

The Planes

Before the destruction of the Gap the 2nd Dream was not fully formed. The Gap reached from the 1st Dream and between all the planes, keeping the 2nd Dream from fully settling into place. With the removal of the Gap, the planes of the 2nd Dream have finally slotted properly into place. The planes are connected by their barriers, the things which stop them spilling over onto each other, and it is possible to traverse or breach these barriers with various powers.

Prime Material Plane Where most people live. Earth. The Solar System. Etc.

The Watching Plane The only plane with a direct visual/farsensible link to the Prime Material plane. The Watching Plane is like a ghostly version of the Prime Material plane. Any permanent structure on the Prime Material plane is replicated on the Watching Plane in a semi-solid state. Things such as Elder Signs on objects on the Prime Material plane make them solid and impassable on the Watching Plane.
Also known as The Phase Plane.

The Elemental Planes The six elemental planes have no direct analogue to the Prime Material Plane. Each plane is entirely created of the relevant element. Any visit to such a Plane where anything analogous to the Prime Material Plane is seen is likely as much an issue of the brain translating what it sees into some kind of faintly understandable environment as much as how anything actually looks.

The Astral Plane As the elemental planes are to magic, the astral plane is to spirit.

The Hells A vast area, usually referred to as subdivided into many major planes and sub-planes although those demarcations are as much borders of influence and power as they are mystical barriers. The Hells are not directly analogous to the Prime Material plane, although there are many connections. But a single room in Hell could have steps reaching up to places far apart in the real world.

The Heavens A vast area, similar to The Hells, but less often subdivided in the common consciousness as control over the Heavens is much less contested.

The Voids It has been said that there are infinite Voids, but it may just be that no one has spent long enough counting. In some Voids time does not pass normally, in some voids there is no air, in some voids there is a three course dinner. It could be argued that a Void is simply a plane which has not yet been discovered or named by mortals for whatever useful may be living in it.

The Mirror Realm The illusionists don't talk about this place a lot, apart from attempt to not get trapped in it if they do need to travel through it. It may be one of the voids (see above) or it may be something else...

A Brief List of Things Which Interact With The Planes and How/Why They Do It

Shifting Magics (which involve a Time Freeze)

These do not strictly shift someone to another plane (hence a lack of blindness after a Teleport), but do travel off the prime material plane briefly. The shift is actually not powerful enough (deliberately) to breach the barrier to the target plane and the shifter bounces off the barrier, arriving a controlled distance away from their starting point.

Exceptions: Plant Shift does not leave the Prime Material plane but travels into The Green D-Jump does not leave the Prime Material plane at all

Plane Shift

This is powerful enough to breach the barrier to the target plane and moves the caster to the target plane. This is usually the Watching Plane, but it is possible to Plane Shift to any known plane.

(If they shift to anywhere apart from The Watching Plane, they should step away and stop paying attention to whatever is happening back on the Prime Material plane and speak to a referee.)

Disappear

A Plane Shift effect which normally can only take the caster to The Watching Plane.

A Shevlie can also use Disappear to travel to their home in one of the Voids.

Gates

A Gate tears a couple of semi-permanent holes in the barriers between planes which allow one or more people or things to step between the planes. A Gate can only be opened between two known points. Most gates actually briefly traverse a random void, hence the black colour...

Because Gates tear, they bypass any Plane Bar effect

Nb. Techno Gates do not actually go off plane and cannot be used to cross planes.