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The Abyssal Planar Index List of outstanding aircraft from Abyss follows, whether important for planar or resident features. As a general rule, Abyssal aircraft do not follow a known pattern, and vary greatly from plane to plane (and even by plane) except under the control of the Devil God or Mistress strong enough to change the characteristics of the royal planar. Layer Name Notes 1 Jhaat The most common Astral entry layer to Abyss, it is also connected to Stygia, Pandemonium, and Sarendathos, as well as about 83 internal layers (one-eighth of Abyssal aircraft) 4 Court of Aeskylos, Shaper. The aircraft is animated and easy to understand to its liking, and is connected to the 500 layer. 12 Shabriri Court. The plane is connected to layer 393. 45 An arid scrub desert aircraft, connected to Syrithol (Xalta's first aircraft), and layers 205, 361, and 425. 54 Sceirion Court. The four aircraft are interconnected throughout, and share the geographical features of planar. Keep of Rhieaz is sceirion's stronghold. 55 56 57 65 Court of Lolth, Queen of the Spider Demons. The 65th layer is the secondary domain of Lolth and hidden holes, the 66th is the web. The web is connected to layer 500, and both layers are connected to various alternate Primes through a permanent gateway that Lolth has created as an invasion route. 66 73 Prime-like layers that are flickered by constant storms. It is also connected to layer 371. 74 Stygia inhibits this layer. 79 A prime plane-like magical weakness. No spell larger than the 6th level will work (including magic item effects). The plane is connected to layer 371. 85 Layers of mountains, and home to many dragon ravines, this is also the court of Tiamat pretending to be Miatta. Miatta's hoardings and empresses were scattered after his death at the hands of Triliz the Dark. 101 The Endless Enigma Prison layer of non-euclidean and tesseractian spaces, created through the combined powers of Alrunes, Fraz-Urb'luu, Sceirion, Obox-ob, and Abraxus. This level is often the destination of gate traps. The only one who ever escaped its limits, Baphomet, came in with a bet and appeared 7500 years later. Most satanic scholars believe that each creator of the aircraft built a fortress and a special cache throughout its structure. In addition to native creatures to this unique environment, the aircraft is populated by various failed experiments, political prisoners, invaders, adventurers (Prime-planar, demons, and vice versa), and the like). 120 Court of Yeenoghu, Demon Lord of Gnolls and Ghouls. Layer 120 is yeenoghu's hilly, wooded, and private domain aircraft where it hunts. Layer 121 has a similar geography, and is a training ground for gnoll, gnoles, gholes, thouls, ghouls, trolls, and yeenoghu's legions of demons. 121 149 Court of Baphomet, High King of Satan. the layers are mazy, with various open courtyards containing its forests, seas, and palaces (in the center of the plane, of course). Belifint's devil is Baphomet's chief aide and the main domo. This layer is connected to Labyarax (the first layer of Sarendathos). 153 This chaotic plane is connected to Limbo and layer 371. 184 This aircraft is an empty husk, a barren vacuum. An open channel for Negative Matter aircraft has drained this plane of all life. For all practical purposes, this aircraft is an extension of the Negative Material Aircraft, and all the magic that requires contact with the plane's function normally on this layer of Ravine. 212 Orcus Death Trial. These planes are large graves where all known and unknown forms of undead are represented among the inhabitants. Chadun is orcus's chief lieutenant, who controls the entrance to the plane through an unnamed bone city that maintains access to Orcus's nature. 213 214 215 222 Tsuggtmoy Court, Devil Mushroom Queen. This layer is a vast plain of moldering fungus that sinks into the swamp mass of putrescence vapor. Rivers and mucus lakes cross its surface. Tsuggtmoy holds the court in depression like a bowl in the lowest depths of the swamp layer. It's connected to layer 457. 229 Spatial fields of white and black geometry, clouded by shades of gray. The plane is home to many xuphaitz demons, and other strange creatures. Think M.C. Escher. This layer is connected to layer 371. 246 The layers of rifts, hills, and rugged mountains are primed. It is home to many giant races, and is connected to layers 444 and 471 (Kostchtchie). 247 Layers of swamp fen that hold many will-o-wisps, hags, lower devils, etc. It is connected to the Xalta Ocanthrus aircraft, and also serves as a temporary home for those who roam from there (Abishai and Thorny demons, exploratory barghest, etc.). 248 Stygia hampered Abyss again on this plane, and formed a great lake (anywhere but the abyss would become the sea). Gresil Library 267. Three fields of lines and rows of books, scrolls, tapestries, and other notes are covered on stone shelves. Paving the floor of flags and walls, ceilings that just went up . . . Gresil's satanic library is now allowed to dig up archives. The plane is neutral ground, at least temporarily, because some demons are willing to risk Gresil's wrath. 268 269 294 The Incessant Sublime Trial of the deceased (?) Obox-ob. This plane plays with one's mind, body, and soul. It's connected to layer 393. 307 Stygia inhibits . . . 317 Decadent Court of Noticular, Vampire Mistress, where everything you see is suitable for eating, drinking, or drying . . . 329 to 346 Graz'zt Court. This includes lots of planar land to bother getting into any detail here. Layer Layer is graz'zt power chair, and connected to layer 393. (340) Once the trial of Morflos, Balrog Lord, was absorbed by Graz'zt in the absence of its owner. 350 Court of Azazel, Demon Lord of Snakes. These planes are amazon forest levels filled with rainforests, rivers, and snakes in all colors, shapes, and sizes. Yuan-ti and ssilhex are original. Demogorgon is known to have visited the plane before it disappeared. 351371 A barren, rocky plane that was once volcanic. Obsidian shards and ashen desert waste. It is connected to layers 73, 79, 153, 229, and 407; Stygia also crosses this layer of schalla (towards Pandemonium). 381 Pazezeus court. Spatial coating with tin skies, no sun, and murky clouds in various colors (purple, brown, black, deep sea green). Pazezeus's open cloud palace floats randomly about the plane since its madness. 393 Zegrentilandib This aircraft is sentient, and looks like Prime, but with fleshy soil. It is a nexus, and is connected to Stygia, Mykhaz (Sarendathos's fourth aircraft), 12 (Aeskylos), 294 (Obox-ob), 333 (Graz'zt), 407 (Mandrillagon), and 19 other layers (1, 7, 36, 49, 85, 143, 172, 179, 300, 309, 364, 389, 396, 404, 462, 512, 599, 646). 407 Mandrillagon forest aircraft, filled with large trees, apes, various and primate sundry, primitive human tribes?, etc. Flight 407 is connected to layer 393. 408 409 421 Soneillon Park and Debauchery Salon. Mostly like Prime, albeit small, planes, Soneillon's Court offers the best art of harlotry, hedonism, and the like . . . 432 A tiered aircraft, connected to the depths of Mykhaz (Sarendathos's fourth aircraft), with a considerable amount of daemonic traffic. 444 A sentient aircraft, with the best tastes and instincts. He tries to devour those who annoy him by animating himself in an interesting way. It's connected to layer 246. 451 Planes like Prime from the dark forest, without sun and seven months. Many sleepy people live here, or make it a point to visit this layer while in the Abyss. This layer is connected to Chamada (Hades' third aircraft), and many demons and gigantes travel between nature. 453 Stygia hampered 457 once the trial of the deceased demon king Juiblex. This layer is being annexed by Tsuggtmoy, which can offer consolation for unsinged mucus, jelly, pudding, etc. The plane is connected to layer 222. 471 Kostchtchie Court. 471 is a frozen layer, a mountain range, covered by glaciers, and home to ice giants. 472 and 473 are tundra plains covered with spruce forests and share the sun. 474, recently taken, is a medium Prime-like layer that is now succumbing to the ice age. Flight 471 is connected to layer 246. 472 473 492 Stygia inhibits in the tiered waterfall, which pools in a large lake, and flows out of the Ravine. Ancient towers stand on both waterfall beaches; they are generally unoccupied. 500 Prime-like tiered layers with two white suns and an asteroid-lined sky ringing purple (with silver clouds/tin). It is connected to Stygia, Pazandillan and Pheletho (Sarendathos's second and third aircraft), as well as layers 4, 65, 546, and twelve others (1, 19, 27, 200, 257, 285, 304, 416, 438, 449, 449, 497, and 620). 510 Court of Aseroth, Demon Lord of Githyanki and Regent of the Perak Kingdom. This layer is basically a satanic Astral field, and a spell that requires a connection to that field will function normally. Githyanki, an astral island, and emptiness abound, in addition to the usual diverse variety of demons. 528 Socothbenoth Court. A kingdom like Prime, with cities, ships of heaven, and God among the Firstborn. Ullet, balrog of considerable power, is a Castellian Socothbenoth. 532 Magical power planes like Prime that allow level spells up to the 10th to function, with temporal distortion and distortion as side effects. This effect usually manifests as accelerated aging. Alrunes is the only person accustomed to using these aircraft, and is often another popular destination for gate traps. 546 Demogorgon Court (see the list for a detailed description). Layer 546 is connected to layer 500. 547 548 549 550 564 Stygia inhibits Abyss in spatial layers such as Bespin gas. Styx is a free-floating stream, with no beds. 606 Gothmog Court, Demon Lord of Balrogs. A hellish set of volcanic pairs: layer 606 is mounting, ventilation, ash, and slag, while 607 is an underground labyrinth of passageways, lava tubes, magma lakes, etc. The Gothmog Palace is located in a vast pool of bubbling lava, in a large crater. 607 637 Carynach The name of this plane means Empty Place in satan. This is a level of mystery, since no other layer is connected or allows entry to it. No gate will open for this aircraft, from anywhere in the multiverse. 651 Stygia implies a 656 Prime-like, highly enriched aircraft connected to Avernus (hell's first plane). 662 Sea layers, such as Prime with island chains, pink sun, yellow sky, white clouds, and blue/green water. The Ethereum plane is connected to this layer, and the magic that requires contact with that plane will function normally here. 666 Fraz-Urb'luu's trial is lost. A layer of illusion of deception. It is under the mental control of Fraz-Urb'luu. It currently looks flat and featureless. without features.

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