

100 UNUSUAL DEMIPLANES

Copyright © 2003 by [Robert J. Hall](#).

The following material is Open Gaming Content.

Demiplanes are alternate dimensions of limited size, usually formed as an offshoot of another dimension. Many of these demiplanes will have unique properties that are not found on the prime material plane. A considerable number of these small demiplanes are created to serve as a place of safety for a wizard. However, from time to time other powerful entities will form planes of finite dimension to serve a specific purpose. Many created demiplanes can remain in existence long after the passing of their creators, waiting for explorers to discover their whereabouts. They may find an alien place whose very purpose is a mystery, or a safe refuge from the dangers of planar travel. Each such plane is linked to another plane or demi-plane, and can be accessed from there by those who know it exists.

A number of these unusual demiplanes are briefly described below, and can be randomly selected with percentile dice. Unless noted otherwise, each of these planes has properties very similar to the prime material plane. Further details of these planes are left for the reader.

00. Except for a stable, floating island of rock in the center, this demiplane is entirely filled with a faint, reddish mist that shifts and moves in disturbing patterns. This mist seems to be an endless, featureless void. Anybody who travels into the mist will lose all sense of distance and will be uncertain how far they have traveled. Yet by moving in the direction of the island they will always come within viewing distance after a few minutes. On the top of this island is a long abandoned fortress structure of strange but elegant design. The fortress is devoid of life, but is otherwise perfectly preserved.

- 01.** The demiplane is a grassy, bowl-shaped surface at the bottom of an endless pit. The sides curve upward and grow increasingly rocky until they become sheer cliffs. A point of light directly overhead continually illuminates the bowl with the brightness of natural daylight. Anybody ascending the cliff will discover a swirling wind that grows ever stronger with altitude until it becomes a powerful tornado.
- 02.** This plane consists of seven square rooms, each with a shimmering portal on the center of every wall. Those who travel here arrive in the central summoning chamber, a comfortable environment in which visitors can rest. The walls are made of a black, opaque substance that is impenetrable by any material or magical means, and the only method of passing between the chambers is through the arched portals. Four of these rooms reproduce the typical conditions of the elemental planes, with a room for winds, boulders, flames, and waves. Two more rooms radiate the essence of the positive and negative planes.
- 03.** The plane is an utterly featureless surface with a seemingly endless stone ground below and an equally vast dark gray void above. This is just an illusion, however, as the pocket is actually a perfect hollow sphere and the strange properties of the place warps sight to make it appear as a surface. Anybody walking in a perfectly straight line in will eventually return to his or her starting point, but only after travelling over fifty miles.

04. An elaborate tower is created entirely out of transparent crystal. It is decorated in an ornate manner suggestive of high elven craft techniques, and is adorned with many elegant crystal statues. The entire structure is shaped like an immense piece of perfect quartz floating in a void of utter blackness. However the tower is illuminated by multitudes of multi-colored dancing lights that continually swirl and twist their way through the crystal walls. The sides of the tower are impenetrable by any means, and planar visitors can only enter through a massive obsidian platform located in the floor at the lowest level.
05. This pocket plane is completely and utterly devoid of any form of magic and absolutely no magical spells or items will function here. It is a small plane consisting of a hollow sphere of brown stone, with the bottom half completely filled with fine red sand. Buried within the sand is an ornate sarcophagus carved out of a dark stone. This coffin contains a number of unusual objects, most of which are cursed. Anybody who climbs into the coffin and closes the lid will be instantly transported elsewhere by means of a dimensional movement spell. Only items in their personal possession will be carried along.
06. This hollow plane is shaped as a long, wide cylinder that pinches in at both ends. The surface is mundane stone, and apart from a multitude of glowing stones along the floor that serve to illuminate the place, this demiplane is otherwise devoid of any features of interest. The cylinder is perpetually spinning about its central axis. As a result of the rapid rate of rotation, the apparent gravity on the floor is close to double the normal amount. The weight of anybody standing on the stone floor is increased accordingly, with resulting consequences for encumbrance. The force caused by the rotation gradually diminishes to a negligible amount at the ends.
07. The plane is a huge hexagonal cell enclosed by featureless wax walls. Far overhead a translucent yellow ceiling allows light from an unknown source to filter through. The waxy floor is covered with large drops of sticky honey that slowly seeps through flower-shaped pores in the wall, yet the pocket never seems to fill with the substance. The entire plane comes to an end just beyond the walls, terminating in a dark gray barrier. A small portal to a radiant plane provides the light source.
08. This hollow demiplane is shaped like a squat cylinder. Waves of swirling colors continually dance across the walls, floor, and ceiling. In the exact center of the plane is a very old, fruit-bearing tree set in a circular plot of ground. A dryad within the tree serves as the caretaker of the grounds and guardian of the tree. A variety of fresh fruit grow on the tree each day and will provide enough nourishment for sixteen people. Once per day the tree also grows a single golden fruit that is fresh and succulent, but contains a deadly poison. However the dryad will warn guests from eating this fruit if they prove friendly. If either the tree or the dryad is slain, the pocket plane will immediately collapse.
09. This plane is shaped like the interior of an egg. A transparent barrier bisects the plane, providing a level platform on which to stand. Flecks of silver within this impervious barrier glow with a pure white light, illuminating the outer walls of purest gold. In the center of the platform is a circular opening, allowing visitors to move to the other side of the platform where the gravity is reversed. Any attempts to remove the precious metals from the floor or walls will fail due to a force barrier. The plane is otherwise empty.
10. This is a fairly small demiplane, being only as large as a typical great hall. It has been expertly carved out of a volume of granite, and the walls and ceiling have been decorated in a light gothic style. The plane is fully furnished, with supplies and provisions for a lengthy stay. There are small side rooms that provide sleeping quarters, storage, a bathing chamber, and a shrine.
11. This plane consists of an immense torus of fresh water floating within a great brown void. Glowing spheres of various hues gently circle around the torus in a complex dance. Within the torus dwell an amazing variety of fish and other denizens of the deep, all struggling to survive in a complex ecology. Floating within the water is a hollow crystal building that contains breathable air. The building faintly illuminates the surrounding water, attracting a great variety of fish as a result. Visitors to this building can relax and watch the amazing array of life forms interacting in the surrounding water.

12. This demiplane is a hollow volume with an amorphous shape. The walls have a pearl-like appearance, and they are continually coated in a film of a light, oily substance. The only contents are a pile of dirt and crushed debris on the bottom of the pocket. The entire plane is continually changing shape, although this is only noticeable by patient observation. It can also expand or contract, and will occasionally shrink to a very small volume. When it does so, the walls crush the contents of the pocket.
13. This enclosed demiplane has been built as a huge, circular maze with thick stone walls. Except for a sanctuary at the center, the maze is perpetually filled with the gloom similar to a spell of darkness. Shadowy creatures and objects are continually forming or vanishing in this gloom, making it impossible to predict just what will be found here. The circular sanctuary at the center contains a small, brilliantly glowing sphere floating inside a force field shaped as a large bell jar.
14. The interior surface of this hollow, spherical plane has been built as a representation of the heavens on some unknown world. Once per day a brilliant light source appears and makes its way around the sky before fading with dusk. Floating in the exact center of this plane is a single, immense plant that is almost as large as a small city. The plant is spherical in shape, with a root ball planted in a large globe of rich dirt at the center. Apart from various birds and primate-like tree dwellers, this plane is uninhabited.
15. This appears to be a way station between different planar locations, as the pocket consists of a single circular chamber with several portals set in the walls. None of the portals is currently active, but large numbers of runic messages engraved on the elegant marble walls give cryptic hints about their use. This writing appears to be some sort of ancient prophecy, as it describes a series of disasters that will befall a realm. Each of the portals is tied to some portion of the prophecy, and is mentioned in the text. Located in the center of the chamber is a large, dark statue of a robed, humanoid figure with the face of a raptor.
16. Shaped like an immense torus, this plane has the unusual property that the gravity is always pulling in a direction parallel to the wide passage. A torrential flow of water cascades along the inner side of this torus, forming a powerful and continuous waterfall that encircles the torus. The water tumbles and cascades across the rugged, rocky surface, and the spray splashes against all the walls. A variety of lush growths have taken hold around the outer surface, and these are home to lizards and other small creatures that prefer to dwell in moist conditions. The plane is dimly lit by a blue-green glow that radiates from the turbulence within the cascading waterfall.
17. This demiplane consists of a single, beautifully furnished and decorated reading room. While otherwise quite ordinary, this room differs in that it is constructed on an immense scale. Everything is ten times as large as a comparable room would be for a human. There are bookcases of nicely bound books; hardwood paneled ceilings; a marble floor, and several padded chairs. In the center of the room is an ornate game board with several playing pieces made from marble.
18. Perhaps the strangest dimension of them all, this realm is home to a seemingly mad being that has complete and utter control over every aspect of the plane. It can manipulate the environment however it wishes, and conjure or alter anything within its power. The exact dimensions of the place are unknown, since the shape and form is subject to the whims of the controller. While not malicious in nature, the owner of this plane has no comprehension of humanitarian values and so does whatever it chooses. It is very rare for anything trapped here to find a means to escape this plane, and the few that do are forever changed.
19. The plane is a simple large chamber that is perfectly square. It is empty except for some debris on the floor. Oddly the place has a highly viscous atmosphere. The thick air reduces all movement and ranged attack multiples by half. It also muffles sounds, so that nothing is heard beyond 10 ft. Spells that require verbalization function as if the caster was entangled.

20. This is a spherical world with gravity pointing toward the nearest surface. A shallow lake containing a number of rocky islands covers the entire inner surface of this sphere. There is a light source at the center of the hollow sphere, but unfortunately it is no longer reliable. The light splutters and flickers, producing a disorienting strobe effect. As a result it is much more difficult to perform tasks that rely on sight on this plane, although the lighting flashed to a normal level at least once per round.
21. A peaceful grassy meadow appears in a forest of towering trees. The trees are so tall that they block out the sun except at high noon. Travel in any direction out from the meadow will become increasingly difficult as the trees grow closer together and are entangled with growth. The outer walls of the plane are formed from an impenetrable, silvery material. Standing in the center of the meadow is an immense stone totem pole. There are six animal heads on the totem, consisting of an eagle, boar, panther, wolf, bear, and wolf. There are concealed walkways about the totem that can be used to access a cave opening in the mouth of each head. Within each cave is a dire celestial beast matching the skull. The beast is peaceful unless provoked. Whenever a beast is slain a new one takes its place a day later, and immediately seeks retribution for its slain predecessor.
22. The dimension consists of a series of metal platforms, ladders, ramps, control panels, and a mechanical elevator located in the interior of an immense machine. The purpose of this great device is unclear, but it is continually in operation with no discernable power source. A set of well maintained iron golems of various sizes service the great machine, repairing broken parts and adding a fine lubricant where necessary. These are controlled by a huge mechanical computer on the top floor, which has a multitude of beautifully polished metal cogs, shafts, gears, pistons, and other moving parts. Attempts to sabotage the machine will be met by repeated attacks by a seemingly endless number of newly manufactured golems.
23. The plane opens into a hollow series of caverns and twisting passages within the heart of a glacier. Each of the caverns contains a single, huge ice sculpting of a creature. There are sculptures of dragons, giants, titans, remorhaz, and so forth. The temperature within this pocket is bitterly cold, and the icy surfaces are rock-hard. The only inhabitant is a group of six ice mephit servants, who are periodically replaced in some manner. As with all ice mephits these are aloof beings, but will loyally serve the current masters of the plane.
24. This plane is entered through a gate in the midst of some deserted ruins. Little remains intact on the surface, but there is an ancient mausoleum buried underneath that hold many ancient secrets. The crumbling remains stand on an island of flat stone ground in a ring of immense dunes. A great fireball hovers directly over the ruins and it continually heats the place. The almost unbearable temperature is comparable to the hottest deserts. The edge of the plane is a zone of hot, wavering air where physical materials become increasingly insubstantial.
25. Whoever created this plane intended it to serve as a bridge between two major planes. It consists of a spiraling staircase floating in the midst of a gray mist. A faint glow from the mist provides sufficient illumination to see the heavily worn steps. Each marble step is somewhat slick from moisture and only half the normal height and depth of a typical human step, making travel ups or down somewhat awkward. At both ends of the immense staircase is a wide, circular platform. Each platform has a ring of marble pillars around the perimeter and an elegant stone portal standing at the center.

26. This small plane has no discernable edges, and anybody floating through it in one direction will eventually find himself or herself back where they started. The air is illuminated by a diffuse light source that has no discernable location. The plane is bisected by a watery surface that is in constant motion. Anybody entering the water, however, will discover the surface is as thin as a film and both sides are in contact with the surrounding air. The only object of interest is a huge, oval mirror that slowly travels along a path through the plane. This mirror is magical in nature, but its only property is to reflect all spells back upon the caster. The mirror can not be removed from the plane without breaking and causing the pocket to collapse.
27. The plane is formed from dense fog containing a shifting maze of passages and chambers. The mist walls hinder movement, and are slowly but continually changing shape and position. Thus it is nearly impossible to find your way through the plane, and once you arrive at a place previously visited there is no guarantee that an opening in the mists will still be in place. The plane is inhabited by mist mephits, a gentle, servile race that is a crossbreed of air and steam mephits. These beings play some role in the continually changing shape of the planar passages, and their artistic mist handiwork is left floating in the open pockets - sometimes for several days.
28. Readily accessible from a variety of planes and locations, this plane has become home to an unusual town of gnomish merchants. The precarious town is built on and within a great crag that towers over a purple, acidic sea. In the tower atop the peak dwell twin female, elven sorcerers who rule the town. They manufacture the special rings that allow others to travel to this plane, and thence to barter their goods and possessions in the town below. As a result the place has become known as dimension town, a magic rich trading village visited by strange denizens from the many worlds and realms of existence.
29. This plane is a rugged, broken island lying in the midst of a seething lake. Known as the plane of twisted elements, this place is almost continually undergoing a struggle for control between the elements and the elemental components. Travel across the isle is a dangerous task, as it is alive with seething mud, blasting winds, sudden lightning storms, dancing boulders, broiling pools, and so forth. Only in the great crystal tower at the heart of the isle is there peace between the elements. This tower is sealed against all visitors except those from the elemental planes.
30. Visitors to this plane first appear at the bottom of a huge, slowly rotating bowl that is made of untarnished metal. Hanging directly overhead in the dark sky is the pale white shape of a moon. The surface of the plane curves gently upward in all directions in the form of a parabola of rotation. Due to this shape, regardless of the distance walked up the sides of the bowl; the ground will always feel level. The bowl is featureless except for lines of large, engraved runes that curve outward from the center in spirals. These runes teach the philosophy of a long dead deity of perfection and harmony.
31. The entire plane consists of a series of caverns within a solid block of salt. A number of winding, sinuous passages link these caverns together. At the heart of the plane is a great cavern that has been meticulously carved out of the surrounding salt. This chamber is circular with a towering dome and a number of outer levels supported by elegant columns of salt. At the very heart of the chamber is a single, huge crystal of primordial salt that has several magical properties drawn from the plane of salt. The entire plane is tended by a group of salt mephits.
32. This dimension is shaped like the form of an oak tree that has been hollowed out from the inside. The inner walls are covered with a thick bark. The tunnels that branch and split off from the main trunk grow increasingly narrow with distance traveled. The main trunk is nearly 100 feet in diameter, and the remainder of the tree structure is sized proportionally. In the wall at the base of the main trunk is the sleeping face of a huge, treant-like figure. This being is the known as the Galuan, and he is a highly intelligent and colorful character who will aid friendly visitors by producing fruits through protrusions in the bark.

33. The plane consists primarily of air, but it is filled with floating rocks of various sizes that move gently about the pocket. The stones can be readily displaced from their paths with a gentle push, but will eventually return to their original course. Surprisingly none of the stones collide unless they are deliberately pushed toward each other. All of the stones are covered with a fungus that emits a faint glow. There are a variety of these growths, each glowing with their own unique color. The result is a faint and ever changing vista of colorful forms floating gently by.
34. This is a plane of gloom, filled with a black, mist illuminated by a pale light in the sky. The barren ground is almost featureless except for the ruins of an ancient town that once existed here. Now only shadow creatures occupy the place, along with a sole Retriever that lurks in the crumbling debris and hunts any intruders. At the center of the town stands an intact well that is filled with a pure black liquid that has the property of creating a powerful thirst among any that drink from it.
35. This strange dimensional vessel, known as the domicile paragosa, is home to a race of intelligent flying humanoids known as the syberian. These beings exist at such a greatly accelerated pace that they appear as a blur to normal beings. Much of the interior of the immense vessel is filled with a complex of structures in a style resembling Italian renaissance architecture. This complex ascends in a great, harmonious mass that reaches almost to the ceiling. The craftsmanship is of unparalleled magnificence, and the strange physical nature of this dimension allows construction of immense structures seemingly in defiance of the normal physical limitations of stone building materials. The exterior of the vessel is equally beautiful, having been crafted as a series of marvelous ascending balconies that allow views of the interior city. By passing through the inner arches of these balconies, you find yourself standing at the opposite side of the domicile.
36. This immense, hollow, crystal sphere floats within a sparkling, silvery void. The bottom half of the sphere is filled with liquid mercury. An island of metal stands in the center of this mercury lake, rising to a hill with a tower of iron at the top. This tower and the surroundings have become home to a small community of sorcerers and their kin. They have slowly but steadily expanded their holdings until it is now the size of a village. A militia of iron golems protects the village. The lord of the tower is an ancient silver dragon called Temprusfar that is normally polymorphed into the form of an aasimar mage.
37. This pleasant dimension consists of a single, large valley lying entirely within a long ring of low mountains. The ground of the valley is covered with a dense forest of odd, branchless trees that reach nearly five hundred feet in height. Streams cascade down the center of the valley from both ends, pouring into a large pond in the center. The valley has a pleasant climate and is home to a variety of natural wildlife. Anybody climbing up to the mountainous edges of the valley to see what lies beyond will find they are looking down upon the same valley from the opposite corner.
38. This dimension is a shapeless void of complete silence and pure white light. Those who visit this place are unable to see or hear each other, but they can still use their sense of touch. The ground consists of a perfectly smooth, flat disk roughly 150 feet in diameter. It is located at the bottom third of an equally smooth, hollow sphere. The environment seems quite pleasant, and matches the proper level of comfort for each visitor. Thus aquatic visitors will perceive themselves as being in water of suitable temperature, while an arctic visitor will be in a very cold environment. The exact purpose of this dimension is unknown, since it seems to have no use other than simple survival.
39. The only feature of interest on this plane is the immense mountain on which visitors first appear. The peak is an island in a seemingly endless sea of clouds that completely covers the ground below. The air on the peak is breathable, but anybody venturing down into the clouds will discover a dense layer of air that is as toxic as a poisonous gas. The ground below is a barren, rocky plain that is devoid of life. However the mountain is home to a family of stone giants that tend flocks of giant mountain goats.

40. A pocket plane that consists of a single box-shaped room. However the walls, floor and ceiling of this place radiate a brilliant, blinding light. Unless eye protection is available, the light level will temporarily blind anybody who enters here. This blindness will last for 2d6 rounds after departing from the plane. There is nothing else of interest in this room.
41. Occupying the entire flat surface of this plane is the densely packed city of Anthrogyn. The residents are highly sophisticated, both in knowledge and in technological achievements. They have learned to utilize the powers of this plane to build virtually any structure, and possess a remarkable range of clever tools and implements. However the entire city is in a sense a magical fiction. A power source beneath the city is used to power the sophisticated structures, and maintain the life forms that dwell here. Anything removed from this plane immediately crumbles into dust, and even the inhabitants of the city will disintegrate beyond the power of this plane.
42. Initially this plane will appear to be a lightly wooded natural setting, with occasional meadows and streams. There is an almost palpable feel to the place, like an emotion attempting to express itself through the setting. At random intervals this mood will abruptly change, causing a rapid change in the terrain. Thus a state of happiness shows as a spring-like condition with blooming foliage; gloom turns the weather dark and the leaves disappear from the trees; anger causes the plant life to take on a malevolent appearance, and so forth.
43. This dark and threatening demiplane is ruled by a powerful lich. It consists of an utterly flat, circular disk floating within a great black dome that radiates starlight. At the center of the disk is a timeless gothic mansion. Every so often the mansion will seem to pulse, sending out a wave of darkness that rolls over the plane and inflicts negative energy damage upon all it contacts. A family of faithful undead servants of the lich maintains the mansion.
44. This plane consists of a flat sea of deep dust that is quite featureless. Here entropy is a potent force, causing all to crumble to the inexorable forces of time and eternity. Any solid structures have long since crumbled to dust. Physical objects brought into this plane will immediately begin to show signs of decay, although magical objects are generally warded. Creatures will also age faster here, losing a full day for every hour spent on the plane. The dust plane is illuminated by a dull brown glow emanating from a featureless sky.
45. This plane is unusual only in that ethereal and other forms of dimensional travel are not possible here. All such travel can only occur through gates in the great stone barrier along the exterior. Because of this limitation, no incorporeal creatures can be found on this plane. The surface of the plane consists of massive blocks held together by some magical force. The blocks are arranged somewhat haphazardly, so it can be difficult terrain to cross. In various locations around the plane, solid, ell-crafted stone keeps have been built. These are timeless structures that have been long abandoned.
46. This small demiplane was designed as a gladiatorial arena. It provides entertainment in the form of various blood sports for extraplanar visitors. A ring of seats slopes down from the outer edges of the plane, allowing visitors to view the pit in the center. A massive wall around the perimeter, along with a domed force barrier across the top, serves to contain the pit. (The barrier allows sound and light to pass through, but is impervious to everything else.) Periodically a massive door will open in the wall, or a hatch in the ground, unleashing a strange, summoned beast to attack those on the field. A crowd can be seen cheering on the action from stands above the wall. The plane extends upward from the arena to the featureless blue dome that serves as the sky. The field is continually illuminated by a brilliant light source at the peak of the sky dome.

47. This plane is occupied by a powerful, but relatively benign life form. As large as a mountain, it has a spherical shape and its outer flesh is completely covered in a dense fur of six-foot long hairs. The being floats motionless in a featureless orange mist. Small morsels of moist, nutritional substances occasionally fall from the mist onto the surface of the creature, where it is absorbed into the skin. While benign, this mammoth creature will react to irritation by twitching - an effect equivalent to a powerful earthquake for most visitors. It is also capable of wielding potent psionic abilities, and will use these powers to deal with more serious irritations. Gravity within this plane is normal, but is directed toward the center of the spherical being.
48. The plane is filled with a floating mat of plant growth on a salt lake. The mat is a gaol for air-breathing prisoners of aquatic elves, and it provides basic life support for those who are held here. A matching coral gaol is located beneath the shallow water is used to hold water-breathing prisoners. There is only one entrance into this plane, an underwater gate at the center of the lake. A gray barrier marks the edge of the plane and forms the shores of the oval lake.
49. This small plane appears to have been some sort of performance chamber, although now it is unused. It is shaped as a cylinder and has the unusual property of allowing all sounds from the center stage to be heard equally well, regardless of location. The ground is flat with the exception of a low, circular stone stage in the center. A series of elegant levels run around the outer wall, providing stone seats for an audience to view the center stage. On the ground floor is a series of irregularly shaped rooms connected to each other and to the stage. One of these chambers has a series of strange controls that allow the environment of the central stage to be modified, and various illusionary props to be produced.
50. This pastoral world consists of rolling hills covered with grass, small copses of woods, and pleasant streams. It is settled by a human-like race that lives in simple villages and hamlets. Oddly, however, there is no color on this plane. Everything has a film-noir appearance, including visitors from other planes. Naturally any magic that relies on color for its effect will not operate here. Visual identification skills also suffer a -2 penalty unless the individual gained at least one rank while on this plane.
51. This immense dimension consists of a continent-sized underground cavern with a roughly discus shape. Throughout this cavern are massive natural columns of rock that support the ceiling. These columns give off a golden glow that provides ample illumination. An ocean with an irregular coastline and several islands covers much of the bottom of the cavern. The cavern is home to several nations of humans, many with bloodlines traced to various outsider species. The underground sea is home to a single immense sea serpent nearly a half mile in length. However this creature rarely attacks the other residents, and so ships made magically formed stone shells regularly traverse the sea.
52. This plane is an immense, gloomy room that is filled with row after row of identical columns. The columns serve as a type of maze, deceptively shifting a path so that a traveler will eventually find they have been walking in a great circle. These paths are designed to lead visitors away from an open area within the columns where a deserted laboratory lies.
53. This immense chamber once served as a gaol for a powerful beast of great evil. In the center of the rough-hewn chamber is a set of enormous metal chains attached to shattered manacles. Unfortunately during the eons that this chamber was occupied, it became tainted with evil by the beast. Anybody who sleeps here will suffer a nightmare about their own personal hell, placing the individual in a dire setting where their worst fears come true. It will be very difficult to awaken from this nightmare, as it can be all consuming.

54. This plane has the form of the hollow interior of an immense worm. It is a tube hundreds of feet in length that slowly bends and twists, with contractions steadily running along the length. A closer examination of the outer surface will reveal fluids pumping through vessels, and oily ooze covering the slick surface. At each end of the passage is a circular portal that leads to another plane.
55. An ocean of a milky white, translucent liquid occupies the plane. This liquid has a chalky taste that is unpleasant to drink and causes nausea. The surface of the ocean is in constant turmoil, with great waves moving in all directions. From the charcoal clouds that cover the sky, powerful vortices of winds are continually reaching down to the surface to form waterspouts. When the black tornadoes start to grow gray from the milky fluid, they dissipate into a cloud of mist.
56. In the midst of a faintly glowing gray void hangs an immense, vertical helix of clear ice. The surface is hundreds of feet in width, and multitudes of creatures and beings can readily be seen frozen in place within the ice. In some locations a frozen form lies near the surface, and the creature can be seen more clearly. A long journey to the remote tips of the helix will reveal living creatures materializing just beyond the ends and immediately being encased within fresh ice.
57. This empty, pure white demiplane has no definite dimension, since it is constantly changing shape and size. It has no gravity, but visitors can move themselves about by thought at the rate of 10 feet per round for each point of Intelligence. The flow of time varies randomly within this plane, moving slowly in proportion to the distance from the edge. As the sides are always shifting, the result is that visitors can never actually reach the edges since it will have moved by the time that they reach the original location. The featureless and seemingly edgeless nature of this plane makes it highly disorienting.
58. This plane has the appearance of an immense graveyard of architectural models. It appears as a flat, grassy plain beneath a clear sky. Scattered across the plain is a multitude of half scale stone models of various structures. These range from conventional fortresses to fanciful palaces or magnificent mausoleums. Many of the models are bizarre in form, and resemble no structures created by humans. All of the work is masterful, however, and the models are rendered in the finest detail. Anybody wandering about this plane will eventually find one or more models of architectural wonders native to their world of origin.
59. This relatively small plane is hemispherical in shape, with the immense domed ceiling decorated with the slitted eye of a cat. This eye stares down unblinkingly across the granite floor. The stone ground is almost completely pockmarked with a series of deep, circular pits. There are walkways between these pits, but in places the ground has fallen down into one of the pits, making the crossing hazardous. There is nothing of interest at the bottom of the rounded pits, and their purpose is a mystery.
60. Spherical in shape, this plane appears completely empty. There is no gravity, but the air is breathable and the environment is comfortable. Eerie, glowing patterns of orange, purple, and green can be seen to grow and shrink around the outer surface of the plane, producing a psychedelic effect. Three huge, elegant buildings exist along the outside, one in a green area, another in orange, and a third in purple. Every few minutes as the surrounding color shrinks in size, these buildings and their content are teleported to another location around the exterior that has a matching color.
61. This plane is a great void of chill darkness in which an occasional brilliant flash of light will occasionally appear. Flying ships sometimes pass into this plane through one of these flashes of light, a temporary gateway to another plane. Floating weightlessly in the midst of the void is an immense structure of metal. This assembly is a conglomeration of buildings, access tunnels, work spaces, cranes, warehouses, and docks. Known as Void Town, this place serves as a repair docks for flying vehicles. The inhabitants have learned the timing sequence for many of the flashing gates, and are able to arrange a safe return for any visitors.

62. In places this plane seems a sylvan place, covered in trees and verdant meadows where peaceful animals dwell. In other locations the plane grows gloomy and threatening, filled with an endless dark forest and horrors unimagined. There are safe paths leading between many of the pleasant locations, but these wander through the places of gloom. Those who leave the paths may find themselves elsewhere on the plane, or disappear never to be seen again.
63. This is a realm filled with a clear gelatinous substance, with tunnels that twist and turn in unpredictable ways. The muck-filled passages are home to various oozes and slimes that wander throughout the shifting materials. At the heart of the plane is a great intelligent blob that is served by a half dozen ooze mephits.
64. This oddly shaped dimension is roughly spherical with a set of spikes radiating outward in all dimensions. The interior is laid out as a sumptuous palace, and is residence to several accomplished wizards and their assistants. In the center is a luxurious auction hall where periodic sales of magic items are held. Visitors from many worlds and dimensions find their way here through a number of portals in the building, then bid on the items. When they are not on sale the magical items are held in dimensional folds that can only be accessed with the proper key. These folds are protected by a variety of potent guardians, traps, and magical wards. Nobody has yet succeeded in stealing anything of value from this place, and those who try suffer a fate worse than death at the hands of the wizard proprietors.
65. This plane was created to serve as a huge museum building. Most of this very old building consists of a multitude of square, interconnected rooms lit by a natural light source from above. The interior walls are made from masonry that has been erected by a master craftsman. In each room are several exhibits of magically preserved creatures that are carefully mounted within a force barrier. Many of the life forms are alien and almost incomprehensible in nature. A large plaque beneath each exhibit lists several details about the creature in a strange, runic language.
66. This magical plane is shaped much like the interior of a nautilus shell, consisting of a series of compartments that spiral in toward the center. The sides of the plane have a pearl-like luster and the compartment barriers are milky white. As beings pass through the permeable barriers, they are magically reduced in size in proportion to the shrinking of the compartment. Thus the inward spiral is endless with each compartment the same as the last. The starting compartment joins with another plane through a portal that allows travel in both directions.
67. The beings that created this plane intended that it serve as a monument. The interior consists of a single, perfectly conical hill that is covered in a soft, gray grass. At the peak a series of stone steps lead up to an immense pedestal. On top is a giant marble statue that consists of a wolverine-headed, furry humanoid creature locked in a life or death struggle with an equally large serpent. There are no markings of any kind. The exterior of the plane is a perfectly smooth cylinder that continually emits a pale violet glow. A heavy mist hangs on the ground around the base of the hill.
68. This bleak world is a vast plane of blackened volcanic rock. The air is almost unbearably hot, and is filled with a sulfurous stench. The ground is cracked and broken, with pools of molten lava lying in places just below the surface. Here and there a towering black chimney belches black smoke into the dark, overcast sky. The world is a sphere just over 100 miles in diameter, with a surface gravity slightly lower than normal.
69. Within the stone base of this plane is an endlessly swirling maelstrom of highly acidic green slime. This pool of ooze forms a sloping horn-shape that drops down into a bottomless black abyss. Only the outer edge of the stone floor lies above the top of the slime and it forms the foundation for a great gray dome cap.

70. Boulder-sized black cinders float within a great void of pure vacuum. The only source of illumination is a single, flawless diamond the size of a mountain. As it slowly rotates, scintillating flashes of light radiate from the gem as if the dark cinders were actually sources of light. This great transparent rock flashes beautifully with the continual, brilliant lights. A perfect town of crystal towers has been built upon the top of this stone, and is inhabited by crystalline creatures. These beings have the lower part of a giant serpent, a humanoid torso with four arms, and a head vaguely similar to that of a hawk. These stone beings move so slowly that at first glance they appear to be statues.
71. This world alternates between periods of brilliant daylight and utter darkness. During the day the ground flourishes with plants and trees that grow thousands of times faster than normal. When night falls, however, the growths rot and decay into dust and dirt. The only inhabitants of this realm are vermin that follow the same growth and decay cycles as the flora. The exact boundaries of this plane are unknown as the grounds are joined together by fog-cloaked dream paths that shift and move in unpredictable patterns.
72. This place has the appearance of a giant domed greenhouse, although the multiple glass panels are actually the sides of the plane. Living within is a long retired demigod who now lives a humble existence tending to marvelous varieties of partly animated plants. In the center of the complex is a humble cottage where several plant servants perform all of the necessary chores. The demigod is called Ailix and appears sometimes as a frail old man, and at other times as a lively young girl.
73. This plane is cylindrical in shape with a deep, wide lake at the bottom. The sides of the plane is blazing hot and produces a perpetually rising plume of steam that climbs into the sky. This moisture forms clouds that rain down on a large tropical island at the center. This island has a dense rain forest and is rich with life. However the constant rainfall makes life in this sweltering and humid place almost unbearable.
74. This small place is shaped as a regular box with sides covered in scorched stone. The plane once served as a prison for a powerful being. However the wards that bound the creature in massive chains at the center have long since fallen and the place is abandoned. However anybody visiting here will sense something not quite right about the place, causing nightmares and resulting in a perpetual sense of unease.
75. Shaped as a perfectly square box nearly a hundred miles along each edge, the walls are polished mirrors that reflect endless images of the interior. A faint, diffuse glow pervades the place, slowly varying from a low daylight to the dark of a moonless night. The only feature of interest is an immense island of rock floating in the exact center of the box. The top of the stone is covered in green growths, making the island look like a platform of inert stone. In actuality, however, the entire island is a living being with a very low metabolism that happens to be covered by various symbiotic life forms.
76. This lush and fertile land exists inside a hollow, egg-shaped dimension over a thousand miles across. The great Syrix River meanders in a winding path across much of the surface, forming a never-ending flow of water that breathes life into the surrounding lands. The banks of the river are home to several civilizations of humanoid creatures. A great flaming chariot is pulled across the sky once each day by a hundred blackened steeds. The chariot travels back and forth from one end to the other and the ground where it rests each night has become a lifeless desert.
77. This small demiplane is shaped as a hollow cone some two hundred and fifty feet in height. The sides and floor radiate a uniform, monotonous white light from all directions, preventing any shadows from forming. The only feature is a huge, unblinking eye at the top end of the cone. This eye shifts about restlessly, watching everything that occurs. An invisible wall of force protects it from any damage.

- 78.** This small dimension has the shape of a hollow prism stood upon its end. Each of the three sides is 20 feet in width and provides a view from far above of a separate world. The views also function as a portal leading into the worlds seen. From time to time this view will shift, but it is always in daylight and never appears in the same place twice. The bottom of this pocket dimension is completely covered in a deep layer of rust flakes that form a type of coarse sand. Flakes of rust slowly rain down from the iron ceiling above. Regardless of how much time has passed, this process never ceases and the dimension never fills with iron sand.
- 79.** This strange dimension has the unusual quality of making the air seem like glass, giving an underwater appearance to the place and limiting sight to only a few hundred feet. Movement within the plane is equally limited, and any actions are performed as though limited by magical slowing. There is life here, but it has a ghostly quality that is seen only as a slight wavering in the glassy air. Nothing a visitor does in this place has any effect on this barely perceived environment or life forms.
- 80.** This unusual demiplane has a strange attraction property for objects that have become lost. Virtually anything that has gone missing eventually ends up here on the immense plain of junk that covers the fifty-mile wide surface. A race of vaguely rat-like humanoid scavengers lives in tunnels deep in the mountains of debris, making use of the lost materials for their own purposes.
- 81.** A dimension that is utterly dark, this plane is home to a variety of odd life forms that have adapted to light in this place. These beings rely on a keen sense of hearing or long, feathery feelers to find their way about. There are also colorless plants that seem to thrive on the darkness. Any light sources introduced here are lethal to the life forms, instantly turning them into a cloud of black dust with a sudden burst.
- 82.** A relatively small demiplane only twenty miles in radius, this place is covered in a lush, sylvan forest and is home to a variety of mythical creatures and fey beings. A great tower of polished white stone stands at the exact center. The magical beam of sparkling light shining from the top of this tower slowly sweeps in a great circle across the dimension. This light passes through any solid objects and illuminates everything in its path. Any visitors to the plane who are illuminated by this beam may become transformed into one of the local life forms. The only location missed by this beam is the area within 100 feet of the base of the tower.
- 83.** This space is fully occupied by a huge, glowing silken cocoon stretching nearly a half-mile long. Most of the interior contains a single inert larva. This immense life form is being tended by hundreds of giant spiders that keep it fed and maintains its environment. The larva is motionless, but ichor-filled vessels can be seen pulsing within its translucent form. The spider caretakers are purely herbivores that consume small plants growing among the strands of the cocoon.
- 84.** This disk-shaped demiplane was created as a place of safekeeping for a sacred relic. The beings that constructed this dimension were intelligent humanoids barely two feet in size. As a result everything in the interior is scaled down to a third normal size. The entire structure is four stories in height, and consists of three great halls and a considerable number of smaller chambers and passages. It is magnificently decorated in marble, although sections are falling into disrepair in places and the remainder is worn from heavy use. For creatures the size of humans, only the great halls are large enough to stand in comfortably. Access to other parts of the structure will require magical shrinking.
- 85.** This small dimension has the interior shape of a circus tent, and will fall in upon itself if it is not held aloft by a series of poles. Such collapses will merely make the pocket uncomfortable to visit, however, and the volume restored to its normal size by placing poles at suitable locations. The sides have a silk-like feel and behave like fabric. The dusty floor is perfectly smooth, with a matte crimson hue. This plane is rarely occupied, but travelers will occasionally leave an item or two lying about after they leave.

- 86.** This dimension was established by a renowned alchemist, and served to create the ideal conditions needed to manufacture potions of longevity. It is shaped as a box with all sides being 80 feet long, and all surfaces radiate a pale light. The air is slightly chill and very dry, with any moisture rapidly condensing on the sides and collecting in a small pond. On the center of the rocky ground is a large stone structure that house an extensive alchemy lab; a residence for eight people, and a storage room filled with various mummified cadavers. The place has long since been abandoned, and the results of the experiments removed or destroyed.
- 87.** This dimension consists of a giant game board floating within an irregular volume with dull gray sides. The board is divided into nine by nine squares, alternating between white marble and black obsidian. Each of the game pieces is a huge figure that side of a manor and made entirely from metal, with one side composed of bronze pieces while the other is tin. Each side has twelve playing pieces, with five different types. The pieces are hollow structures that can be entered through a door in the side, and are elegantly adorned and furnished.
- 88.** This plane consists of a mile-wide, blackened and cracked bowl of stone-like material floating in the upper atmosphere of a sun. The bowl is magical in nature and serves to maintain a barely tolerable temperature for anybody dwelling on the interior. Anything that passes beyond the edge of the bowl is immediately incinerated unless it is impervious to heat. The bowl now lies completely deserted and some ancient, crumbling ruins near the center are the only sign that it was once occupied.
- 89.** Swimming in the midst of a vast, open sea is an immense turtle. This creature is over forty miles in circumference and swims with the upper third of its shell constantly above the waves. As a result the top of the turtle has become transformed into a lush island of palm trees, beautiful tropical birds, wild fruits, and various small reptiles. The island is uninhabited and contains no stones or caves where shelter could be taken from a storm. When the weather is pleasant, however, this place is an island paradise.
- 90.** The surface of this plane is formed from a complex weave of ground, forming fingers and bridges of earth that join together small islands. The ground is only a few feet thick, and the entire surface is floating above a seemingly bottomless void. The dimension is gloomy and filled with mist. The islands of ground form a graveyard of buried heroes from an ancient war. This necropolis is decorated with a multitude of monuments, gravestones, fenced enclosures, and ornate crypts. The only sign of vegetation are leafless trees with strange, contorted shapes to their branches. Only an occasional ghost or undead spirit lingers in this forsaken place.
- 91.** The surface is a vast, undulating blight that is bone dry except for an occasional briny spring. Towering above this arid land are untold numbers of ancient mesas. About half way up these peaks is a thin layer of dark, swirling material. These strange clouds leaves the ground in perpetual gloom, while the tops of almost every mesa remains fully illuminated. In the sky are two blazing suns, with one slightly dimmer and more orange. At least one of these suns is almost always in the sky, providing continual illumination and dry heat. The mesa tops are inhabited by a race of slender, tall elves that possess wings, allowing them to fly between the peaks. They have built a remarkable civilization of flying craft, beautiful towering settlements, magnificent art, and advanced magic. The lands beneath the dark clouds are home to shadowy creatures that follow a mysterious twilight existence.
- 92.** The ground on this demiplane is composed of a brown, leathery material that is covered in pores and dark gray splotches. A diffuse light illuminates the land, coming from the light gray sky above. In places short mounds rise from the surface, with a round opening in the center. From time to time these orifices will pucker, then eject a spherical object with an odd belch of sound. The spheres are short-lived life forms that bounce and float about the landscape. They are harmless and have no means of attack. After a few hours of life each sphere explodes in a cloud of colorful gas. These clouds slowly drift up into the sky until they are lost in the gray haze.

93. This world is a small moon barely a hundred miles in diameter. It orbits a softly glowing metallic sphere that provides illumination equal to a cloudy day. The moon is completely covered by a dense forest of deciduous trees and inhabited by a variety of animals. The moon passes through a full season once per week, thus undergoing an entire year of growth and decay within a month. Any material good brought to this place must be carefully maintained or it will undergo decay more rapidly than normal. A powerful elven druid named Eshieva is the primary caretaker for this moon, although she has several unusual assistants to aid her in this task.
94. This small, bitterly cold demiplane is the size of a great hall. All sizes of this cylindrical chamber consist of clear, hard, blue ice in which a multitude of beings lies frozen solid. At the center is a large, white marble statue of a Marilith striking a combative pose. The statue stands on a pedestal that has a series of runes have been carved into the bezel along the rim. These runes spell out a warning not to damage the statue. Any attempts to damage the statue will summon one or more Mariliths to deal with the intruder. A wide, horseshoe-shaped stone bench sits about the pedestal, and anybody on the bench is magically protected against the cold in this room. All attempts to create fire in this room, whether mundane or magical in nature, will fail.
95. A vast, absolutely flat plane of fine quicksand covers the entire surface of this demiplane. The depth varies from less than a foot to many hundreds of feet, but projections of rock above the sand are few and far between. The sand behaves as a viscous fluid, allowing solid objects to settle downward to the ground underneath. Any ripples on the surface gradually die away, leaving a flat surface once more. Overheard this barren desert is continually heated by an intense, blue-white sun. The sand is home to occasional worm-like life forms that swim beneath the surface.
96. This world is a bleak place, with a seemingly endless barren gray rocky surface that is covered in deep cracks, crevices, and caves. During the day a pure white light source hangs in the sky, weakly radiating positive energy and providing life force to the few hardy creatures that manage to eke out an existence here. When the light sets below the horizon the world becomes a dark, nightmarish place that is bathed in negative energy. Dark, evil beings rise from the caves and roam the landscape, continually seeking living beings to consume.
97. This immense demiplane is entirely contained within a hollow sphere of stone. Inside this cavity is a slightly smaller sphere of stone, separated from the outer surface by row upon row of massive stone columns. The outer surface forms the ground, regardless of where it is stood upon, and it is possible to walk in endless circles through the forest of towering columns. The plane is gloomy and continually filled with thin, shifting tendrils of mist, giving it a solemn, haunted feeling.
98. The ground is an immense, shifting plain of thick, brown mud. A few islands of hardy plants appear across this mire, but for the most part the surface is deserted and nearly featureless. Occasionally large polyps of mud slowly rise from surface, then break off to drift away into the dull gray sky until they are lost from sight. There is no obvious source of light on this plane, but everywhere is constantly illuminated with a cool orange light.
99. This plane is formed from a vast folded complex of woven material the bends and wraps upon itself in endlessly complex fashions. This weave is formed from threads that are as thick around as a small tree, and equally as tough. The strands are of a multitude of colors, and some even glow faintly-providing a light throughout the plane. In some places this weave is unraveling while in others new patterns are being formed. The entire plane forms a complex, irregular, and ever-changing landscape. It is uninhabited, except for the occasional planar traveller.

The End.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

- a) **Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.
- b) **100 Unusual Demiplanes**, Copyright 2003, by Robert J. Hall.

[End of License]