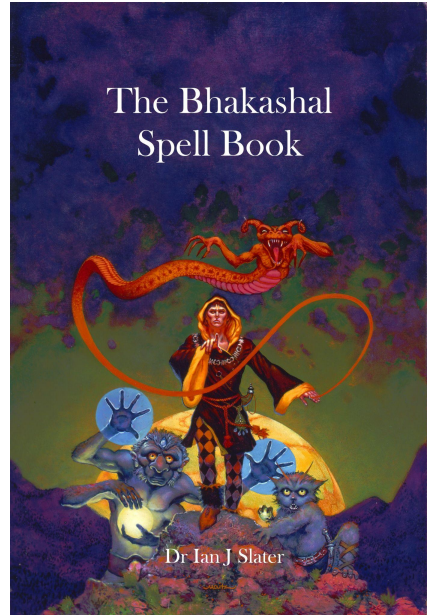
Contents

Features

- 3 Editorial**
The Planes & Demi-Planes Issue
- 4 Navigating the Planes**
A Guide to My Planar Geography
- 6 The Planar Nexus**
A GM's Toolkit for the Planes
- 8 Clouds & Dirt**
Tour the Elemental Planes
- The Bhakashal Spell**
- 10 Book**
By Black Dragon Games
- 13 Realm of the Divine**
Ascending to the Astral Plane
- 16 Ghostly Adventures**
Journeying into the Spirit Plane
- 19 Need More & Next Month**



Paid Ad



[Buy PDF or Hard or Soft Cover Book](#)

Acknowledgements

Cover art by [Lore Wise Games](#).

Art on page 5 & 17 by [AlextheMapMaker](#)

Art on page 6, 19, 20 & 22 by [Dean Spencer](#)

Art on page 8 by [Kimagu](#)

Art on page 26 by Dee Dee, aged 9

Featuring art by Daniel F. Walthall, found at: drivethrurpg.com/product/181517, available under a CC BY 4.0 licence: creativecommons.org/licenses/by/4.0/

All art ©, used with permission, all rights reserved. Some artwork provided by Zed Nope, and used with permission.

Unless otherwise mentioned, all articles are written by Russ at YUMDM.

The Planes & Demi-Planes Issue

This month we step out of the material world and into many different ones. Via portals and magic, we can travel to weird and wonderful lands which would kill most.

In this issue I give you more than a glimpse of my own campaign planescape - a simplified version of the wheel.

You will find familiar parts to these various realms, but there will be just as much that will be different as well.

I have also included a toolkit of sorts on how to build your own planescape.

I hope this issue inspires and helps you to create your very own planescape.

And, as always, happy gaming!

- Russ from YUMDM

<https://yumdm.com/>

https://twitter.com/yum_dm

About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Other TTRPGs I like: WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

Thanks to my Patrons

RollStats, Matt Kurowski, Jacob Alexander, ButterflyDefect, J. David Chrisman, Alex, Korg INC, NOLA Bert, GameCat, Kay Bee, Roll to Save, Lee Boden, DM Jangy, Joseph Hurley, William Mayorga, Dave Manley, Darryl McCarthy, Michael Brewer, Jason Lemieux, Eric Scheid, Steven D Warble, Qyubey, Magelord Bjorn, KAM, Peter Lawson, Arthur Braune, Paul Vandyke, Michael Reuter, Gregory Kirkpatrick, Michael Spredemann, Aaron Seigo, Lordfulmine, Christy, allan wakefield, Games With Dave, Jay Alan, AjaxVibe, Father Goose, Christer Enfors, George Fuentes, Alan, Geena, Jean-Claude Tremblay, Simon Williams, Floyd Zoot, John Snow, Matt bayliss, Daniel Harkins, Carl Russell, James F. Kelley, and Ronald Easterday, Jim "Wilmanric" Pacek, Keith Parker, Eric Babe, Robert Vilkaitis, Dennis Bretton, Michael Lee, Chet Cox, Craig Pettie, Bill Jaimez, Michael, Brett Bozeman, David Ross, Aaron Morgan, None of Your business, David Schnoll, Robert Alford, Colton Juhasz, David Risher, Phill Massey, Alien Spaces, Stephen Jolly, Louis DiThomas Keller, MechJack TV, Derek Remy, Andrew, Raith Richwine, Julio Scissors, Joe Johaneman, Jay Sivyver, Hart R, Chris Strahm, John Tenney, Chris de Haan, Van Davis, Grant G., Jimberish, josh yoder, Jamal L. Wilkins, Amos, Brother Who, JT, Andrew Spurgeon, André alias DD, Steven Landell, David.

... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).

Navigating the Planes

A Guide to My Planar Geography

There have been a few different official versions of planes and demi-planes over the years, and while they are all quite usable, I thought it would be helpful to showcase my own thoughts and direction for planes.

I usually find the established layout of the planes to be too big and too unwieldy, so I have tried to scale down the planes to make them much more manageable.

Having said that, I did want a planescape that was both interesting and explorable.

List of Planes

The planes in my planescape are as follows:

Material Plane

This is the plane where the majority of the campaign takes place: the land of mortals.

Shadow Plane

This plane sits underneath the Material Plane and is a shadowy copy of it.

Spirit Plane

The plane that sits on top of the Material Plane and is a ghostly reflection of it.

The Elemental Planes

These four separate planes surround the Material Plane. They are the planes of Air, Earth, Fire, and Water.

Para-Elemental Planes

These four planes fit between the Elemental Planes, and act as transitional planes. They are the Para-Elemental Plane of Mud (between the planes of Water and Earth), the Para-Elemental Plane of Ice (between the planes of Water and Air), Para-Elemental Plane of Smoke (between the planes of Fire and Air), and the Para-Elemental Plane of Lava (between the planes of Fire and Earth).

Ethereal Plane

Surrounding the Elemental Planes is the Ethereal Plane, which is a misty, fog-bound dimension which holds many Demi-Planes.

Energy Planes

Made up of two opposing forces - the Negative Energy Plane and the Positive Energy Plane - these planes are in constant motion, swirling about the Ethereal Plane. These are the two planes in my planescape that cannot be visited.

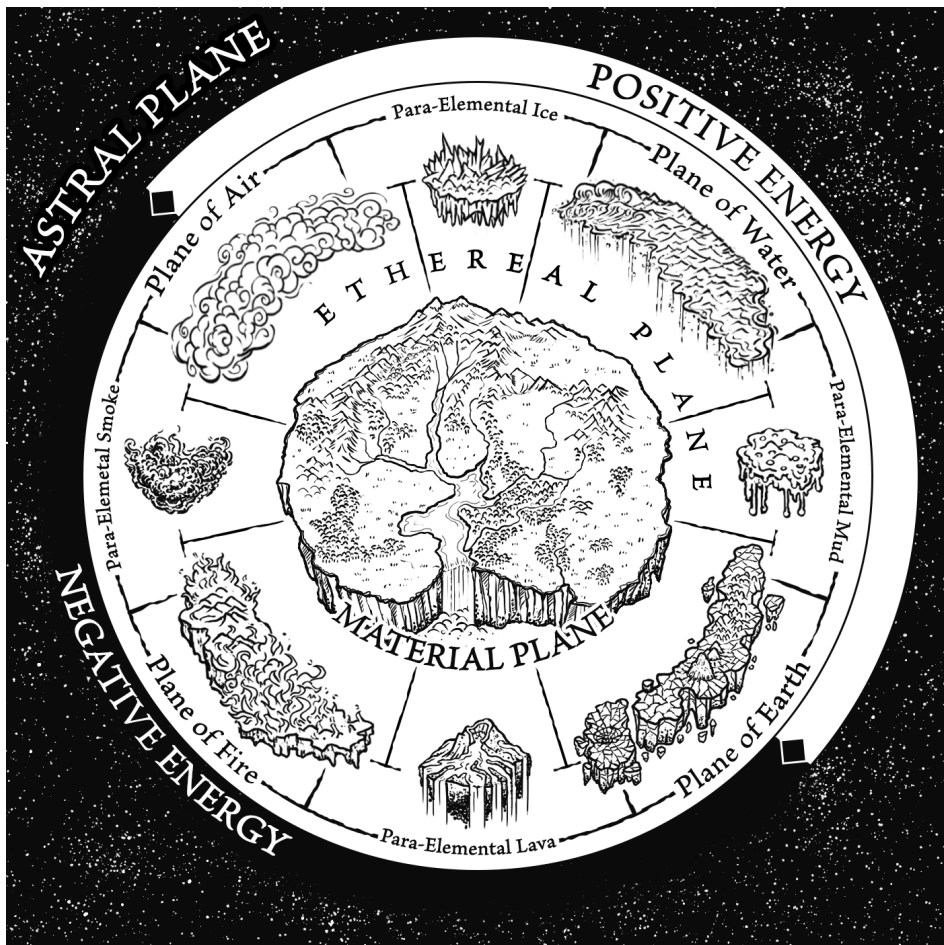
Astral Plane

The final plane is the Astral Plane. This plane is the least accessible of all the planes and is where the deities reside.

Travelling The Planes

Travelling to, or between, the planes depends on which planes you are accessing.

Moving from the Material Planes to any of the other planes usually requires a portal of some kind, but there are also high-level spells and rituals that can access some planes as well.



The Ethereal Plane tends to be the easiest to access and can be achieved via portals, and spells. In addition, some monsters have abilities that allow them to travel between the two realms.

You can access the Spirit Plane via locations on the Material Plane where the two planes converge. This is the same with the Shadow Plane.

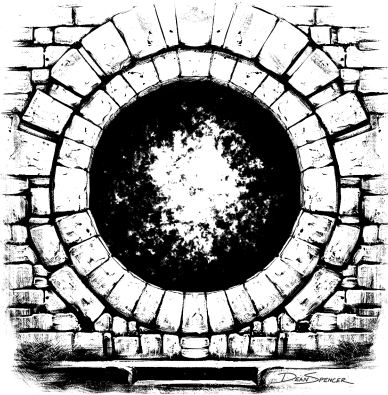
Just like the Ethereal Plane, some spells and abilities can make travel to the Spirit and Shadow Planes possible.

See further articles in this issue for more details on various planes mentioned above.



The Planar Nexus

A GM's Toolkit for the Planes



As a GM, one of the most thrilling aspects of running a fantasy roleplaying game is the boundless creativity that comes with crafting your own worlds and adventures.

And what better way to expand the horizons of your campaign than by venturing into the vast and mysterious planes and demi-planes?

In this article, I'll help you master the art of incorporating planes into your campaigns.

Unlocking the Multiverse

Before you dive into the depths of planar adventures, it's essential to understand the fundamental concept of the multiverse. In most fantasy settings, the multiverse consists of a myriad of parallel dimensions, each with its unique rules, landscapes, and inhabitants.

These planes can range from elemental realms like the Plane of Fire and the Plane of Water to celestial heavens, demonic hells, and even surreal demi-planes of imagination.

Creating Planar Realms

While you can easily use pre-published planes and demi-planes, creating your own can be very rewarding, and can be more challenging for the PCs.

When creating each of your planes, consider the following.

Theme and Purpose

What is the primary theme or purpose of the plane? Is it a realm of chaos and magic, or a tranquil paradise? Understanding the core concept of the plane will help you build its identity.

Physical Characteristics

Describe the plane's landscape, climate, and architecture. Is it a fiery wasteland, an endless sea, or a floating city in the sky? Visual imagery is key in conveying the essence of the plane, but don't forget about the other senses as well.

Inhabitants

Populate your plane with creatures and beings suited to its theme. Celestial planes might house angels, while demonic realms teem with fiends. Think about how these inhabitants interact with the plane and its visitors.

Laws of Reality

Determine the fundamental laws of reality in your plane. Do they differ significantly from the Material Plane? These laws can impact gameplay mechanics and the overall feel of the plane.

Planar Features

What are the unique features of the plane? Magical storms, portals, or mysterious artefacts can add depth to the setting and offer opportunities for adventure.

Planar Travel Mechanics

To make planar travel an integral part of your campaign, establish clear mechanics for how characters can journey between planes.

You can use magical portals, rifts, or even specific spells that allow planar travel.

Make sure to explain the limitations and challenges involved, such as navigating the hazards of planar travel or the need for rare components.

Plot Hooks and Quests

One of the most exciting aspects of incorporating planes into your campaign is the potential for unique plot hooks and quests.

Look to weave planar elements into their stories. Consider the following ideas.

Astral Artefact Hunt

Characters are tasked with recovering a powerful artefact scattered across multiple

planes, each with its guardians and challenges.

Interplanar Conflict

Two or more planes are on the brink of war, and the characters must mediate or take a side, navigating diplomacy and combat on multiple fronts.

Demonic Incursion

A portal has opened to the Demonic Rift, and demonic forces threaten to spill into the Material Plane. Characters must venture into the heart of the Demonic Rift to stop the invasion.

Celestial Revelation

Characters receive a divine vision and must embark on a quest to reach the Astral Plane and uncover a hidden truth or power.

Maintaining the Balance

While planar adventures can be exhilarating, it's crucial to consider the broader implications on your campaign's balance.

Keep in mind that characters gaining access to powerful planar abilities or equipment might disrupt the game's equilibrium.

It's essential to balance rewards and challenges appropriately to maintain a fun and engaging experience for your players.



Clouds & Dirt

Tour the Elemental Planes

It is believed that the Elemental Planes were the source that created the Material Planes, and they are an important part of the planescape.

The Plane of Air

Physical Characteristics

The Elemental Plane of Air is a boundless expanse of open sky and drifting clouds. There is no solid ground, only endless pockets of breathable air and shifting currents. Floating islands appear throughout, providing some stability.

Inhabitants

Air elementals, flying creatures, and winged beings inhabit this plane. Djinn, genies of the air, are known to roam the skies, while cloud giants build their aerial fortresses on the larger floating islands. Aarakocra and other avian races find their homes among the clouds.

Laws of Reality

In the Plane of Air, gravity is subjective, allowing creatures to float or fly freely. Sound carries for vast distances. Weather patterns can change suddenly, with serene skies turning into violent storms.

Planar Features

One of the plane's most notable features is the *Sky Bridge*, a colossal ribbon of air connecting distant floating islands. It

serves as a trade route, and meeting place for travellers. Eerie pockets of stillness, known as *Silent Storms*, exist where any sound is dampened to an eerie silence.

The Plane of Earth



Physical Characteristics

The Elemental Plane of Earth is a vast underground realm of tunnels, caverns, and immense subterranean mountains. It is a place of unyielding stone, with tunnels carved by molten rock, with crystals gleaming in the walls, providing a sparse source of light.

Inhabitants

Earth elementals, stone giants, and burrowing creatures call this plane home. Creatures with rocky exteriors, such as xorn and dao, are also native to the Elemental Plane of Earth. Dwarves, with their affinity for stone, sometimes venture here to mine rare gemstones and minerals.

Laws of Reality

The plane's natural state is stability, with gravity pulling everything toward the centre. Movement can be slow and

deliberate, and sound travels in muffled echoes.

Planar Features

The Elemental Plane of Earth features colossal underground forests of glowing fungi and crystal formations known as the *Crystal Gardens*. Gigantic geodes, known as *Earthheart Crystals*, hold great elemental power and are highly sought after.

The Plane of Fire

Physical Characteristics

The Elemental Plane of Fire is a realm of unending flames and searing heat. The landscape is composed of molten rivers, volcanoes, and fiery mountains. The skies are ablaze with red and orange hues, and shimmering embers drift through the air. The ground itself is often unstable, with lakes of lava and rivers of liquid flame.

Inhabitants

Fire elementals, salamanders, efreeti, azers, and other fire-loving creatures thrive in this plane. Phoenixes and fire-breathing dragons can also be found here.

Laws of Reality

In this plane, heat and flames are constant, and creatures with a natural resistance to fire are at an advantage. The landscape is ever-changing, with molten terrain forming and reshaping itself over time.

Planar Features

The *Pyroclasmic Sea* is a fiery expanse of molten rock and magma that must be

crossed with care. Hidden within the Plane of Fire are *Eternal Flames*, rare sources of unquenchable fire that can be harnessed for powerful enchantments or as beacons in the otherwise chaotic landscape.

The Plane of Water

Physical Characteristics

The Elemental Plane of Water is an endless ocean, stretching all directions as far as the eye can see. The waters are deep & dark, with luminescent flora & fauna lighting the depths. The surface is a maelstrom of crashing waves & water spouts.

Inhabitants

Water elementals, marid genies, and aquatic creatures dwell in this plane. Merfolk and sahuagin also have communities beneath the waves. Sea elves may venture to the Elemental Plane of Water for spiritual journeys of exploration.

Laws of Reality

Gravity in this plane is fluid, allowing for three-dimensional movement. Sound travels clearly through the water, and light takes on strange, refractive properties.

Planar Features

The *Abyssal Trenches* are deep, dark chasms where the waters seem bottomless and strange. *Pearl Reefs* are locations where immense oyster beds produce unique and valuable pearls that are highly sought after. The *Coral Cities* are settlements built by underwater races and elemental beings, featuring intricate coral architecture.

The Bhakashal Spell Book

By Black Dragon Games

History

It all started ten years ago when my eldest son asked me about my *Dungeons and Dragons* books.

In short order I had created a setting and ran a game for him. A few years later I started a business running D&D games for an after-school program.

I decided to publish the setting as a retroclone of Advanced Dungeons and Dragons (AD&D) first edition, and the Bhakashal Spell Book was born!

The Spell Book

The Bhakashal Spell Book has over 500 new spells for the four basic spellcasting classes, Seers (clerics), Beastials (druids), Warlocks (magic-users) and Phantasmists (Illusionists), bringing the total number of spells for these classes to over 1000.

There are curated spell tables for the referee, to randomise spell generation for NPCs and players and to create scrolls for treasure hoards.

There are general tables, which randomise all Bhakashal spells and combine them with all listed Advanced Dungeons and Dragons First Edition spells, to create complete tables of spells for the referee.

In addition, the Bhakashal Spell Book also provides spell tables by type, offensive, defensive, and miscellaneous, to allow the referee to randomise the selection while still meeting the general needs of the encounter, NPC, or environment.

Appendices include rules for material component substitution, spell reversal, counterspells and healing magic.

The Spell Book also rewrites and clarifies certain AD&D 1st Edition spells, to address inconsistencies and ambiguities.

Design Philosophy

The point of Bhakashal was not to change 1st edition, but to lean into it.

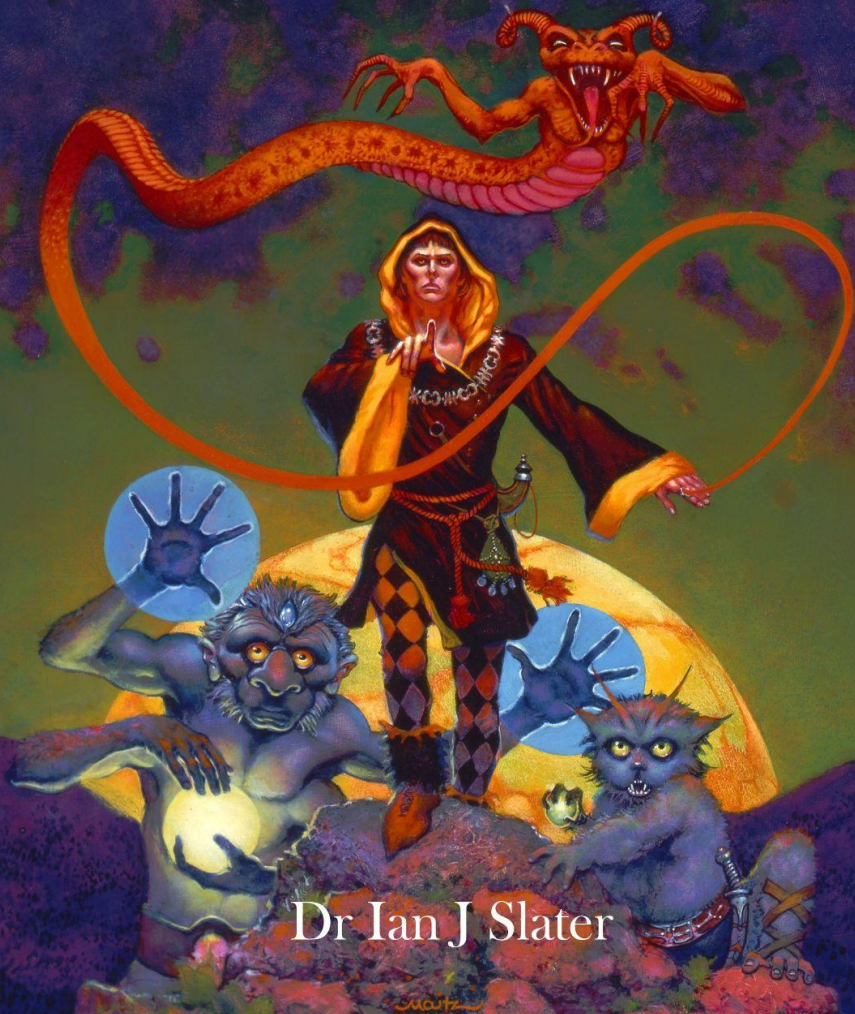
For example, Seer spells already have long casting times, so rather than have them pray for their chosen spells every day, they follow the “half-casting” rule, e.g. a 5th level Seer can cast any spell on the first to third level lists.

They also get access to more cooperative magic spells and divination spells; these changes help to free them from the tyranny of being “heal-bots”.

Beastials are also “half casters”, freeing them up to access their entire spell list in game.

In Bhakashal, all elements of the game are tied into the setting (a tropical marshland environment), so Beastials, who are connected to nature, get a significant number of new spells that are extremely useful.

The Bhakashal Spell Book



Dr Ian J Slater

Warlocks are the most versatile, they get access to all varieties of magic, and an effort was made to fill out what was already there in 1st Edition.

Just like there are spells to boost your strength, Bhakashal has spells to boost your dexterity and constitution.

Bhakashal also transforms some of the most iconic spells to make them unique and integrated with the setting.

For example, Monster Summoning, a classic of the game, now draws monsters from the local monster population, giving the clever Warlock new options when adventuring.

Charm Person now has rules for what happens when the charm breaks.

Many spells play on the details of the game rules, there are a selection of new spells that play off of the potion rules for example, spells that increase their efficacy, lower the time required for them to start working, or mitigate the results of the potion miscibility table.

AD&D has a host of mechanics that can be exploited for fun and interesting spell effects.

Finally, Warlocks (and Phantasmists) in Bhakashal are free casters, this means that they do not memorise spells every day, instead they memorise spells permanently, and they do not have level-based limits on which spells they can cast.

A warlock can cast any spell that they have permanently memorised, of any level, with a maximum number of castings per day based on their level and intelligence.

There are limits on the number of spells they can have permanently memorised, and there are odds (based on the scroll casting rules) for spell casting failure that include the possibility of deadly spell reversal.

In the spirit of Vance, Warlock and Phantasmist spells are also named, e.g., *Fonreaver's Binding Enchantment* rather than "Binding", and many of the named warlocks are NPCs in the setting that the players may meet, it is even possible that one of the named warlocks might be the party's patron!

The spells in the Bhakashal Spell Book are fully compatible with 1st Edition AD&D, all early edition D&D, and many similar fantasy role playing games.

Spells were also written so as to be easily tweaked for other editions of D&D, so for example, if a spell impacts the target's armour class, it will say something like, "this spell gives a one-point AC penalty", so it can be used in games with ascending or descending AC.

The next project for Bhakashal is the Bhakashal Setting Manual, coming in Winter 2023!

You can buy copies of the [Bhakashal Spell Book from LuLu](#).

Realm of the Divine

Ascending to the Astral Plane



The Astral Plane stands as a domain shrouded in mystery and wonder, a place where the deities themselves reside.

Inaccessible to mortals by even common magical means, the Astral Plane is a realm of pure thought and intellect, where the very fabric of reality is shaped by the will of those who dare to traverse it.

Geography

The Astral Plane exists as a semi-translucent realm that defies conventional spatial understanding. It is often described as a silvery, timeless expanse, with a serene and infinite quality

that transcends the boundaries of the Material Plane.

Unlike other elemental or planar realms, the Astral Plane is not bound by the laws of physics or geography; it is a realm where thought and consciousness hold sway.

Accessing the Astral Plane

For mortals, reaching the Astral Plane is an extraordinary feat, as it is inherently inaccessible.

However, there are portals that serve as the gateways to this divine realm. These portals can manifest in various forms, often requiring unique conditions or rituals to activate.

Celestial Conduits

Some of the most revered and well-guarded portals to the Astral Plane are found within the sanctuaries of the divine.

Temples, shrines, or sacred sites dedicated to deities can house these portals, accessible only to the most devout and chosen of clerics or paladins.

Initiating a portal within a celestial conduit may demand a profound spiritual act, such as a fervent prayer, a divine ritual, or a display of unwavering faith.

Cosmic Alignments

Celestial phenomena, such as solar eclipses, meteor showers, or the alignment of distant stars, can serve as naturally occurring conduits to the Astral Plane.

These portals are often unpredictable, requiring meticulous observation and astrological expertise to predict their occurrences.

Arcane Artefacts

Rare and powerful artefacts, such as ancient relics or enchanted objects, can hold the keys to accessing the Astral Plane.

However, their activation is typically a closely guarded secret. Only those with exceptional knowledge of history, magic, and arcane lore can hope to unlock these.

Navigating the Astral Plane

Once a traveller enters the Astral Plane, the rules of reality as they know them undergo a profound transformation.

Here, the laws of physics and conventional spatial relationships dissolve into pure abstraction, and navigation relies solely on the power of the mind.

Thought-Laden Navigation

In the Astral Plane, travellers move not by physical means but through conscious thought.

By focusing their intentions and visualising their destination, they can will themselves to move through the silvery expanse.

Thought becomes a potent force, shaping the environment around them.

Travellers often use landmarks, such as personal memories or familiar symbols, as anchors to maintain their bearings.

Non-Euclidean Geography

The Astral Plane defies the conventional geometry of the Material Plane.

Distances and directions do not adhere to the same rules, and it is not uncommon for travellers to find themselves arriving at their destination through seemingly illogical routes.

Understanding and embracing the non-Euclidean nature of the Astral Plane is a vital skill for any visitor.

Psychic Encounters

The Astral Plane is home to more than just deities; it teems with the psychic echoes of thoughts and memories.

Travellers may encounter manifestations of their own inner conflicts, symbolic representations of fears, and even ephemeral beings created by collective consciousness.

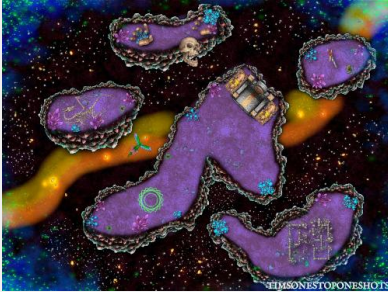
Navigating through the Astral Plane requires mental fortitude to distinguish reality from illusion.

Divine Realms

The Astral Plane is not an empty void; it is a realm inhabited by the divine entities themselves. Deities, god-like beings, and celestial creatures may appear as immense celestial cities or cosmic islands floating in the silvery sea. The appearance of these realms often reflects the nature and domains of the deities they represent.



Astral Plane Battle Map



Timothy George has generously provided my patrons with a free Astral Planes battle map.

Discover the magic of immersive worlds through the artistry of map maker, Timothy George.

With a passion for creating stunning and intricate maps that breathe life into your tabletop adventures, Timothy specialises in designing unique, digital maps that transport players to captivating realms. Whether you're embarking on epic quests, exploring haunted dungeons, or navigating enchanted forests, Timothy can bring your visions to life. From awe-inspiring landscapes to intricate battle maps, each creation is a masterpiece, carefully tailored to your campaign's needs. For a glimpse into the enchanting landscapes and expert craftsmanship, **visit @onestoponeshots on Twitter and @timsonestoponeshots on Instagram.**

If you're ready to embark on a customised design, reach out to **timgeorge1989@gmail.com** to commission a one-of-a-kind map that will leave your players in awe.

Astral Plane Adventure Hooks

Echoes of the Past

A cryptic prophecy hints at an ancient, lost civilization that once existed within the Astral Plane.

A scholar offers a generous reward to adventurers willing to enter the Astral Plane to uncover the secrets of this mysterious civilization.

Travelling through the Astral Plane, the party must decipher cryptic symbols, explore astral ruins, and confront psychic echoes of the past. Along the way, they uncover forgotten knowledge, arcane relics, and potentially world-altering revelations.

The Astral Epidemic

A strange ailment is spreading across the Material Plane, causing people's consciousness to become trapped in the Astral Plane.

The party is recruited by a desperate mage to find a cure by journeying into the Astral Plane and confronting the source of the epidemic.

The adventurers must delve into the Astral Plane to locate the epicentre of the mysterious illness. Along their journey, they encounter lost souls, psychic entities, and surreal landscapes. To save their fellow mortals, they must confront the malevolent force responsible for the epidemic.

Ghostly Adventures

Journeying into the Spirit Plane



Beyond the mortal realm, there exists a mysterious dimension known as the Spirit Plane.

This realm stands as a ghostly reflection of the

Material Plane, a place where the spirits of the departed linger and where the boundary between the living and the dead blurs.

In this article, we delve into the ethereal mysteries of the Spirit Plane, exploring its spectral appearance, the methods of traversing its enigmatic realms, and the otherworldly entities that call it home.

The Ghostly Canvas

The Spirit Plane is a ghostly and surreal dimension. It is a place where the natural laws of the Material Plane become abstract and where the fabric of reality takes on a dreamlike quality. The landscape of the Spirit Plane mirrors that of the Material Plane, but it possesses a spectral, otherworldly charm.

Out-Of-Time Locations

The Spirit Plane is a ghostly mirror image of the Material Plane, featuring forests, mountains, lakes, and settlements. However, these landscapes appear in muted tones, and can be from any time in the past, having hazy boundaries.

A great example of this plane is the adventure location: *The Forgotten Tavern* in Issue 24 of *d12 Monthly*.

Echoes of Memories

Echoes of events, places, or objects with strong emotional significance exist in the Spirit Plane. These echoes can be vibrant and resonant, carrying the essence of their Material Plane counterparts. Interacting with these echoes can unlock insights, memories, or hidden truths.

Twilight Atmosphere

The sky overhead is eternally cloaked in twilight, casting an eerie and perpetual dusk over the Spirit Plane. A soft, pale light bathes the terrain, giving everything a tranquil and surreal aura.

Echoes of the Living

In the Spirit Plane, echoes of the living world are prevalent. Familiar landmarks, relics, and places of personal significance appear as spectral echoes. These echoes can hold powerful emotions & memories, manifesting as spiritual energy.

See Issue 6 of *d12 Monthly* for an introductory article on the Spirit Plane.

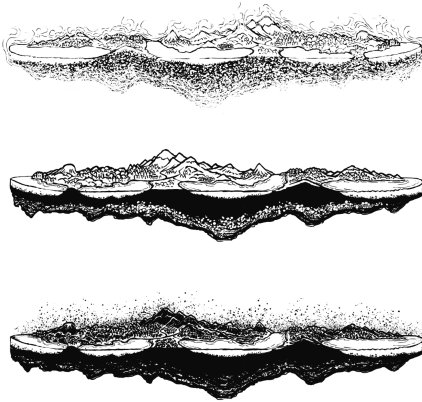
The Spirit Plane Vs. The Negative Energy Plane

While there are spiritual undead within the Spirit Plane, all undead still pull their energy from the Negative Energy Plane.

Once the soul departs the creature's body, they are no longer living and can become undead with an infusion of negative energy.

The Spirit Plane is simply a place where souls linger instead of being whisked off to the Astral Plane.

Traversing the Spirit Plane



Journeying into the Spirit Plane is a task fraught with its challenges, as mortals grapple with the enigmatic nature. Three methods of traversing the Spirit Plane are known.

Spiritual Nexus

The most common way people can enter the Spirit Plane is when the ghostly realm joins with the Material Plane. These are also known as haunted sites.

These places allow ghostly inhabitants of the Spirit Plane to transfer into the Material Plane and vice-versa.

Places that are haunted can appear as they did in the past as the spirits shape them as they desire. These places are often associated with strong emotions, intense events, or spiritual significance.

Rituals of Communion

Skilled mediums, shamans, or necromancers often employ rituals and ceremonies to commune with the Spirit Plane. By creating a conduit between the Material Plane and the Spirit Plane, they can facilitate communication or temporary visits to the ghostly realm.

These rituals may include seances, ancestral veneration, or the use of mystical artefacts.

Psychic Astral Projection

Experienced spellcasters or individuals with latent psychic abilities have the power to project their consciousness into the Spirit Plane.

Through spells or psychic rituals, they can transcend the boundaries of their physical

form and explore the Spirit Plane in a spectral, non-corporeal state.

Inhabitants of the Spirit Plane

The Spirit Plane is inhabited by a diverse array of entities, ranging from the restless souls of the departed to spectral guardians and enigmatic entities that defy mortal understanding.

These inhabitants navigate the ghostly realm with their own agendas and purposes.

Souls of the Departed

The Spirit Plane is home to the souls of those who have passed away.

These souls can vary in temperament and appearance, reflecting their individual experiences and emotions in life. Some are peaceful, while others may be tormented or malevolent.

The spirits of loved ones often linger to offer guidance, or seek closure with the living.

Ghostly Guardians

Guardians of the Spirit Plane, such as ancestral spirits or phantasmic protectors, watch over sacred sites, mystical artefacts, or important spiritual places.

They may serve as guides or as guardians of the realm, helping or hindering travellers based on their intentions.

Where do the Dead Go?

When a creature's life comes to an end, a profound transition occurs. As their mortal shell ceases to exist, the essence of their consciousness, the soul, embarks on an extraordinary voyage.

The first leg of this journey leads the departed soul to the Spirit Plane.

In the Spirit Plane, souls encounter a realm teeming with echoes of the living world and ghostly entities. Here, they have the opportunity to find solace, seek closure, or connect with loved ones who have passed before them. The Spirit Plane acts as a waypoint for the souls to prepare for their next passage, serving as a realm of transition and reflection.

From the Spirit Plane, the souls move onward to the Astral Plane, a mystical sea of essence. This leg of the journey marks the final stage in the soul's existence. As they traverse the Astral Plane, the individual consciousness of the soul begins to unravel, blending into the vast and boundless cosmic essence. Here, the barriers that once separated one soul from another dissolve, and the essence of every being merges into the collective consciousness of the universe.

In the Astral Plane, individual identities, memories, and consciousness are lost to the sea of essence. The souls become a part of the greater cosmic tapestry, contributing to the universal consciousness. It is a serene and eternal surrender, where the essence of every being melds into a harmonious and unending existence, forever a part of the infinite and timeless expanse of the astral sea.

Need More?

You are reading the FREE version of *d12 Monthly* Issue 29.

If you want the **FULL version** to have access to 2 more articles, including information on the Shadow Plane and Positive & Negative Energy Planes, and three new demi-planes, you can do one of the following:

- Become a [patron over on Patreon](#)
- [Buy a physical copy](#) of this issue (which gets you both the PDF and a physical copy of the FULL issue)
- Buy a PDF issue from [DriveThruRPG](#)

Back Issues

Looking for more adventure? Back issues are available to download for [free on my website](#).



Scan the QR code above to be taken to my website.

Next Month

For December, we take a trip to the world of the gods! We look at the pantheon of my home campaign world as an example on how you can create your own.



There will be articles on calling on the gods, how the gods interact with the material world, and their subjects and vassals.

Join my Patreon today to start receiving print copies every month (beats just getting bills in the mail), or just to help out.

<https://www.patreon.com/yumdm>



You can support me for as little as \$2 per month.

ISSUE 29 – NOVEMBER, 2023

Planes & Demi-Planes

d12
Monthly

YUM DM