

Oops, I'm Astral (1st Edition AD&D)

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Overview

There's a lot of different, scattered, incomplete, and often contradictory documentation on the Astral. Every so often, players do something that suddenly introduces them (and potentially the DM) to the Astral Plane. This guide should include almost everything a DM will need to know to run a quick adventure on the Astral Plane. How do PCs get there? How do they move and fight? How do encounters work? Included also is a detailed Appendix to generate a wide range of random encounters on the Astral. Enjoy!

The Astral Plane

The Astral plane is the link between the Prime Material plane and the outer planes, much like the Ethereal plane is the link between the Prime and the Inner planes. It is also through the Astral that Alternate Primes may be reached. The Astral plane consists of other-dimensional nothingness, a barren expanse extending in all directions. A traveler finding himself in the Astral sees a bright, well-lit grayness that extends in all directions, as if they are within a thick silver atmosphere, likened to the glistening shine of a dew-covered spider's web.

The Astral plane is incredibly bleak save for: the occasional other traveler; local inhabitants; color pool; astral items such as islands of matter broken off from their native dimensions; the occasional wide, spinning columns of astral conduits; and the psychic wind. Gods and other powerful creatures regularly walk (or view) the Astral plane. Color pools are portals into the other planes of existence. Astral conduits (also called wormholes) resemble water spouts on a stormy day at sea, their ends lost in vast expanses of grey at either end, inter dimensional vortices linking the outer planes with each other and the Prime Material planes.

The Astral plane radiates from the Prime Material plane to the upper layers of the Outer Planes: Seven Heavens (LG), Twin Paradises (NG Lawfuls), Elysium (NG), Happy Hunting Grounds (NG Chaotics), Olympus (G Chaotics), Gladsheim (Asgard, Valhalla, Vanaheim) (CG Neutrals), Limbo (N), Pandemonium (CE Neutrals), Abyss (CE), Tarterus (Evil CNs), Hades (N Evils), Gehenna (LE Neutrals), Nine Hells (LE), Acheron (LE Neutrals), Nirvana (N Lawfuls), Arcadia (NG Lawfuls).

Getting to Astral

The Astral plane can be reached from almost any point in the Prime Material plane and most points in the first (closest) layers of the outer planes. The Astral plane cannot be reached from any of the inner planes, and can be reached from the Ethereal Plane only through ether cyclones, which create temporary ruptures between the Astral and Ethereal. Exiting the Astral plane is normally done through color pools that open onto specific areas of the destination plane.

Projection

Projecting one's astral form, using the *Astral* spell or the psionic ability *Astral Projection*, separates the astral self from the traveler's body. The astral form is a translucent, white, humanoid form, and includes the traveler's body and the astral forms of any magical items (those items that are magical or under a spell effect); all other items are left behind. Objects that the astrally projecting traveler finds in the Astral can be carried (provided they don't exceed normal encumbrance limits).

Travelers projecting to the Astral initially find themselves near a silvery color pool leading back to the plane the traveler projected from. Springing from the back of the traveler's astral form is a silver cord connected to their physical body. This cord is visible as a translucent white string that stretches back about 10 feet and then becomes both invisible and intangible. The silver cord is not truly solid in the same fashion as the astral body, and as such cannot be attacked or broken except under special circumstances. The projecting traveler can voluntarily return to his original body in d100

melee rounds if there is a horrendous danger or hazardous situation to confront. If others are brought along (per the *Astral* spell), a silver cord runs to the caster, and then out to all other members of the party.

One danger of projecting the astral form is possession. A great many extradimensional creatures, including those with *Magic Jar* abilities, can enter the body of a projecting traveler whose astral form is out to lunch; there is a 1% chance this occurs each time a character ventures into the Astral. In this case the silver cord is not cut, but the traveler cannot regain their own body until the intruding spirit has either moved out voluntarily or been exorcised. Another danger of projecting is the care of the physical body left behind, although a physical body without its astral component does not age, nor does it require food, water, or air.

Physical

The traveler using most plane-spanning devices, as well as the spell *Plane Shift* and the psionic ability *Probability Travel*, can bring their physical body into the Astral. All possessions are brought along regardless of magical status, and there is no silver cord.

- *Probability Travel* (Psionic): brings the body of the probability traveler, and possibly one or more others, to portals for alternate Prime Material Planes; all other color pools will be invisible (and inaccessible) to the traveler. Base 20% chance of ending up an unintended plane.
- The *Staff of the Magi* confers the ability to *probability travel* to the various planes.
- *Plane Shift* grants little control over the part of the Astral plane the caster arrives in. This spell is usually guided by a basic idea of where the caster wants to go in that planar layer, so the drop-off point is usually not too far off (see Travel Times). An individual in the upper layers of the Nine Hells can *Plane Shift*, but below the seventh layer most powers have sealed their realms so that a traveler can plane shift in, but not out. Similarly, the *Word of Recall* spell does not function in these deeper layers.
- The *Amulet of the Planes* enables the individual possessing it to transport himself or herself instantly to or from the Astral plane, the Ethereal or into the first layers of the outer planes in the same manner as a *Plane Shift* spell.
- The *Teleport Without Error* spell and the *Succor* spell can also span the planes. The former requires some knowledge of the destination, with the standard chance of teleporting too high or low. The latter returns the characters to the Astral plane only if that spell was originally cast on the Astral plane.
- A Nightmare can roam the Ethereal or Astral plane.
- The *Truename* spell transports the subject to another plane, including Astral.
- The *Rod of Passage* allows its wielder to convey up to five creatures completely to the Astral plane.
- The *Robe of Stars* enables its wearer to travel physically on the Astral plane, along with all that he or she wears or carries.
- The rider (and their gear) of an *Obsidian Steed* becomes astral or ethereal when the steed travels to the Astral Plane.
- Enchanted lake (DMG, p. 172) leading to the Astral Plane.
- Astral wolf: Whenever 5 or more astral wolves are present they are able to force sleeping humans to project onto the Astral plane.
- Encountering a two-way color pool on the Prime Material Plane.
- The gaze of Ptah, the Egyptian God, can force a player to plane shift (save at -6) to a plane of Ptah's choice.
- Twice-pressing the side of a *Cubic Gate* that is keyed to the Astral plane (could be unexpected!)
- Stepping through a *Well of Many Worlds* keyed to the Astral plane (could be unexpected!)

- The Codex of Infinite Planes will permit instant physical transference to other planes (unlikely, but possible!)

Unexpected Arrival

There are a number of events that can abruptly bring an adventurer (or their belongings) to the Astral plane to the surprise of the GM:

- Caught in an Ether Cyclone on the Ethereal Plane: Save versus magic or the party is blown to the Astral plane.
- *Dimension Door*: If the magic-user arrives in a place which is already occupied by a solid body, he or she remains in the Astral plane until located by some helpful creature willing to cast a *Dispel Magic* upon the person, for he or she is stunned and cannot successfully perform any spell casting.
- *Duo-Dimension*: The magic-user has a portion of his or her existence on the Astral plane when the spell is in effect, and he or she is subject to possible notice (1 in 20) from creatures thereupon (see Appendix C in the DMG). If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral plane by attack from the astral creature.
- *Word of Recall*: For each plane that the cleric is removed from the plane of his or her designated sanctuary, there is a 10% cumulative chance that the cleric will be lost in the intervening Astral spaces.
- If a *Bag of Holding* is sundered or destroyed because it failed a saving throw the contents are drawn into the Astral plane.
- If a *Bag of Holding* is placed within a *Portable Hole*, a rift to the Astral plane is torn in the space, and the bag and the cloth are sucked into the void.
- If *Deeppockets* expires while there is material within the enchanted pockets, or a *Dispel Magic* is cast upon the enchanted garment, the wearer must make a saving throw versus spell. Failure indicates the material in those pockets has gone from extradimensional space to Astral space.
- If a spell caster detects a nearby astral viewing point into his plane, he may affect the viewers by a *Dispel Magic*. The chance of success is 50% plus [or minus] the difference between the caster's level and the viewer's level. If the dispel succeeds, those viewers within 10 yards are sucked through the pool and into the caster's plane.
- *Plane Shift*: Used to move an opponent to the Astral.
- Caught in a *Sphere of Annihilation-Gate* cataclysm that throws those within 18" into another random plane.
- The violet color on the *prismatic spray/wall/sphere* will transport to another random plane.
- Breaking a *Staff of the Magi* has a 50% chance of sending the mage to another random plane.

Viewing the Astral

Detect Invisibility: able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures.

Mordenkainen's Faithful Hound: able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures

True Seeing (and the *Gem of True Seeing*): Invisible things and those which are astral or ethereal become quite visible. Spells such as *True Sight* and devices such as a Gem of Seeing reveal the fully infinite nature of the Astral plane, an experience that often overwhelms the viewer when used on the Astral plane. The chance of being stunned by this panorama is 100% minus 10% per level. Those stunned are immobilized for the duration of the spell (or for 1d6 true turns if viewing through a device).

The *Onyx Dog* can spot astral, ethereal, and out-of-phase things 50% of the time.

Oops I'm Astral

Dust of Appearance: One handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal.

Wand of Enemy Detection: Gives off a pulse and points in the direction of any hostile creature(s) intent upon the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight.

Time

The Astral plane has a time differential. Nothing ages or decays here, for no time truly passes. For this reason, individuals incapacitated by potion, poison or other hazards are often placed in the Astral, where the subjective effects are slowed to a virtual standstill. Spell casting is exempt from this effect. True time flows equally between the major known planes.

When a visitor to the Astral leaves, all of the subjective time that they missed instantly catches up with him. A body's usually really hungry, although no one dies from starvation.

Environment

The Astral plane is well lit by a diffuse light. Vision is unimpaired up to physical limits; creatures can be seen at 1,000-2,000 yards, and larger objects are easily detected at greater distances. A surprised party has only one-tenth the normal sighting range to their opponents. Because the Astral plane does not transmit heat or cold, infravision is useless. Ultravision works up to double its normal range.

The environment is permeated by a sound-deadening effect, resulting from the lack of anything to produce echoes and amplify the sounds made, so astral space seems abnormally silent. Normal conversation can be heard up to 60 feet from a speaker, and shouted commands can reach 240 yards.

The Astral plane has no gravity. This weightlessness requires some acclimation, and there may be difficulty in performing some actions until that acclimation is made. Beings can move by pushing off large objects, but most move by concentrating on where they want to go.

Travel

Individual movement rates are useful only in working out melees or local movement. The plane itself is moving and distances from one place to another cannot be expressed in conventional terms, instead expressed in the time to get there:

- $d6 + 6$ hours to a color pool/portal to another plane or different part of the Astral
- $6 \times d4$ hours to travel to an unknown color pool
- $10 \times d4$ hours to a part of the Astral visited before
- $20 \times d6$ hours to travel to any location described to the traveler in detail
- $50 \times d10$ hours to a part of the Astral never visited before

Travelers wishing to spend more time in the Astral merely desire it. This desire adds $d4 + 2$ hours to the travel time. Those traveling as a group physically in the Astral plane are all affected if one individual of that group wishes to slow; those who are astrally projected have their journey delayed only if the caster of the spell wishes it to be so.

The *Find the Path* spell carves four hours off the travel time (to a minimum of one hour). The spell's reverse, *Lose the Path*, increases travel time by four hours.

Tactical Movement

Movement through the Astral plane is typically accomplished by concentrated thought. For every point of Intelligence, a maximum of 10 yards per round may be moved; thus, a character with a 12 Intelligence can move as fast as 120 yards per round. Encumbrance affects a character's movement rate: for every 10 lbs a character carries movement is slowed by 10 feet /round. Strength (or lack thereof) does not affect astral encumbrance at all; Intelligence determines additional carrying capacity. Magical items have no effective weight for astral encumbrance purposes, but only if they are still magical in astral space.

A large object pushing off a small object moves 10 feet per round, regardless of the movement of smaller mass (a man who fires an arrow moves 10 feet per round in the direction opposite to the arrow's movement). Two similarly-sized objects move at a speed equal to half the total Strength scores involved * 10 yards.

Evasion

Evasion is possible only if the adventurers are able to move more quickly than the monster encountered.

Combat

Strength and Dexterity do not affect astral combat, instead the traveler's Intelligence determines the modifiers to attacks and damage (using the Strength Table), and Wisdom determines the modifiers to bow fire and Armor Class (using the Dexterity Table).

The base Armor Class of an astrally-projecting individual is AC 8. Astrally-projected non-magical armor (including armor rendered non-magical) conveys no protection. The weapons and armor of the physical traveler work the same in the Astral as in the Prime Material.

The maximum range of any missile weapon is doubled. Beyond this doubled range, all missiles miss their targets, but continue moving until they hit something. Those individuals from a plane with gravity suffer a -2 penalty to hit for the first 2-5 shots on the Astral plane; after this number of shots they are acclimated to firing in zero gravity. Once a person leaves the Astral plane, this adjustment is forgotten and must be "re-learned" upon re-entering the plane at any future point.

Damage and Death

Characters who entered the Astral plane by any physical method take damage as normal and can be wounded or slain; bodies and equipment can be recovered afterward, and attempts may be made to raise them from the dead as usual. Natural healing does not function in the Astral plane except for creatures that are native to the plane; travelers who are injured regain hit points only via magic or by journeying to a different plane.

Any character slain while astrally-projecting will be immediately returned to their physical body. Magical items will return to the Prime Material Plane with their spirit if the items still retain magical properties on the Astral plane and make a saving throw vs. magic. Non-magical items (including those not magical because of the properties of the Astral plane) will be left behind. The psychic trauma of being slain sends the body into a coma for 2-5 days from which the character cannot be awakened. With a successful System Shock roll the character will then awake with 1 hit point, otherwise the character dies when the coma ends, and cannot be revived short of a *Wish*. Upon awakening, until such time as the character regains more than half of his or her lost hit points (by normal healing, potions, ointments, etc.), no spell casting is possible, movement is reduced by half, and attacks are made at a -4 penalty "to hit".

The physical body of an astrally-projecting character is subject to normal damage, which the astral form is not aware of at the time the damage is inflicted. If the physical body of an astrally-projecting character is slain, the silver cord disappears and the character dies in d10 turns. The character's spirit vanishes, leaving all material possessions behind. The character is irrevocably dead.

If the silver cord is cut, the traveler's astral form dissolves in d10 turns, leaving behind the astral entities of those magical items brought into the plane. The body in the Prime plane perishes, and is irrecoverable (except for *wish*). Any magical items taken into the plane rot and evaporate with their enchantments gone (save for artifacts, which return to the Prime plane with their powers intact). If the astral traveler can reach a color pool to another plane and form another body before their astral form dissolves, their dissipation and death can be avoided.

Poison does no harm on the Astral plane as long as the victim remains there. A poisoned character on the Astral must roll a saving throw vs. poison, but suffers no adverse effects until physically entering a plane where the effects of time pass at a more reasonable rate.

Encounters in the Astral Plane

When using *Astral Projection*, encounters occur 1 in 20. On the first journey between two points encounters are checked three times: at the beginning, midpoint, and end. Astral projection gets faster with practice, thus encounters are only checked twice on the second journey to the same destination, and only once on any subsequent journeys. If someone using *Astral Projection* wills the voyage to be slower, an additional check is made for every four hours the journey is lengthened.

Characters using physical forms of planar travel will check for an encounter upon their initial entrance into the Astral plane and every four hours (true time) following until they leave the plane; encounters occur 1 in 10.

Encounter checks are also made for those using a color pool to view other planes. These encounter checks are as for the plane being viewed, with a 1 in 20 chance that the portal opens up within striking distance of a creature that can perceive and affect astral travelers (provided that such a creature is native to that plane). These astral-affecting creatures tend to create weak spots in the fabric of the plane, and color pools tend to open onto these spots.

Encounter Results

1-75 Creature Encounter (see Appendix A)

76-85 Color Pool

86-95 Astral Item (typically an Astral Conduit)

96-00 Psychic Wind

See Appendix A - Creature Encounters for combined encounter tables. DMG p. 181 and Deities & Demigods p. 133 (same table), and MM2 p. 138 include additional Astral Encounter Tables. See Dragon #67 for extended information on Character Encounters.

Color Pools

These gateways to the myriad alternate Prime Material planes and the first layers of the outer planes appear as two-dimensional pools of rippling colors, ranging in size from 10-60 feet in diameter. Moving through a color pool is like pushing through a soft, resilient membrane. From one side, color pools are completely invisible; there is a 1 in 10 chance per encounter with a color pool that the traveler does not see the pool unless he has the ability to detect invisible

objects. A traveler approaching from the “blind side” can pass through a color pool without realizing it. Entering a color pool from the backside has the same effect as entering it through the front—immediate transport to the plane to pool is keyed to. Astrally projecting characters that move through a color pool form a physical body on the new plane, retaining their silver cord connection.

Color pools are easily found; one has only to think of going to a color pool that leads to a particular plane. Though a traveler can move toward a color pool leading to a desired plane, they cannot specify a color pool that will take her to a particular place on that plane.

D20 Roll	Plane	Color of Color Pool
1	Concordant Opposition	Leather Brown
2	Happy Hunting Grounds	Emerald (Faceted Green)
3	Olympus	Sapphire (Faceted Blue)
4	Gladsheim	Indigo
5	Limbo	Jet (Reflective Black)
6	Pandemonium	Magenta
7	Abyss	Amethyst
8	Tarterus	Olive
9	Hades	Rust
10	Gehenna	Russet
11	Nine Hells	Ruby
12	Acheron	Flame (Bright Orange-Red)
13	Nirvana	Diamond (Faceted Blue)
14	Arcadia	Saffron
15	Seven Heavens	Gold
16	Twin Paradises	Amber
17	Elysium	Opal
18	Prime Material	Silver
19	Other Prime Material	Other Metallic Colors
20	Ethereal	Spiraling White

A color pool can be used to view the associated plane before entrance is made. Vision through color pools depends on the conditions in the plane being viewed. For those travelers physically in the Astral plane (or in cases of multiple casters of projecting abilities), the individual with the highest Intelligence controls the color pool’s viewing. If two individuals of equal Intelligence are attempting to control a pool, it does not work. To see the plane beyond a pool, the viewer must apply mental concentration within 10 yards of the pool. This concentration causes the pool to become transparent, revealing a viewing area about d4 x 100 yards above the landscape of the plane being viewed. The location of the viewing portal on the plane is selected by the user of the color pool. A percentile roll is then made to determine how close they are to their chosen destination:

- 1-50 On target: 100 yards above the surface of the area being viewed
- 51-75 Close: d4 x 100 yards above the surface and within 1 mile of the area desired
- 76-95 Far: d4 x 100 yards above the surface and 10d10 miles away from the desired area
- 96-00 Way off: d4 x 100 yards above the surface in a completely different part of the plane

The concentrating traveler can then move the portal about as if it is a disembodied observer (although it cannot pass through solid objects). It moves at a rate of 10 yards per round times the traveler’s Intelligence (10 yards per turn in areas of intense magical activity). Once a color pool is used to view a specific area, that pool is set to the area being viewed for one Prime Material day, regardless of whether the scene is the one desired or not. After that day has passed, another attempt can be made to bring the viewing point to the desired area.

One-way pools permit peering from the Astral into an adjacent plane and allow passage; they disappear after the travelers have moved through the pool. Only 15% of color pools are two-way (i.e., enable travelers to move back and

forth from the Astral to the other plane repeatedly). These portals can also be moved about, but are visible to beings on the plane they peer into and are therefore often eliminated or tightly controlled by those beings.

Of this 15%, 5% are two-way, permanent, and cannot be dispelled. These are referred to as fixed portals, and are not normally found as random encounters. Fixed portals are always located in the same spot, and the same distance (measured in hours) apart. Furthermore, each fixed portal has a set exit on the planes it opens into. A fixed portal often has identifying features to tell travelers where it leads. Equally often, fell creatures guard the portal on either side. These portals still only reach the surface layers of outer planes.

While color pools are invisible to those in the viewed plane, they can be revealed by spells such as *Detect Invisible*, *True Seeing* and magical items such as *Dust of Appearance*. Creatures that detect invisible as a natural ability or as a result of level can also detect the presence of astral viewing points. The viewer in the Astral plane is generally immune to attacks from the other plane. The exceptions to this are those creatures whose attack forms affect beings in the Astral plane. Such creatures have the ability to perceive astral portals into their planes and attack through them. Those with physical attacks do so against AC 0, while those with gaze or breath attacks need only to have the viewing portal within range of the breath or gaze weapons.

Astral Items

Astral Conduits

The most common astral item is the astral conduit, also called a vortex, maelstrom, or wormhole—gateways between the Prime Material and the outer planes. These resemble huge grey waterspouts with the ends disappearing in the distance, swirling and turning slowly in astral space. They usually have one mooring in the Prime Material and the other in a specific location in an outer plane (although there are also conduits that lead from one outer plane to another). Astral conduits physically transport travelers from a particular location in one plane to a particular location in the other. The travelers spend only a few moments in the Astral plane during their journey.

Of these conduits, 80% have fully functioning gates at both ends. An astral traveler entering this type of conduit is whisked to one of the planes (50% chance each, though never to a plane where a projecting character has a physical body). The remaining 20% of the conduits are incomplete, either still in the process of being spun or sundered and in disuse. Such maelstroms only carry those caught within into one plane, and cannot be used for a return trip.

Conduit travel has the advantage of bringing the physical body along without a trip into the Astral plane. Its disadvantages are threefold: a gate must be found in the Prime Material plane, the gates are often guarded, and the terminus location may not be friendly to the traveler. Conduit travel is safest when the traveler is expected or is powerful enough to deal with any hazards on the far side. There is never a way to determine where the conduit leads by its appearance. Only experience or divination magic will reveal such facts.

Unlike color pools, these conduits can lead to deeper layers than those normally accessible from the Astral plane. Indeed, this is the only safe way that the lower levels of the Abyss may be accessed (if “safe” is the correct term for anything in that plane). Also unlike color pools, astral conduits cannot be moved about, but have definite termination areas at both ends.

Astral conduits exert a mild attraction, so that those within 1,000 yards are pulled toward the conduit at 120 yards per round. Those who cannot move fast enough to escape this pull (those of 11 Intelligence or less) are dragged into the conduit and transported to another plane. Travelers in astral form who are sucked into these conduits and have their

corde severed do not perish -- they gain a new physical body on the plane they land is. If the sucked-in traveler had compatriots who were attached to him via silver cords, they must join him within d10 turns or they will perish.

Other Astral Items

- The physical body of an astral traveler who has been slain or turned to stone in an encounter. Treat the body as a single traveler as far as treasure and abilities (if restored) are concerned.
- An island of matter, or piece of another plane lost in the Astral. These islands vary from a few yards across to the size of a demi-plane. Included here are demi-planes sucked through huge plane-rupturing rifts in the ether, towns and villages that have parted from their parent planes, and outposts built by forgotten magical empires.
- A bit of elemental matter from the Ethereal plane. These ethereal islands include pockets of earth similar to the island of matter above, spherical balls of elemental fire that burn without need of combustion or fuel, spheres of water (in a weightless environment water tends to form spheres), and balls of physical air. Each of these pieces of elemental matter has a surface that can be walked upon. The traveler who enters an elemental pocket is affected as if he had entered that plane.
- A vast expanse of water called the Living Sea (see *The Guide to the Astral Plane*) floats through the Astral plane.
- The lairs or former lairs of githyanki, githzerai, wizards, and lesser powers in the Astral plane.
- Arrows, bolts, or stones from a distant combat, which have continued into the traveler's path. There is a 1 in 10 chance of one member of the group being hit by a missile.
- The occasional artifact that a brave and noble adventurer removed from his native plane, where its very presence inflamed the greed of his fellows, the ire of enemies, and the interest of the Great Powers.
- Ancient relics (those slain, constructed dwellings, minor treasure).

Psychic Wind

The psychic wind is the greatest single danger in the Astral plane. The psychic wind can either blow the traveler about so as to cause them to be lost, or snap the silver cord and kill them irrevocably. The psychic wind is not a wind like Prime Material winds. It is first sensed as a rapid darkening of the silver-grey sky around the astral traveler. In d10 rounds the plane becomes jet black, shot with streaks of indigo. Normal fires aid in sight, as do *Light* spells, but infravision does not operate (although ultravision functions normally). As the sky darkens, the traveler feels some buffeting and shaking, as if the plane itself is rebelling against the storm. As quickly as it comes, the psychic wind passes, and the sky returns to normal in d10 rounds. The psychic wind may lengthen an astral voyage and produce more encounters. To determine the location effects of a psychic wind on the astral travelers, roll d20:

Location Effect (entire group)

1-12 Normal wake of the storm: Slows travel only, incurs 1 additional check for random encounter. Astral projection travelers add 1d4 +2 hours to their travel time. Physical travelers cannot leave the Astral plane for 1d4+2 hours unless moving through a color pool.

13-16 Strong Wind: Blown off course. Astral projection travelers are lost, and take 2d10 true days to return to their bodies. Physical travelers are marooned in the Astral plane for 2d10 days as a result of turbulence in the plane. Travelers cannot leave the plane during that time, even by color pools. One encounter check every 4 hours, but no Prime Material creatures can be met.

17-19 Cross-Current: Two things can happen to astral projection travelers (50% chance for each): either taken to a different color pool than the one they were intending (roll randomly for pool) or drawn within 1,000 yards of an astral conduit. Physical travelers are blown off course so that party arrives at a different destination as determined by random method. Color pools can be used to enter other planes.

20 Storm: Those travelers using *astral projection* spells must roll a successful saving throw vs. spell or be slain when the astral cord snaps. Projecting characters making the save (and those who are physically in the plane) are lost for 4d10 days, at the end of which time the astral travelers can return to their original bodies and the physical travelers can use pools, spells, or devices to leave the plane.

Other Magic

Spells

It takes the normal amount of time to recover spells in the Astral plane, but instead of sleeping the spell caster must remain at rest, unmoving, for the stated length of time. Spell casters may only attempt to gain new spells once during any single astral journey; the peculiar magical properties of the plane make it impossible for normal spell casters to gain any new spells after that.

Clerics and druids may not recover any spells except first and second level spells unless the deity they worship normally resides on the Astral plane, in which case they may recover any spell levels.

Those spells that normally affect a flat, planar area (such as *Bless* and *Haste*) will, when cast astrally, affect a spherical area with a diameter equal to the normal spell's smallest dimension in area of effect.

See the *Manual of the Planes* (p. 68) for general differences between the different schools of magic.

Blink and *Vanish* rely on the Ethereal plane and thus do not function in the outer planes. *Duo-dimension* shunts part of the body into the Astral plane, so also doesn't work.

Deeppockets: If the spell duration expires while there is material within the enchanted pockets, or a *Dispel Magic* is cast upon the enchanted garment, the wearer must make a saving throw versus spell. Failure indicates the material in those pockets has gone from extradimensional space to astral space.

The Astral plane is inherently magical in nature, so *Detect Magic* causes the entire plane to radiate magic. It is possible to discern other magical energies against this background radiation: there is a 5% chance for most normal enchantments (significantly higher for artifacts). Astrally projected individuals always radiate magic, but physical travelers only radiate magic if they are carrying magical items.

Drawmij's Instant Summons: at 14th level the magic-user would be able to summon the item only if it were on one of the Elemental, Astral or the Ethereal Planes.

Mordenkainen's Sword: The sword has no magical "to hit" bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase.

Tenser's Floating Disk: When the spell duration ends, anything the disk was carrying will follow a straight-line path at a constant velocity at the same speed the now expired disk was maintaining.

Magic Items

Armor, swords and other miscellaneous weapons have their magical bonus modified for each step removed from their plane of origin. Moving to the Astral plane could move magic items one step closer to their plane of origin, increasing their magic by +1, or one step farther away, decreasing their magic by -1. Bracers and items that grant a particular Armor Class are unaffected. Swords and weapons that become non-magical in this fashion lose all their other abilities.

When in Astral space, certain devices that use extra-dimensional spaces to store items in will either expand abruptly so that the exterior of the container conforms to match its interior capacity (*Bag of Holding, Portable Hole*), or will cease functioning (*Mirror of Life Trapping*).

A *Book of Infinite Spells* won't work if the user left it on another plane.

Of a more permanent nature is an alchemic mixture containing gorgon's blood that, when mixed with the mortar of a building, prevents ethereal and astral creatures from passing through the walls. This last potion usually costs 10,000 g.p. from a reputable alchemist.

Locating Astral Objects

Objects or creatures lost on the Astral plane can be difficult to locate:

- A *Crystal Ball* can locate a subject on the Astral plane.
- The *Mirror of Mental Prowess* can be used as a portal to visit other planes by scrying (like a crystal ball) and then stepping through to the other side.
- *Dream* (Illusionist 5) will locate an object on the Astral plane.
- *Vision* (Illusionist 7) will reveal the location of that desired.
- *Drawmij's Instant Summons* (Magic User 6): The desired object is teleported to mage's hand. The object must be singular, no larger than a sword is long, have no more mass or weight than a shield, and must be non-living.
- *Invisible Stalker* (Magic User 6): Can track their quarry within one day's passing.
- *Aerial Servant* (Cleric 6): Will obey the cleric with respect to finding and returning whatever object or creature is described to it.

Once the location is known, See Travel for the amount of time to arrive as "described in detail."

Appendix A – Creature Encounter Tables

d% roll Encounter type

01-60	Outer Planes creature (in transit to elsewhere)
61-75	Miscellaneous creature (in transit to elsewhere)
76-90	Prime Material Plane creature (on Prime Material Plane sensing characters on the Astral plane) ¹
91-95	Character encounter
96-99	Deity encounter
00	Non-living relic

¹Those with lycanthropy for less than six years can assume wereform on the Astral plane only as a result of melee damage or the casting of certain spells.

Outer Planes Creature

This category includes all beings originating on an Outer Plane, who happen to be in astral space going to or from the Prime Material Plane. Common examples of such beings include demons, devils, daemons, ki-rin, lammasu, titans, and shedu. Any beings from an Outer Plane are likely to be on a mission for their deity, or on personal missions as determined by the DM, related to the alignment(s) of the being(s).

Encounter (d100)	
01-65	Common
66-85	Uncommon
86-96	Rare
97-00	Very Rare

Common	Name	Number	Book	Notes
1	Daemon, Minor (Charonodaemon)	2	MMII	O
2	Daemon, Minor (Derghodaemon)	d4	MMII	O
3	Daemon, Minor (Hydrodaemon)	2d4	MMII	O
4	Daemon, Minor (Piscodaemon)	3d4	MMII	O
5	Daemon, Minor (Yagnodaemon)	d6	MMII	O
6	Demon, Lesser (Vrock)	d6	MM	O
7	Demon, Lesser (Hezrou)	d6	MM	O
8	Demon, Lesser (Glabrezu)	d6	MM	O
9	Demon, Lesser (Succubus)	1	MM	O
10	Demon, Lesser (Bar-Lgura)	d6	MMII	O
11	Demon, Lesser (Chasme)	d6	MMII	O
12	Demon, Lesser (Dretch)	5d4	MMII	O
13	Demon, Lesser (Rutterkin)	3d4	MMII	O
14	Deva, Astral	d2	MMII	O
15	Devil, Lesser (Barbed Devil)	3d4	MM	O
16	Devil, Lesser (Bone Devil)	2d4	MM	O
17	Devil, Lesser (Erinyes)	4d4	MM	O
18	Devil, Lesser (Abishai)	3d4	MMII	O
19	Devil, Lesser (Bearded Devils)	2d4+2	MMII	O
20	Nightmare	1d4	MM	O
21	Slaadi (Red)	3d6	FF	O
22	Slaadi (Green)	2d6	FF	O
23	Slaadi (Blue)	1d6	FF	O
Uncommon	Name	Number	Book	Notes
1	Agathion	1d6	MMII	O
2	Baku	1d4+1	MMII	O
3	Diakk	2d6	MMII	O
4	Lammasu, Greater	1d2	MMII	O
5	Shedu	2d4	MM	O
6	Titan	1d2	MM	O
Rare	Name	Number	Book	Notes
1	Daemon, Greater (Mezzodaemon)	1d3	FF	O*
2	Daemon, Greater (Nycadaemon)	1d2	FF	O*
3	Daemon, Greater (Aracnadaemon)	1d3	MMII	O*
4	Daemon, Greater (Ultrodaemon)	1	MMII	O*
5	Demon, Major (Naldeshnee)	1d6	MM	O*
6	Demon, Major (Marilith)	1d6	MM	O*
7	Demon, Major (Balor)	1d2	MM	O*

8	Demon, Major (Nabassu)	1d2	MMII	O*
9	Devil, Greater (Horned Devil)	1d4+1	MM	O*
10	Devil, Greater (Ice Devil)	1d4	MM	O*
11	Devil, Greater (Pit Field)	1d3	MM	O*
12	Devil, Greater (Styx Devil)	1d2	FF	O*
13	Foo Dog	2d4	MMII	O*
14	Hollyphant	1d3	MMII	O
15	Modron, Hierarch	1	MMII	O
16	Moon Dog	2d4	MMII	O
17	Oni, Go-zu	2d10	OA	O*
18	Oni, Me-zu	2d10	OA	O*
19	Phoenix	1d4	MMII	O
20	Planedar	1d2	MMII	O*
21	Slaadi (Death)	1d2	FF	O*
22	Slaadi (Grey)	1d2	FF	O*
Very Rare				
	Name	Number	Book	Notes
1	Cat Lord	1	MMII	O**
2	Charon (Daemon)	1	MMII	O
3	Doc Cu'o'c	1	OA	O
4	Foo Lion	1d4	MMII	O*
5	Retriever	1	FF	O
6	Shirokinukatsukami	1	OA	O*

Common	Name	Number	Book	Notes
1	Cerebral Parasites	3d4	MM	N,P
2	Invisible Stalker	1	MM	S
3	Night Hag	1d4	MM	P
Uncommon				
	Name	Number	Book	Notes
1	Aerial Servant	1	MM	S
2	Githyanki	2d10	FF	N
3	Rakshasa	1d4	MM	O
Rare				
	Name	Number	Book	Notes
1	Berbalang	1	FF	N
2	Geniekind	1d4	MM,MMII	S
3	Githzerai	1d10	FF	P*
4	Intellect Devourer	1d2	MM	P
5	Ki-Rin	1d4	MM	P
6	Mind Flayers	1d2	MM	P*
Very Rare				
	Name	Number	Book	Notes
1	Charon (Daemon)	1	MMII	O
2	Dragon Horse	1d3	MMII	P
3	Lich	1	MM	P
4	Opinicus	1d2	MMII	P

5	Retriever	1	FF	O
6	Shedu, Greater	1d3	MMII	P

- O Creature is native to the outer planes but has physical existence in the Astral
- O* Creature is native to the outer planes, 70% chance encounter is with astral form of creature.
- O** As O*, but 100% chance encounter is with astral form of creature

Charon and the charonadaemons are free-willed visitors that can ferry travelers to the Astral and lower planes for a price. It takes Charon d100 turns, and charonadaemons d10 days to ferry traveler to another plane.

Miscellaneous Creature

This category is for assorted astral wanderers like intellect devourers, rakshasa, aerial servants, invisible stalkers, liches using psionics or spells to go astral, and all those other creatures not easily characterized. Berbalangs and astral searchers (from the FIEND FOLIO™ Tome), for example, could be listed in this sub-table.

- N – Creature is native to the outer planes but has physical existence in Astral.
- O - Creature is native to outer planes but has physical existence in Astral
- O* – Creature is native to the outer planes – 70% chance encounter is with astral form of creature
- P – As for O, but creature is native to the Prime plane
- P* - As with O*, but creature is native to Prime plane
- S – Creature is native to an elemental plane – on a mission and not in the best of moods.

Prime Material Plane creature (on Prime Material Plane sensing Astral characters)

Some Prime Material Plane creatures have a sensory awareness of beings passing “close by” in the Astral plane, and have the power to harm such beings as well. Common examples of such creatures include the pyrolisk, basilisk, catoblepas, cockatrice, gorgon, and medusa. Only astral travelers who are “adjacent” to another plane will have a chance of meeting these creatures.

d100:

- 0-29 Cockatrice (uncommon)
- 30-58 Basilisk (uncommon)
- 59-68 Pyrolisk (rare)
- 68-77 Gorgon (rare)
- 78-87 Medusa (rare)
- 88-00 Catoblepas (very rare)

Character Encounter

Class	Subclass	Type	Level Range
1-10	1-75	Fighter	11-20
	76-80	Ranger	11-18
	81-83	Barbarian	10-17
	84-90	Cavalier	8-17
	91-00	Paladin	12-23
11-50	1-80	Cleric	11-20
	81-00	Druid	11-20
51-90	1-90	Magic-User	15-26
	91-00	Illusionist	11-20
91-99	1-90	Thief	11-20
	91-98	Thief-Acrobat	11-20
	99-00	Assassin	10-15

00		Other (DM's Choice)	
		Monk	10-17
		Bard (7-8F, 6-9T)	13-20

See DMG p. 175 for Character Encounter magic items.

Single travelers encountered can have d6 additional levels and are well-versed on the nature of the Astral plane. A lone traveler has a 50% chance of being present in either astral or physical form. If astral, the individual is of sufficient level to cast the *astral* spell, have *astral projection* as a psionic ability, or possess some plane-spanning device.

Table 2: Method of astral travel for character encounter

d% roll Character group traveled via:

01-70 Spell (cleric, [mystic,] magic user, [savant,] or illusionist)

71-95 Device (miscellaneous magic item or artifact: Amulet of the Planes, Cubic Gate, Well of Many Worlds, etc.)

96-99 Psionics

00 Special

A group of travelers is 70% likely to be encountered in astral form and has a cleric, magic-user, or other spell caster capable of casting the astral spell. If in physical form, the travelers are in the Astral either as probability travelers, or they possess a device that brought them into the Astral.

Device

Some typical devices that could be used to reach the Astral plane are the *Amulet of the Planes*, the *Cubic Gate*, the *Well of Many Worlds*, or some like device invented by the game referee. There is a 1% chance of any device-using group actually possessing and using a plane-shifting artifact. An item of this sort could be the *Codex of The Infinite Planes*, or a wandering ship or tower.

d100	
01-14	<i>Amulet of the Planes</i>
15-28	<i>Cubic Gate</i>
29-36	<i>Obsidian Steed</i> (rider)
37-58	<i>Rod of Passage</i> (up to 5)
59-73	<i>Robe of Stars</i> (single person)
74-81	<i>Staff of the Magi</i>
82-99	<i>Well of Many Worlds</i>
00	<i>Codex of Infinite Planes</i> , Wandering ship or magical tower

Special

This is a catch-all category for those living persons who have become lost or trapped in the Astral Plane by any one of a number of means, such as a *Portable Hole/ Bag of Holding* incident, those with a spell failure leaving them trapped on the astral plane, etc.

Deity

A deity of any sort is probably the worst (as in most dangerous) thing one could hope to meet anywhere. Lesser deities may be more common than greater ones and demigods more common than either of the others. Check for plane, and then determine deity. Deities should, whenever possible, have a retinue of lesser creatures with them who will follow their ruler's every whim.

Places of Power

d20:	
1-3	Astral
4	Seven Heavens
5	Twin Paradises
6	Elysium
7	Happy Hunting Grounds
8	Olympus
9	Gladshiem
10	Limbo
11	Pandemonium
12	Abyss
13	Tarterus
14	Hades
15	Gehenna
16	Nine Hells
17	Acheron
18	Nirvana
19	Arcadia
20	Concordant Opposition

Very Rare	Name	Number	Book	Notes
1	Daemon, Master	1	MMII	O**
2	Demon Prince or Lord	1	MM,FF,MMII	O**
3	Devil, Duke or Arch-	1	MM,MMII	O**
4	Dragon, Platinum	1	MM	O**
5	Dragon, Chromatic	1	MM	O**
6	Generals of Anim. Kng.	1	OA	O*
7	Modron, Primus	1	MMII	
8	Power	1	MoP	O**
9	Slaad, Lord	1	FF	O**
19	Solar	1	MMII	O*

O - Creature is native to outer planes but has physical existence in Astral

O* – Creature is native to the outer planes – 70% chance encounter is with astral form of creature

O** - As with O*, but 100% chance encounter is with astral form of creature

Non-Living Relic

Finally, various items may be found while traveling the Astral Plane. This category of random relics could include lost treasures, bodies [The timelessness/ all-time nature of the Astral Plane allows revivification at a ratio of 1,000 years to 1 day, assuming no extenuating circumstances] of monsters or characters slain astrally, constructed dwellings for wizards, priests, or godlings, and so forth.

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Oops I'm Astral

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