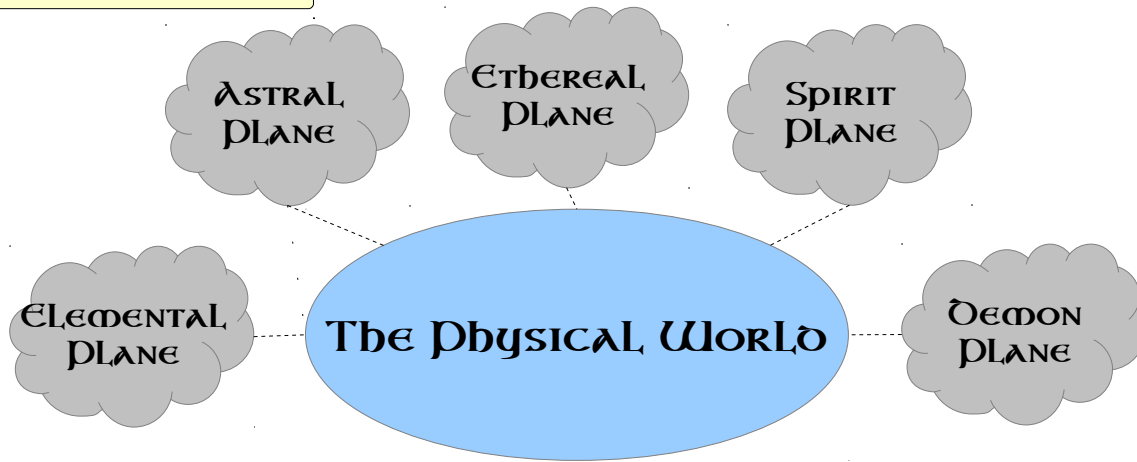


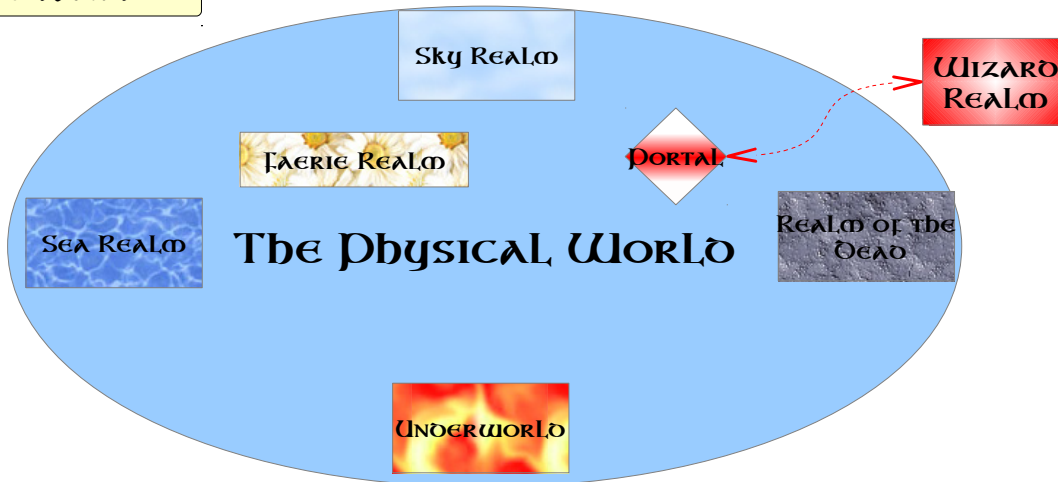
Abstract Planes

Means of Travel: specific spells



Planes are abstractions to explain magical effects, not places in their own right. Far locations in the same world are weird enough.

Continuous World



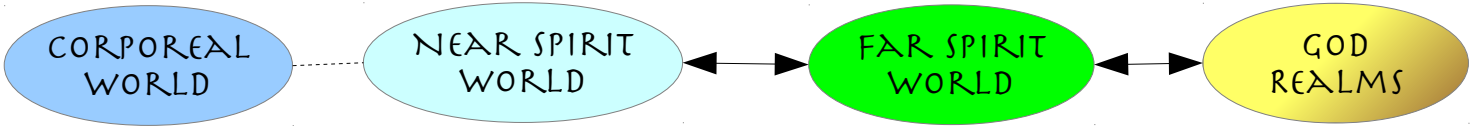
Means of Travel: Walking, Riding, etc.

Other planes are actually physical locations in the game world, usually in inaccessible places –high mountains, deep in the earth, other planets – where portal travel is the more practical solution.

Faerie realms are geographical areas where conventional notions of time, space, and physics become much more fluid.

Powerful wizards or godlike beings create “pocket universes” accessible only through a door or tunnel. Or perhaps *ours* is the pocket universe with doors to a greater multiverse.

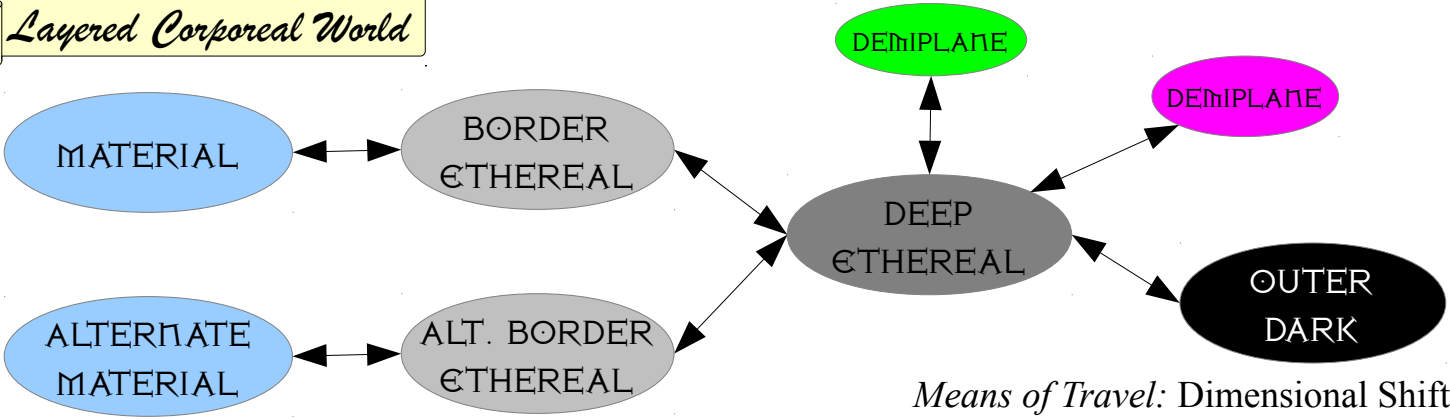
Layered Spirit World



Means of Travel: Trance/Dream-Walking

There's a single "spirit world" with multiple layers, accessible to the living only through dreams or trance states. The layer closest to the material world are where ghosts and minor nature spirits live, while the Deep Spirit World is the abode of beings called gods, demons, and angels depending on one's particular religion and cult affiliations.

Layered Corporeal World



Means of Travel: Dimensional Shift

Parallel to the Material World we know are layers of the Ethereal Planes. From the Border Ethereal one can see but not touch the Material Plane. Traveling the Deep Ethereal leads to other worlds, including the dreaded Outer Dark. (A horror game would use the multi-layered hyperspace of Eldritch Skies or the gibbering madness of D&D's Far Realm.) **See next pages for more complete cosmologies.**

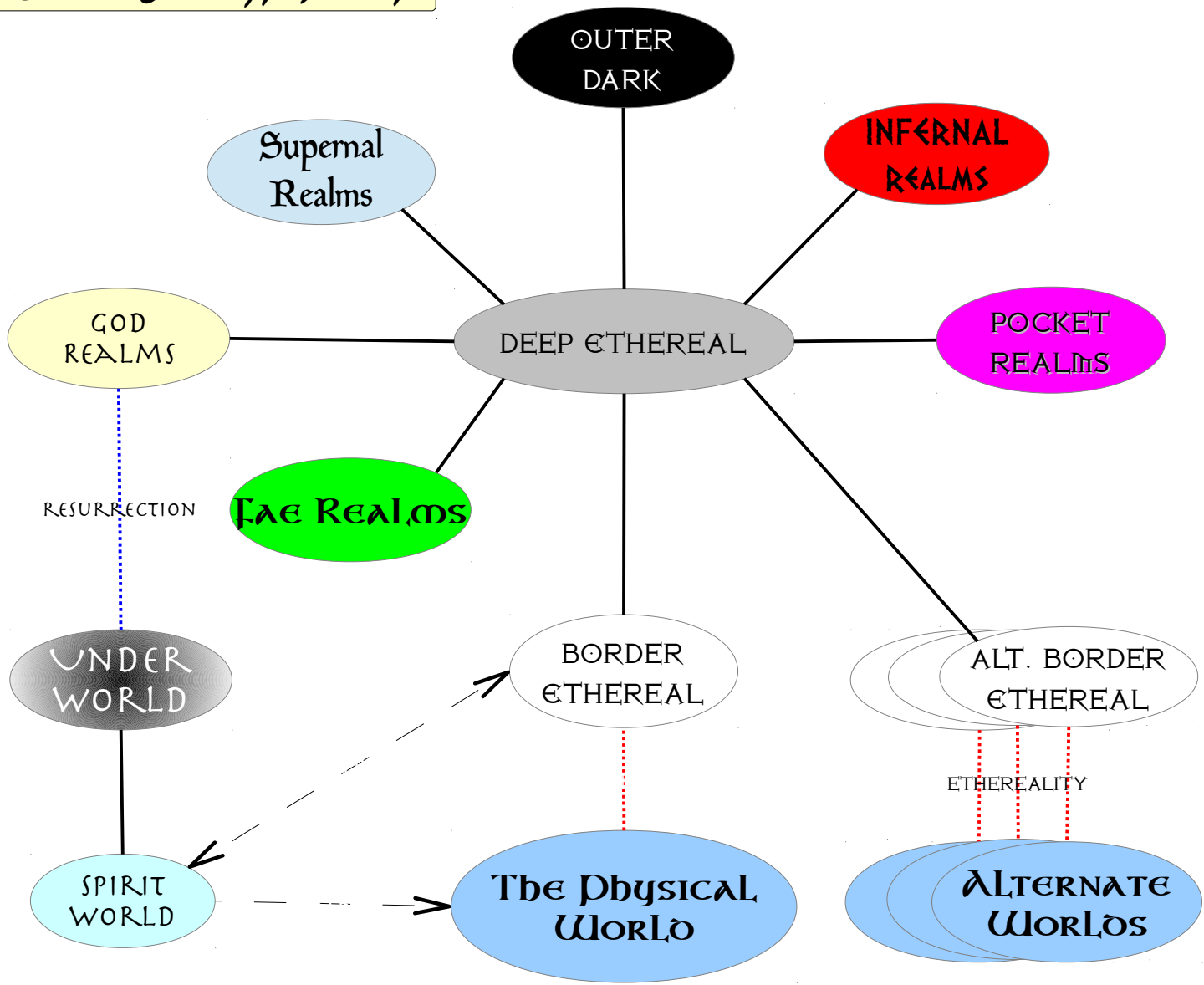
Worlds and Void



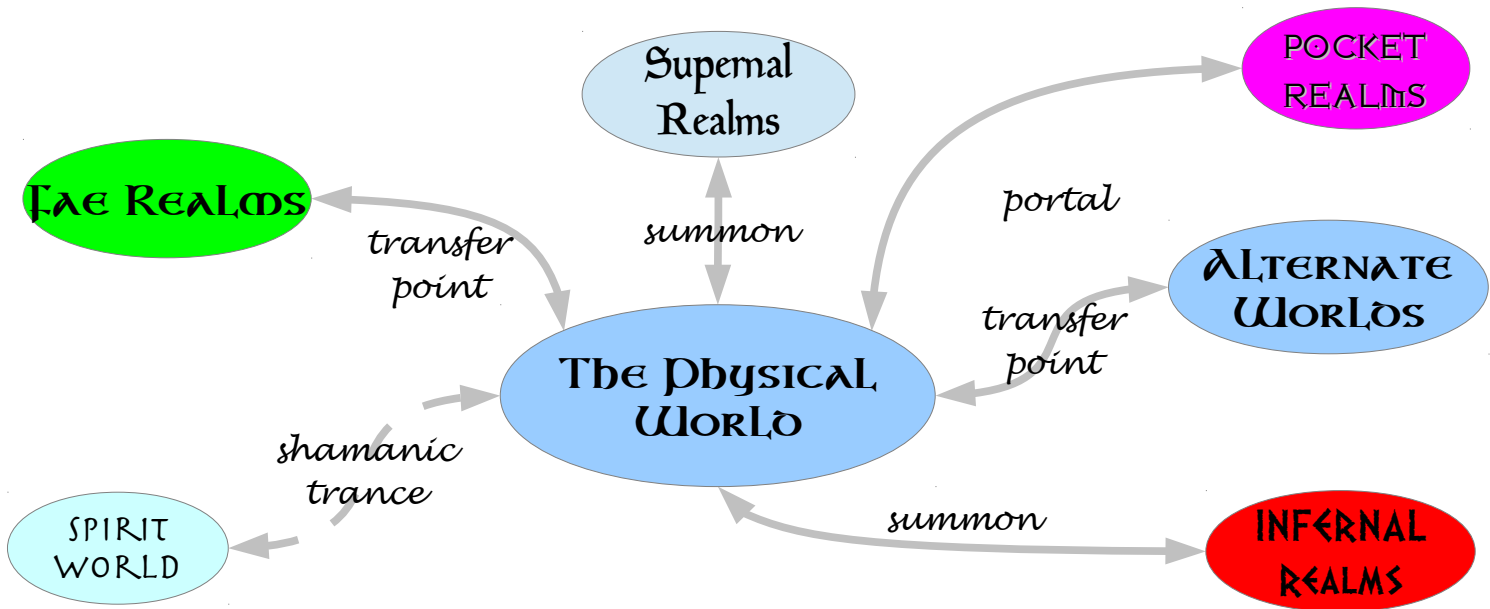
Means of Travel: Ship, Gate, Teleport, etc.

All that exists in the multiverse are Worlds and the Void. Travel between Worlds requires esoteric techniques beyond conventional magic or science: void ships, dimensional gates, a specific bloodline, the whim of a Void Horror. Worlds range from alternate histories of the Home World to places where the laws of nature are vastly different and only multiverse-level magic-tech works.

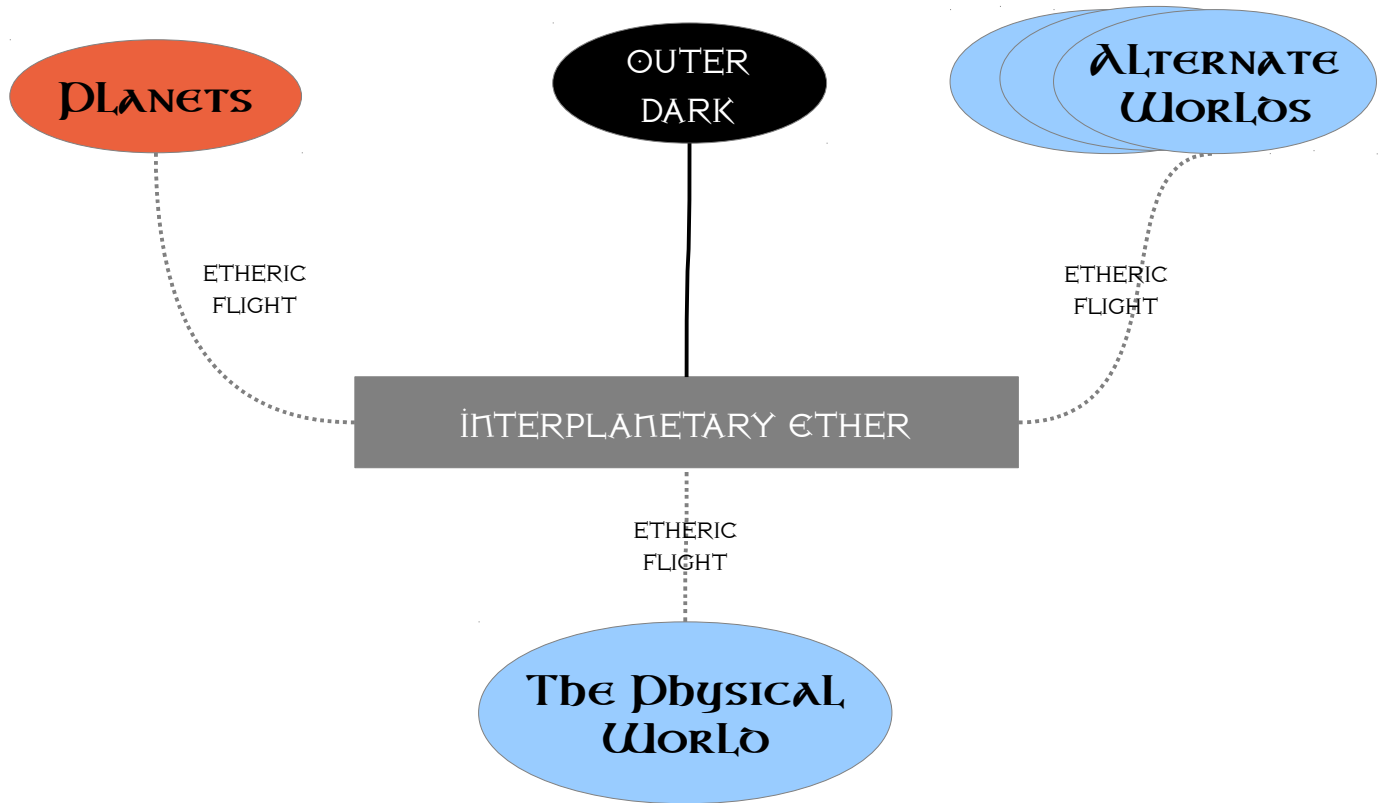
Ethereal Cosmology: Fantasy



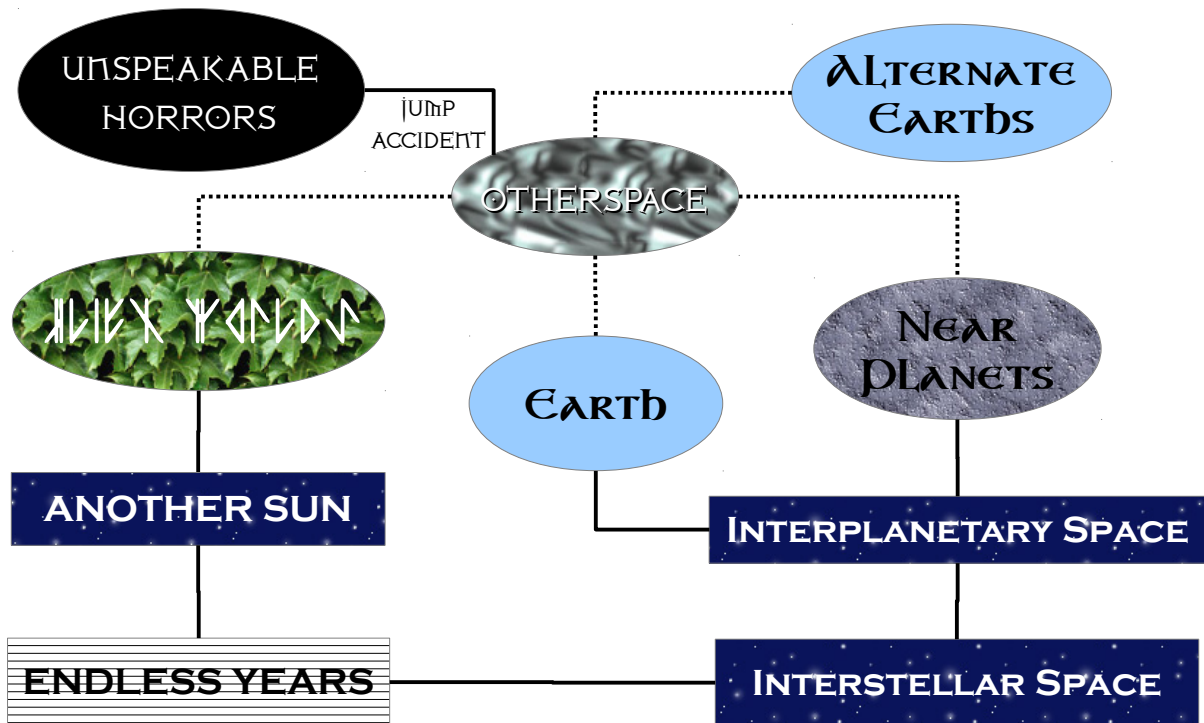
Shortcuts to Other Worlds



Etheric Cosmology: Science Fantasy



Cosmology: Dark Science Fantasy



Astral Cosmology: Modern Fantasy

