

Advanced
Dungeons & DragonsPLANE SCAPETM

ACCESSORY

THE
PLANEWALKER'S
HANDBOOK

by Monte Cook



PLANEWALKER'S ◆ HANDBOOK ◆

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"And then there's Limbo, where you don't hear the chant so much as smell it. . . ." Delmirsis leaned back in his chair. He loved these green primes, their wide-eyed view of the Great Ring, and (most especially) their purses full of jink. Six of them sat in a circle around him, waiting to hear more. One exaggerated look toward his empty mug and the tall one was quick to order him more bub.

"So, tell us more about the Abyss. We heard that's where all the nasties live," the black-haired woman said.

"Well," Delmirsis began, "you're right and then you're wrong . . ."

"Mostly wrong." The voice from the now-open doorway was deep and steady. "The real 'nasties' are right here in Sigil, peeling clueless sods like yourselves." The woman was tall and imposing, walking to the table with an assured stride.

She leaned down until her face was even with that

of Delmirsis. Even the primes could see the contrast: His profile showed a few days' stubble and his breath stank of cheap bub and old cheese, while her face was sharp with confidence and determination.

"You're not wanted here, Tarsheva. I'm trying to tell a sodding story to these top-shelf young cutters."

"Here in the Cage, we call berks like Delmirsis 'cony-catchers'," Tarsheva said to the newly arrived adventurers. "Old Two-Fingers, as we call him, is trying to peel you. He hasn't been out of town or beyond in years. He probably hasn't even been out of this tavern in days." She turned back to Delmirsis. "Pike your screed and get out, old man. Or I'll show you the new way they're treating fat, smelly bashers like yourself in Avernus."

Delmirsis knew Tarsheva Longreach's reputation. He grabbed his hat and shuffled to the door without a word or a look back.

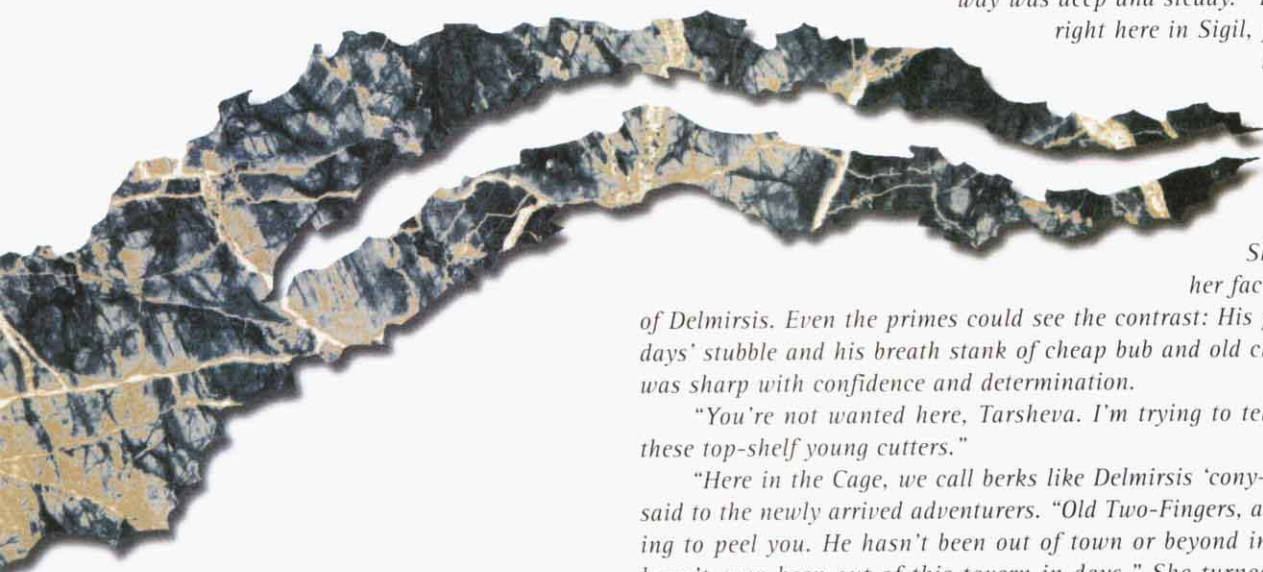
The experienced planewalker settled into the old man's chair as she spoke. "Now, if you primes want the real chant . . ."

Planewalkers are the most knowledgeable bloods this side of . . . well, anywhere. If a body's not stuck in the mire of some prime-material world, if he knows the chant, then he knows a planewalker's what he wants to be. Planewalkers know the dark of things. They've seen the acid pits of the Abyss and the gold-leaved trees of Arborea. They wend their way in and out of faction intrigues. They make their homes on the twisting streets of Sigil, the city's ever-changing secrets their purview.

Planewalkers know the paths to power.

Planewalker's Handbook is a guide for planewalkers, beginning and experienced. It offers all manner of suggestions, advice, tips, and new information. Think of it as a travelogue to the planes, a guidebook for planewalking, and a training manual for bloods — all wrapped up into one source.

INTRODUCTION



THAT'S THE
WAY OF THE PLANES.
BERK!

— OLD TWO-FINGERS

◆ USING THIS BOOK ◆

This book contains everything a player needs to participate in a PLANESCAPE™ campaign. Some material has been pulled from other sources, so that this book will be a complete player resource. Other material has been re-presented, clarified, and expanded into a new form with additional details not offered to players before. Most of it is completely new to players and Dungeon Masters (DMs) alike.

More specifically, this book is for players of planar characters. A number of secrets of the planes, Sigil, magic, planar travel, the factions, and more are revealed here. This book contains the sort of things a planar should know, but about which some green Clueless just in from the Prime shouldn't have the foggiest notion.

But players of prime characters can find plenty of useful things here, too. Even if the characters're completely clueless, the players can still find information on what it means to come from the Prime and how their characters might act and react to planar situations. 'Course, as the prime learns about the planes, he'll be able to use this book more fully.

Because of this, the DM has the final say as to what material in the *Planewalker's Handbook* is available to players in his campaign. That means that the DM's going to have to read through this too. That's not so bad, though, 'cause a lot of the material here is brand new. A DM'll find new spells, magical items, adventure ideas, planar sites, and other such valuable material. A DM blood will also find the player information – the kits, races, role-playing suggestions, player tips and advice, the updated cant, and the belief guidelines – useful as well.

NO, THIS
IS THE WAY
OF THE PLANES . . .

— TARSHEVA
LONGREACH



A PLANEWALKER'S GUIDE + THE PLANES

"You know there's more to reality than the place where you were born. You have a grasp of the true scope of things.

You've heard the maddening winds of Pandemonium and seen the crystal waterfalls of Mount Celestia. You've walked the Great Road and witnessed the naked reality of the Inner Planes. You are a planewalker.

"Planewalkers can hold their own in a fight with a baatezu, share the chant with a githyanki, and navigate their way through the diaphanous Blade Maze of Therores in the heart of Ocanthus. They are capable, hearty, intelligent, and knowledgeable. Planewalkers know their way around a fight, but they know when to avoid a scuffle as well.

They're no strangers to magic, and they know which side of a sword-point to be on. The dark

of subtlety in word and deed is not lost on them.

"The planes are too big for anyone to know everything about them – and no true planewalker ever claims to know everything about everything. The trick is to know a little about a lot. That's what keeps a planewalker out of the dead-book. The essence of the planewalker is knowing how to get from here to there, who to talk to, who to avoid, and what to do to stay one step ahead. Knowledge is power."

— Tarsheva Longreach

WHEN SØMEØNE ASKED
ØLD TWØ-FINGERS
WHERE HE WAS FRØM,
HE'D SAY,
'ALL +HE PLANES
ARE MY CASE, BLØØD.'
ØLD TWØ-FINGERS NEEDED
A GØØD LESSØN
ØN +HE WØRD 'INFINIT+E'
IF YØU ASK ME.
'WHA+ A SØDDING IDIØ+.

— TARSHEVA
LØNGREACH

It's obvious that cutters can't go everywhere in the course of their planewalking careers. Still, planewalkers need to have a general sense of what's what and what's where. Bashers have to know the difference between Acheron and Arcadia to avoid getting lost – in every sense of the word.

The following information comes from the renowned planewalker, Tarsheva Longreach. She claims that it's all – or at least mostly – accurate. She does extend the caution, however, that things change quickly on the planes, sometimes in major ways. Just because a body visited a town, realm, or even layer yesterday doesn't mean that it'll still be there today.

◆ SØME BASIC CØNCEPTS ◆

Before learning the specifics, it's essential to grasp a few multiversal truths and get the basics of "who" and "where" straight.

THREE TRUTHS

The multiverse operates around three basic principles. Learn these, and a basher'll have a head start on understanding how things really work.



THE CENTER OF THE MULTIVERSE: Primes think their little worlds sit at the center of it all, but it ain't true. Fact is, *nothing* sits at the center of the multiverse – how can there be a “center” of an infinite expanse? So, really, no place is more important than anywhere else. By the same token, wherever a body stands is the center of the multiverse – at least from his perspective.

THE UNITY OF RINGS: The multiverse tends to form endless rings – whether physical or philosophical. Sigil, the Outlands, the Outer Planes, and even the Elemental Planes form rings without beginning or end. Follow any ring, and a body'll always end up where he started.

RULE OF THREES: Things happen in threes. Simple enough? It's not logical, but it's almost always true.

WHO'S WHO

PLANARS are natives of the Outer and Inner Planes – whether they're human, humanoid, or another shape altogether. Planars have a few special powers and restrictions that make them different from primes. First of all, they can see portals to other planes, as described in the “Traveling the Multiverse” chapter.

Second, it's crucial to know where a planar was born, because he's extraplanar everywhere else. This means that everywhere except on his home plane, a planar's subject to *protection from evil*, *holy word*, *banishment*, unwanted *contact other plane* communications, and any other such spells that specifically deal with extraplanar creatures.

Third, planars can be summoned without warning by spells or psionic abilities designed to grab planar creatures from the planes and haul them to the caster's location. Spells of this nature include *monster summonings* cast on planes adjacent to the planar's current position; or “summon planar creature,” a psionic psychoportative science.

PRIMES, who're often unfairly tagged “the Clueless,” are simply natives of the Prime Material Plane. While they're often considered know-nothing leatherheads and easy marks for peelers, primes do have one big advantage over planars: They're not subject to any spells that summon, command, or banish extraplanar creatures, no matter where they go. For example, a good-aligned prime in the Abyss isn't subject to a *protection from good* spell, whereas his planar companion would be if that planar wasn't an Abyssal native. 'Course, any sod in the Abyss has more to worry about than that. . .

PETITIONERS are the spirits of deceased primes and planars who inhabit the plane of their deity or alignment. Petitioners take many shapes but are usually indistinguishable from other folks, at least at first. They don't remember their former lives and only vaguely reflect their previous personalities; they're shaped into whatever form their power or their alignment requires. About the only thing they have to work toward is the hope of attaining union with their power or plane. They never leave their home planes for fear of permanent dissolution.

PROXIES are the hand-picked servitors of the *powers* – those who some call gods. As servants of their deities, proxies act in their powers' interests and according to their wishes. Some proxies retain their original forms, while others are reshaped into forms favored by the powers. Naturally, their personalities and intentions vary, depending on the particular powers they serve. Regardless, it's a sure thing that proxies answer to their gods and *only* to their gods, and a basher had better treat 'em with the respect they're due. Not all berks have a direct pipeline to their deities, after all.

POWERS – whether a body worships them as gods or just thinks of them as really mighty bloods – are the high-ups of the planes. They rule over certain areas, establishing their dominion and enforcing their whims as their natures demand. They offer spells and abilities to those who worship them. Within their realms, the powers rule supreme; no mortal cutter's ever going to come close to challenging their might.

WHAT'S WHERE

PLANES are infinite expanses that usually represent a certain alignment or element, and maintain their own physical laws, environment, and natives. The Outer Plane of Arborea, for example, exemplifies the qualities of chaos and goodness, and in general the plane's inhabitants exhibit characteristics of individuality and virtue.

LAYERS are portions of a plane, so to speak, that are linked to the other layers of the plane yet maintain their own unique environments. To continue the example above, Arborea has the three layers of Olympus, a layer of green forests and mountains; Ossa, an endless shallow sea; and Pelion, a stark white desert. All three layers are “infinite” unto themselves, yet are contained within the larger plane.

REALMS are smaller portions yet, occupying only a part of a layer and unified by specific conditions and natives. Usually, “realm” refers to an area in which a power resides, but realms aren't absolutely limited to powers. In Arborea's first layer of Olympus, both the Greek and the elven pantheons maintain their realms, which include the homes of the gods, the proxies and planars who live there, and all the petitioners from all the countless Prime worlds who belong there. The realms of Olympus (Greeks) and Arvandor (elves) appear just as infinite as the layer they rest in, yet much exists on the layer besides rowdy Greeks and fey elves.

SITES are smaller, very specific locales, often – but not always – within realms. Somewhere within the realm of Arvandor lies the Evergold, a pool dedicated to the goddesses of beauty, which grants a body matchless comeliness and charisma if she can find it. Outside of any realm but still in the layer of Olympus, the Gilded Hall of the Sensate faction rings with continual revelry.

Finally, there are **TOWNS**, which even the simplest addle-cove understands. Like sites, towns can be located within or outside of realms; the treant-town of Grandfather Oak flourishes within Arvandor, while the philosophers of the town of Thrassos thrive just outside the realm of Olympus. The ulti-

mate town, however, is a place from which all others can be reached: a place known by many names, but most often called Sigil.

◆ THE CAGE ◆

Every planewalker's got to know the City of Doors. Even bashers who hold no love for the place know that a body's got to take advantage of Sigil's location, its portals, and its services. Sigil's referred to as the Cage by those who live here, and it ain't much of a surprise why. For a place also called the City of Doors, getting in or out isn't always easy.

The only way in or out of Sigil is through the portals that show up in the doorways, archways, windows, manholes, fireplaces, and other openings found throughout the city. Nothing else — spells, magical items, innate powers, or anything else — gets a body into or out of the Cage. That's the way the Lady wants it.

The Lady of Pain calls kip in Sigil. She runs the show, but not in a direct way like a mayor or queen. In fact, she doesn't even show her death-dealing image around much. But Sigil's hers, plain and simple. She controls the portals, and keeps every power or archfiend out. Those who cross her die or end up in the Mazes, extradimensional labyrinths from which there's no escape. Is she a power? Is she a fallen celestial or a reformed fiend? Nobody knows. Canny cutters do know this: Leave her be. Don't talk to her, don't ask her for help, don't worship her, and certainly don't antagonize her.

Some suspect that the real power in the City of Doors is held by the dabus, humanoid creatures who serve the Lady of Pain directly. They act as her eyes and ears, but most importantly her hands, making sure that everything in Sigil works smoothly. See, Sigil's got lots of tricks built into it, many having to do with portals. The dark is that the air here comes from portals to the plane of Air, and the water's drawn from the plane of Water. Some sages think that the Lady can make portals wherever she wishes, and somehow directs the dabus to use and maintain them. A word of advice: Don't bother the dabus, and don't get in their way. They're not so tough, but any berk who crosses them is sure to get on the Lady's bad side — and that's no place to be.

The city itself is built within a torus (that's like a big wheel) that floats above the Spire at the center of the Outlands. How? Nobody knows. Many a graybeard has a theory, but no one can say for sure. Most agree that the city shouldn't be able to exist where it does, and that magic and other fundamental forces (maybe even life itself) should be altered or nulled or some such. The fact is, spells work just fine, and a body has no problem living here, except for all the smoke and polluted air — and the razorvine, cranium rats, fiends,

cross-trading knights, and a population of generally surly berks. Most say it's the Lady who keeps everything working. Maybe she even built the place.

Sigil's informally separated into wards — The Lady's Ward, the Clerk's Ward, the Lower Ward, the Guildhall and Market Wards (which are often counted as a single ward), and the Hive Ward. Each ward has its own general purpose. The Lady's Ward is home to the wealthy upper classes and many of the powerful individuals who scheme and plot for their perceived control of the city. The Clerk's Ward houses the city's administrative offices and is the center of its bureaucracy. All manner of goods are forged, built, or otherwise produced in the Lower Ward. These goods — and others that have been imported from across the multiverse — are sold in the Market Ward.

In the Guildhall Ward, craftsmen gather and train apprentices. The poor and lowest classes call kip in the Hive.

The Cage is the center of faction activity. (See "The Factions" chapter for more on these philosophical and political groups.) The Guvners, Harmonium, and Mercykillers are the self-

appointed judges, enforcers, and executioners of Sigil. Equally (but not always so "officially"), the other factions all fill a niche in the city's workings. The Lady of Pain tolerates the factions, their assumptions of power, and their various squabbles. As long as nothing they do threatens her goals — whatever they are — or the city as a whole, she doesn't pay them any attention.

Canny bashers should find Sigil a place of infinite opportunity. First off, a body can get anywhere from here. That alone makes it the most important place in the multiverse. (At least, that's how the natives see it — they're at the "Center of the Multiverse.") Any berk should realize there's more to it than that, though. Sigil's a center of trade. Not only can a body find whatever she's looking for here, but she can find somebody with a need for whatever she has — even if it's only a strong sword arm and a bit of smarts in her brain-box. Lastly, the Cage is the place to come for the big chant — the chant about anything and everything. Some well-lanned bloods live here, and a little garnish sometimes goes a long way toward getting a Cager to rattle his bone-box. Usually, it's more of a challenge to get him to pike it.

TARSHEVA RECOMMENDS: First off, hire a tout. There's no point in wandering Sigil without a guide; that's virtually an invitation to be robbed, killed, or otherwise assaulted. Be wary, however, for many touts are either faction members who'll give only their faction's view of the city, or else knights of the cross-trade who'll bob a sod the moment he turns his back.

A good tout'll show a body where he needs to go to fill virtually any need or want, but here's two quick recommen-



AH, +HE CAGE.
NEXUS OF +HE PLANES.
YOU'VE GOT +A HA+E IT + . . .

— TRYRK THE
S+ONE-HURLING BERK

dations: Geldab's Bakery in The Lady's Ward sells excellent pastries and breads, magically preserved to stay fresh for longer than normal (useful for planewalkers expecting a long journey!); and modron armor and equipment may be commissioned from Burl, a smith who lives in the Hive.

◆ THE OUTLANDS ◆

Sigil sits at — above, really — the Spire at the center of a plane called the Outlands, or the Land. Technically, the Outlands are part of the Great Ring, but since they exist at the “center” of the Ring, nobody ever thinks to include them in it. As things count on the Outer Planes, the Outlands are realms of true neutrality, but most folks think of them as places with no alignment at all. The Outlands serve as meeting places and common ground for any berk from the Outer Planes. Oh, the Land has its share of natives, and a good number of powers, but most folks steer clear of actual Outlander settlements except for the gate-towns (see below).

The realms and towns of the plane all follow the same basic precept: The closer a body gets to the Spire, the more things cease to work. As a cutter travels spireward, spells begin to fail, psionics cease to function, and eventually even the powers' might dwindles. The plane is organized into nine rings surrounding the Spire, and as a body passes through each ring, more magic and abilities vanish. Learning these borders isn't a valuable way to spend a body's time, however, 'cause they move and change all the sodding time. Chant is, a race of unknown creatures lives near the base of the Spire. These mysterious gray folk remain hidden because of their isolated location. Due to obvious reasons, they don't use magic, and have some other (more neutral) force at their disposal.

The realms of the Outlands mostly belong to powers of neutrality, so most of 'em don't care one way or another about casual visitors. But other powers lair here too, and not all of them are friendly. Plenty of small Outlands towns thrive here also, some of them attached to realms, some of them standing on their own. And then, of course, there are the gate-towns, which see more traffic than most of the rest of the Outlands put together.

TARSHEVA RECOMMENDS: Any basher with a strong sword arm or command of a few spells can make a quick pile of jink guarding the constant trade caravans (like those belonging to the Planar Trade Consortium) that crisscross the Outlands.

THE GATE-TOWNS

Situated about the Outlands are burgs that contain gates leading to the various other Outer Planes. Each gate-town opens onto the first layer of its respective plane. The areas around the gate-towns, as well as the burgs themselves, take on various aspects of the plane to which the gate leads. So the area around the gate to Mechanus is extremely orderly, while

the town around the gate to the Abyss is sinister and foul.

The gate-town of *Automata* leads to Mechanus. It's full of lawful, orderly, overly organized bashers who can't strap on their own boots without filling out a form. In short, watch out for the red tape. But it's the only place outside of Mechanus that a body can find the strange new clockwork weapons that've been developed on the planes of law. Crossbows that fire more than one bolt (and more accurately, too), armor with built-in dart-throwers, and even stranger things can be found here, as long as the buyer's extra-generous with the jink (and is willing to fill out all the proper forms).

Bedlam's the gate-town to Pandemonium, and it's a barmy place that doesn't look quite *right* to a body wandering about the streets. Don't assume anyone here's completely sane, but don't think they're all deranged sods, either. If possible, contact a bariaur here named Thrist. He's a little touched, but more lucid than most, and for a price he'll keep a sod out of the blinds.

Curst leads to Carceri, and like that plane, is full of exiles and refugees. There's said to be a slaver ring here that has ties all the way into the Inner Planes.

Ecstasy holds the gate to Elysium. The town's known as the City of Plinths for the tall stone and iron monuments that dot the burg. Here, bashers sit idly and contemplate the multiverse. Everyone else in town is equally as motivated — they do what they want, when they want, and generally enjoy life. This isn't a bad place for a planewalker to take a break, but don't look for much from the local folks — they're busy with their own cares.

In Mount Celestia's gate-town, *Excelsior*, the streets are paved with gold-flecked brick and floating castles of paladin lords keep the perimeter safe. In fact, a body can't swing a dead vrock without hitting a paladin in Excelsior. If that's not something a basher appreciates, she should just avoid the place.

Although it looks like a ruin, *Faunel* is actually the gate-town to the Beastlands. This burg's been overgrown by plants and is populated by more beasts than people. Here's a fact some leatherheads can't tumble to: The place is *supposed* to be wild. Berks trying to fix the place up and establish a real city wind up in the dead-book. The dark is that something here lurks in the shadows, championing the wild side, killing anyone that opposes it.

Fortitude is the gate-town to Arcadia, although some bashers call it the Egg because the town's wall makes a perfect oval shape. The burg's a beautiful place, but it's an ordered beauty. The trees line the parks in neat rows, the grass is uniformly clipped, and the streets are polished to a shine. An intolerant lot of berks live here — beware showing too much individuality.

Glorium's got two gates to Ysgard. One's on the water, big enough for ships to sail through, while the other is actually part of Yggdrasil (see page 12). The town's a very small anthill and there's not much to see. Look for a blacksmith named Thurnur who makes a nasty chiv for not a lot of jink. Some say he enchants his wares, but Thurnur denies it.



Hopeless is built in a spiraling pit with the gate to the Gray Waste at the bottom. The burg's a depressing place with only one street – the one that spirals down into the pit. The Lonesome Fear inn caters to planewalkers, particularly those who've spent a lot of time on the Lower Planes and know the dark of the nether regions.

The ramshackle town of *Plague-Mort* leads to the Abyss. Here, might makes right, and the strongest rule the day – rather ruthlessly, too. The shacks that make up the city surround a huge, ornate iron keep where the ruler makes his case. The current chant is that the burg's ruler has a group of plane-touched enforcers called the Hounds – and they're always looking for new recruits. Tieflings beware, 'cause these folks don't take "no" for an answer.

The fortress city of *Ribcage*, nestled under the curving "ribs" of the Vale of the Spine mountains, protects the gate to Baator. The people are a peery bunch who work hard and keep their eyes open. Fail in either, and there'll be music too harsh to pay.

Even more of a military camp is *Rigus*, the gate-town to Acheron. The gate itself lays far underground, and a basher's got to get through guards and protections too numerous to catalog, but rumors say there're other, secret ways to get to it.

Sylvania (which surrounds a gate to Arborea) is a burg for the party-loving planewalker. There're more taverns than in any other gate-town, and that's not even the beginning of the sensual delights to be found here. But beware of partying too hard, 'cause plenty of cony-catchers and cross-trading scum wait to peel and bob the unwary bubbers who fill the streets.

For safer entertainment, the Sensates run the God Bar, where powerful illusions temporarily give a basher the appearance and faux abilities of a known power so that he can fight other, similarly enchanted takers in an arena. These "god battles" are popular with the Athar (who enjoy debasing the powers), as well as the Godsmen and the Signers, both of whom like the idea of being powers themselves.

The horrible town of *Torch* is built amid volcanic spires and surrounded by a blood-red

marsh. The gate to Gehenna hovers high off the ground, making it a real challenge to get to it. Torch is full of spivs and knights of the cross-trade, many of them well-lanned about the Outlands and the Lower Planes. For information, look for the top-shelf blood Badurth in the Festhall of the Falling Coins.

Bashers hoping to get to Bytopia might try *Tradegate*, but the gate's real hard to use 'cause a berk's got to find a cutter named the Master Trader first. Most folks just come here to buy and sell, since this is the center of Outlands commerce.

Barmy's the best way to describe *Xaos*, the gate-town to Limbo. There's so much chaotic energy here that the town shifts and changes in an eyeblink. The folks here can handle it — lots of travelers can't.

TARSHEVA RECOMMENDS: Gather a batch of newly grown razorvine for the Cilenei brothers in Curst and have 'em turn it into a bottle of heartwine — it's delicious!

◆ THE GREAT RING ◆

See, the multiverse has a thing about rings. Rings wrap around everything and everything is a ring wrapping around itself. (That's the Unity of Rings at work.) But who needs philosophy, right? What's important is that the Outer Planes form a ring — the Great Ring, or the Great Wheel. (That's outer as opposed to inner, as in the Inner Planes. It's all in relation to the Prime Material Plane, which everyone says doesn't rate, but it must, since so much adjoins it.)

The Outer Planes only appear as a ring when they're drawn out on paper. But just 'cause some leatherhead sketches a picture of the planes and puts Mechanus next to Acheron, it doesn't mean that a planewalker can just hop across some physical border or boundary between the two. The infinitely big planes don't really lay out like countries on a map. Instead, they're organized according to outlook, good versus evil, order versus chaos — get the picture?

There're several ways to look at the ring. Most primes twig to the idea of the "good planes" and the "evil planes." When a cutter refers to the Upper (or "good") Planes, he's talking about the planes of Arcadia, Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard. The Lower — or "evil" — Planes are Acheron, Baator, Gehenna, the Gray Waste, Carceri, the Abyss, and Pandemonium. That's everything but Limbo and Mechanus, respectively the planes of purest chaos and law.

Another way to dissect the ring is by the planes' orientation towards law or chaos, which is as least as important (sometimes more so) to planewalkers than good and evil. On one side are the planes of law, which include Mount Celestia, Arcadia, Mechanus, Acheron, and Baator. The planes of chaos are Arborea, Ysgard, Limbo, Pandemonium, and the Abyss. What's left over — Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and Carceri — are the planes of conflict, sometimes called the planes of neutrality by berks who haven't been caught between the extremes of law and chaos.

TWO RIVERS, A MOUNTAIN, AND A REALLY BIG TREE

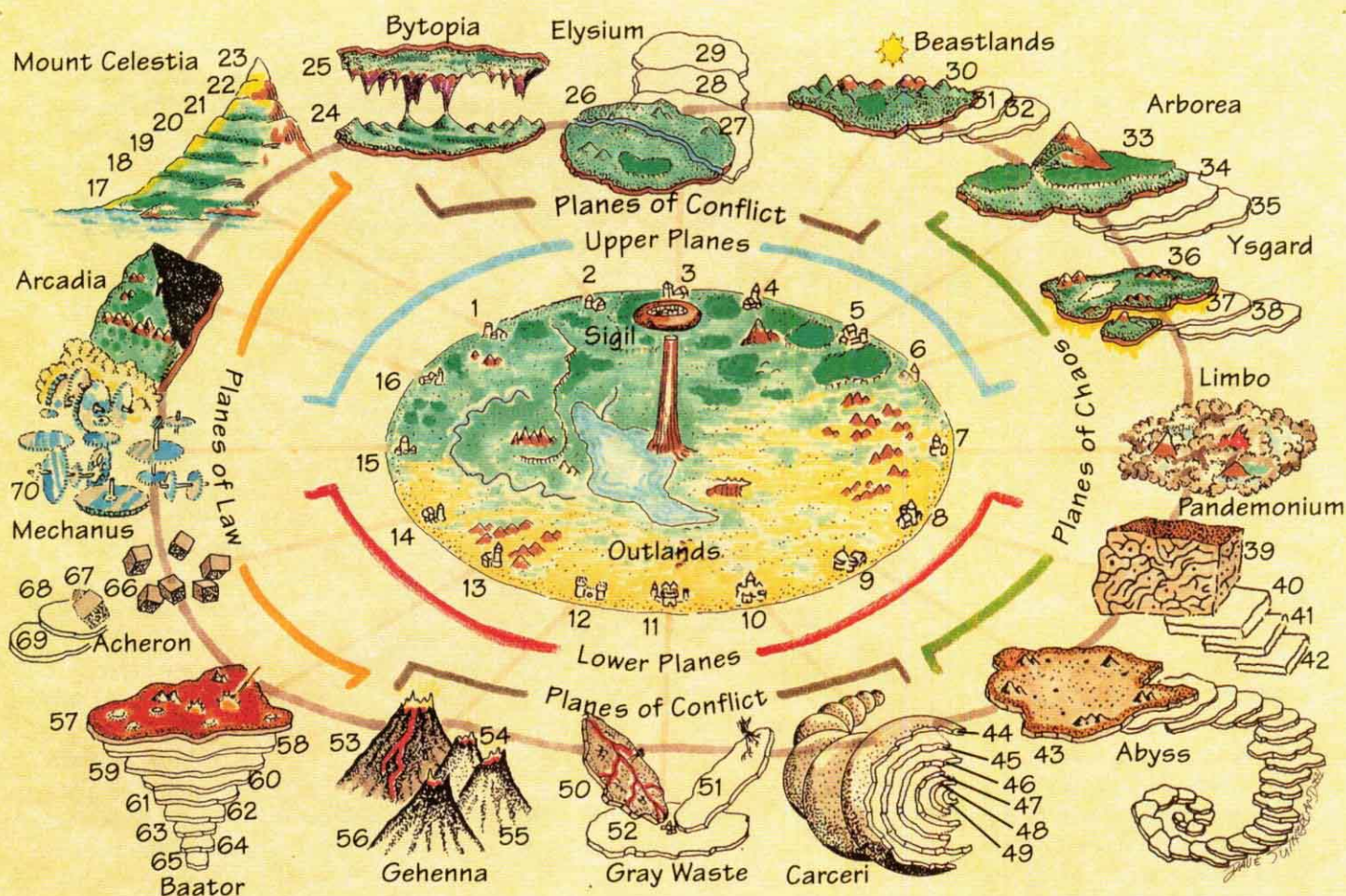
Though plenty of gates allow bloods to travel between the Outer Planes (if they know where to look), most planewalkers know a few other ways to get around. In particular, four major planar connections link several planes and allow a more convenient (if somewhat more dangerous) means of travel.

The magical River Oceanus runs through a few of the Upper Planes. Its crystal waters are smooth and calm, as well as unfathomably deep. Sailing down the river is a straightforward way of traveling through and across Elysium, the Beastlands, and Arborea. What's hard for some to understand is that the river's path is neither straight nor regular. It dips in and out of the planes it passes through without warning. There's no use trying to understand it, though; most find that the river's flow takes them just where they want to go without really understanding how. Plenty of merchants use the river to transport trade goods, and many others use it for regular travel, so it's not difficult to hire a boatman to take a traveler along its course. Some folks say that certain creatures that live in the river sing a mystical song. If the music doesn't drive a sod barmy, it'll give her some secret of the multiverse.

The River Styx, on the other hand, is not as pleasant or welcoming. Its wine- (or blood-) red, dirty, and oily waters run through all of the Lower Planes in a twisted, aimless path. While its sister river, Oceanus, courses with pure, clear water, one touch of Styx's foul soup and a basher might forget his own name and whole life. Like Oceanus, the path of the Styx is never constant and always unknowable. Sometimes it takes a body straight to his destination, and other times its course meanders through a number of planes. Regardless, more than one blood has spilled the chant that it never takes more than a day to reach a desired location while moving along the Styx. Fewer folks travel by the Styx than by its upper-planar cousin, but the mysterious boatmen called marraenoloths transport anyone for a price.

Mount Olympus, a mountain realm on the plane of Arborea, holds a good number of planar pathways. Caverns within the mountain lead to Gehenna, the Gray Waste, and Carceri, while climbing along its slopes can take a traveler to any number of Prime worlds. As the paths shift into a new plane, a traveler sees a round, colored portal. To see where the path goes, a basher's got to go through the portal. Luckily most, if not all, of the portals are two-way.

Similar paths can be found on Yggdrasil, the World Ash — a gigantic plane-spanning tree. Its source lies in the first layer of Ysgard, but the branches and roots spread throughout many planes, layers, and realms — so many that no blood has ever been able to trace them all. The roots and branches are big enough to walk on or climb, and some branches even stretch to prime-material worlds. Yggdrasil seems to far exceed the reach of Mount Olympus, and its paths are more frequently used. Nevertheless, if a body wants to use the World Ash, it's best to have a guide or be ready to do some exploring.



THE GREAT RING OF THE OUTER PLANES

GATE-TOWNS

1. Excelsior
2. Tradegate
3. Ecstasy
4. Faunel
5. Sylvania
6. Glorium
7. Xaos
8. Bedlam
9. Plague-mort
10. Curst
11. Hopeless
12. Torch
13. Ribcage
14. Rigus
15. Automata
16. Fortitude

PLANAR LAYERS

17. Lunia
18. Mercuria
19. Venya
20. Solania
21. Mertion
22. Jovar
23. Chronias
24. Dothion

25. Shurrock
26. Amoria
27. Eronia
28. Belierin
29. Thaliasa
30. Krigala
31. Brux
32. Karasuthra
33. Olympus
34. Ossa
35. Pelion
36. Ysgard
37. Muspelheim
38. Nidavellir
39. Pandesmos
40. Cocytus
41. Phlegethon
42. Agathion

43. Plain of Infinite Portals
44. Othrys
45. Cathrys
46. Minethys
47. Colothys
48. Porphyatys
49. Agathys
50. Oinos

51. Niflheim
52. Pluton
53. Khalas
54. Chamada
55. Mungoth
56. Krangath
57. Avernus
58. Dis
59. Minauros
60. Phlegethos
61. Stygia
62. Malbolge
63. Maladomini
64. Cania
65. Nessus
66. Avalas
67. Thuldanan
68. Tintibulus
69. Ocanthus
70. Regulus

Gate-town connections

Great Road connections

NOTES:

The Abyss has innumerable layers; only the first is named here.

Arcadia certainly has more than one layer, though the Harmonium and the inhabitants are peery of anyone trying to travel beyond the first.

Though Limbo has been divided into named sections by sages and scholars, the plane doesn't have layers in the planar sense.

Mechanus consists of countless gears, of which Regulus (the home of the modrons) is only one.

THE BLOOD WAR

Before a body learns about each of the individual planes, there's one last thing to talk about: a bit of a hullabaloo on the Lower Planes that most folks refer to as the Blood War. The principal inhabitants of the Abyss, the tanar'ri, battle the baatezu of Baator for nothing less than control of all of the dark planes. This eternal struggle is best characterized by the following excerpt from an interview with Verrith, a human observer of the war:

"Tanar'ri die. Baatezu die. The war rages on with an infernal intensity. Each side leads legions of troops, mercenaries, conscripts, slaves, and servant monsters into horrendous battle for control of the Lower Planes. Most think that it's a never-changing, futile stalemate, but each side has come close to defeating the other on numerous occasions. This war is a real threat to all the planes."

The Blood War creates a great need for supplies, weapons, troops, and leaders. Many bashers capitalize on these needs to earn some jink of their own. Some brave (or barmy) planewalkers deal in weapons or mercenaries with either or both sides. Those who don't end up in the dead-book often come out of it very rich. The yugoloths, natives of the Gray Waste and Gehenna, devote a great deal of time and energy in helping both sides — but only so they can earn a fair profit.

THE ABYSS

No plane, rightly or wrongly, inspires as much fear as the Abyss. This plane is the seat of ultimate chaos tainted by the darkest evil. Its virtually endless layers spiral deep down into the bowels of true vileness. No one knows whether the Abyss truly has infinite layers, but well over 600 have been catalogued.

All of the Abyssal layers have their own unique yet horrific environments. No unifying theme persists other than their harsh, inhospitable nature. A planewalker'll find lakes of caustic acid, clouds of noxious fumes, caverns of razor-sharp spikes, and landscapes of boiling rocks — and those're some of the tamer dangers! Rusty, jagged pieces of metal cover one particularly harsh layer, some big enough to build a city upon, others so small that they blow in the driving winds to lodge in a basher's flesh, mouth, and eyes. Other layers have more hidden dangers, such as the layer that slowly changes a body's alignment towards chaos and evil, or the one that infects a sod with an incurable wasting plague. Nevertheless, a few particular layers have interest to planewalkers, and it's best to head to those destinations directly; "exploring" the Abyss or wandering into uncharted regions is a good way to get killed fast (at best).

The Abyss is the home of the tanar'ri, creatures devoted to death and destruction. A tanar'ri on its home plane is likely to slay a planewalker or force him into serving in the Blood War or some other horrid duty. The best thing (for a traveler) about the tanar'ri is that they have no sense of responsibility, honor, or loyalty. They'll gladly accept a little garnish to look the other way — if the mood strikes them. Their behavior is always unpredictable. It's important to remember, too, that what's deadly to a human or a githzerai may literally be harmless to a tanar'ri. Just because they dwell safely in an area doesn't mean that it's safe for other planars. In fact, a number of layers of the Abyss are so terrible that nontanar'ri who enter them get put in the dead-

book immediately. Therefore, even the toughest bloods need to be peery about shuffling about these layers.

The Abyss is the abode of a number of other monsters, including eyewings, fetches, fire shadows, undead of all types, retrievers, bebiliths, and worse. It's also home to a number of powers, particularly those worshiped by chaotic monsters like bugbears, beholders, lizard men, and drow elves. Most of these powers have

their own layer or layers directly under their control.

Crucial to planar travelers is the uppermost layer of the Abyss, the Plain of Infinite Portals. Aside from being the easiest ingress and egress to the Astral, Carceri, and Pandemonium, crevice/gates here lead down into the other layers of the Abyss. Anyone passing through this layer should stop at Broken Reach, a fortress town run by a succubus (a type of female tanar'ri) named Red Shroud. Her rule is harsh and absolute, but it's not a bad place to find food, rest, and safety. Don't cross her, and she'll probably leave a basher unscathed — which is about the best a body can hope for in the Abyss.

The tanar'ri lord Graz'tz rules three Abyssal layers, at least one of which is filled with trees with poisonous snakes for branches. Despite the danger, though, Graz'tz is one of the few Abyssal lords who allows unhindered travel into and out of his realm. A planewalker willing to chance it can make a hefty bit of jink bringing goods to the market here. Besides, chant's that a powerful mage died among those viper trees, and that his decomposing bones still hold an artifact that renders a cutter immune to the harsh environs of the Abyss itself.

There's also said to be a layer where time moves backward in regard to aging. This could be used to a body's advantage to restore lost youth. However, it is also said that the reverse aging moves at random speeds, and it's likely that a basher who stays too long will revert to an infant, or be aged back out of existence altogether.



THE BLOOD WAR IS
+THE GREATEST+ BLESSING
AND WORST+ CURSE
+THAT+ HAS EVER BEFALLEN
+THE MULTIVERSE.

— VALAXANDER,
A DEVA

Planewalkers should take note of a network of planars dwelling in the Abyss to help those poor sods who end up here (for whatever reason) and want to leave. These cutters, known as the Desderain, use spells of illusion and other magical aids to allow them to remain and survive in the Abyss. The trick is finding these people when a body needs them. It mostly depends on luck, since they obviously can't be everywhere, or even on every layer. This altruistic group of tanar'ri-haters knows that it's barmy to think that a body, or even a group, could significantly deal the tanar'ri a blow. There's just too blasted many of them. Instead, they have chosen to help the potential victims of the tanar'ri. Not surprisingly, Desderain members are immediately killed by tanar'ri once they're identified.

TARSHEVA RECOMMENDS:

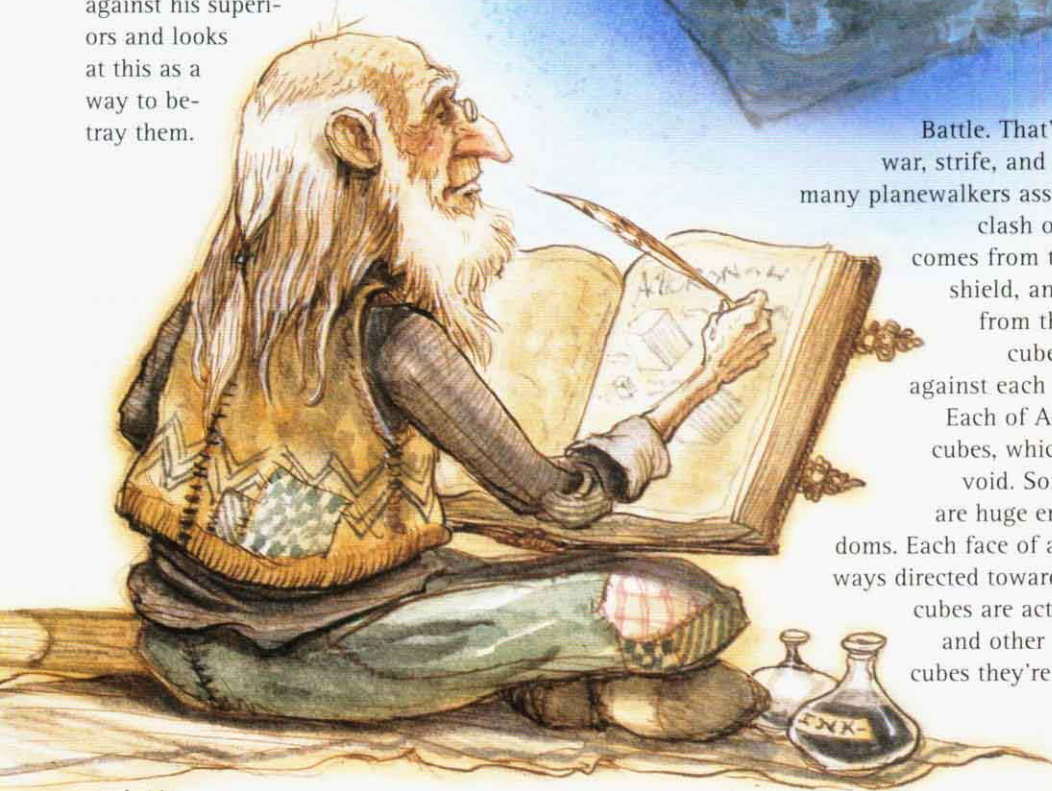
Look for a vroock called Rcreen (not his true name, obviously) who dwells in the first layer. For the right garnish he'll show a body around and reveal some of the dark of the Abyss. Chant is, he's got a grudge of some type against his superiors and looks at this as a way to betray them.



ACHERON

Battle. That's all there is on Acheron – conflict, war, strife, and struggle. For more than one reason, many planewalkers associate this plane with the clang and clash of metal against metal. Partially, this comes from the eternal striking of sword against shield, and blade against blade. It also comes from the sound of two of the gigantic iron cubes that make up this plane smashing against each other.

Each of Acheron's four layers consists of these cubes, which float through an infinite, air-filled void. Some of the cubes are small, but others are huge enough to hold whole cities and kingdoms. Each face of a cube is habitable, and gravity is always directed toward the center of a cube. (Not all of the cubes are actually cube-shaped – some are plates and other geometric shapes, but since most are cubes they're all called by the same name.)



Worse, the cubes constantly move and occasionally collide, ringing a toll of disaster for anyone standing on one of the clashing cube-faces. The cubes are also riddled with tunnels and caverns, providing more space to marshal forces and fight battles. Travel between cubes is possible through use of special gates and spells.

Acheron is the home of the goblin and orc deities, as well as similar evilly militaristic types. These powers send their petitioners into continual battles for dominance. An Acheron petitioner cares little for form, only function. The beauty of a weapon matters little – what counts is only how badly it wounds a foe that it strikes. While skill isn't completely overlooked, in the end, brute force is king.

The first layer of the plane, Avalas, is the most heavily populated, but it's also where most of the fighting goes on. Yugoloths, baatezu, modrons, dwarven einheriar, petitioners (folks who died in unglorious battle), and planar mercenaries do battle with the aforementioned humanoids as well as with each other. There're towns and fortresses throughout, but mostly it's a layer of battlefields.

The second layer of Acheron, Thuldanim, is of more interest to canny planewalkers. It's the final resting place for more weapons and more *types* of weapons than a single cutter is ever going to know of or see. Machines and devices of war from endless conflicts throughout all the planes, including the Prime, end up here. Scavenging for intact weapons can be a valuable undertaking, since many of great quality, fantastic power, and intriguing mechanisms can still be found and used, or at least copied. A word of warning, however – the dark of this layer is that anything (including equipment, weapons, and flesh) staying too long turns to stone.

Tintibulus and Ocanthus, the third and fourth layers of Acheron, aren't much visited. Folks who frequent such places aren't the types to rattle their bone-boxes without some significant garnish, so the chant remains dark. A few say that a huge city on Ocanthus is home to a powerful, isolated race, but this has never been confirmed.

TARSHEVA RECOMMENDS: A cambion named Thrao sneaks about the plane looking for magical weapons. Chant is, he's got one of the greatest hoards on the Lower Planes (mostly weapons of low power, but he makes up for it in quantity). His prices are high, but his selection is superb – and he has a number of odd magical weapons, like garrotes, pikes, blowguns, arquebuses, and more.

ARBOREA

Arborea scoffs at any basher who thinks he knows the dark of chaos. This chaotic plane isn't a realm of destruction and disharmony or a maelstrom of energy and cacophony, but a place of personal freedom, independence, and individuality. It's a place of goodness as much as chaos.



Arborea's a plane of extremes, whether one's talking about the landscape or the people. It's a land of huge trees, impossibly deep chasms, unimaginably dense forests, and mountains taller than any prime could comprehend.

Everything's big. The passionate inhabitants play hard, fight hard, live hard, and love hard. If these bashers hate a body, she's really in trouble, but if Arboreans take a shine to her, she's got it made.

Not surprisingly, with terrain features like those mentioned above, travel's not easy on Arborea. Magic's the best way to get around, although if a berk's got access to a flying mount or other means of taking to the air, that's not a bad way to go.

Arborea has three layers: Olympus, Ossa, and Pelion. Olympus is named for the main feature of the terrain, the well-known Mount Olympus, which not only serves as a home for the Greek powers but also connects a number of other planes in a vast planar pathway. The rowdy Greeks form a powerful pantheon, closer to its worshipers than most. 'Course, the attention of powers – particularly tempestuous and chaotic ones such as these – isn't always something to be desired.

This layer also holds the elven realm of Arvandor. The elven powers are a particularly reclusive lot, so wigwagging with the elves isn't a realistic goal. These bashers seem more interested in the affairs of their brethren on the Prime Material Plane than on planar happenings anyway. The Greek powers and the elves don't associate much, and the realms are separated from each other by endless miles of extreme wilderness. All manner of nature spirits, sylphs, satyrs, cyclopes, giants, titans, and other creatures often regarded as legendary on the Prime also populate this layer.

The second layer, Ossa, is a huge but shallow sea, called Aquallor by the elves. It's the endpoint of the River Oceanus, which begins in the watery layer of Thalasia in Elysium. It's said that water funnels draw water (and unwary leatherheads) back to Thalasia to flow down through the river once again in its never-ending cycle. Sea elves and all manner of aquatic creatures dwell here.

Pelion blows white with sand and snow. It's called Mithardir by the elves, who tell visitors that the name means "white dust." Chant's that this was once a very different place – a home to a group of long-gone powers whose disappearance caused the layer to fall into eternal disintegration. Curious planewalkers might want to explore this place looking for clues and possibly even treasures left by the departed powers.

TARSHEVA RECOMMENDS: A large reddish fruit called thethane's pear is said to cure many maladies when eaten, including all sorts of viruses and infections. It is rare, and found only in the forests of Arborea.

ARCADIA

Whereas Arborea flourishes with wild forests and beautiful scenery, Arcadia thrives with orchards of perfectly lined trees, straight-flowing streams, and orderly, pristine fields. If Arborea is a realm of individuality and emotion, Arcadia is based around the common good, conformity, and temperance.

Because of the importance of conformity, Arcadia's not a realm for bashers who ain't lawful good. The inhabitants tolerate chaotic and neutral good folks, but they escort true neutrals to the nearest portal and attack evil berks outright. To make matters more difficult, most if not all of the petitioners on this plane can tell a body's moral and ethical outlook just by looking him up and down. Unless a nongood planewalker can hide his alignment with magic, it might be best to just stay away.

Magic's difficult on Arcadia. All spells take twice as long to cast. Some spells won't work unless they're cast to benefit the common good. The natives of the plane, including the petitioners, can see right through illusions and phantasms created by wizards. As an aside, a planewalker would do well to obtain an Arcadian watchdog, due to this immunity to illusions.

Travel, however, is fairly easy. Arcadia has the most straightforward and organized system of roads on all the planes, although chaotic types have a little difficulty traversing these orderly pathways.

Only the first layer of Arcadia is commonly traveled, although certainly more layers exist beyond the first. It's not a mystery because no one knows — it's a mystery because no one's telling. The einheriar militia (upper-planar warrior spirits) and Harmonium patrols don't let anyone get far enough into Arcadia to ever find out. Why they're keeping everyone out is the subject of much speculation.

The known layer is home to such realms as the city of Marduk, which is also the name of the greater power who makes his case here. Mount Clangeddin is another Arcadian realm, this one brimming with dwarves and their halls, forges, and armories. The dwarves here are organized in a strict military structure, and quite effectively, too. These dwarves occasionally march into Acheron to do battle with the evil forces there, and can even be hired as stalwart mercenaries for a hefty pile of junk.

A few refuges offer an escape from the harsh strictures of this plane's inhabitants, though most are hidden and temporary, constantly on the move and running from the einheriar patrols. One permanent settlement is called the Ghetto, hidden between two mountains and (so the chant goes) under the protection of Meriadar, the patron deity of humanoids that have given up their evil ways. This burg's a place of constant transition as different folks take up short-term residences. Still, it's a haven for trading, and a refuge from the regimented life of the plane.

TARSHEVA RECOMMENDS: In the Ghetto, a tavern called The Long Night offers fine food and safe rest for reasonable prices.

BAA+OR

Here's another place every smart planewalker wants to avoid — but sometimes a body has to go places and do things he doesn't want to in order to get by. This plane is known to clueless berks as the Nine Hells. Clueless as they are, it's usually the first plane they want to visit.

It's true that the place has nine layers, but that's about all the Clueless have right. The native baatezu ain't a bunch of stupid fiends, waiting passively for do-gooders to come and "clean out" the place. No, a fouler and cannier bunch of creatures a blood won't find anywhere — even in the Abyss. These fiends disguise their dark hearts with a foundation of order, which at first might sound encouraging. Instead, it makes the plane one of rigid and unyielding law, a realm filled with struggles for absolute, total domination far worse than any Prime world's most terrible totalitarian rule.

A cutter's got to know about two groups of beastly folk when talking about Baator. First, there's the Dark Eight — eight powerful pit fiends who control large armies of baatezu and other creatures. These eight direct the baatezu forces of the Blood War. The other group comprises the fearsome beings known as the Lords of the Nine. Each of these rules a layer of Baator, hovering in status somewhere between the greatest of pit fiends and actual powers themselves. Much is unknown regarding these beings (including most of their names), but that may be for the best — a planewalker's better off not even referring to the Lords at all.

Each of Baator's nine layers has its own unique environment, but they're all inhospitable and deadly. The first layer's known as Avernus, a blasted plain with a red sky and explosive energies coursing through it. A host of baatezu fills this layer, lead by the pit fiend Bel. Tiamat, dragon-queen of darkness, guards the passage to the next layer. Planewalkers would do well to avoid her, and rumor has it that a conduit to the second layer can also be found near a monstrous landmark known as the Pillar of Skulls — but considering that Bel's troops have an iron grip on the layer, it's probably guarded.

The next layer is Dis, also the name of the iron city at its heart. It's a realm of endless toil and hardship for the petitioners found here, and the place's evil ruler, Dispater, is merciless in the extreme. A rogue pit fiend is said to be secretly marshalling forces to challenge Dispater's rule.

Minauros is the name of the third layer, a horrible place (by now a body should begin to sense a theme) of acid rain and flesh-slicing hail. An immensely huge stone city, Minauros the Sinking, rests here, forever descending into the foul bog that fills the layer. The ruins underneath Minauros are said to contain vast riches — some say that the city under the city was not originally of Baator, but of the Outlands (though none know how or why it ended up where it is). Another city, Jangling Hiter, is made entirely of chains and suspended from unknown supports over the marshy landscape. If a basher needs chains of quality, Jangling Hiter makes the best in the multiverse.

Phlegethos, a layer of fire and pain, is more akin to the Elemental Plane of Fire than any other place on the Great Ring. The city of Abriymoch, built within an nearly extinct volcano, is said to lie on the spot where a power died, and the pit fiend that rules the burg does nothing to quell such tales. If a planewalker has the misfortune of finding himself in Abriymoch, he should look for a place marked by a simple sign with the word "Greth." This mysterious little sign is a front for a hidden magic shop, where the proprietor (Greth?) sells items of surprising power right under the noses of the baatezu who run the town. Presumably, the shopkeeper has some magical item or spell that keeps the fiends from scragging him and customers from pulling a peel.

The River Styx flows sluggishly through the frozen wasteland of Stygia, the fifth layer's cold chilling its fetid waters. Occasionally, icy swamps form in warmer areas where rugged plants manage to survive the harsh climate. The City of Ice, also known as Tantlin, is plagued with warfare among various gangs of baatezu and planars who fight for control of the city. Despite this, the city remains an important trading point on the Styx. Merchants (and their caravans) travel to and from Tantlin with goods from the other Lower Planes. The chant is that the lord of this layer is forever frozen within an ice floe, but even so, continues to rule his domain in such a state.

Deeper into the pits is Malbolge, an endless rocky slope. Cascades of boulders roll down the slope, crushing anything in their path. Not surprisingly, no cities survive here, unless one believes the rumors of the ancient places built *underneath* the slope, where monsters older than even the baatezu supposedly dwell. One thing is for certain – the surface is dotted with copper citadels filled with fiends whose main occupation is keeping the boulders from crushing them.

Ruined cities dot the seventh layer of Maladomini. Servants of Maladomini's lord constantly tear apart the blasted landscape for minerals with which to build ever-greater cities. As each is finished, however, the dark lord's dissatisfaction forces his subjects to begin anew. It's said that the ruins around and under the newest city of Malagard swarm with all sorts of terrible creatures.

In another part of Maladomini stands a burg of greater interest to planewalkers. The policies of Grenpoli, the City of Diplomacy, prohibit weapons or offensive spells and utterly forbid strife and conflict. That might make the place seem like a paradise of peace, and in some ways it's just what it appears to be, but there's more here than meets the eye. (There always is on Baator, friend.) The city thrives on politics and political intrigue rather than on combat and destruction. Trickery and deceit reach the level of art, wielded with uncanny finesse to become more dangerous than any physical weapon. For the right price, the Political School will teach a basher about maneuvering and deception, as well as

propaganda, legal loopholes, and other tricks and manipulations. Supposedly, the school also keeps the dark of every gate in and out of Baator and other knowledge unique to the baatezu, though a mortal basher shouldn't count on learning those secrets.

The eighth and ninth layers remain mostly undescribed; not too many cutters have returned to tell tales of things this deep in Baator. Caina, the eighth, is a frozen realm, much colder than Stygia. And the largest and most horrible fortress on all the planes is said to rest in the lowest pit, Nessus.

TARSHEVA RECOMMENDS: Remember, *no* safe place exists on this plane. Period.

THE BEASTLANDS

A harmless place filled with cute little furry animals, right? Berks with that attitude won't last long here. Yes, the Beastlands abound with animals – but they're as deadly and as cunning as animals can be.

Remember, dinosaurs are "just animals." No spell or training can tame the beasts here, either. Animals brought here from other planes go wild as soon as they arrive. Even planewalkers need to beware the influence this plane can have over a

body's "wild side."

Beast lords and special guardians watch over the animals to make sure that the ecosystem remains balanced and that sodding leatherheads don't get it into their brain-boxes that the Beastlands' creatures are pushovers. There're also such animal-related monsters as lycanthropes, lizard men, centaurs, and more. All petitioners on the Beastlands take the forms of animals or animal-related creatures, like centaurs or wemics. The mortal, mighty cloudlike beings, fill the skies of the Beastlands, presiding over the entire plane, and in particular its skies and weather. Lastly, some aasimon and powers make their homes here as well.

This is the plane of Nature incarnate; everything about the Beastlands is wild and untamed. The only society is the hierarchy of predator and prey, the natural order of the animals. The few intelligent beings here live in relative seclusion or in very small, rugged frontier towns.

The three layers of the Beastlands reflect the dominion of the sun and moon over nature. The first layer, Krigala, bakes under an eternal sunny noon. The second layer of Brux glows with the rosy reds of a perpetual dawn or twilight (depending on whether a berk's predisposed to see the proverbial glass as half empty or half full). The third layer is Karasuthra, the layer of night. Each layer is inhabited by beasts suited for the environment.

TARSHEVA RECOMMENDS: There's said to be a magical spring in the nocturnal layer of Karasuthra whose waters, so

MIND YOUR +TONGUE,
+WΘ-LEGS.
— REIDE +HE PUMA,
+Θ A NEWCOMER
ΘN +HE
BEASTLANDS





the chant goes, restore life to a fallen comrade. The beasts of the plane avoid it, however, fearing its power, its guardian, or perhaps a curse laid upon it long ago. Some also tell tales of a powerful red dragon and even the presence of some foul tanar'ri in this layer.

BY+ΘPIA

Bytopia's home to hardworking, ethical, moral sorts. Those who favor this plane are the types referred to as the "salt of the earth," and the "backbone of society." Folks here generally keep to themselves, but help a neighbor when there's need.

Not as wild as the Beastlands, but not as ordered as Arcadia, either, Bytopia's two layers are sprinkled with towns and villages, which seem randomly dropped among beautiful forests, babbling brooks, and elegant mountains. Most bashers will find something beautiful about the plane.

But not everything is peaceful and easy on Bytopia. First, the place is industrious. If a body doesn't like work, then this ain't the place for him. Folks here don't take to berks who don't pull their own weight. This means that they don't care for spivs who make their way by "adventuring." On Bytopia, "adventurer" is synonymous with "someone trying to avoid an honest job." But real dangers exist here, one being the problem of simply getting from one layer to the other. Few gates or conduits exist here, cutter. On Bytopia, a body gets to the next layer the hard way – he climbs.

See, the twin layers of this plane – Dotion and Shurrock – hover over one another, like a sandwich with no middle. A cutter can look up and see the other layer, just as though she were looking *down* at it from above. At certain places, tall mountains from each layer meet and merge to form columns joining the two layers. This enables a basher to climb up one mountain and down the other to get from layer to layer. It's not all that easy, though, for a body's got to be prepared when the gravity of one layer shifts over to the other. One minute, a climber is going up; the next, she's going down. The reorientation can be dangerous, especially to rubes who've never experienced it before.

Worse, flying beasts that aren't subject to gravity's pull hover about such areas, waiting for berks to hit the changeover point. Canny planewalkers keep a peery eye out for such dangers, 'cause it doesn't take much for an already off-balance sod to get pushed off a column altogether.

The usual list of upper-planar critters can be found on Bytopia as well – hollyphants, baku, treants, and even an aasimon or two. Bytopia is also the home of a small handful of good-aligned powers, but they're even more reclusive than the people and petitioners of the plane.

A note to discriminating bloods: If a body needs quality manufactured goods, Bytopia's the place to shop – specifically in a burg called Yeoman. Great veins of metals and minerals, as well as fine woods, provide the local folks (mostly petitioner gnomes) with ample materials for their skillful crafts. Don't try to cheat them, though. These mercantile people are wise to such peels and react harshly to scragged thieves.

TARSHEVA RECOMMENDS: For the finest in carved wood, look for a gnome craftsman named Thinnoc Silvereye in a town called Carnbrook.

CARCERI

Here's the dark of Carceri, cutter – nobody's here that wants to be. The exiled, the shunned, and the defeated are sent here. It's the prison plane – the universe's biggest birdcage. The plane's residents plot and scheme to leave Carceri and find their way back to their homes and positions. A smart planewalker notices that while a lot of gates lead to Carceri, blessed few leave – and berks who've been banished here can't even use those.

Carceri's got six layers, each nested within the one before it. Worse, each layer is made up of a series of orbs, a little like the worlds of the Prime Material Plane, although not as far apart. A traveler can fly from orb to orb in the same layer, assuming he's got the means. Chant is that horrible things lay imprisoned in the spaces between the orbs, which sometimes call out seductively to planewalkers making the trip between them. Most experienced cutters say that's just screed.

The only true native intelligent creatures of Carceri are the gehreleths, a disgusting bunch of fiends that're thankfully found in small numbers, and infrequently at that. Prisoners of Carceri include the Titans, a group of near-power-status beings imprisoned here long ago by the powers of Mount Olympus. All of the petitioners on this plane are prisoners, unable to leave even if they wanted to. Each petitioner is sent to a different layer depending on why and on whom he turned stag during his previous life. Other residents of the plane include evil giants, cruel hunters serving the power Malar, horrible jungle creatures called vaath, and the stoic desert-dwelling gautiere.

Planewalkers shouldn't plan a trip to Carceri without making *sure* that they know how to get back home – or at least off the plane – first. If a cutter's assured of that, she might want to visit the Bastion of Last Hope, a fortress in the control of the Revolutionary League. Here a planewalker can obtain all manner of forged documents, surgical alterations to aid disguise, and various other nefarious enterprises. It's a good place to hire assassins, thieves, and other characters of ill repute.

TARSHEVA RECOMMENDS: A basher named Veddish duBran can be found in Carceri's first layer. He claims to have a key for any and every lock in the multiverse, available for the right jink. While his claims seem unlikely, no one's been able to dispute them.

ELYSIUM

The plane of Peaceful Rest. The best night's sleep a berk's going to get. The Big Nothing. Various planewalkers have given Elysium these names, dependent on their outlook. Good bashers find this plane of harmony and peace a fitting

rest to a life's work well done. Less altruistic berks find the place dreary and dull, with little excitement. The funny thing is, they're both a little right and a little wrong.

The great River Oceanus joins Elysium's four layers. Inhabitants commonly use the riverway as transport, and build burgs right upon its shores. Yggdrasil also connects with all four layers, making travel back and forth between layers easier than on most planes. Getting around on the plane, however, can still be difficult. A magical effect called the traveler's way (or the traveler's travail) prevents folks of evil alignment or intent from getting anywhere on Elysium. They can walk, run, fly, or whatever they want, but they never really get anywhere. Good beings can get wherever they want pretty quickly – they don't even have to know how to get there. Just think about it and go. Stopping to perform good deeds gets a body there even quicker. It don't have to make sense – that's just the way it is.

Magic's affected in much the same way. In general, spells cast to promote goodness are enhanced, while evil magic is diminished, canceled, and sometimes even reflected back upon the caster. The very plane itself is the strongest opponent of evil that there is, so good folks always know they can rest easy here.

If that isn't enough might in the face of darkness, a body can always rely on the guardinals. As the native beings of Elysium, the guardinals embody the essence of the plane. Like fiends, they serve no power but rather the greater force that governs their home. In the guardinals' case, that force is goodness, and they serve with might and steadfastness.

The petitioners of Elysium live their lives in peace and relaxation, more or less as they want – though nowhere on the plane is there anarchy or disharmony. The petitioners remain happy and secure at no one's expense. These bashers are pleasant and content, so much so that a nonnative might as well not even try to affect them. Even magic like *charm* or *hold* spells won't make an Elysian petitioner do anything she doesn't want to.

TARSHEVA RECOMMENDS: Many places on Elysium allow a shrewd planewalker to improve his lot. At certain sites, the powerful energies of various realms – or even the plane itself – can be used to (temporarily) boost a body's personal might, intellect, or charisma. Magical items that duplicate the powers of the guardinals can be found, won, or bought (if a berk's got the right "flavor" jink, that is). Theirs is a power worth having, so that's no worthless dark.

GEHENNA

The Fourfold Furnaces, the Fires of Perdition . . . these names don't begin to describe the horrors of Gehenna, where there's no escape from pain, no free will, and no mercy.

Each of Gehenna's four layers resembles a volcano floating freely in space, with a peak at both top and bottom. The volcanoes are literally hundreds of thousands of miles tall. As one proceeds from layer to layer away from the Astral Plane, the volcanoes start out fiery and tempestuous, but

grow cold and dead by the fourth. No level ground exists on any of the layers, each (seemingly deliberately) as inhospitable as possible. Travelers to this plane've got to watch out for lava flows, gaseous explosions, burning grounds on the hot furnaces, and acidic snow and bitter cold on the cooling or cold ones.

The yugoloths live on Gehenna, although some claim the Gray Waste was their original case. The yugoloths remain neutral in the Blood War, but that doesn't mean they're not involved. They hire themselves as mercenaries to either side, profiting greatly from the baatezu and tanar'ri war. In fact, it's rumored they had more to do with the beginning of the Blood War than the baatezu and tanar'ri themselves.

A planewalker won't find much here but pain. One exception is the orb-town of Nimicri, which floats above the second layer. Its surprisingly organized and unified people run a fairly well-stocked bazaar, something not too common on the Lower Planes. Even better is the Teardrop Palace, the realm of Sung Chiang; anything stolen is likely to be found here. On the other hand, the Tower of the Arcanaloths holds great lore but also a messy death – chant is these yugoloths don't take to visitors kindly, and thieves less so. One mercenary company claims to have been there once, having escaped with a completely new and different type of magic. Most of these bashers have since disappeared, but it's said that the dark of this new wizardry is not necessarily completely lost.

TARSHEVA RECOMMENDS: A few travelers have reported "dead areas" within this plane where its horrible effects are lessened or even missing. Some say that this comes from some sort of transference from the Gray Waste, as an effect of the magic used in the Blood War. In any event, these areas could provide a body with a moment's respite.

THE GRAY WASTE

If any plane defines the nature of true evil, this is it. The three layers – or "glooms" – of the Waste are permeated with an apathetic, uncaring malevolence that crushes the spirit. Color leaches out of everything, leaving a dull gray wash. The petitioners here suffer without hope, knowing only quiet despair and eternal loss. Even visitors feel the plane slowly sapping their will and draining their memories.

Ironically, this is one of the easiest planes to reach, given that three of the great paths – Yggdrasil, Mount Olympus, and the River Styx – all give access to the plane.

The Gray Waste, in particular the first layer of Oinos, is a plane ravaged by war. For reasons too many and too confusing to explain here, this is the central battlefield of the Blood War. Fiends, their warrior-slaves, trained beasts, and hired mercenaries gather here to wage horrific battles on an epic scale. These battles despoil the already-bleak terrain,



giving even the most addle-coved berk a clue as to why it's called the Gray Waste.

Travelers here find larvae, night hags, hordlings, diakka, nightmares, yugoloths (as well as other fiends), and even more monsters and threats. The night hags seem to be the high-ups over the larvae (which they gather and sell), hordlings, diakka, and nightmares (which they dominate). Moreover, the Waste is full of disease and infestation.

Khin-Oin, the Wasting Tower, is a huge fortress built eons ago by the yugoloths. It looks like a spinal column miles high, and the chant is that's exactly what it is. Some even say that it's the backbone of a power slain by the yugoloths. While the

LIMBO

It's one thing to have to contend with evil, malicious fiends who want to deceive or even skewer a body at the end of a lance, fiery pits that consume all who come near, and icy realms that reach into a chilling eternity. It's another thing to visit a place where hot and cold become meaningless, where the senses become unreliable, and where even a basher's body dissolves into nothingness. Energy and



A planewalker leaps from Limbo to Mechanus

Wasting Tower is open to travelers seeking knowledge, it's not a recommended stop; the yugoloths treat visitors as lab animals at best, and at worst — well, suffice to say it's just safer to avoid Khin-Oin altogether.

Instead, look for a tiny town on the second layer called Death of Innocence. It may be one of the few bastions against the utter loss of hopelessness. Hurry, though, 'cause the chant is that a power called Hel is sending trolls to attack the place — she doesn't want such a refuge to exist.

TARSHEVA RECOMMENDS: In Death of Innocence, an elderly woman creates cloaks that ward off the will-draining effects of the plane. They are extremely expensive, however, and the woman is said to be completely barmy.

matter combine into a single, seething mass of *everything*. This is Limbo, and until a cutter learns the dark of it, its sheer chaotic randomness'll make her wish she was on the Lower Planes facing a horde of fiends instead.

Once a body figures Limbo out, it's survivable. It almost makes a sort of sense in its lack of any logic or pattern (but don't tell a Xaositect that!). A planewalker has to learn to force Limbo to be what he wants it to be. Left alone, Limbo is everything at once — flame, wave, wind, rock, life, death, noise, silence — nothing and all-encompassing. Through conscious effort, intelligent visitors can stabilize a tiny section of Limbo's maelstrom around them, forming a cocoon of sanity that travels with them through the plane. Some folks — called anarchs — are innately better at this than other sods. These bloods have even formed a guild to promote their services in stabilizing Limbo's reality.

Limbo's inhabitants have two methods of dealing with the soup: Some become adept at mastering the chaos (like the transplanted githzerai), while others reject the need for any stabilized reality at all (like the native slaadi).

The githzerai have a number of cities in Limbo, built on stabilized ground. Within one of these cities, Shra'kt'lor (the largest of the githzerai towns, with over two million inhabitants), a githyanki mage operates a black market of sorts, supplied by his thefts of githzerai military goods. This perpetually disguised wizard offers fantastic weapons and items for very little jink. He's in it more to hurt his racial enemies, the githzerai, than to get rich. Those who don't mind stolen property can obtain completely barmy bargains here — if they can find the mage.

The slaadi homeland, called the Spawning Stone by some, lies deep within the chaos-stuff. Chant is a cutter who knows the dark can use the unique properties of the place to achieve immortality here. 'Course, that just could be the screed of some addle-cove rattling his bone-box.

As a canny cutter might suspect, Limbo's soup plays havoc with spellcasting. Bashers familiar with wild magic recognize this place as its true home — fact is, all magic is wild here. Magical effects are always unpredictable, and sometimes bizarre backlashes, or wild surges, result. It takes a brave soul to travel to Limbo, and a braver one yet to cast spells here.

Deep within Limbo, the site of Pinwheel remains fairly stable without effort from some intelligent mind. Pinwheel's named for the way it spins through the chaotic energies of the plane with strands of jumbled matter whipping about its edges. This heavily forested "island" is filled with dangerous and powerful beasts. Nevertheless, Pinwheel remains an important spot to planewalkers, useful when a body's tired of stabilizing the chaos on her own and needs a bit of solid ground. Also, the roots of Yggdrasil reach into Limbo here, connecting the plane to the grand pathway of the World Ash.

TARSHEVA RECOMMENDS: In Shra'kt'lor, a tavern for non-githzerai called Home Away From Home, run by a priestess of Lliira, provides a stark contrast to the harsh severity of the city — it's a nice, homey place.

MECHANUS

Once a cutter's learned the dark of Limbo, he should forget everything he's learned and head for Mechanus. This is the home of law, order, and clockwork precision. It's also the home of the modrons, native beings that maintain and guard the plane and its workings.

The place needs such monitors, for the entire plane consists of a series of endless gears, forever turning and driving . . . *something*. Some say the entire multiverse is driven by the gears; some say the cogs accomplish nothing. Someday a planewalker may discover the dark, but for now the gears simply turn.

The inhabitants of Mechanus make their homes on the very cogs that make up the plane. The gears don't normally

have vegetation or native wildlife, but plenty of life thrives amid the machinery. The modrons control a place they call Regulus, which is home to the supreme modron, a high-up called Primus. It may be that Regulus is a layer unto itself, or just a realm. See, on Mechanus it's impossible to tell. It's one constantly turning clockwork, and the boundaries between layers (if any layers exist) and realms aren't always clear.

The modrons, as a canny basher might surmise, maintain a strict hierarchy. They're divided into well-organized ranks, each modron rank more intelligent and powerful (but fewer in number) than the last. Despite the modrons, the Guvners (and a few Mercykillers as well) like to feel that they run the show on Mechanus.

A planewalker needs to know one more thing about the modrons, and that's the Great March. Approximately every 289 years as they measure them in Sigil (or 17 cycles on Mechanus), the modrons marshall a great host and leave their case to march around the Great Ring. No one knows why they march, especially since so few of 'em live to see the end of the trip. Many planewalkers follow the march, however, since interesting things always happen as the Great March makes its way through the planes, realms, and gate-towns.

Surprisingly, within this realm of perfect law, a place or two exists for less orderly types. One such place is Haven, and while it's not a wild, chaotic town to most folks' eyes, on Mechanus it's an anarchic cacophony of disruption and lawlessness. The city appears to be a huge cube, walled on all sides, including above and below. In order to keep the neutral and chaotic visitors in town in check, they must have a sponsor from among the lawful permanent residents of the city. It's a good place for a planewalker to take refuge, if she can convince a sponsor to let her into the burg.

TARSHEVA RECOMMENDS: In Haven lives a bard who, at one time, was a priest of Lathander. It's said that if given good reason, he'll call upon that power's abilities to help or heal those in great need for nothing in return.

MOUNT CELESTIA

This plane embodies the ideals of ultimate lawful goodness. Some berks call it the Seven Heavens, but these are usually only primes with a certain world view. To some folks, this place is anything but heaven.

The mountain is home to many creatures of good, such as shedu, noctrals, lammasu, and all types of aasimon. The primary residents, the archons, are to Mount Celestia what the baatezu are to Baator or the tanar'ri are to the Abyss — natives of the plane and purveyors of its ideals.

The only way to reach Mount Celestia is by entering from the Silver Sea that surrounds the lowest layer, Lunia. Very, *very* few gates, portals or conduits ever lead to anywhere on the plane but directly over the Silver Sea. Canny planewalkers prepare to get wet when they use a portal to this plane. Creatures called zoveri aid travelers who've fallen into the water and keep them from drowning. Knowledgeable planewalkers can always spot a fiend who's taken the

plunge into these holy waters and survived, for the very imprint of the waves is still etched into its flesh.

Mount Celestia's seven layers ascend, one atop another, in the form of a mountain that rises from the endless silvery sea. It should be possible to see the layers above the one a cutter's currently in – except that a bank of luminescent fog separates each layer. Only by climbing the mountain can a body attain the next level.

The trick to this is that each layer has a path leading up to the next layer, but the path can be found only by those who've been enlightened and have found some truth regarding law and goodness. (These paths mysteriously take a cutter from one layer to another – and some say they contain actual gates guarded by warden archons, the gate keys being various levels of purity.) Therefore, as a body climbs to the top, she becomes more and more pure until she reaches the pinnacle, where all evil is washed away and she becomes a perfect being in accordance with the alignment of the plane. That's the chant, anyway, but no one knows for sure, since those who reach the top never return to confirm or deny it.

So what does this mean to a planewalker who just wants to conduct some business here and be on his way? What if a berk doesn't want to take years and years to purify himself in spirit just so he can get to the next layer? There're a few short-cuts, but they aren't easy. The best one is the palace of Bahamut, the power that presides over good dragons. Word is, somehow his home traverses the first few (some say three, some say four) layers of the Mount. If a traveler's willing to pay some top-shelf music, the dragon-god allows him to use the palace as a short cut.

TARSHEVA RECOMMENDS: Take note of the small fortresses located in the Silver Sea off the coast of Lunia. The sea elves who come to trade here from the Prime (through gates so secret that they'll never reveal them) say that one particular castle is the home of a blood named Mahlhevik, a chaotic evil wizard who's attempting to learn the path of goodness. While he's sincerely attempting to reform, he's got a long way to go, and still has many incorrect instincts and notions. Mahlhevik welcomes visitors and allows travelers of any alignment to stay at his fortress. The chant is that even a fiend or two who've survived a drenching in the Silver Sea have called kip here. Interesting trading occurs at Mahlhevik's, and it's a good place to stay if a body's not interested in dealing with archons, aasimon, lammasu, paladins, and other heavy-handed bashers and their philosophies.

PANDEMONIUM

Pandemonium represents the barmy side of chaos, the chaos of the mind – insanity. Howling winds and horrible darkness await a planewalker here. The fierce winds make it difficult to perform any action, let alone something as delicate as spellcasting. Worse, after a while, the noise that the winds make – whether it's a low whine or the deafening roar of a gale – drives a body insane. The lucky ones go deaf first.

There's also no natural light on Pandemonium, and the winds blow out torches and lanterns, so the only hope a berk has of seeing is by magical light. These limitations on light mean that a planewalker never sees much of Pandemonium at once. Only small areas are illuminated, with the rest always remaining a shadowy mystery – and folks swear those shadows move when glimpsed out of the corner of an eye.

The folks who live on Pandemonium, for the most part, have been exiled here; at least, no one admits to being a native. As a general rule, the plane's population is insane. It's simply a condition of life on the plane, and not every resident is a screaming, drooling barmy. Some seem stable and normal (at first, anyway), but a planewalker has to assume they're all touched in some way by the wind madness.

Pandemonium's four layers are a network of caverns and tunnels bored through solid rock. Gravity is always oriented to the ground under one's feet, so a body can stand on all sides of the passages and caverns. In general, as a traveler goes deeper into the plane, the passages get smaller and less accessible with each layer. The last layer is made up of caverns within the stone without connecting passages. It's rumored that some of these isolated bubbles have both treasures and prisoners stored within them, placed there by powers hoping that the caverns would be forever inaccessible and secret.

In Phlegethon, the third layer of Pandemonium, stands a town called Windglum. Like most islands of civilization on the plane, Windglum's characterized by an aura of suspicion. Everyone's peery of strangers, and at least a little touched. The only reason to visit is the Scaly Dog Inn, where a planewalker can get a decent mug of bub and talk to others of her profession, since many planewalkers use the Scaly Dog as a meeting place. It's a good place to gather mercenaries, become well-lanned, or seek employment.

The latest chant regards a site called the Harmonica in the second layer of Cocytus. In this place, which was obviously intentionally created long ago, the winds whip through a huge cavern with holes and tubes cut into various rock columns, creating a noise worse than anywhere else on the plane. Somewhere within this horror of noise and wind, it is said, lies the secret to true planewalking – traveling the planes without need of a gate or portal of any kind. This is, in all likelihood, just the screed of some addle-cove who spent too much time on the plane of madness.

TARSHEVA RECOMMENDS: Vard gum, the sap of a tree found on Carceri's second layer, is extremely useful in making effective earplugs against the maddening howl of Pandemonium's winds. This gum can be found for sale in many places, even in Sigil.

LIS+EN. . . .
D⊕ Y⊕U SMELL +HA+?
— LAGLO+ ⊕+H,
▲ NATIVE ⊕F
PANDEMONIUM



YSGARD

Some basher once pointed out that the planes seem to be oriented toward warfare. Acheron's one big battle, the Lower Planes rage with conflict from the Blood War, and a number of the other planes are sealed up tight like infinite fortresses — witness Arcadia. Ysgard follows that pattern. It's a place of heroes and the glories of battle and valor. The folks who call kip on this plane are as bloodthirsty as any fiend, in their own way.

When a planewalker first gets to Ysgard, he might not be able to distinguish it from Arborea. Tall mountains, deep gorges, mighty rivers, and thick forests make up the terrain. Arborea's got more of a good-natured attitude, however, and once a body meets the people, the differences become clear. The martial folk of Ysgard are more driven; celebrating's fine, but only after the battle's won. Glory's the thing — death means nothing.

Ysgard's three layers show fewer signs of civilization than Arborea, too. The populace, petitioners and planars alike, live in camps and rugged settlements with rough and wild conditions. The first layer (also called Ysgard) is by far the most heavily populated. One of the primary realms here, Asgard (these berks are more interested in honing their battle skills than coming up with original names, it would seem), is the home of the Norse pantheon of powers. Another realm, Alfheim, is an elven case. Travelers should be real peery about this place, as visitors here sometimes disappear. Chant is, some spell charms them into becoming permanent residents (that is, servants) of the place. Giants, bariaur, and fensir all call Ysgard their home as well. Snake-women and a number of werebeasts guard the Gates of the Moon, a realm which holds a planar pathway called the Infinite Staircase.

The second layer, Muspelheim, is the abode of giantkind, and is a fiery, inhospitable place. The last of the three layers, Nidavellir, is a lightless place where dwarves and elves of darkness (but not necessarily evil hearts) dwell.

TARSHEVA RECOMMENDS: A dark elf in Nidavellir named Nivan not only takes guests into her home (for a price), but offers them valuable information as they talk around the evening meal (again, at a price).

◆ THE INNER PLANES ◆

The elements form the building blocks of the universe. They make up all that is, creating a foundation for all matter and energy. The Elemental Planes represent form and essence, but hold little thought and no ideology or high concepts. No philosophies bind these planes, and unlike the Outer Planes, they represent no aspects of morality or ethics. They simply *are*, representing the materials that comprise the Prime.

Surviving on the Inner Planes is usually more of a challenge than on most of the Outer Planes, but certain means (usually magical) make it possible. There's nothing hospitable about a plane formed only of fire, but at least it's pre-

dictable — a body knows what to expect on the Inner Planes. Since civilization in any form is rarer here than on the Outer Planes, a planewalker should make sure she brings everything she needs with her.

Each Elemental Plane is made up almost entirely of its base element. The key here, 'course, is *almost*. Some folks call it slippage, some call it seepage, but the fact is that sometimes bits and bubbles of one element make their way onto the plane of another. For whatever reason, the Inner Planes're full of leaks. Once they enter another plane, these elemental bits — or pockets — are subject to the conditions of that plane. This means that water seeping onto the plane of Fire becomes steam, and fire pockets on the plane of Water simply create hot water. Pockets of earth and air are harder to consume, and so create convenient places for planewalkers to breathe and rest. The Paraelemental and Quasielemental Planes also leak into each other as well as the four base planes.

The Inner Planes don't have layers, but each is infinite in size and scope in its own right. Nevertheless, it is possible to physically travel from one Elemental Plane to another. How? Don't ask. A graybeard'll give an earful of explanations and a body still won't know — mostly 'cause the graybeard really doesn't know either. He's bluffing. Some say that no mortal can really understand how the planes work, and nobody's ever proved them wrong. The point is, these infinite planes really do have physical borders that a body can cross over. Interestingly, this isn't where the aforementioned leaks are, since most of the time, the elemental pockets are *not* comprised of elements from bordering planes.

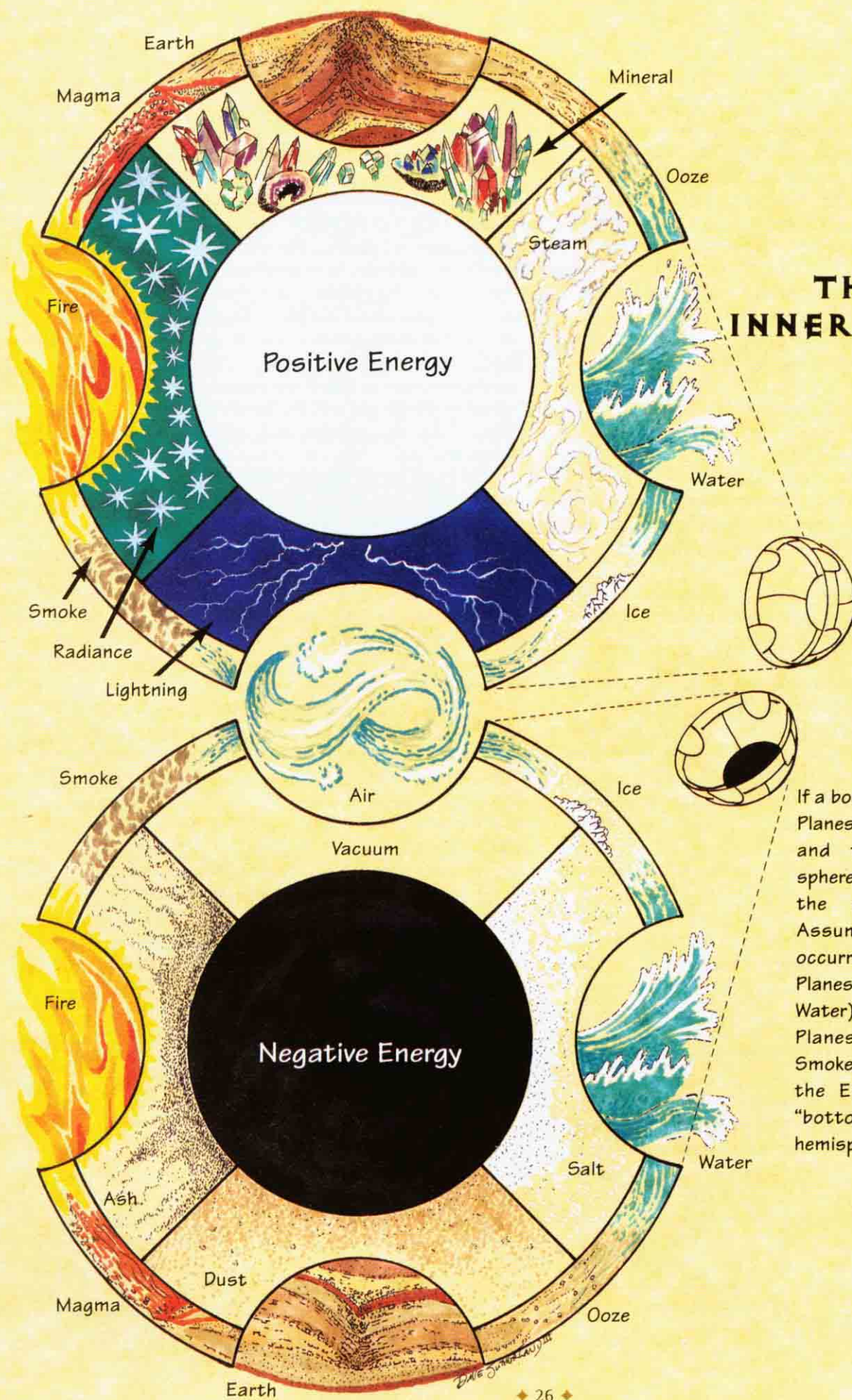
These border areas can be almost impossible to find without a native guide or magic. (The *elemental rift* spell does the job nicely, although it's not limited to taking a basher to only bordering planes.) A canny cutter'll notice that as she travels through one plane toward another, the elemental material of the first plane begins to subtly change to the element of the second. For example, a traveler journeying from the plane of Earth to the plane of Ooze (assuming she's got a guide or knows where to go) notices that the earth and stone begin to get more fluid and more slimy as she heads in that direction. If a berk's on her own, though, trying to get from one Inner Plane to another, her best bet's to look for one of the extremely rare inter-elemental vortices that'll pop her right into another plane.



THE ELEMENTAL PLANE OF AIR

Picture an endless, air-filled void, the eternal sky disturbed only by flying creatures that make their home here and by random pockets of other elemental stuff that float forever through the air. Among all the Inner Planes, this plane is the most hospitable to nonnative life.

Wind is the major danger here, as a gentle breeze can become a hurricane-strength gale in no time. The most danger-



THE INNER PLANES

If a body thought of the Inner Planes as a hollow sphere, and then separated the sphere into halves, this is how the planes would look. Assume that the split occurred at the Elemental Planes (Earth, Air, Fire, and Water) and the Paraelemental Planes (Magma, Ooze, Smoke, and Ice), which leaves the Energy Planes at the "bottoms" of each hollow hemisphere.

ous maelstroms grab objects and carry them away forever. Even the strongest beings are hard-pressed to escape the clutches of these storms, once caught in the whirling winds.

Belief equals power on the planes, and the plane of Air goes a long way towards proving that. Here, if a bunch of bashers agree that a certain direction is down, then that's down – at least for them. It's not the same for everyone, nor does it need to be. The natives – air elementals, aerial servants, djinni, mephits, sylphs, and wind walkers (to name a few) – have no need for up or down, but the numerous extraplanars who have taken up residence here prefer to have some sort of orientation. Unfortunately, if there's a down, a berk can fall toward it. Those sods fall in the direction they believe to be down until they hit something. Sometimes a leatherhead figures out how to reorient his belief in down, but that'll only start him falling in a new direction.

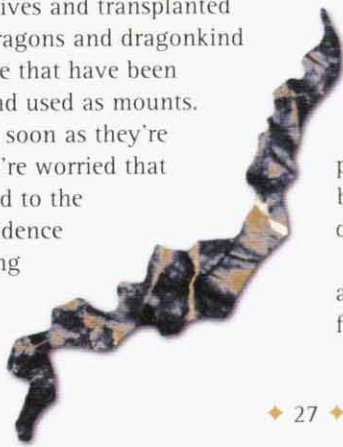
Inanimate objects aren't subject to this form of philosophical direction, and so never "fall." This means that if someone throws a stone here, it flies straight through the air until its momentum runs out. Once a cutter gets used to this, she'll find that it's easier to be accurate with missile weapons and any kind of hurled object.

Nonnatives are more common on the plane of Air than on the other Inner Planes. Many folks have adopted this plane as their own, thinking its endless blue skies and majestic cloud masses beautiful. They've built huge floating cities and fortresses, and have even filled the skies with beautiful birds, transplanted from prime-material worlds and other planes. The djinni have similar palaces, the greatest of which is the Citadel of Ice and Steel.

The number of extraplanar transplants gives rise to a high number of half-elemental wind dukes, who are far more numerous than other elemental scions. (See the "Races and Archetypes" chapter for more on the wind dukes, or air genasi.) Though they're regarded with disdain by the natives, the wind dukes have the respect and admiration of many of the nonnatives dwelling on the plane of Air.

Nonnatives without the ability to fly ride hippogriffs, griffons, rocs, and other flying beasts. They also use huge flying ships constructed mainly of large gas-bags of heated air. A wind duke named Haalifith commands a fleet of these ships and the current chant is that he's attempting to conquer huge sections of the plane. So far, no one's made moves to oppose him, as his forces haven't yet claimed an area of major habitation.

TAR SHEVA RECOMMENDS: The natives and transplanted natives here have a great fear of dragons and dragonkind – even (or perhaps especially) those that have been *charmed* or otherwise controlled and used as mounts. Most are hunted down tirelessly as soon as they're discovered. Apparently, the natives're worried that the importation of dragons will lead to the reptilians taking up permanent residence here, threatening everything floating or flying.



THE ELEMENTAL PLANE OF EARTH

A solid mass of rock and dirt, that's all a berk'll find here – at least on first glance. But to a dwarf or a stone prince, it's the multiverse's greatest treasure-trove. All existing types of stone – granite, graphite, flint, chalk, and marble, to name a very few – can be found here. Within the rock itself run veins of valuable ores and metals, from the strongest iron to the darkest ebony and the brightest sapphires and diamonds. The plane of Mineral has a much higher concentration of valuable stones, but the plane of Earth is far richer in every variety of sand, dirt, clay, gravel, sediment, loamy soil, and dry dust.

A planewalker faces multitudinous challenges here: Without magic, breathing, seeing, and simply moving through the rock become major trials. Thankfully, pockets of air and water grant a planewalker refuge from the surrounding mass, and plenty of spells and magical items create spaces in which a body can move around. Relating to the natives can be another ordeal. In general, beings from the plane of Earth are slow movers and slow thinkers. They're not stupid, just ponderous.

Despite the hazards, there're a handful of established realms and sites scattered about the plane. Bashers willing to search for a while might look for the Black Palace, a fortress buried deep within a vein of obsidian. Supposedly created by a priest from the prime-material world of Oerth, the chant says that the crazy old coot rewards any cutter canny enough to find the palace, figure out how to get in, and make his way through the magical barriers surrounding the center.

On the other hand, a shrewd blood would do well to avoid the Great Dismal Delve. The ruler of the dao, an evil slaver king, resides in this series of caverns. It's said that the dao travel the Inner Planes as well as the Prime looking for slaves to sell to various fiends through a githyanki contact on the Astral. This bunch of ruthless bashers is better left alone.

TAR SHEVA RECOMMENDS: Azeraak, a powerful wizard of earth elementalism, maintains a fortress in an air pocket on this plane. He safeguards a village of humans, dwarves, and earth genasi; here travelers can find supplies, a wayfarer's inn, information, and guides.

THE ELEMENTAL PLANE OF FIRE

Hungrily consuming all it touches, fire rules supreme here. If a thing can burn, it burns immediately upon entering the plane. Even some things that normally can't burn do so on the Elemental Plane of Fire. Sods traveling here unprotected suffer damage just by being on the plane. Worse, travelers have to figure out some way to breathe fire or they'll suffocate faster than they'll burn to death.

Unlike the other three main Elemental Planes, Fire's got a definite up and down. Most of the plane is a huge ocean of flame, but occasionally one finds islands of burning,

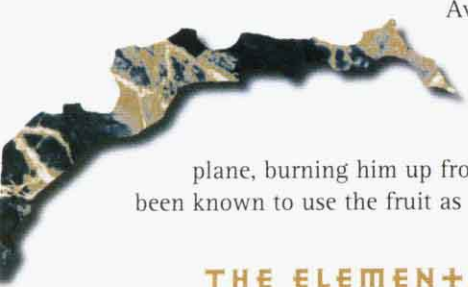
scorched earth that have not yet been rendered into magma, or hard chunks of obsidian that resist the flames altogether. In such places, a planewalker encounters efreeti, hell hounds, and the settlements of flame lords. In the depths of the flame itself live fire mephits, elementals, fire minions, fire snakes, harginn, and salamanders, to name a few. The plane of Fire gives rise to more numerous and varied creatures than many of the other Elemental Planes.

Of all the Inner Planes, this is the plane that berks fear most. Maybe it's because of the monsters here, but it's probably 'cause every sodding rube knows what fire is, and how dangerous it can be. Not everyone knows what to expect if they're headed for the Negative Energy Plane (a far more dangerous place than the plane of Fire), but anybody can imagine a place where everything's aflame. For these reasons, the plane of Fire is often thought of as an evil plane – but a canny planewalker knows that all the Inner Planes are beyond (or maybe beneath) alignments and similar high concepts. Fire just *is*, but that makes it no less dangerous or destructive.

The most famous spot on this plane is the City of Brass, the realm of the efreeti. The efreeti have a spell that renders a being immune to flame and heat as long as he remains in the city. They use this magic upon their numerous captured slaves (and it keeps escape attempts to a minimum). Planewalker merchants keep a steady trade with the efreeti, bringing in goods (protected from fire) and taking away wonderfully forged metals and items crafted of a special material the efreeti call white iron.

Other fiery sites include the Molten Tower of Kossuth, the tyrant-king of all fire elementals, where intruders are burned alive in fires so hot that they scorch even fire-based beings. Chant is that this is the hottest portion of the plane, a place virtually unlivable to any but actual fire elementals.

TARSHEVA RECOMMENDS: Avoid a delicacy here called (of course) fire fruit. This red-hot spiky, apple-like fruit kills any nonnative of the plane, burning him up from within. (Assassins have been known to use the fruit as a poison.)



THE ELEMENTAL PLANE OF WATER

Once a body comes up with a way to breathe, the plane of Water is fairly survivable. Most folks have been underwater, and can imagine what it'd be like on this Elemental Plane. There's no gravity, so a body doesn't have to worry about the pressure increasing as he dives deeper. In fact, deep isn't really a concept on a plane where the water has no surface and the ocean has no floor. It's *all* deep here.

Currents pose a major danger, capable of sweeping travelers far away before they can escape the powerful tides. Water temperature can vary wildly, particularly near the

crossover points to the planes of Ice or Steam. The water in the plane supports both fresh- and salt water creatures in a way not fully understood, but doesn't become noticeably salty until one nears the border with the plane of Salt.

'Course, there're pockets of air (some filled with air-breathers or surrounded by sea creatures normally associated with ocean surfaces) and earth (covered with aquatic plants and various forms of life such as eels and crustaceans) as well as steamy, scalding areas that originated as pockets of flame. Other pockets include streams of ooze, briny pockets of salt, and lumps of cooled, hardened magma. Not uncommon are the vast structures of coral that extend for miles in every direction, built upon the skeletons of unimaginably huge beasts.

The Citadel of Ten Thousand Pearls is one such coral reef, housing the palaces of many noble marids. Not surprisingly, pearls are common here, and within huge clams one can find pearls of unbelievable size. The marids don't take kindly to visitors robbing them of their treasures, however.

TARSHEVA RECOMMENDS: Visit the City of Glass, an obvious counterpart to the City of Brass on the plane of Fire. This huge city is encased in a glass bubble that's miles across and filled with air. Planars can dwell here comfortably and safely (although there's still no gravity), trading and interacting with the marids, tritons, nereids, and other intelligent creatures of the plane. These watery races have embassies floating near the City of Glass for just such commerce. The city itself has a number of portals facilitating travel to and from other planes to this trading center.

THE PARAELEMENTAL PLANES

The planes of Smoke, Magma, Ooze, and Ice lie between the main Elemental Planes. They are realms of duality, in which two forces have combined to make one. Less known and less traveled than the main four planes, they also hold fewer native inhabitants.

Where Air and Fire meet, they produce Smoke. The plane of Smoke is similar to the plane of Air, except that (of course) it's filled with foul smoke instead of pure air. A body can't breathe here without magical assistance – the hot, sooty atmosphere is completely saturated with choking clouds and noxious fumes. Like on the plane of Air, down is relative and beings have to fly in order to get around. Earth pockets are few and far between, so if some barmy's going to build a home here, it'll probably have to be on a large cinder floating in from the plane of Ash. There's little native life here to do any building, except at a place called the Choking Palace, where Ehkakh the Smoldering Duke rules over smoke mephits and other fume-based beasts.

Fire and Earth combine to form a plane even more inhospitable than the plane of Fire. Imagine the plane of Fire with an unstable, semi-liquid surface underneath, constantly churning and shifting – that's the plane of Magma. The efreeti and dao meet here to trade, and a few other creatures of earth and fire dwell on this plane rather than their own.

Otherwise, lava mephits are all one's going to find here. A basher named Chilimba claims dominance over the entire plane, and nobody cares enough to challenge his rule.

Earth and Water merge to form the Paraelemental Plane of Ooze, a place as bad as it sounds — mud and slime fill an ocean with no end in any direction. Conditions aren't unlike those on the plane of Water, but the substance here is opaque and thick. Creatures drawn here through vortices drown in the sludge — virtually nothing can survive in the muck save ooze mephits. No known cities or palaces exist, even in the few pockets of clear water or fresh air. The only "use" of this place comes from its function as a prison. If a wizard's got a mean streak, she's likely to dump her enemies here. If she's really cruel, she'll send 'em here with some magic allowing them to breathe but without anything to eat or drink. Such banishments have led to this plane's pseudonym, the House of Chambered Madness. The current chant is that there's a secret way into Sigil from this plane — one even the Lady of Pain doesn't know about.

Water and Air form the plane of Ice, which has a navigable surface and breathable air — and nothing else but ice and snow. Endless glaciers, ice flows, snow fields, and frozen seas make up the landscape, and digging down into the ice won't reveal anything more underneath. Occasional pockets of air or earth mar the landscape, but mostly the ice just goes on forever. At the heart of the plane, Cyronax rules over all ice elementals and mephits, hoping to extend his influence even onto other planes. Rumors abound, however, of a race of powerful beings that even Cyronax knows nothing about, frozen forever under tons of ice, waiting to be released from their cold prison.

TAR SHEVA RECOMMENDS: The plane of Ice produces a rare resource called eternal ice or unmelting crystal. Simply put, it's ice that won't melt at any temperature. It is likewise extremely hard, almost unbreakable. Weapons and other items made of this substance are very valuable, although quite rare because of the scarcity of the ice and the difficulty in obtaining it and working it into a usable shape.

THE QUASIELEMENTAL PLANES

The raw elements intersect with the pure energies of the Positive or Negative Energy Planes to form the eight Quasielemental Planes, or quasiplanes. Air, Earth, Fire, and Water and positive energy mix to create the planes of Lightning, Mineral, Radiance, and Steam, respectively. Similarly, Air, Earth, Fire, and Water combine with negative energy to form the planes of Vacuum, Dust, Ash, and Salt. Some are beautiful, some are horrible, and others are just deadly. All are dangerous in one way or another to visitors. They're also not commonly frequented by planar travelers, although the Doomguard have built fortresses within each of the quasiplanes influenced by the Negative Energy Plane. Likewise, mysterious towers stand on all four of the positive quasiplanes, but their unknown builders have apparently long gone.

The plane of Lightning is often called the plane of Storms or the Vengeful Land by planewalkers and poets. It's like the plane of Air in every way, except that there's always an electrical storm crashing down upon a body's head. (Rain rarely accompanies the storms.) All visitors and objects have crackling glows about them, and metal automatically attracts lightning bolts, accompanied by terrible thunder. The mysterious Tower of Storms is the only known structure here, but not even the native lightning mephits and shockers know who lives inside.

Planewalkers sometimes refer to the plane of Mineral as the treasure-trove of the multiverse, but only to clueless rubes who don't know the dark of it. Sure, the plane's filled with gems, gold, silver, and other treasures waiting to be mined, but the place is extremely dangerous and well guarded. Native creatures like xorn, pech, and dao don't like leatherheads pouring onto their plane and carting off the elemental stuff it comprises. Getting through and around it poses the same challenges as does the plane of Earth, except everything has sharp edges that cut like knives. Much worse, however, is that everything here fossilizes at an incredible rate, and sods remaining here too long turn to stone. Although the stone's valuable, that's small consolation to a petrified berk. Finally, Mineral hosts another of those enigmatic fortresses; it's said that forging done at the Tower of Lead is far superior to that performed anywhere else on the planes.

Cascading light, brilliant color, and mind-numbing illumination fill the plane of Radiance. Without protection, a traveler *will* go blind, and quickly too. It's both beautiful and horrible at once. Radiance is as empty as the plane of Air, but as hot as the plane of Fire; only radiant mephits live on this plane of heat, light, and color. Near the edge of the Positive Energy Plane stands the blue-lit palace called the Heart of Light, where great healings are possible.

Much cooler is the Quasielemental Plane of Steam, a chilly, misty place so thick with clammy vapor that a body runs the risk of drowning in it. Many bashers compare this plane to the plane of Air for its relative emptiness — other than the mist and the steam mephits, there's little of interest except for the Tower of Ice, which has some sort of magical effect over potions and other mixtures blended here.

Vacuum is essentially a void of absolute nothingness — nothing to breathe, nothing to stand on, nothing to swim or fly through. Nothing. At its edge, the Doomguard's Citadel Exhalus, the Portal of the Last Breath, drifts anchored by a thread between Vacuum and Negative Energy. If a cutter can come up with a way to stay warm and do without breath (since there's nothing here to convert to breathable atmosphere), he can travel by sheer force of will, his mind taking him where he wants to go. Rumors say that beings of pure thought, without mass or energy, dwell here, and possibly travel out onto the other planes. No one knows for sure — how could they?

Travelers on the plane of Dust find themselves slowly disintegrating, their very forms breaking up into the dust of

this place. Despite this, Dust has a number of native inhabitants: dune stalkers, dust mephits, sandlings, and sandmen. Here the Doomguard have built their most popular tower, Citadel Alluvius, its magic protecting those within from the harshest aspects of the plane. The barmiest (or most fanatic) of those addle-coves head out into the plane deliberately to disintegrate into nothingness. Maybe it's their idea of the perfect entropic death.

The plane of Ash has fewer inhabitants than Dust and is as bad as Fire, for a traveler can't breathe here, and the cinders drain a body's warmth at every turn. Not many come here, for who's going to swim through an endless sea of cinder and ash on purpose? Well, the Doomguard maintain the Crumbling Citadel – the fortress and the surrounding plane

suit their moods and philosophies. Similarly, a powerful lich named Vecna "lives" in a huge stronghold here. Chant is that once-living prisoners of Vecna are transformed into horrible undead aberrations unlike those found anywhere else, their new forms a result of the fortress's proximity to the Negative Energy Plane.

The plane of Salt is an oft-forgotten place of dry, moisture-leeching crystalline crust. Portions of the plane are more liquid than others, but much of the plane of Salt is dry and parched, causing a body to shrivel and desiccate. Except for salt mephits, nothing can live here. A fortress carved of salt itself, Citadel Sealt (yet another Doomguard palace), can be found in a hollowed-out place within the most solid crystalline portion of the plane.

TAR-SHEVA RECOMMENDS: The

plane of Ash is said to be the home of an exiled efreet lord who rules a small city within its wastes. Despite the fire king's evil temperament, travelers with considerable jink can find shelter, supplies, and aid of all kinds.

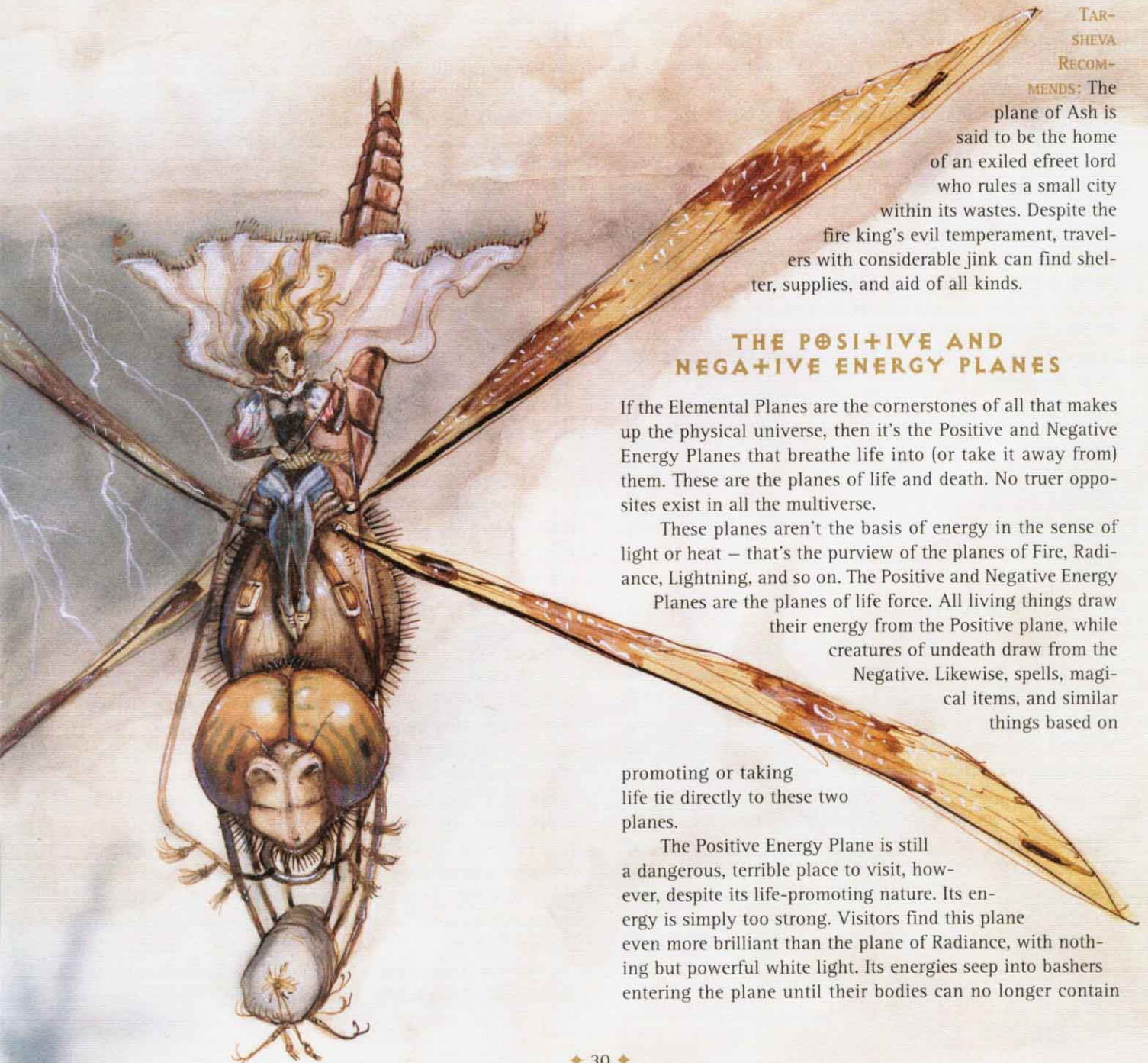
THE POSITIVE AND NEGATIVE ENERGY PLANES

If the Elemental Planes are the cornerstones of all that makes up the physical universe, then it's the Positive and Negative Energy Planes that breathe life into (or take it away from) them. These are the planes of life and death. No truer opposites exist in all the multiverse.

These planes aren't the basis of energy in the sense of light or heat – that's the purview of the planes of Fire, Radiance, Lightning, and so on. The Positive and Negative Energy Planes are the planes of life force. All living things draw their energy from the Positive plane, while creatures of undeath draw from the Negative. Likewise, spells, magical items, and similar things based on

promoting or taking life tie directly to these two planes.

The Positive Energy Plane is still a dangerous, terrible place to visit, however, despite its life-promoting nature. Its energy is simply too strong. Visitors find this plane even more brilliant than the plane of Radiance, with nothing but powerful white light. Its energies seep into bashers entering the plane until their bodies can no longer contain



the energy, literally burning the poor sods out.

However, if a traveler is injured, the energies heal the wounds — and quickly. If a planewalker can work out some sort of system to transport wounded folks to the Positive Energy Plane for just a few moments and then retrieve them, she'll have created an infallible healing system.

On the other hand, there's nothing useful to a planewalker about the Negative Energy Plane. Further, there's really no reason a basher'd ever want to come here. This place's got a lot of names — the Black Barrier, the Great Void, the Cold Land, or just Death. This plane steals energy and destroys the spirit. It is a black, formless plane of all-consuming hunger, feeding upon life energy. Addle-coves who come here without magical protection not only die, but their spirits are consumed forever, irrevocably — they're never coming back.

Some sodding idiots have actually made it possible to visit this plane. The Dustmen know of secret portals to a citadel that they maintain here, called the Fortress of the Soul. Great expense and magic has gone into making this place livable.

Surprisingly, there's life, or at least inhabitants, on both of the Energy Planes. The xeg-ya is a creature of positive energy, and the xeg-yi one of negative. Further, undead such as spectres, wights, and wraiths (and who knows what else) hover forever on the brink of the Negative plane, waiting to be loosed upon other planes where they can drain the energy of the living.

TAR SHEVA RECOMMENDS: Just avoid these planes, berk.

◆ THE ASTRAL AND THE ETHEREAL ◆

The Astral and Ethereal form the great highways of the planes, the infinite paths that connect all other planes. Essentially, they're the spaces in between. Most planewalkers don't think of either plane as much more than a path to be traveled to get where they're going. If a body stopped to look around, though, he'd discover much more to these planes than that.

THE SILVER VOID

The Astral Plane is a place of seeming nothingness — but things are often deceptive on the planes. There's plenty to see on the Astral if a body knows where to look. Like the Ethereal, the Astral fills the space between the planes it connects. It's dotted with color pools that serve as gates to all these planes, and thus can be used as a means of travel between them. Further, it's crisscrossed with astral conduits that connect the Prime with the Outer Planes. Cutters on the Astral see these conduits as snaky tubes running through the plane. A planewalker can tell when a conduit's occupied by planar travelers, because it thrashes about even more wildly than normal.

For the most part, however, the Astral is a big empty space. Planewalkers

can make their way through it by merely thinking about moving. There's no

gravity, no real directions, and no real physical difficulties like lack of air or temperature extremes. Solid ground mostly consists of the giant husks of former powers that float here — such is the fate of powers that lose their worshipers or otherwise fall from their lofty positions. Some native monsters, like astral dreadnoughts and foo creatures, can prove hazardous to travelers, but in general they're nothing compared to the githyanki.

The githyanki adopted this as their home plane, and no one knows it like they do. Githyanki sail the Astral in thought-powered ships as though it were a vast sea. They live in fortresses built upon chunks of matter brought in from other planes, or even upon the bodies of the long-inert powers (which're sometimes called the dead gods). These evil, ruthless cutters would just as soon put a basher in the dead-book as listen to why they shouldn't.

A prime using the *astral spell* (or the psionic devotion "astral projection") for planar travel has a silver cord running through the Astral that connects her with the Prime. If her astral body's killed, she'll head home in a big hurry — whether she wants to or not. But if the silver cord is severed, both her astral body and her real one die.

Planewalkers can find various bits of left-over weapons and equipment from Astral battles, as well as banished sods and magical items thought to be a threat wherever they originated. This stuff just floats through the plane, and is usually best left alone. If someone else didn't want it, a body can figure that he doesn't either. Sometimes valuable things can be uncovered this way, though.

TAR SHEVA RECOMMENDS: Some of the lifeless god-isles have plants growing on them; these bits of foliage are said to have vast curative properties, absorbed from the "ground" they're rooted in. It's a long shot at best, but if there's no other cure for a disease or poison, a basher might gather some leaves, brew an elixir, and hope for the best.

THE MISTY SHORE

The Ethereal Plane is a foggy realm, filled with swirling energies of various colors. It's been called an ocean of mist, not only for its multicolored vapors, but also for the fact that it has shallow and deep areas like a body of water. The shallow area is the Border Ethereal, where the Ethereal intersects with



OF COURSE IT'S SAFE.
WHAT COULD HAPPEN TO YOU
IN THE ASTRAL?
THERE'S NOTHING DANGEROUS
OUT THERE...
— A CONY-CATCHER
AT WORK

the Prime and all the Inner Planes. In the Border Ethereal, a planewalker actually exists on both the Ethereal Plane and the one it intersects with. She can see onto both (but not physically touch or affect anything in the adjoining plane), although those on the intersecting plane usually cannot see her without special aid. (Planewalkers take note: Most elemental creatures on their home planes *can* see onto the Border Ethereal as it intersects with that plane.)

Crossing through a curtain of swirling colors, a traveler passes from the Border to the Deep Ethereal.

This is the true part of plane — the portion that fills the spaces between the Inner Planes and the Prime. Within this place, demiplanes float like strange islands of reality. While not infinite like “real” planes, they do have their own sets of physical laws, inhabitants, and landscapes. The majority of these are minor pocket demiplanes, created by mortal wizards; but some are major demiplanes, created by powers or primal forces — not unlike the Inner or Outer Planes. Sages think the latter sort may one day become real planes, but no one knows for sure. One such major demiplane, the so-called Demiplane of Dread, is the subject of much rumor and speculation. Plenty have heard of it, but no one’s found it — at least, no one’s found it and come back. Some berks say that another demiplane, the Demiplane of Shadow, touches *every* other plane through any shadow. If that’s true, a planewalker might be able to make use of the place as the ultimate shortcut.

A planewalker can leave one plane by passing through the Border Ethereal, travel through the Deep Ethereal, and arrive on the “shores” of another plane touched by the Border Ethereal. Traveling through the Deep Ethereal is accomplished by pure thought — distance and speed mean nothing here. Finding one’s way is never a problem, since all it takes is *thinking* about where a body wants to go.

But as usual, plenty of danger waits for an unwary sod. All manner of prime-material monsters can see into the Border Ethereal and attack berks there. Natives to the Deep Ethereal, such as the chronolily, phase spider, terithan, and thought eater attack travelers in both sections of the plane. Lastly, horrific storms called ether cyclones rage through the plane, hurling everything in their paths onto a random plane touched by the Ethereal.

TAR SHEVA RECOMMENDS: Unless a body’s invited, avoid the wizard-created pocket demiplanes. They’re specifically built by high-up spellslingers who value their privacy — and chances are they haven’t been left unguarded.

THE PRIME MATERIAL ◆ PLANE ◆

Though planars look down upon primes and their clueless ways, the Prime Material Plane cannot be completely disregarded. It’s as wondrous and infinite a plane as any, with an endless variety of places to explore. A countless number of prime-material worlds float within separate vast crystal spheres, which are themselves contained in an ocean of fiery material called phlogiston. Isolated as their worlds are, most Prime inhabitants believe themselves to be at the center of the multiverse, and their world the only one in existence.

And here’s a word of caution to arrogant planars: Each Prime world is a *unique* domain, with its own environment and inhabitants. Traveling to the Prime without information about the destination is akin to casually jumping through a portal into an unexplored layer of the Abyss and expecting to survive. That said, here’s a look at a few of the more prominent prime-material worlds and their inhabitants.

AEBRYNIS

Hardly worth noting is Aebrynis, a world with very few portals or sites of interest for a planewalker. Because of a few local powers’ supposed demise, a number of heroes of this world have special abilities related to their bloodlines and they rule by this birthright. Aebrynis has connections to a place the natives call the Shadow World, which is probably a demiplane (unrelated, most likely, to the Demiplane of Shadow except in name).

ATHAS

A secluded, hard-to-reach world called Athas is notable for a couple of reasons. First, “hard-to-reach” isn’t just hyperbole; portals leading here are rare in the extreme, and spells that allow interplanar travel fail more than half the time. Recently, the githyanki attempted to reopen one of the few permanent portals to this world from the Astral, but their efforts were thwarted by the natives — which says a good deal for the inhabitants’ might. Also, while the priests here have interesting connections with the Inner Planes, they refer to a number of the Paraelemental Planes by different names — so don’t be confused if the sods talk about places called the plane of Sun or Rain.

KRYNN

Krynn is a world preoccupied with its own problems and not very active in regard to the planes. In fact, the inhabitants of this world refer to practically any plane other than the Prime as the Abyss, so they give new meaning to the term “clueless.” Aside from a few new spells and magical items, there’s not much here of interest — although ruins under the Blood Sea of Istar are said to contain great treasure.

THERE’S GOT+ +O BE
MORE HERE +HAN
JUST+ +HIS . . .
— MULDDE RASCULI,
ON FIRST+ ENTERING
+HE BORDER E+HEREAL



MYSTARA

Mystara is not as active as Toril or Oerth in the planar sense, but it's a world filled with interesting magic, particularly in a realm called Glantri and in another fallen empire called Alphatia. Both have their share of gates and planar accesses, but most of the inhabitants of this world are too self-absorbed to leave for long (at least on purpose).

OERTH

Oerth was the original home of the lich Vecna, who now lives on the plane of Ash, in a citadel bordering the Negative Energy Plane. This Prime world is of special interest to a number of powers, not the least of whom are the drow goddess Lolth and Iuz, a demipower who originated here. The chant says that there once was a wizard here so powerful (and foolish) as to temporarily imprison some Abyssal lords (including Graz'zt), a proxy or two, and even some powers' avatars. Not surprisingly, no one's heard from him in a while.

The world itself has a few permanent gates, but native heroes attempt to destroy or lock them when they can — the people here have a healthy fear of planar beings. A few that might still be open include gates to the main Elemental Planes in the Temple of Elemental Evil, a conduit to the Abyss found within the Vault of the Drow, and a few portals to the Lower Planes in a ruin called Castle Greyhawk.

ORTHO

Still think the Prime has no interest or influence on the planes? It's this world that gave Sigil the Harmonium (for good or ill)! About 500 years ago, a bunch of cutters here decided to "rid the country of chaos and bring peace to the land." Well, they succeeded, and went on to reshape their entire world in the Harmonium's image. Not satisfied with that, they moved on to the planes, carrying their message of harmony through law with them. Now the Harmonium's one of the most important factions in Sigil, responsible for maintaining the peace and policing the city. The Harmonium maintains a strong relationship with its prime roots; in fact, the current Harmonium factol was born on Ortho. Needless to say, Ortho embodies the Harmonium ideal of peace, harmony, and law — berks who can't stomach these ideals (chaotic planewalkers and free spirits, mostly) should just avoid this place.

TORIL

Of all the Prime worlds noted here, this one's definitely of the most interest to planewalkers. For one thing, it holds gates and portals to virtually every plane. An elven island called Evermeet's got gates to Alfheim (on Ysgard) and to Arvandor (on Arborea). Some berk of a wizard has a number of open portals in an underground place called Undermountain that lead to the Lower Planes. (Traveling between the Lower Planes is possible by going through this labyrinth — but it's not recommended.) And an ancient realm called Netheril had



ELMINS+ER,
NYS+UL, RAIS+LIN . . .
WHΘ CARES?
I HAVE NΘ USE
FΘR ANY PRIME BERKS.
— RAESPH A+HAIR,
PROVING +HA+ PLANARS
CAN BE CLUELESS +ΘΘ

a bunch of portals and gates to most of the planes. Though that empire's long gone, some of the portals still work — problem is, their locations on Toril have been lost. The point is, there're more portals here than a body could catalogue in a lifetime.

Here's the dark of it, though — this world has a lot of high-up wizards who don't twig to planars popping in and using their gates. They've got no particular respect for planars (especially those with attitude), and they've the power to back up their own arrogance. (In fact, a number of them are noted planar travelers in their own right.) Further, they've got their portals pretty sodding well protected. But there's no denying that Toril is one of the most magic-rich Prime worlds, so it's a great place for a planewalker wizard to learn a few new spells or gather a magical trinket or two.

A whole pantheon of powers have an affection for this world, and their avatars commonly appear to its inhabitants. Supposedly they use a big staircase from a mountain called Mount Waterdeep, which rises up to some planar nexus point, probably somewhere on the Outlands. 'Course, why the powers would even *need* to use something as mundane as a staircase isn't something the natives willingly think about.

TARSHEVA RECOMMENDS: On Krynn, a tavern called the Inn of the Last Home is known for the remarkable hospitality of its two owners, Caramon and Tika. It's said that some of the world's great heroes spend a good deal of time there, but planewalkers have little time for local luminaries. (Tarsheva's addendum: *Here's the latest chant. Recent upheavals on Krynn — involving native powers and invading fiends — make this an unstable world to visit at best. Chances are, a planewalker popping through a portal'll be taken for some leftover fiend and slain on sight. Just goes to show that things on the Prime sometimes change as quickly as they do on the planes.*)

Planewalking implies movement, and for good reason. Most bloods don't stay in one place too long. Multiple lifetimes worth of sights wait on the planes, along with treasures to gain, secrets to learn, and adventures to undertake.

TRAVELING THE MULTIVERSE

For every site, there's a way to reach it — whether it's by portals, gates, spells, conduits, vortices, magical items, or more esoteric means. A few planar creatures and beings can simply travel the planes at will; most require some external impetus.

It's important to remember that even to an experienced planewalker, *how* a body gets from plane to plane isn't as important as what she does once she arrives.

Whether she travels to a place via a portal, a cubic

gate, a conduit, a *plane shift*, or simply by following the Great Road, her main concern should be how she's going to survive once she's there — although it's not a bad idea for her to spend a moment thinking about how she's going to get back.

CONDUIT,
PORTAL,
VORTEX...

WHO CARES?

IT GETS ME THERE,
RIGHT?

— ZANT, SON OF JDE+ER

♦ PORTALS AND GATES ♦

Originally (a *long* time ago), the term "portal" referred only to a doorway leading to and from Sigil itself. This distinguished portals from gates, which were any magical links between two areas. If one end of the link wasn't anchored in the Cage, then it wasn't really a portal, it was a gate. Nowadays, "gate" and "portal" are virtually interchangeable terms. A few people stick with the strict original definitions, but most see no reason to do so. The portals of Sigil work in the same way as gates everywhere else. Planewalkers rarely make the distinction and use both words, except the doorways are always called portals when found in Sigil and always called gates when found in the gate-towns of the Outlands.

PORTALS —
THOSE BLESSED LITTLE HOLES
IN THE FABRIC OF THE PLANES.
THEY'RE A THIEF'S BEST FRIEND,
A PLANEWALKER'S LIVELIHOOD,
AND A RECORD-KEEPER'S
NIGHTMARE.

— ADDEAN,
A THIEFLING MERCHANT

Another point of disagreement among planars revolves around where a portal can be found. Some sources say they're found only in doorways, at least in Sigil, but bloods know that they can exist in any archlike opening or

bounded space. Examples include holes, windows, arched roof supports, sewer grates, barrel mouths, and hatches.

When activated, portals remain open for only a limited time (except for the permanently open gates on the Great Road and a few other paths, as noted below). Also — again with a few notable exceptions

— portals and gates always require a magical key to activate them. So here's as good a definition of a portal or gate as a body's going to get: a doorway that must exist within a bounded space, is open for only a limited time, and requires a key. Other methods can take a planewalker from one plane to another, but they're not *technically* gates or portals. (They might still be called gates by those who aren't hung up on nitpicky terminology, though.)

Portal travel has two tricks: finding the portal and determining its key. No, make that three tricks (as per the Rule of Threes, of course) — the third is determining what's on the other side and figuring out how to survive there.



FINDING AND OPENING A PORTAL

Portals are usually found in a fairly distinct arch or doorway, especially in Sigil. The arch can be hard to find, though; sometimes the branches of two trees form an archlike aperture that can be activated as a portal. Or the portal might be a cave mouth, the underside of a bridge, or between a statue's legs. At least portals are usually man-sized, so a body doesn't have to worry about squeezing through. Most portals are also nonmobile, although plenty of exceptions exist (barrels, wardrobes, chests).

Planars can detect portals naturally on a roll of 1, 2 or 3 on 1d6 when looking, or on a roll of 1 on 1d6 if casually observing. This ability doesn't grant the knowledge of gate keys or where a portal goes. Magical *true sight* or *warp sense* also reveal a portal's existence (*warp sense* can determine the key, as well). A body can only see portals that're actually there, though. Sounds like an addle-coved thing to have to say, right? Well, think on it a minute — portals can shift and fade, and if this happens, the portal isn't there anymore. A portal's either there or it ain't, and if it's there, it can be detected. If not, it can't. An *active* portal is one that's been opened by a key (rather than just being there), but a portal doesn't need to be open to be detected.

Once a portal has been found, a planewalker still has to discover its key and (unless she's a real addle-cove) where it leads. To learn the right key, a basher's got to use *warp sense* or she's got to know who to ask. Spells like *legend lore* and *contact other plane* can help reveal a gate's destination as well.

A gate key isn't always obvious, either. Usually it's an object, like a bone, a flower, a spoon, or a boot. Sometimes the key is a singular object, such as a specific dagger. Occasionally it's one of a general group of things, such as any wine glass. At still other times, a gate key is a far more esoteric thing, such as a word, a gesture, a musical note, or an emotion. Gate keys often relate to, or at least suggest, the destination plane of the portal. It's not always that easy, though.

Activating a portal with a key isn't an exact science. Usually, a body simply has the key in her possession, and walks through the gate. Sometimes a key must be physically used in some way, such as holding it forth with a particular attitude or touching it to the gate a required number of times. Obviously, if the key's a word, sound, action, or thought, it must be performed accordingly. A basher doesn't even have to *want* to activate a portal. If she's got the key and uses it (inadvertently or not), the portal opens. Sometimes the berk with the key doesn't even have to be the one who goes through the portal, although most of the time (especially when the key's an object) the key must be carried through the portal by the first person going through — that's the action that activates the gate in the first place.

Once a portal's been activated by the key, it crackles with energy or some other visible effect that anyone, prime or planar, can see. Further, if a body looks closely, the destination can be seen through this open gate, at least as a faint outline.

WELL, I SUPPOSE
YOU COULD TRY TO RIDE
OUT OF TOWN, SIR,
BUT FIRST,
YOU'D HAVE TO FIND A HORSE —
THEN, YOU'D HAVE TO FIND
A PORTAL BIG ENOUGH
TO RIDE THROUGH.

— GEENA MIRRAHAR,
A THOU IN SIGIL

As stated above,
the portal stays

open for just a few sec-

onds, usually long enough for six (or so) individuals to pass through it. If a berk hesitates, he might not make it through. It's also a possibility that he might get caught passing through as the gate closes. What happens then? He gets thrown one way or another out of the portal — a body can't exist in between. There's a 50/50 chance of being tossed to the portal's destination or back to the starting point. As a barmy Cager game, some bubbers activate portals and jump in just as they close, wagering on whether they'll go through or not.

A portal's always in an enclosed space, like a doorway, right? Well, every doorway has two ways to cross through it — that's what makes it a doorway. Some activated gates can be entered from either side. If a tavern's doorway in Sigil holds a portal to Acheron and a leatherhead with the key activates the portal from outside the tavern, some bubbler stepping out of the tavern through the doorway at the same time might find himself on Acheron (poor sod). A body needs to take a modicum of care when he activates a portal — not a few addle-coves have ended up on planes they didn't want to be on because they didn't use a gate correctly or carefully (or they didn't know they were using a gate at all).

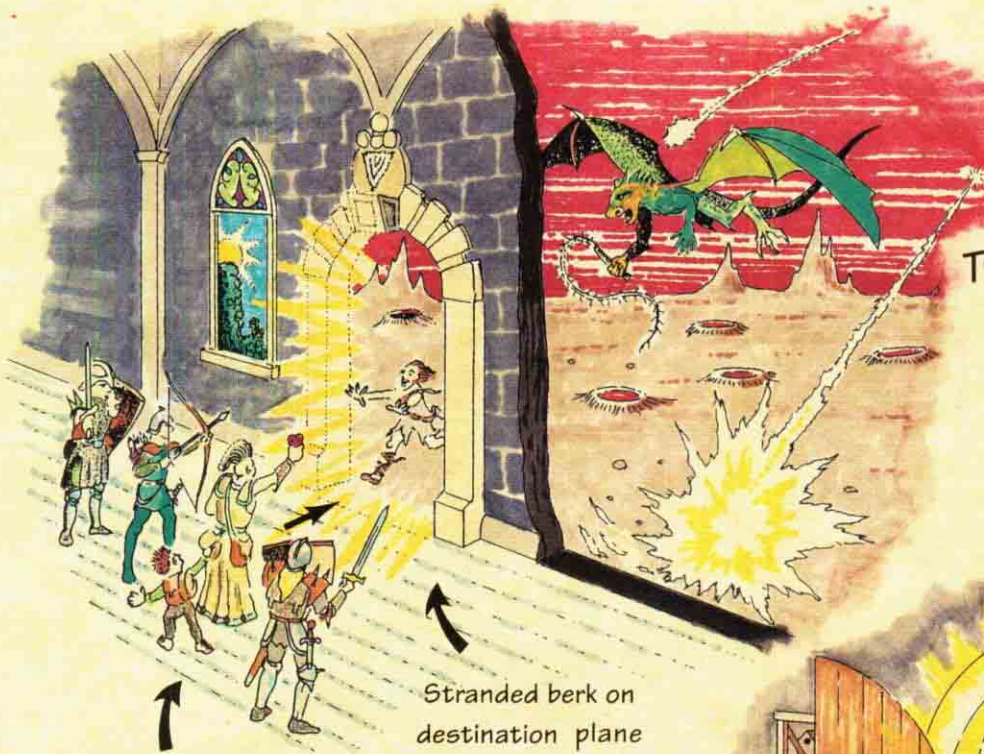
Finally, note that spells such as *hold portal*, *knock*, *wizard lock*, and the like have no effect on portals at all! Only spells created specifically to deal with planar portals — such as *gate ward*, *surelock*, and *warp sense* — have any effect on portals.

PORTAL TYPES AND DESTINATIONS

To further complicate matters, it's a fact that all portals aren't permanent. Some temporarily appear or disappear. Some change their keys. *Shifting portals* move one (or both) ends to different locations at different times, either following a set pattern or simply changing randomly. Many bashers make their living by mapping the patterns of shifting portals and selling the logs to planewalkers, but some just have no pattern at all.

Portals can be one-way or two-way. *One-way portals* offer travel in one direction only, so a body going through a one-way portal to any given plane has to find another way back. *Two-way portals* provide transportation to and from a given point, and often require a different key for each way of egress.

PORTAL TRICKS

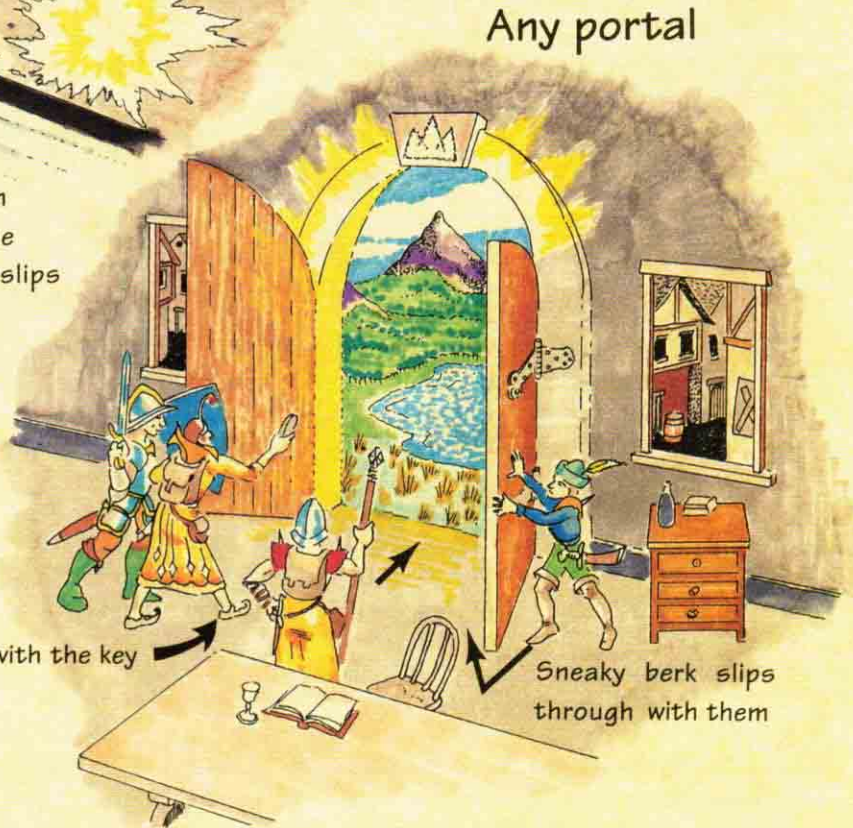


Two-way portal

Folks with the key

Stranded berk on destination plane with no key slips through

This works only if the gate key activates the portal in both directions.

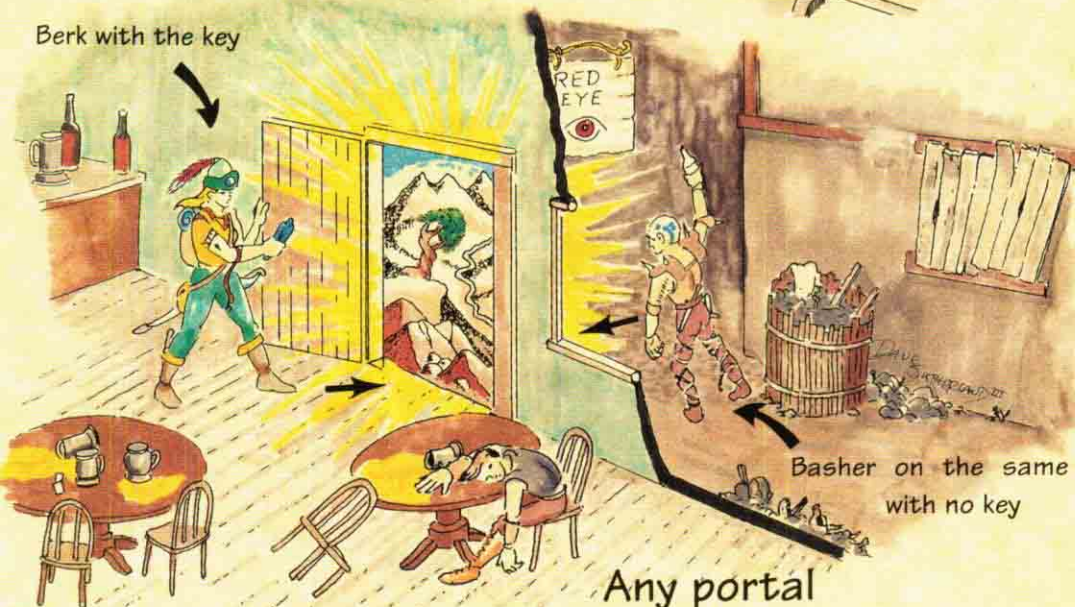


Any portal

Folks with the key

Sneaky berk slips through with them

Berk with the key



The basher may end up going through to the new plane, depending on the portal.

Basher on the same plane with no key

Any portal

In Sigil, most portals are two-way, and many require the same key both ways. The Lady of Pain has complete control over the portals in the Cage, closing or opening them as she desires. Further, she prohibits any other means of leaving or entering Sigil. Sometimes she creates new portals where none existed before, and changes the destination point of others at her whim. Whether powers out on the planes can do this to gates as well is unknown. It is clear that no power can enter Sigil by any means – the Lady keeps 'em out.

The portals on the Great Road, the World Ash, and Mount Olympus don't need keys to open them. They are, in a sense, always active. The gates on the Great Road, due to their usefulness, become centers of commerce and sometimes military strategy. Towns and military camps often form near or around them. Occasionally some local leatherheaded lord claims to own one of the gates and sets up guardians or even walls around it.

SPECIFIC PØR+AL DANGERS

If a body finds a gate to the Astral Plane, he should expect trouble on the other side. Portals leading to the Astral have a way of grounding themselves in or near githyanki fortresses. In fact, portals generally tend to ground in solid, often occupied areas, and civilization springs up near them by their very nature. This doesn't mean that all portals move – bar that. It just means that if a portal leads to a particular plane, the specific site of arrival's usually in a civilized area with the most stable terrain possible.

Due to Limbo's fluctuating nature, portals to that plane are rare and their locations constantly change as the archways supporting them morph, change, or disappear altogether. Established gates on the Lower Planes often serve as staging grounds or common battle sites for the Blood War. A wandering berk can accidently find himself in a yugoloth camp by stumbling through a portal on the dark portions of the Great Road.

Planewalkers using one-way portals always run the risk of stranding themselves on the destination plane. Canny cutters know that this is particularly true for one-way portals to the Prime. Some prime-material worlds don't have many portals. A few practically have none. A planewalker finding himself hipped in such a locale . . . won't be a planewalker any longer.

PØR+AL TRICKS

Naturally, planewalkers have learned a few tricks to bypass or take advantage of some of the restrictions related to portal use.

PEEKING THROUGH: Normally, folks can't simply stick their heads through a portal and pull it back to see what's on the other side. Once a body puts part of herself into a portal, she's committed and can't pull anything back through. Why? Well, lots of portals only function one-way. They allow a

berk to pass through, but not return. Further, many two-way portals require separate keys depending on which direction a traveler passes through the gate.

But if a planewalker has both required keys for a two-way portal (or if only one key is needed for both ways), then it's possible for her to peek through (by sticking her face through enough so that her eyes appear on the other side), stick a finger in to test the temperature, or otherwise put part of herself into the gate and bring it back.

PUSHING SOMEONE THROUGH: A sneaky way to get rid of an enemy or a troublesome berk: Subtly plant a gate key for a one-way portal on the rube and push or trick him through the portal. He can't return unless he's got the ability to travel the planes on his own. This is sometimes known as "peeling someone through a gate," or even "hipping a rube."

SNEAKING THROUGH: When a portal activates, it stays open for a few seconds. The amount of time varies for each portal, but it's never shorter than one or two seconds and never longer than 10 (unless it's permanently open, or an otherwise exceptional portal – every rule gets broken, as all planewalkers know). Still, that's usually enough time for a quick spiv to leap through the portal. This means that a body can wait near a portal and dive through when someone else brings the proper key. *Invisibility* works well here, so that the cutter can slip through unnoticed. Otherwise, the sneak has to deal with those he traveled with (uninvited).

If a portal is two-way, and the same key activates both directions of egress, a body can even wait on one side until a bunch of berks come through from the other side and then slip past them, assuming he doesn't bump heads with someone as they cross over.

A FEW EXCEPTIONS

If a body searches long and hard enough, he'll certainly find exceptions to the general rules defining portals as explained above. Portals without keys, not enclosed in a bounded space, or permanently open (or all of the above!) aren't outside the realm of possibility – after all, it's an infinite multiverse, full of infinite possibilities. But these exceptions are certainly far rarer and probably more dangerous than a cutter wants to bother with.

For a closer look at a specific exception, curious plane-walkers can jaunt onto the prime-material world of Toril. As noted previously, Toril holds a great number of keyless gates leading to various planes. These artificially created portals were constructed using a high-up mage spell called *world-walk* and some kind of permanency magic – which, by all rights, should be impossible. After all, mortals can't create permanent gates, right? And if they can, then why doesn't some enterprising blood set himself up in the portal-making business?

Simply put, it doesn't work – not out on the planes, anyway. Somehow, the process that produces those Torilian por-

tals just can't be recreated. It's a peculiarly Prime-specific spell, or maybe even a Toril-specific spell (not an unreasonable assumption, as the power that oversees magic in that crystal sphere is a particularly generous one). Planewalkers are simply stuck with the inconveniences of portals and keys, or with the other traveling methods described below.

◆ SPELLS AND MAGICAL ITEMS ◆

If a cutter can cast spells enabling travel from plane to plane, she's well ahead of the game (so to speak) as far as getting

around is concerned. Planewalking is much easier if a body can make her own paths. These high-up spells include *astral spell*, *plane shift*, *teleport without error*, and even *word of recall*. Many magical items allow planar travel, not the least of which include the *amulet of the planes*, *cubic gate*, and the *staff of the magi*.

As a special case, a *gate* spell can summon a willing planar character to the caster. Canny planewalkers have been known to use this as the ultimate rescue spell, since it can reach across planar boundaries and pull a willing cutter to the caster, despite most intervening restrictions. The subject has the option to bring with him whatever he wishes, or to send something or someone (nearby and willing) in his stead.

KNOWN PORTALS AND KEYS

Here's a list of common portals and their keys. As always, the DM has complete say over its accuracy. Note that this list doesn't provide specific locations for the portals, so a portal in Khalas on Gehenna (for example) might be anywhere in that layer.

LOCATION (PLANAL, SPECIFIC)	KEY	DESTINATION
Sigil, Clerk's Ward	Animal bone	Beastlands
Sigil, Market Ward	Depressed attitude	Gray Waste
Sigil, Golden Bariaur Inn ¹	Lit match	Abyss
Abyss, Naratyr	Magically animated skeleton	Acheron
Acheron, Thuldadin	Unknown (constantly changes)	Limbo
Arborea, Brightwater	Dancing a jig	Prime Material Plane
Baator, Phlegethos	Diamond, any size	Plane of Earth
Beastlands, Krigala	Three apples ²	Ysgard
Bytopia, Shurrock ¹	Broken dagger	Astral Plane
Carceri, Colothys (the Hidden Gate)	A magical wand ¹	Outlands
Elysium, Eronia	Cup filled with wine	Outlands, Tir na Og
Gehenna, Khalas	Empty scroll tube; blank scroll ⁴	Ysgard, Himinborg
Gehenna, Mungoth ¹	Bloody knife	Unknown (no one has returned)
Gray Waste, the Wasting Tower	Small gold rod	Pandemonium
Limbo, Shra'kt'lor ¹	Reciting the poem, "A Tiefling's Lament"	Baator
Mechanus, Anu's Way	Three precise musical notes	Arborea
Outlands, Caverns of Thought	Smoke from burning leather	Bytopia
Ysgard, Muspelheim	Wooden staff	Plane of Water
Plane of Air	8-lb chunk of marble	Elysium
Plane of Ash	Loaf of fresh bread	Mount Celestia
Plane of Dust ¹	Breath of a cat	Sigil; Outlands; Prime Material ¹
Plane of Earth	5 feet of rope	Carceri
Plane of Fire ¹	Icicle	Sigil
Plane of Ice ¹	Clench a fist three times	Abyss
Plane of Lightning	The word "lipid"	Limbo
Plane of Magma	Glass lens	Outlands
Plane of Mineral	Dwarven rune	Ysgard
Plane of Ooze	Wooden mallet ¹	Positive Energy Plane
Plane of Radiance	Horseshoe	Arborea
Plane of Salt	Oily rag; a kiss ⁴	Mechanus
Plane of Smoke ¹	Feeling of hope	Beastlands
Plane of Steam	Footman's mace	Plane of Magma
Plane of Vacuum ¹	Bamboo flute; sneeze ⁴	Pandemonium
Plane of Water	1-inch iron sphere	Ysgard; Baator ¹

¹ One-way portal; ² Key is destroyed when used; ³ Shifting portal; ⁴ First key is for passing through, second is for return trip

Regardless of the method, though, spells or magical items won't take a body in or out of Sigil. A sod still needs to find and use the right portals to get there (and to leave). Without exception, the Lady of Pain's control of travel to and from the Cage is absolute. This means that fiends and the like are safe from *gate* spells and summonings there – quite a boon if they desire uninterrupted peace. They also cannot be banished by any means. The benefits of staying in Sigil encourage fiends to behave while they're there.

Lastly, it's worth pointing out that the spells and magical items mentioned here aren't actual gates and portals in the strictest sense. Only an archway-bound doorway activated by a specific key is a portal or gate. Anything else is a magical interplanar transport, but not a gate or portal. So a *gate* spell is not truly a gate at all – it doesn't need a key, and requires no arch. But terminology quibbles are for scholars, not planewalkers.

◆ CONDUITS ◆

Looking for another way off the Prime Material Plane besides dealing with portals and spells? Search for a conduit. Astral conduits tunnel through the Astral Plane, leading from the Prime to one of the Outer Planes. They only touch the top-most layer of any given plane, as only these layers border the Astral. Conduits seem as instantaneous as portals and gates, but planewalkers who've been on the Astral know that conduits are infinitely long, wispy tubes that stretch through that plane. These arterylike passages whip, twist, and writhe about the Astral, making them hazardous to approach.

Although it happens extremely quickly, bashers who use astral conduits physically travel through these tubes to reach their destination. This fact is important because some astral monsters, storms, and certain spells can interrupt the natural workings of a conduit and grab a body as he moves through it. In the Astral, a conduit makes a vibratory hum as it's being used, alerting anything nearby. Further, although conduits constantly weave and ebb through Astral space, they buck even more wildly as a body passes through them. These signs tell inhabitants and travelers on the Astral when a conduit's "occupied," giving them an opportunity to interfere if they wish (and are able to affect the conduit). Despite the danger of interference, however, most conduit travel is perfectly safe. Fact is, it happens so fast that berks mistake it for instantaneous transport, not realizing they're made a long trip.

The difficult part of using a conduit is finding one in the first place. Invisible on both ends to normal sight, it's possible – even common – for things to get drawn into them accidentally. (With a spell like *true seeing*, a conduit appears like a smoky mirror or a reflective cloud.) This explains the presence of some prime-material monsters on the planes and planar creatures wandering the Prime, especially in the case of young conduits (see below). But because they do move and are hard to find, it's highly improbable that any prime-material town will be invaded by conduit-traveling fiends.

Further, there's no way to peer through the conduit or to predict where one leads without a spell or magical item designed to do exactly that.

Those in the know refer to conduits by their age, since their age determines their stability. *Young conduits* only work in one direction – they dump a body on another plane with no way back. Young conduits aren't yet fully stable, and sometimes one or both ends move or shift slightly – not to another plane, but to another location on that same plane. *Mature conduits* remain firmly anchored at both ends, offering two-way passage between two set points.

Rare in the extreme, *ancient conduits* once again become unstable, causing them to shift and eventually even fade completely. The conduit ends ground themselves randomly, making them unreliable at best. Thing is, a body can't tell the age of a conduit just by looking at it, so using one may become more of an adventure than a berk expected.

Conduits usually begin and end in unoccupied spots in the middle of nowhere. In one instance, a mature conduit was found linking the Prime Material and Elysium. A bunch of primes set up a small trading village around their end, and some folks on Elysium did the same. After a year or so, however, the conduit *moved*. It appeared miles away on the Elysium end and on an entirely different Prime world on the other end. Folks figured that the occupation and activity around its ends (or maws, as they're sometimes called) repelled it somehow. In any case, the tendency for conduits to ground in unoccupied territory means that a planewalker can be fairly sure that if he leaps into a conduit, he won't end up in the middle of Dispat's palace.

Those bashers who care, like the Guvners, theorize that while somebody – probably a power or some such – put all the portals and gates in place, the conduits formed naturally. Perhaps they're some normal outgrowths of the Astral Plane, or just simply proof that the planes were intended to be connected and interrelated. A more oddball theory suggests that conduits are *alive* in some sense – although they certainly ain't organic. This'd explain their maturation, since they seem to age like living creatures. Whatever their origin, conduits are fairly stable in general, and so maps of some of them can be bought in Sigil and other locales. The accuracy of the map depends on the trustworthiness of the seller, of course, but a great many conduits have been reliably documented and recorded.

Although conduits don't require keys (which is certainly a relief to weary gate-key-seeking planewalkers), their use is limited as astral conduits link only to the Prime Material Plane. A body just isn't going to find an astral conduit leading from the Beastlands to Mechanus. If a basher knew the location of an astral conduit to the Beastlands and another to Mechanus, however (assuming that they were either two-way conduits or one-way the necessary way), he could travel from the Beastlands to the Prime and from there to Mechanus. Unfortunately, this plan requires a trip through the Prime Material Plane, which isn't always easy or quick. If the conduits are really far apart – like on different crystal

spheres – a planewalker might have to travel on a special craft called a spelljammer to reach it. And not all prime-material worlds are even aware that other worlds exist, or have spelljamming technology. . . .

A few planewalkers tell of conduits that branch, the passages they create splitting off one or more times as they meander through the Astral. This means that if two bashers use the same conduit, they might end up in different places, and probably on completely different planes. Such reports have never been confirmed, however.

PLANAR CONDUITS

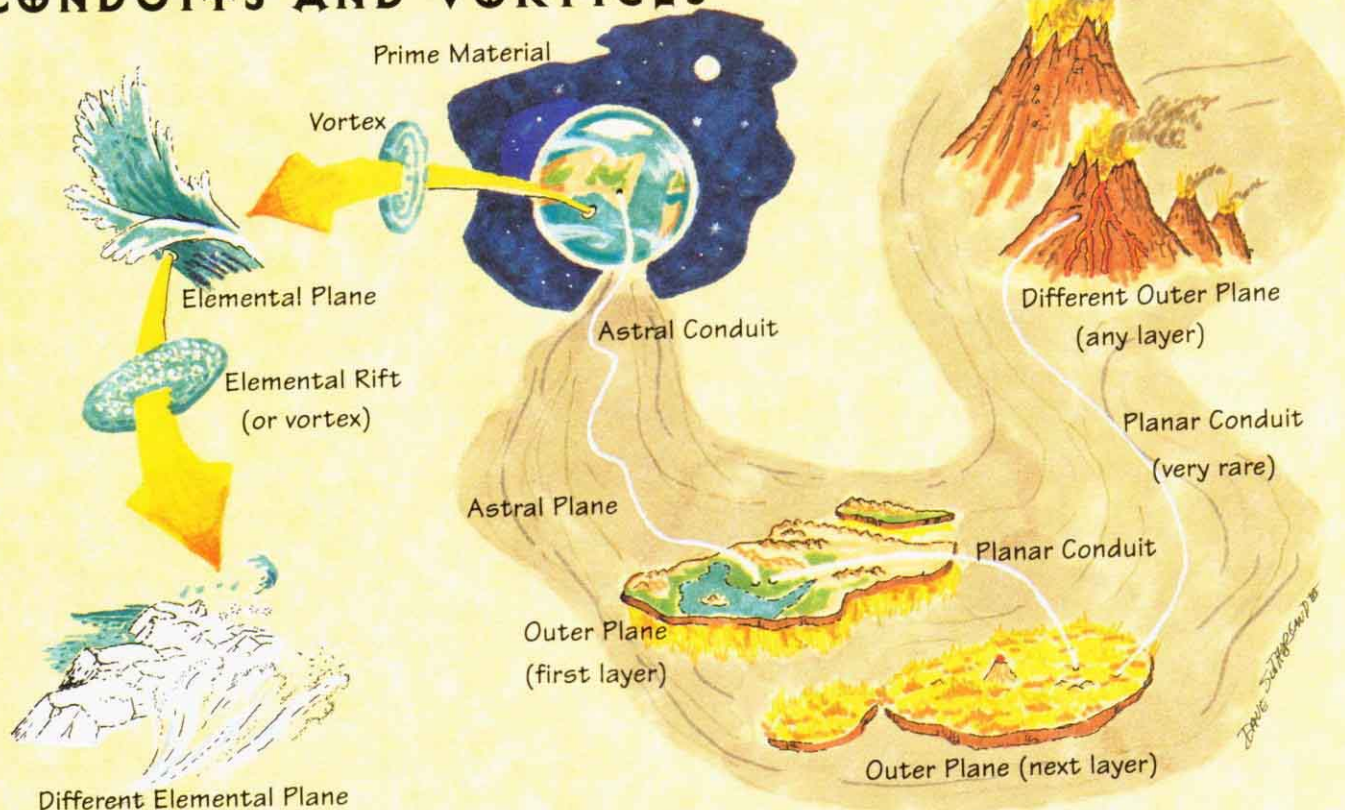
Aside from the fact that planar conduits link different layers of the same plane, these're just like astral conduits: invisible clouds of reflective haze connected by a wispy tube (which is also invisible unless *true sight* magic is used), just like those described above. Planar conduits can be young, mature, or ancient, and they usually terminate in isolated locales.

Sometimes travelers believe planar conduits to be keyless, always-active portals. Other times, they appear on paths and take a berk to the next layer without his knowing that he even jumped layers. Portal, path, conduit – in the end, there's not much difference, so it probably doesn't really matter what they're called.

Now, here's a fact that starts to drive people a little barmy. A few conduits – in defiance of all natural laws – actually seem to connect different layers of different planes. It's said that on the 492nd layer of the Abyss, there's a mature conduit that leads to the first layer of Ysgard. This fact seems to slap the previously mentioned rules governing conduits right in the face. Well, it's things like this that keep the scholars of the planes busy. No one knows why a few exceptional conduits seem to fly right in the face of the laws thought to bind them. A Xaositect or a Bleaker, of course, would see nothing wrong with this, but the exceptions confound folks who expect to see order in such things.

One explanation is that these aberrant conduits are actually a series of linked planar and astral conduits that take a berk from a deep layer of a plane to the upper layer of a plane, from there to the Prime Material, then into another conduit to the upper layer of the destination plane and down a planar conduit to the ending layer. No one knows exactly how these linked, consecutive conduits are supposed to work. The idea of consecutive conduits arose from the discovery of a conduit that was originally thought to lead from the Elemental Plane of Fire to the first layer of the Abyss (obviously breaking the rules). It actually was an elemental vortex connecting the plane of Fire to a spot on the Prime Material where a young astral conduit had formed linking the Prime and the Abyss.

CONDUITS AND VORTICES



◆ VORTICES ◆

Vortices directly connect the Elemental Planes and the Prime Material. Planewalkers usually avoid using them for transport, however, because they tend to form in inhospitable locales directly related to the element of the plane they connect to. A deep volcano's crater might hold a vortex to the plane of Fire, while a vortex to the plane of Air might be many thousands of feet above the surface of a world.

Most vortices lead to one of the four major Elemental Planes (Air, Earth, Fire, and Water); while not common, these are both permanent and stable. The Para- and Quasielemental Planes don't sport permanent vortices. The arctic poles of some Prime worlds occasionally beget vortices to the plane of Ice. A terrible thunderstorm on a Prime world might contain a vortex to the plane of Lightning at its heart, but it disappears when the storm passes. A vortex to the Quasielemental Plane of Radiance might be found only within a sun as it blazes within a crystal sphere. It's said that vortices to the planes of Magma and Ash sometimes overwhelm and briefly usurp vortices that normally lead to the plane of Fire, adding further danger to their use. Likewise, vortices to the Quasielemental Planes of Dust and Mineral may temporarily take over vortices deep underground that normally lead to the plane of Earth.

VORTEX TO	WHERE FOUND	OCCASIONALLY USURPED BY
Air	Cloudy heights	Steam
Earth	Mountain hearts	Dust, Mineral
Fire	Volcanoes	Magma, Ash, Smoke
Water	Ocean depths	Salt, Ooze
Ice	Arctic poles	—
Lightning	Storms	—
Radiance	Sun	—
Vacuum	Unknown	Unknown
Positive Energy	Unknown	Unknown
Negative Energy	Unknown	Unknown

Vortices don't require keys, and they're always active. They're also extremely simple to use, once a basher's protected from the appropriate element. A traveler enters an area of the corresponding element on the Prime Material. He moves deeper and deeper into that element (into the very heart of a volcano, for example, so that he's surrounded by fire) until all of his senses can detect only the singular element. At this point of the extreme, he moves into the appropriate Elemental Plane.

It's almost assuredly vortices that are responsible for the appearance of creatures such as xorn, water weirds, and salamanders on the Prime Material, for all vortices work both ways. A vortex is completely indistinguishable on the elemental side, except for a slight lessening of the intensity of the environment. Though normally mildly repelled from such an area, a few elemental creatures still wander through and onto the Prime.

Inter-elemental vortices (a variant type of vortex) work

exactly as described above, but they're found on one Elemental Plane and lead directly to another Elemental Plane. These vortices don't rely on an extreme amount of elemental material, as the presence of a large quantity of foreign elements in an Elemental Plane is rare at best. Rather, they appear as more intense and volatile concentrations of elemental substances, actively drawing material from one plane into another. (To tell an inter-elemental vortex from a simple elemental pocket, look at the surrounding area. If there's a slight "whirlpool" effect, it's a vortex. If the foreign material simply floats in place, it's a stable pocket.) Usually, only one or two inter-elemental vortices exist on an entire plane. They always provide two-way access, with both sides having a concentration of the corresponding foreign element on their respective sides.

Lastly, it's impossible (at least for a mortal being) to create any kind of vortex artificially. They occur in nature at the extreme ends of the environment. No known power can deactivate or block a vortex — spells such as *surelock* or *gate ward* have no effect.

◆ PATHS AND POOLS ◆

Probably the rarest form of planar travel, paths nevertheless sometimes prove to be the most convenient. Mount Olympus, Yggdrasil, and the rivers Styx and Oceanus are the four best-known paths (see the previous chapter). Paths usually lead to many different planes, but they also require some period of actual physical travel, so they're not instantaneous like portals, or nearly so like conduits and vortices.

Paths are also the most difficult means of travel to understand. In many cases, they shift and change as a traveler moves along them, so that one minute a cutter's on one plane and the next he's on another with no idea when the changeover occurred. Even if a canny basher can ascertain at which point he switched to a new plane on the path, there's no guarantee that it'll be the same point the next time. The Styx and Oceanus work this way, although some barmies claim to be able to understand and predict their unfathomable, always-changing routes.

Yggdrasil and Mount Olympus are slightly different. These have colorful, circular gates along their lengths that mark the doorways to other planes. These keyless, always-functioning gates remain opaque, so that a body can't see through them to the destination plane. Since they are two-way portals, however, a body can stick his head through for a quick peek and pull it back to his side if he so wishes. Yggdrasil's branches and roots lead right through these gates.

One might say that Mount Olympus and Yggdrasil aren't true paths, but just a series of gates like the Great Road, or the gate-towns of the Outlands. Olympus and the World Ash are more expedient than either of those other options, however, since there's less travel time between the gates. No matter how a body looks at it, they are nonetheless considered two of the nine great planar paths.

The Astral and Ethereal Planes are modes of interplanar transport in and of themselves. The Astral Plane is filled with color pools, which appear and function identically to the gates found on Yggdrasil and Mount Olympus. These open to all of the Outer Planes and the Prime Material — assuming a body knows where to find them and can determine where they lead. The Ethereal, meanwhile, connects and filters through all of the Inner Planes and the Prime Material. Anyone with the ability to become ethereal can travel through the Deep Ethereal and into any of the Inner Planes.

Within the Inner Planes, things are a bit more complicated. Since few standard portals exist, planewalkers depend on the crossover points between the Elemental Planes — the “leaks” or “cracks” where elemental matter of one plane seeps through into another plane. Unfortunately, like the aforementioned paths, there’s no set point where one opens into the other. A traveler just moves along and the next thing he knows, he’s somewhere else. It’s a much easier means of travel than an inter-elemental vortex (a gentle path rather than a violent one), so it’s worth the extra time it may take to find the seepage point.

◆ CARAVANS ◆

A simple, relatively safe method of planar travel, particularly to or from Sigil, is to hook up with a caravan of merchants. These cutters know safe portals and paths, and the dark of their travel routes and destinations. They know where to stop to rest and where to hurry past quickly.

Caravans often use paths and even the Great Road, although they’ll use faster portals if they know where to find them. Merchants tend to avoid conduits, as it’s sometimes difficult to carry large amount of cargo through them quickly and gently. Many planar merchants have standing deals with boatmen on Oceanus and the Styx to provide transport down these plane-spanning rivers. Others garnish guardians and other potentially dangerous sorts to allow safe passage.

Traveling with a caravan usually requires some kind of compensation, often in the form of service to the merchants as guards or even workhands. Sometimes a bit of good old-fashioned jink allows a basher to tail along with a caravan, no questions asked, no responsibilities given.

◆ IN+RAPLANAR TRAVEL ◆

Once a cutter gets to the right plane, the journey’s pretty much over, right? Not by a long shot. Remember, the planes are virtually infinite, and a portal or other planar road can



THA+’S A
G00D-SIZED +REE.
— P0SEURE SPIEDA
UP0N FIRST+
ENC0UN+ERING
YGGDRASIL

drop a sod off at any point on that infinite space. With enough time and luck, a planewalker might find a portal to the exact layer, realm, or location desired.

Most of the time, however, simply reaching the right destination requires some additional travel.

On a typical planewalking journey, a cutter usually has a specific location in mind — say, the burg of Grenpoli in Maladomini, the seventh layer of Baator. Now, if that cutter starts on the Outlands, he could make his way to Ribcage, the gate-town to Baator. However, he knows that the gate there leads to Avernus, the first layer of Baator. Since Maladomini is the seventh layer, that means a lot of intraplanar travel — and travel through Baator is for sodding idiots.

Luckily, the planewalker knows of another portal in a nearby realm on the Outlands that will take him to Malbolge, the sixth layer of Baator. Once he uses the gate, though, he’s still got to worry about getting one layer down. Planar conduits are useful here, but if the gate into Malbolge puts him far, far away from the conduit, he’s got a lot of walking ahead of him — and through dangerous lands. (Fact is, he’s probably better off catching a portal to Sigil and looking for a portal there that’ll drop him directly into Grenpoli — but that could cost him even more time and jink.)

Fortunately, most planes have intraplanar paths that shorten distances across their infinite expanses. Thus, a traveler can use these minor paths to cross distances that would normally take a body many lifetimes to walk. This means that realms and towns within planes might be virtually infinite distances apart, and still accessible by walking or riding. Roads such as those of Arcadia allow a body to cross planar distances in a layer without finding portals or resorting to spell use. ‘Course, these minor paths are always subject to the nature of the plane; a fiend hoping to use them to travel across Elysium, for example, isn’t going anywhere anytime soon, due to the magic of the traveler’s way (see page 21).

Some of the paths leading from one layer of a plane to another are said to incorporate planar conduits that work so quickly and so subtly that a traveler doesn’t even realize she’s been through one.

Some planes have intraplanar gates as well. Acheron, a plane made entirely of floating cubes, has a network of such gates that allows travelers to move back and forth from cube to cube. Other planes have similar gates that allow a basher quick access to faraway places. Even the Prime has gates such as these, linking places on the same world, or more rarely, two different worlds.

Lastly, a few planes require travel by floating ships, flying carpets, spelljamming, or other means by which to cross vast distances very quickly. For example, travelers on Carceri might need to purchase unique transports such as ferrous sleds or skin balloons to travel between the orbs of a layer. These methods are specific to the planes they’re encountered on and are typically fairly rare, expensive, or both.

The following is an excerpt from a speech given by self-proclaimed "General" Amiil Facolas to a group of newcomers to Sigil. At one time, Facolas attempted to start an integration information business called "So, You're Clueless, Huh?"

The business failed, but he nevertheless provided worthwhile bits of knowledge that any planewalker'd do well to remember.

GETTING THERE OR JUST GETTING BY: PLANEWALKER TIPS

"Scan *this* chant, berks – I've seen more than you, I know more than you, so you do the listenin' and I do the talkin' here. Understand? Good.

"So, you want to travel the planes. You're probably just a bunch of sodding would-be Sensates looking for a new experience, huh? Or maybe you're looking to become high-ups by strutting your stuff in dangerous places. I don't care why you're here. I'm

just here to tell you what you need to know so you don't lose your fool heads. There's a bunch o' things you need to remember, so I'll try to talk all organized-like, Guvner-style."

POINT ONE: ◆ WHAT TO TAKE ◆

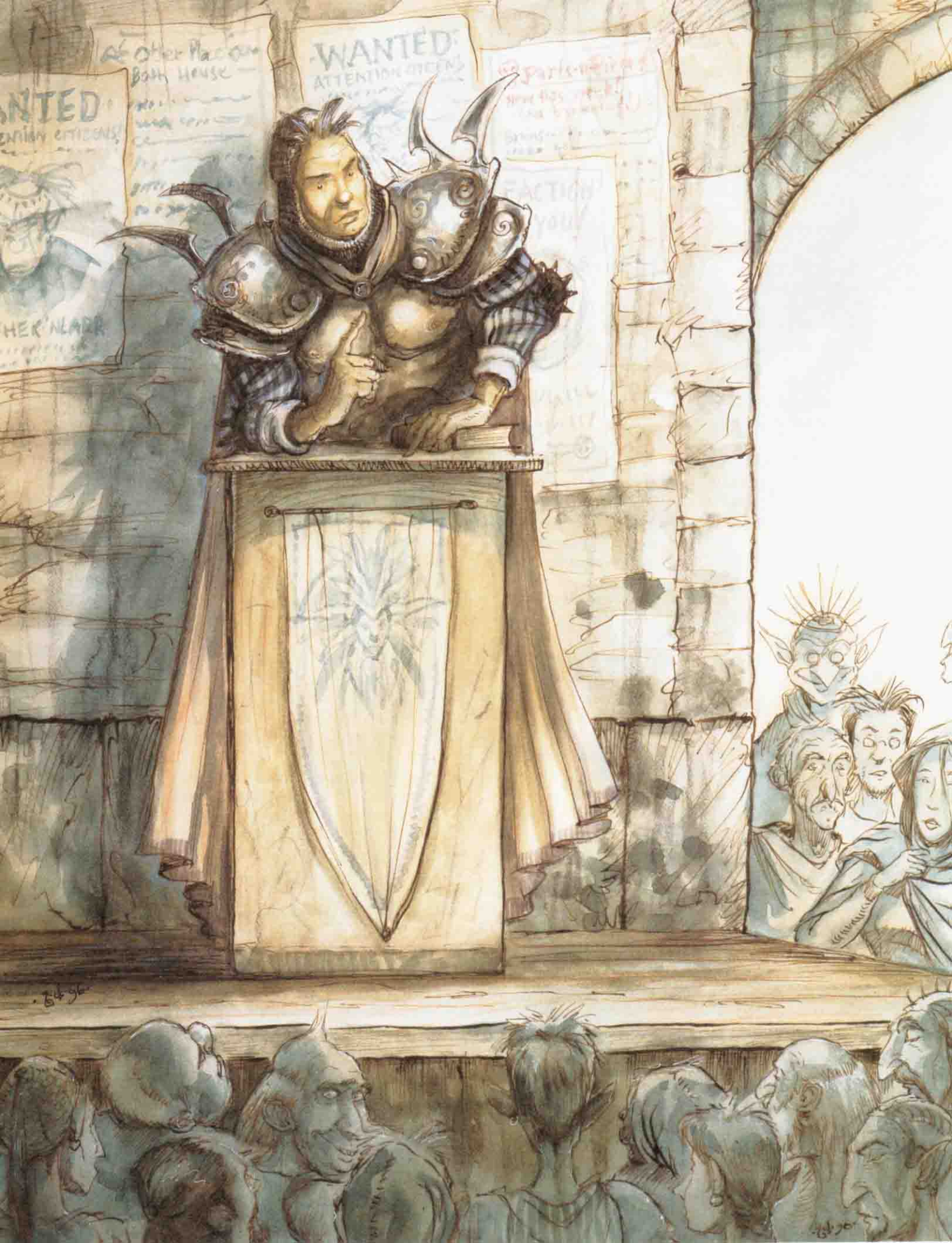
"Before you go anywhere, you've got to think about what you're going to need. Sometimes what a basher's got determines if he lives or dies. Don't go taking too much, though – being weighed down is as sure a way o' gettin' scragged, hipped, or put in the dead-book as bringin' nothin' at all.

"Here's a short list, in no particular order.

- ◆ "Something sharp. Sure, most leatherheads carry a sword or knife, but just in case you're one of those types that don't normally carry a blade, start doin' it now. You can fight with whatever you want, but a knife's essential for cutting, digging, marking ground, and other things a basher's got to do. It's the best multipurpose friend you've got.
- ◆ "A good, sturdy pair o' boots – the thicker, the better. You'll be walking in stuff you don't want your feet to touch, believe me.
- ◆ "A blindfold. Lots o' things out there will drive a cutter barmy or blind if he keeps his eyes open – especially in the Inner Planes where all that energy and radiance'll burn your eyes right out. Furthermore, a wet blindfold can be held in front o' your bone-box to act as a breathin' filter. This'll protect you (at least a little) from noxious fumes, smoke, and other breathing hazards.
- ◆ "Earplugs. There're almost as many sounds that you don't want to hear as sights you don't want to see. Take Pandemonium, for example – the incessant winds that blow there drive a berk barmy if he's exposed to 'em for too long.

OH DEAR.
WAS I JUS+ PEELED,
OR WAS +HA+ A B+B?

— CHUIMON,
A NEWCOMER
+ SIGIL



- ◆ “Rations and water. Don’t go expecting to find something to eat or drink out on the planes. More likely than not, most cutters ain’t gonna want to eat what they’ve got there.
- ◆ “Rope. If you think that everywhere on the planes has nice, level ground, you’ve got a rude awakening ahead o’ you, berk. Some planes are nothing but ridges and chasms. Others (actually, a couple of them) are just big mountains. Some’re stranger still, with no real up or down. Occasionally a blood’s just got to tie herself to something solid to get her bearings.
- ◆ “Oiled tarp or tent. You’ve got to carry your shelter with you when you travel the planes. Sometimes even the rain of a plane is dangerous – acidic, poisonous, or worse.
- ◆ “Torch, lantern, or magical light (best!). Like to see where you’re going?
- ◆ “Journal. On the planes, it’s easier to record where you’ve been than try to figure where you’re going, so a journal is easier to keep than a map. Distances can change, berk. Some planes, space has little meaning. Keeping track of what you’ve seen to provide reference points is a good idea. It’s also a handy place to jot down portal information, like the kind of key a basher needs to use one.
- ◆ “Money. Just like at home, a little jink goes a long way. No matter where you go, everybody speaks the language of gold. If you’re not accustomed to giving out bribes – *change*.

“Don’t bother bringing:

- ◆ “A map. The maps that you find on the Prime regarding anything on the planes are wrong. Even if they were right once, things change pretty fast on the planes, and when they change, they change big. Cities move, planes shift, mountains sink – you get the idea.
- ◆ “Minor magical weapons. Magic’s tied to the place it was formed, so only the best and most powerful magical weapons work on planes other than their own. Prime-forged weapons lose some power on the Astral and Ethereal and a good bit more everywhere else.
- ◆ “A narrow-minded focus or superior attitude. Keep an open mind. Things out here aren’t always like they were at home. Hardly ever, actually. And while you’re at it, drop your attitude. Powers and their proxies live on the planes, berks, and no matter how tough you think you are, you ain’t as powerful as they.”

POINT TWO:

◆ WHAT SPELLS TO PREPARE ◆

“You wizards and priests don’t care so much about what equipment to bring as what spells to memorize. It’s good that you think ahead, ‘cause the same spells you used on the Prime may not be the ones you want in the Abyss, or on the plane of Water.

“First off, get to know the effects each plane has on magic. They all have their own magical quirks, and they’re all different. Sometimes your *fireball* will be less effective, while sometimes it’ll be more – and sometimes it won’t work at all. The best rule o’ thumb to remember about spells and planes is that it all sort of makes sense. Water-based magic doesn’t work on the plane of Fire. Don’t try to use wild or chaos magic on the planes of law. With a lot of research and a little common sense, you’ll get the idea. Where they work, the followin’ spells are very useful.”

(See the “Magic on the Planes” chapter for more information. Spells marked * are described in that chapter. Spells marked † are described in the *Tome of Magic*.)

ALL SPELLCASTERS

“Seeing. Breathing. Communicating. Pretty basic needs, right? Well, such things aren’t as easily gotten on the planes as they are on the Prime. Whether you’re memorizin’ your spells or pulling ‘em in from your deity, magic that provides such needs ought to be your first priority.

- ◆ “*Light* or *continual light*. Plenty of planes don’t even have a sun or normal illumination. If you like seein’, bring your own. The spell’s a lot more reliable than any torch. If you’re concerned with more metaphysical sight, you can’t beat *true seeing* to tell friends from foes.
- ◆ “*Water breathing*, *breathe earth**, *breathe fire**, *breath of the elements**, and similar enchantments, or more powerful variants like *airy water*, *airy earth**, or even *no breath**. Like to breathe? Don’t even think of visiting one o’ the Elemental Planes without some kind of similar spell.
- ◆ “*Tongues*. Not everyone speaks common, berk!

“Don’t bother with:

- ◆ “*Abjure*, *banishment*, *dismissal*, or *holy word*. Unless you know you’re going up against a basher that isn’t on his home plane, these spells (and others like them) won’t have the effect you want them to, or even any effect at all.
- ◆ “Any spell prohibited by the conditions or environment of the plane. Get to know what works where, and you’ll be way ahead of the game.”



WIZARDS

- ◆ "It may seem strange, but spells that ordinarily debilitate or hinder a body sometimes become your best friends out on the planes. Think about using *darkness* in the plane of Radiance, or *deafness* on Pandemonium. Such spells can be the only way to protect your senses on certain planes.
- ◆ "*Spider climb*. Sometimes a spell like this is the only easy way to get around. This allows a basher to get around safely on the uneven precipices of Gehenna as well as one o' the floatin' islands found in the plane of Air.
- ◆ "*Warp sense*". This spell is a must. You're going to be traveling through a lot o' portals, and this spell is the best way to find them and their keys.
- ◆ "*Fly*. Best way to get around, except maybe *teleport*. Gives most environmental hazards the laugh.
- ◆ "*Leomund's tiny hut* or *Leomund's secure shelter*. As I said before, sometimes you have to take your shelter with you. This'll be very useful on planes that have howling winds, acidic rain, and other hazards.
- ◆ "*Dig, passwall, stone shape*, and other such spells allow movement in planes where there ain't any other way to get around, like on the plane of Earth.
- ◆ "*Native item*". This spell can save you a lot of heartache by makin' magical items just as potent as they are on their home planes. Too many primes forget that just because their magical sword could hit some fiend on the Prime, their weapon just won't be as effective when they encounter that fiend on its home plane.
- ◆ "*Fabricate*. Bein' able to improvise is an important skill when you're traveling in strange planes. This spell makes improvisation a lot easier sometimes.
- ◆ "*Sending* or *demand*. These spells, along with any others that have multiplanar ranges (even with a chance of failure), become a lot more useful when you're a plane-walker.
- ◆ "*Teleport*. The best way to get around, bar none. This gets you by the rivers of acid, the armies of asuras, and whatever other obstacles you'll encounter on your journeys. Even better, *teleport without error* has a planar range that can eliminate the need to search out portals altogether.
- ◆ "*Disintegrate*. Some folks're immune to fire, others can't be harmed by lightning or cold, but nobody's got special immunity to *disintegrate*. This is the best offensive spell

a cutter's
got on
the
planes. It
kills 'em once
and for all,
no questions
asked.

YOU'VE GOT
A LOT OF NERVE,
BERK.
— THOMASE ERVO,
+ A WIZARD WHO JUST
A++EMPTED +
DISINTEGRATED HIM,
AND FAILED



- ◆ "*Elemental aura*". While priests have most of the protection-from-the-elements spells, this one might just save the life of a wizard in the Inner Planes.
- ◆ "*Shape change*. When folks think about this spell, they always think o' what tough monsters they can turn into. Within many of the hostile environments of the planes, however, this is the ultimate survival spell. There's always some creature that can live in any given place, and this spell lets a body change into such a beast."

PRIESTS

- ◆ "*Goodberry*. These make for easily transportable rations, and come in handy when a body's hurt, too.
- ◆ "*Create food and water*. With this spell at your command, you can lighten your load and still be sure you always have safe food. Even on the Upper Planes, things ain't always as safe as they look — so watch out for the fruit of the dark green bush in Nidavellir, Ysgard's third layer. It looks good, but it'll drive you barmy if you eat more than one. It's also a good idea to carry a *purify food and drink*, since some planes contaminate food as soon as it's created!
- ◆ "*Know customs*". It may sound silly, but nothing gets a berk in the dead-book faster than not knowing the etiquette of the places he visits. Like, a basher visiting Loki's hall on Pandemonium had better display a hatred for the Norse powers, or at least be able to fake it.
- ◆ "*Negative plane protection* (and its alternate, *positive plane protection*). You have to have this spell to survive on the Negative or Positive Energy Planes. Remember, though, you have to cast this spell *before* you get there or it won't work.
- ◆ "*Protection from fire, protection from earth*", *flame walk*, *elemental protection*", and any of the many other priestly protective spells. The best way to keep out of the dead-book on the Elemental Planes is through magic. These spells prove just as useful on the fiery layers of the Abyss, Baator, Gehenna, and Ysgard.

- ◆ “*Dimensional folding*†. This odd spell works something like a wizard’s *teleport*, though it carries certain risks. It’s not bad as a last-ditch escape, though, if a body knows of a safer place on the same plane.
- ◆ “*Control temperature 10-foot radius*. While very helpful on the plane of Fire, this spell is also useful in the deserts of Carceri, the ever-changin’ climate of Limbo, or the frozen regions o’ Baator.
- ◆ “*Winged memory**. If you’re traveling the Lower Planes by way of the Styx, this’ll restore the memory of any berk splashed by the foul waters. Just don’t get any on yourself, or you’ll forget how to cast the spell!
- ◆ “*Free action*. Another spell useful on the Elemental Planes and Limbo, this one lets you move around uninhibited by the constraints of the stuff that might get in your way.
- ◆ “*Find the path*. Think about it, berk — the planes are infinite! How *else* can you find the exact spot you’re looking for on a plane with no north, south, east, west, up, down, or sideways?
- ◆ “*Plane shift*. Ah, now *here’s* a useful spell. Gives me cause to show priests a little more respect. Portals require keys and sometimes have guards. Sure, this can’t take you someplace with pinpoint accuracy, but it’ll zap you generally where you need to go, without any hassle.
- ◆ “*Word of recall*. Sure, there’s a chance you’ll put yourself in the dead-book if you try to cross too many planes, but sometimes a body’s just got to get out of a bad situation fast.
- ◆ “*Exaction*. It’s a risky move, but this spell can provide some help in a tough spot.”

◆ P⊕IN+ THREE:

◆ WHA+ +⊕ WA+CH F⊕R ◆

“Generally, a planewalker’s got to have a little intuition. If your gut tells you that something’s dangerous, trust the feeling. Some folks just assume *everything’s* dangerous. While this sometimes seems true, it ain’t always the case, and sometimes leads to a basher overlooking something that can help rather than hurt.

“ ‘When in the Cage, do as the Cagers do.’ This’s true of every place. Watch what the natives do and do it too. Each plane’s inhabitants have learned what’s safe and productive to do on that plane. They won’t drink poisoned water or walk on unsafe terrain. Be sure that the fellow you’re watching is someone you want to emulate, though. A tanar’ri *might* drink poisoned water.

“In almost all cases, a path or road is better than the rough, and a city’s better than the wilderness. You’ll avoid the big nasty monsters and many o’ the unknown planar dangers by staying near ‘civilization.’ Of course, in such areas you still have to deal with thieves and other cutters who’re after your jink. ‘Civilized monsters,’ you might say.

“Even the strange and exotic places have life. Don’t assume that you won’t encounter some horrible predator just because you’re floating through some airless void or making your way across what some clueless sod would call a ‘lifeless plain.’ There ain’t no such thing. Life has a way of finding a home everywhere. Something’s always adapted to whatever environment you’re in. That means there’s always a potential meal wherever you go — but it might be you.”

◆ P⊕IN+ FOUR:

◆ WH⊕ +⊕ TALK T⊕ ◆

“If you’re the strong, silent type, you won’t get far. You can’t know the dark of everything, and the chant’s always fresh. A body’s got to talk to folks to keep up with what’s going on.

“Find a well-lanned fellow who’s in a position to see and hear a lot whenever you go into a town. A barkeep, a city watchman, or a popular merchant is a good choice — even a lamplighter’s got something to say. In most cases, it’ll take a little jink to loosen a worthwhile tongue, so be prepared.

“Obviously, bards and sages often know a lot about a lot. Be careful, though. Professional information brokers hold no loyalties, and will gladly tell a body’s enemies what sorts of questions they were asked. A smart foe’ll be able to piece together a cutter’s plans and movements by the information that they seek. What’s good for them’s good for you, though. Finding out what your competition’s looking for is a good tactic that a planewalker needs to use if she’s got enemies — and who doesn’t?

“It’s tough to be truly discreet when you need information. Sometimes a berk can get the rope simply by asking the wrong questions. More of them, however, have certainly ended up in the dead-book for asking *no* questions.”

◆ P⊕IN+ FIVE:

◆ WH⊕ +⊕ AVOID ◆

“I’ll wrap up my little speech here with a word of warning. Remember who you’re dealing with and act accordingly. In general, don’t mess with anyone who belongs to an organization, a sect, or a faction — even if you can one-up the sod, you probably can’t take on the whole group. Don’t mess with fiends — do I really need to elaborate on that? Don’t get involved with petitioners, proxies, and especially powers.

“Let me say that again. Don’t. Mess. With. Powers. Your holy sword and ninth-level magic don’t matter when you’re dealing with an honest-to-god deity (sorry about the pun).

Weighed down by artifacts, berk? It doesn't matter one whit if you're challenging a power. They're the ones that decide how everything works. They can make your magic, your magical items, and anything else (including your heart) just simply not work. They can do whatever they want. They're powers."

That's the gist of Amil Facolas's speech. His words provide wisdom, and for the most part, accurate depictions of the travails that face a planewalker. The following sections provide further information that a blood needs to know to get by.

◆ DEALING WITH OTHERS ◆

The planes swarm with so many inhabitants and fellow travelers that a planewalker may have a tough time keeping them all straight. A body's got to know how to treat the berks he meets. This section provides some advice on successfully and peacefully dealing with some of the most common groups (including all of the factions).

◆ WHEN DEALING WITH THE ATHAR . . .

It's best not to mention a deity, even if a body's a priest or a paladin. Swallow any religious zealotry and the Athar treat a basher fairly. If a berk flashes his holy symbol around a Defier, he's sure to get only contempt and scorn. If a body says he's searching for knowledge or enlightenment, he's more likely to get a fair hearing.

For those more violently inclined, here's one good bargaining tip in regards to the Athar — they're real susceptible to injuries, disease, and death since no self-respecting priest will use her healing magic on one of these unbelievers. This comes in handy in more peaceful negotiations, too; potions of healing and other curative magical items are very valuable to members of this faction.

If a body is working directly for a power, avoid this bunch for sure. A group of high-up Athar have the ability to send a proxy or other servant of a deity straight back where he came by banishing him. Fortunately, a basher needn't fear this

trick while in the Cage — no one gets banished from Sigil, unless they get tossed directly out a door (which happens).

◆ WHEN DEALING WITH GODSMEN . . .

Like any faction members, the Believers of the Source like to hear their own philosophies spouted back at them. If a cutter mentions actualizing her potential and overcoming great trials and tests, the Godsmen react well.

Remember too, that the tenets of this faction pretty clearly state that planars are a higher form than primes, so members'll give a planar more respect (but then, most folks do that anyway).

◆ WHEN DEALING WITH BLEAKERS . . .

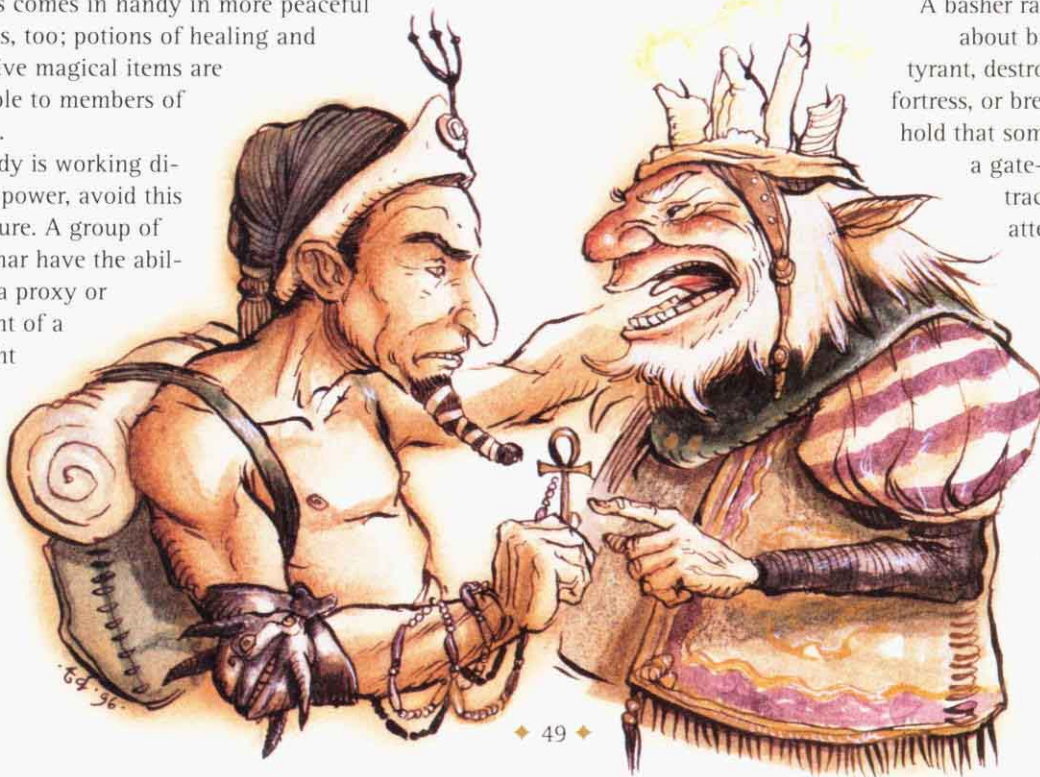
Unless a basher's sympathetic with the faction's outlook, it's best not to talk philosophy with a member of the Bleak Cabal. It's easy to get caught up arguing meaning-versus-no-meaning with these bashers, and that only sets the Bleakers off. Remember, they believe nothing makes sense, so don't go trying to explain things to them — it's not necessary, and it's a waste of time.

Just because these folks don't think there's a point to it all doesn't mean that they don't know what's going on. Some Bleakers are as well-lanned as they come.

◆ WHEN DEALING WITH THE DOOMGUARD . . .

If a body is looking for help from the Doomguard, he's got a challenge ahead of him. They won't help an addle-cove who tells them that he's trying to make something better. The Doomguard only take actions that further the cause of entropy. A smart cutter can phrase things in such a way to the Doomguard to make it seem like she's trying to do the same thing they are.

A basher rattling his bone-box about bringing down some tyrant, destroying some age-old fortress, or breaking the stranglehold that some fiends have over a gate-town is sure to attract the Doomguard's attention. Don't stress the improvements that these changes might make, and the Doomguard'll be disposed to give a body what's needed. (For the right garnish, of course, but that goes without saying, right?)



◆ WHEN DEALING WITH DUSTMEN . . .

Contrary to what a body might think, the Dustmen aren't really that hard to deal with. Sure, they have strong feelings about death, but they aren't against living life to the fullest, either; after all, a body can't understand death until he's tasted life. Never approach them with a matter of life and death — they won't react to that in the same way as other folks. They're interested in understanding the nature of life and death, though, and might lend a sympathetic ear to anyone who offers a potential insight into such things.

Keep the Dustmen's feeling for the undead in mind, too. Crying on a Dustman's shoulder about an evil vampire or lich won't get a basher anywhere.

◆ WHEN DEALING WITH THE FATED . . .

Takers react well to someone who's willing to take matters into her own hands. They still won't offer to lend a sod a hand — unless it happens to serve their own purposes at the time, or they're properly paid for their trouble.

Don't show any sign of weakness. They don't believe in sympathy, so being weak'll only get a body in trouble. If they see a way to take what they want from a sod, they won't hesitate. The best way to deal with one of the Fated is to make sure a body doesn't have anything he wants — except then she runs the risk of being ignored.

◆ WHEN DEALING WITH GUVNERS . . .

A planewalker can learn a lot from a member of the Fraternity of Order. It's said that knowledge is power, and these folks know a lot. They aren't as interested in the "why" of things as they are in the "how." Don't approach them with emotional, heartfelt passion. They won't see it. They're pretty much a matter-of-fact group, and that's how a cutter should treat them.

To slow them down or put them in their place, throw a contradiction in their face. Guvners hate that. The planes have rules, to be sure, but there's exceptions to all of 'em, and that's enough to make a cutter who's trying to learn all the rules go completely barmy.

◆ WHEN DEALING WITH INDEPS . . .

A basher just ain't going to get a Free Leaguer to be sympathetic to her cause. Jink is the best way to communicate with one of these stubborn berks. Otherwise, a cutter's best off stressing his independence and avoiding any mention of faction or other group ties.

Indeps don't care what a basher's beliefs are, but if a sod tries to impress his ideas on a member of the Free League, watch out. The only thing that makes them madder than that is the assumption that the Indeps have a set of beliefs of their own. They're not a faction and they're not caught up in the belief struggle. That's what they say, anyway — over and over again.

◆ WHEN DEALING WITH HARDHEADS . . .

Remember, if a body ain't in the Harmonium, the Harmonium ain't gonna respect him. It's their way or no way. They're tough, but they don't respect others who stand up to them. A cutter either joins 'em, avoids 'em, or kowtows to 'em.

When in Sigil, they're the law. A planewalker's got to accept that, no matter how much it galls him. It won't do a body any good to tell them that he won't abide by their rules — in fact, there's no better way to get the Harmonium riled.

◆ WHEN DEALING WITH MERCYKILLERS . . .

There's only one piece of advice about dealing with Mercykillers: Don't do it unless it's absolutely necessary. If a body violates their sense of justice, they'll just as soon see the berk in the dead-book as anywhere else. Life is black and white to these leatherheads, so don't try to reason with them, or ask them for mercy. A basher can find a better use for that breath.

They're wonderful, though, for a quick distraction: Set 'em on an enemy or opponent by saying the sod's a lawbreaker and watch 'em go. Just don't be around when (or if) they find out it's not true.

◆ WHEN DEALING WITH ANARCHISTS . . .

It might not be obvious, but if a basher needs an ally to fight (or otherwise confront) some powerful force, it's not a bad idea to approach the Revolutionary League for potential help. Convince them that they'll be fighting against the corrupt status quo, and they'll fling themselves into a planewalker's cause whole-heartedly.

The thing about Anarchists is that a body might not know he's dealing with one at all. These folks can pass themselves off as members of other factions. The good thing about this is that Anarchists won't hold it against a basher if he's caught spouting beliefs he doesn't actually hold just to get by or to impress someone. Anarchists have to lie about their beliefs all the time to make their disguises and infiltrations effective.

◆ WHEN DEALING WITH SIGNERS . . .

The most extreme members of the Sign of One won't listen to somebody else's problems. They can be the most egotistical, self-centered group of berks that a body will ever come across. They believe one of them is imagining the whole universe into existence, so everyone else isn't real and doesn't matter all that much. It'd be easier to deal with the Hardheads — at least they'll believe a body's real.

Less severe members take the view that *every* cutter's the center of the multiverse (his own, that is). They may be persuaded to help a basher get a fair say and a fair shot at making his personal universe the best it can be — say, by giving a body a chance at the speaker's list at the Hall of

Speakers, or by teaching him something about turning situations to his advantage with the power of positive thinking.

◆ WHEN DEALING WITH SENSATES . . .

In a lot of ways, the wants of the Society of Sensation are the easiest to fulfill. These folks want to experience life in every way, and always look for someone who'll help them find a new sensation. Offer them something unique, and they'll eat right out of a cutter's hand (maybe literally).

Like so many of the other factions, talking to a Sensate is just a matter of approach. They're not interested in accomplishments so much as they are in experiences. It's not the ultimate end so much as the means to that end that interests them. If a body is telling a Sensate the tale of how she scaled a sheer cliff to rescue a kidnaped prince, don't talk about the importance of the prince, talk about what it was like to climb the cliff.

◆ WHEN DEALING WITH CIPHERS . . .

If a member of the Transcendent Order asks a question, answer immediately, without giving it much — or any — thought. That's the way of these folks. Likewise, few Ciphers'll change their minds once they've made a decision. They won't listen to anyone's long-winded speeches because the deliberation behind them takes too long.

Sometimes it's extremely easy to gain Cipher allies. With their love of action, they'll help a body more often than not just to be *doing* something. This doesn't mean they'll join a body on a suicidal quest for the fun of it, though; they're action-oriented, not stupid.

◆ WHEN DEALING WITH XAOSITECTS . . .

There's a tale told about a Xaositect who took it upon himself to adopt a new personality and agenda each day. Eventually he stopped, claiming that his daily change was too regulated and orderly. Others say he ran out of ideas for new personalities. Either way, any addle-cove can see why Xaositects are often difficult to deal with. Even the good-natured ones constantly change their minds and opinions.

The hard thing about working with Chaosmen is understanding the berks. Sometimes they'll be in total agreement with a body and she'll never know it because they'll be flapping their bone-boxes in such a strange way. There's no certain way to learn how to understand the chant of the Chaosmen. It just takes some clear, open-minded thinking and a little experience.

◆ WHEN DEALING WITH OUTSIDERS . . .

Who knows? They all come from disparate worlds, spouting different beliefs and dogma. One thing's for certain — if they're newly arrived, they are truly clueless. They'll probably believe anything a body tells 'em. Lots of planars use this to their advantage and tell Outsiders half-truths (or outright lies) in order to influence them in desirable ways. Bobbing a newcomer to Sigil isn't even a challenge. Not every spiv is that unscrupulous, but there's no denying that it works.

The other clueless trait to play upon is their belief that their homeworld is the center of the universe and that the planes only exist for that world's benefit. Feeding this idea often gets a cutter in good with an Outsider.

On the other hand, no matter what most planars think of 'em, primes sometimes show up on the planes with a lot of power backing them up. Treat primes like potentially dangerous animals; lead them around by the nose, but watch out for the sudden bite.

◆ WHEN DEALING WITH CELESTIALS . . .

Don't think that these bashers'll be completely helpful and giving just because they're not tanar'ri or baatezu. They have their own agendas and goals, so don't stand in their way.

Remember that not all upper-planar inhabitants get along. Aasimon and asuras are not-so-friendly rivals, and the more chaotic types often find contention with the archons. There is no upper-planar version of the Blood War, however, and most of the celestials attempt to keep their arguments from degenerating into physical combat (but it does happen).

The thing that a planewalker has going for her in relating with celestials is that *most* of them believe in some manner of compassion, mercy, or at least kindness. Appeal to this side of them if possible. ('Course, that won't help a body who's dealing with a solar with a Mercykiller outlook — a rare occurrence, thankfully.) A basher should also stress her own nobility and virtue, although don't overdue it — they're not fools.

◆ WHEN DEALING WITH FIENDS . . .

A planewalker has to know what type of fiend she's dealing with. Some sods think there's no difference between baatezu, tanar'ri, yugoloths, or gehreleths. These leatherheads rarely survive long on the Lower Planes.

While they're all foul, dark beings of destruction, hatred, and pain, they manifest different "flavors" of evil. Baatezu are predictable in their malevolence. Tanar'ri are not. Yugoloths are generally more cunning than powerful.

Never make a deal with any kind of fiend. Why is this so hard for some leatherheads to remember? Tanar'ri lie as a matter of course, baatezu pervert the truth to trick their victims, and yugoloths simply betray a berk while his back is



AHH, SENSE +HIS . . .

— RØDI TØ+IPIK,
A++ACKING A
SENSATE



turned. Assume that any boast a yugoloth makes is a bluff, but don't act as if that's the case, 'cause they're still sodding powerful bashers. Confused? Intimidated? That's the point.

If a body *has* to work with fiends, keep a few things in mind. If possible, deal from a position of real (not supposed) strength. Only on a very short dealing is it safe to even consider bluffing a fiend – they'll see right through any berk pretending to be more powerful than he truly is. Certain spells can help a wizard deal a bit easier with fiends, but as every good planewalker knows, magic's one of those variables in the multiverse that can't always be relied on.

One tactic worth some thought: Play one fiend off of another. Use a fiend's enemies against him. Baatezu, tanar'ri, yugoloths – fact is, they're all completely sodding paranoid. Tell them their enemies are working against them, and they'll be thrown off whatever they're doing. Betrayal and backstabbing are standard features of lower-planar life, and every basher watches his back. Likewise, however, a smart planewalker on the Lower Planes has to be a little peery, watching his own back as well.

◆ WHEN DEALING WITH GITHYANKI . . .

Don't refer to them as humans, gith, or especially githzerai. Don't refer to their lich-queen ruler/goddess at all.

Remember that githyanki hate to be disturbed. If a trip to the Astral Plane is necessary and the githyanki have to be contacted for whatever reason, expect to get a hostile reception. There's no way to avoid this initial reaction, but a smooth talker might be able to assuage their irritation.

Approach the githyanki from a position of strength. Having won their freedom eons ago, they can relate to traits of strong individuality and unfettered liberty.

◆ WHEN DEALING WITH MODRONS . . .

Don't ask any question that can't be answered with a short, precise reply. Otherwise, a sod'll be trapped in a long conversation as the creature

attempts to give an exact answer to a vague question.

On the other hand, if a body wants to distract a modron, she should ask it to compute the value of pi, or ask it the time. (On Mechanus, every second of each minute has a specific name, as do the minutes and hours themselves — the poor sod can't finish telling a body what time it is before the time has changed, and it must start over.) This may tie the creature up for a very long time, if it complies with the request (most won't — they aren't all completely stupid).

◆ WHEN DEALING WITH SLAADI . . .

Any advice that can be given to a planewalker for dealing with slaadi is practically worthless. A body'll virtually never be in a position to “deal” with slaadi in any sort of conventional manner. Slaadi don't deal. They're practically too chaotic to make conversation, let alone agreements. A slaad's idea of a good conversation is chewing the face off a berk who's trying to ask it a question.

◆ WHEN DEALING WITH PETITIONERS . . .

Any advice about these bashers has to be pretty general, since there're too many diverse kinds of petitioners to make specific recommendations. In general, though, they mirror the plane and/or realm they're in — don't expect petitioners on Carceri to lend a helping hand for free, for example.

Most hate leaving their home plane, and usually won't do anything that drastically diverts them from their ultimate goal. They all have ultimate goals, which usually entail becoming one with their plane or power, or other such mystical wash.

◆ WHEN DEALING WITH PROXIES . . .

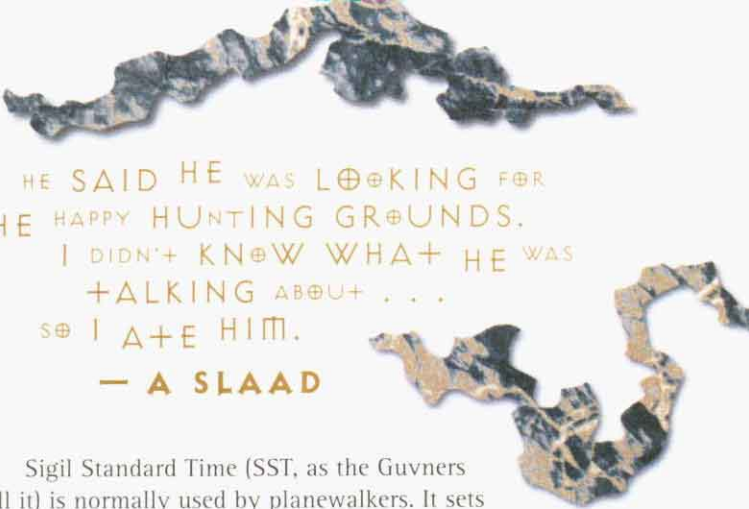
A wise cutter'll do so with deference and humility. These folks expect to get the respect they're due. They've got a direct line to their high-up, and they're not going to let anyone forget it. To get something from them, give them what they want first — and maybe a little more.

◆ WHEN DEALING WITH POWERS . . .

This point is moot. Don't deal with the powers. Avoid them. Stay out of their way. The sight of one can turn a berk to ash. Their voices can reduce a mortal to jelly. Their presence can disrupt all magic. Their whims can . . . well, just don't think about it, berk.

◆ PLANAR TIME ◆

How does a body know what time or day or even year it is on a plane that's always dark or always light? Without a sun or stars, how can time be measured? The simple answer is, it isn't. That answer is enough for some sods, but most (particularly primes) want some way to keep track of time's passage.



HE SAID HE WAS LOOKING FOR
+THE HAPPY HUNTING GROUNDS.
I DIDN'T KNOW WHAT HE WAS
+TALKING ABOUT . . .
SO I ATE HIM.
— A SLAAD

Sigil Standard Time (SST, as the Guvners call it) is normally used by planewalkers. It sets a standard length for minutes, hours, days, weeks, months, and years. The City of Doors has a regular, repetitive cycle of light and darkness. Each is about 12 hours long, so a Sigil day is 24 hours long. Cagers call the hour in the middle of the light period “peak,” and its opposite at night “anti-peak.”

Still, with clocks being rare in most places outside of Mechanus, these lengths of time remain approximate. Most berks know about how long an hour or a day is, and keep track of time no more formally than that. This means that if someone says “I'll give you your goods in a week,” a body might get what he wants in five to 10 real days.

A few planes have sunrise and sunset (or at least varying periods of light and darkness) that approximate Sigil's days. Most, however, do not even have varying days and nights, but remain more constant in the intensity of their light, whatever the source may be. Some planes have no light at all.

For longer lengths, time is measured in units relating to a specific event: “in the second year of Factol Hashkar's reign,” for example. In fact, the reigns of the Fraternity of Order's factols are the most common benchmarks, since they're the cutters most concerned with keeping records straight. (Guvners mark this year as the 128th year of Hashkar's reign.)

◆ THE CANT ◆

The cant is a sort of planar slang. It's used mainly in Sigil, and primarily by the lower and middle classes. A few words have invaded all levels of society, but heavy cant usage is a mark of low standing and poor graces. Thus, while it may be quite common to hear rogues and mercenaries and even merchants in Sigil using the unique slang, few use it on Mount Celestia or Baator, particularly those of more refined sophistication.

Besides, the cant is ever-changing, as real cultures and their idioms change. Various cant alterations can be found in different areas and different social groups. Each group creates new words and phrases as others fall out of use. For example, none of the trendy Sigil youths even use “berk” anymore.

See page 150 for the updated planar glossary.

THE FAC+IONS

Depending on who a body asks, he'll be told that the factions are the lifeblood of the planes — or the worst plague that's ever befallen them. 'Course, it's not like anyone can remember a time when there *were* no factions. Most of the groups that exist today are just a thousand years old or younger, but other factions were around before that time as well. The bands weren't always so organized, either, and there used to be a good deal more of them — four

dozen or so, all bickering and brawling. It was the Lady of Pain herself who eventually forced the factions to limit their number to 15, in an event called the Great Upheaval that took place over 600 years ago.

Each faction looks for the meaning of life, the path to power, or the dark of the planes. In short, they all seek truth. Problem is, most of 'em believe they've already *found* it, and they try to persuade everyone else to accept their view as the one true way.

Over the years, this kind of open-minded undertaking has claimed the lives of thousands of sods.



*Rule of Threes,
Taken five times,
Argue and rumble,
War for our minds.
Fifteen factions,
All in a row,
Looking for meaning,
Or is it all show?*

— SIGIL
CHILDREN'S
CHAN+

◆ FAC+ION CENTRAL: SIGIL ◆

Faction strength is at its peak in the City of Doors — that's where they're all based, and where they wield the most influence. Fact is, most berks'd say the factions hold the reins of power in Sigil. Sure, everybody's beholden to the Lady, but the real day-to-day clout is in the hands of the factions. Many of the factions wield real authority — the Harmonium catches criminals, the Fraternity of Order tries court cases, the Mercykillers run the Prison, the Fated collect taxes, the Signers preside over the Council of Speakers, the Dustmen oversee the Mortuary, and so on. For some factions, though, their importance is self-imposed. For example, the Athar keep a close eye on priests and temples, the Believers of the Source try to keep the peace, and the Bleak Cabal treat the sick and barmy. But official or not, all factions play important roles.

Once a body leaves the Cage, the significance of any single faction ranges from moderate to little to none. Oh, each group has a refuge or base on a different "home plane," and they try to exert at least *some* influence over their chosen territory. The Dustmen, for example, have built a fortress on the Negative Energy Plane, though few others give a hoot about the place. The Dead might also congregate in areas that reflect their beliefs — like the realms of death gods, for instance.

Go to Gehenna, though, and more than likely folks don't give a sodding whit about a body's faction allegiance. That's even more true on the plane of Fire or Earth. In some places, faction membership means nothing; power and influence are measured in different coin. And that's not really so hard to understand. Think about it, berk — it's surprising that a bunch of thought guilds from one city have as much effect on as large an area as they do.

SEC+S

On planes where the factions don't hold sway as much as they do in Sigil, other organized groups with wide-reaching philosophies take their place. These



THE FREE



LEAGUE

FR

ORDER

64%

groups are called sects. Some are former factions that fell in importance or membership (perhaps because of the Great Upheaval). Others are just groups that espouse ideas unique or limited to a particular plane or realm.

Many, *many* sects litter the planes, but some of the more well-known groups include:

- ◆ the Ring-givers of Ysgard, who believe that by giving everything away, they receive the true wealth of the multiverse;
- ◆ the Dispossessed, a bunch of angst-ridden outcasts who grumble on Pandemonium and Carceri;
- ◆ the Order of the Planes-Militant, self-proclaimed defenders of Mount Celestia;
- ◆ the Incantifiers, who believe that mastering magic is the key to total power;
- ◆ the Prolongers, whose fear and hatred of death drive them to cling to life by any means; and
- ◆ the Ragers, who say a body can prove his worth only by besting others in physical challenges.



BELONGING + A ◆ FACTION ◆

Joining a faction is usually fairly easy. Most of the time, a sod's just got to show up at the right place, flash a bit of jink, and put forth the right attitude. It never hurts to be sponsored by a full-time member of the faction, too.

All new members are called *namers*, and most factioneers remain namers throughout their lives. That's because they don't get involved in their faction's administration – or its intrigue. Namers proudly wear the group's symbols, but few would give their lives for the cause. And that's fine – lots of folks owe their allegiance to a faction without giving it all their time. Plenty of namers who join the Harmonium end up becoming the enlisted troops in their armed forces, but not *all* of them do. Most remain butchers, cobblers, scribes, and the like. But they still hold fast to the beliefs of their faction, and that's the important thing.

Those namers who *do* prove themselves particularly devoted to the cause might be promoted to the rank of *factotum*. Factotums are full-time faction members who devote all of their time to the administration and advancement of the group. They run messages back and forth, escort faction guests around Sigil, and fill other positions of low responsibility. They look upon their membership as a calling, an occupation that fills their entire lives. Truth is, factotums think of themselves as the ones who *really* get the faction's work done.

The high-ups of the factions are called *factors*. These bloods have positions of great responsibility, but they also

wield a good deal of authority within the faction and its purview. The only member higher in rank is the *factol*, the leader of the faction. It's interesting to note that factors and factols are sometimes, but not always, the most devout believers or the most profound thinkers in their factions. Other times, they're just the most capable leaders or even simply the most popular. It's difficult to focus on the dogma of the faction and maintain the administration of so large a group at the same time.

Faction membership has its rewards and restrictions. Those completely devoted to their group's philosophy gain certain abilities, proving again that the planes are fueled by belief. (Most namers have the same basic abilities, and gain more skills as they move up in rank.) If a factioneer ever loses his convictions, he loses the special abilities – even if he's still technically a member of the faction. See, the power ain't in the name; it's in the faith. That's something that eludes a good many berks. Some of them just pretend to have the special abilities of their factions, hoping to conceal their deep-rooted lack of faith.

For the most part, the doctrines of the various factions are mutually exclusive, but not necessarily diametrically opposed. A basher can cherish the tenets of his faction with complete sincerity, yet still sympathize with the philosophies of another. That's why certain factions ally with one another – they can see merit in similar credos. 'Course, sympathy only goes so far. A body can't actually belong to two factions at the same time (well, the Anarchists can, but they're a special case).

CHANGING FATIONS

It's possible to change factions, but it doesn't happen very often. For one thing, most people don't have a dramatic change of heart when it comes to their basic beliefs. What's more, the factions – as organized groups with agendas and enemies – don't take quitters lightly. Faction membership is extremely important, and turning stag is dangerous. No faction (as an entity) likes to suffer such a betrayal, and no factioneer (as an individual) likes being made to feel like a leatherhead for trusting and confiding in someone thought to be a kindred spirit.

The bad feelings hold across the board. Even such free-wheelers as the Indeps and Xaositects frown upon those who switch allegiances, though all a sod usually earns from them is scorn. The Harmonium, on the other hand, scrags turncoats and hauls them into the City Court, hoping to see them sentenced to death for their "treachery." The other factions fall somewhere in between.

But a basher's problems don't stop when he quits his group. If he then tries to join another faction, he often hits the blinds. See, the new bunch is likely to worry that the berk's not reliable. If he hippped his last faction, why won't he do the same to them? A quitter who wants to sign up with a new faction needs to have a silver tongue, a well-respected sponsor, and a lot of garnish.

Anyone who succeeds in switching from one faction to

another gains the new group's abilities and restrictions – and loses those of the old group.

AVOIDING FACTION MEMBERSHIP

Not everyone joins a faction. Planar player characters should begin the game belonging to a faction, and prime-material PCs are encouraged to sign up. But plenty of NPCs all over the planes avoid membership. They don't feel the need to waste their time with endless debates of philosophy or bureaucratic intrigues. They forfeit the connections, the camaraderie, and the protection, but they avoid all the bother.

A very rare few believe in what a faction stands for, but don't belong to the actual group. They see no reason to saddle themselves with a needless organization just so they can believe what they already know to be true. Even rarer are those bloods who focus their faith without the aid of the faction and gain the special abilities on their own. This luxury should be reserved for NPCs only. As noted above, power flows from belief, not membership.



◆ THE ATHAR ◆

To High Pontiff Finthir Socium of the Temple of Tyr, from Acolyte Third Rank Sandin Manir:

My lord, it is with great regret that I find myself compelled to put my quill to paper to present you with my formal resignation from service. I find my once-strong faith shaken to its core, and the remnants insufficient to one who might some day attain the rank of priest.

After hearing your speech proclaiming the ultimate heresy to be the faction known as the Athar, I know you shall find great disappointment in the fact that it is the very "Defiers" you warned us against who have convinced me of the errors of my ways.

Over the past few months, I have had the great honor and pleasure in speaking with Factol Terrance of the Athar, a serene man with whom I know you would find friendship were your basic beliefs not so diametrically opposed. The factol himself took the time to listen to my crisis of faith, and then explained the nature of the faction.

I am sorry to say that you seem less open-minded. Do you truly understand the teachings of the Athar? Have you for one moment considered their belief that the powers, even mighty Tyr, are indeed as mortal as you and I? Powerful beings, yes, much mightier than we can hope to be, but not gods – not the divine entities that you proclaim them. If true divinity does exist, it is a force unknowable by any who draw breath.

My lord, I cannot help but think this is the ultimate truth. If grand Tyr is so mighty, why does he need the likes of me to serve and worship him? If it is my choice, I shall reserve my worship for a deity that deserves it, not one that *needs* it.

On the morrow, I shall present myself for membership at the Athar headquarters in Sigil: the Shattered Temple. From here on, I renounce not only the modest powers bestowed upon me by Tyr, but all spells from all other deities. I turn my back on religion as we know it, for I know that it is no distant power that guides my destiny. Rather, it is I who am the master of my fate.

My greatest goal now is to raise myself to the rank of *athaon*, the name given to factotums of the Athar. I hereby devote my very life to the faction, and to their dedication at challenging the lie known as religion.

THE BELIEVERS OF ◆ THE SOURCE ◆

Primes: Take no offense if a Godsmen refers to you as a "throwback" or a "bottom rung." Unlike many folks in the Cage who snub the Clueless, the Godsmen do so with no malice (usually).

See, the faction thinks that the multiverse is one big proving ground. Every sod on the planes is being tested – that's the whole point, the end sum of life. Why? To see who's worthy of ascension. A sod who fails a test is reborn after death to do it all over again. If he *really* messes up, he might even come back as something worse off than before – for example (as some say), a prime.

A cutter who passes his life's test, though, is reborn into a higher form for another test, and so on, and so on, until he finally reaches the end. Factol Ambar claims that such lucky folks find a better place and a whole new existence that we can know nothing about.

The faction got its name because they think there might be a higher force that's doing all the testing. It's not the deities, the powers that we know. No, the gods are being tested, too – they're just farther along than most folks (a belief that shares a lot of common ground with the Athar). Fact is, the very existence of the powers should lend strength to the hearts of struggling sods everywhere. Factioneers say that everyone has the potential to become gods by passing enough of the cosmic tests (that's why the Believers are often nicknamed the "Godsmen").

'Course, it ain't as easy as all that, mainly because no one knows what we're all being tested *for* – ultimate good? Total evil? Complete selflessness? The Godsmen don't know. Once they figure it out for sure, they'll all be on the road to ascension. But in the meantime, they're slowly tempering their spirits like steel, learning with each new experience – whether it's a success or a failure.

In keeping with this idea of tempering steel, the Godsmen run Sigil's Great Foundry, smithing and forging all

manner of metal items in huge furnaces. Anyone who wants to join the faction's got to put in sweat time working at the forges — more as a test of their character than anything else.

A namer is then assigned to a mentor, who teaches faction doctrine and conducts tests of his own devising. Because all Godsmen have varying views of what the final achievement is to be, mentors teach the candidates different lessons and test them for different strengths.

In the end, the Believers of the Source have one of the most diverse faction memberships. At the heart of it all, they believe in the ultimate worth of every individual, from the lowliest cutpurse to the noblest blood — and that includes primes. As a result, they're a hard bunch to dislike.

— from *A Prime's Guide to Sigil*

◆ THE BLEAK CABAL ◆

"Bein' down don't always mean bein' bad. So we don't see it the same way you do — does that make us barmy? Some say it does; they call us madmen. But we don't much give a fig what anyone says.

"Here's the Bleaker philosophy in a nutshell: Quit lookin' for meaning in the multiverse, because there ain't any. It's not even random, like the Xaositects say. It's nothing. There's no point to the planes, to life, to anything. No overwhelming answer to all our questions. All we've got is ourselves and the folks around us. So forget all the other wash. Instead, look inside. Focus on you, me, and the needy sod standing over there.

"Our membership's among the most dedicated of all the factions. A sod don't join the Bleakers unless he really *believes*. No one joins to look good, 'cause everybody hates us. No one joins to have a good time, 'cause we don't. Sure, some berks think it's fashionable to be mad. But they learn fast. See, there's no *reason* to join the Bleakers — that's the point.

"Some factions bang the drums to fill out their ranks, but we don't even tell folks how to join. If you come down to the Gatehouse askin' to be a Bleaker, we might even try to talk you out of it. That's if we care enough to even look at you twice. Only those who really believe stick it out until they're just plain consumed into our ranks. Myself, I remember following a Bleaker namer all around the Cage, askin' him questions and demandin' answers. It took me three months to realize that there *weren't* any. That's when I tumbled to how it all works.

"I've still got a long way to go, though. Sometimes I catch myself lookin' for a reason or some sort of scheme to explain things away. Old habits die hard, and most folks don't teach their kids Bleaker philosophy to grow up by. Mine sure didn't. My father's still a tried and true Signer, and he

hates what I've become. My mother never went in for true faction membership, but she does like me puttin' in time at the almshouse. 'Course, I don't see much of my parents now. We're taught to give up any meaning that our old lives might've had. It's for the best.

"Sure, some of us go mad. Just happens. Factotum Jurrese told me that once a cutter realizes the utter truth, he's got to go mad to stay sane. That didn't make much sense to me at the time, but it's gettin' clearer every day. Should that worry me?

"Anyway, we ain't evil. Fact is, it's us that help the poor and needy in the Cage — and in other burgs, as well. It's us that run the soup kitchens, the orphanages, and the mad-houses. See, if there ain't nothin' to the multiverse, maybe's there's somethin' in people — at least, that's what the more optimistic Bleakers think.

"Optimistic Bleaker? If I could remember how, I'd laugh."

— Reven Tresnor, a Bleaker

◆ THE DOOMGUARD ◆

The following exchange between a Doomguard factor and an Indep was recorded by a Guvner scribe:

INDEP: See, the Doomguard's got the idea that things only get worse. Me? I think that's a little harsh.

DOOMGUARD: You don't know the meaning of harsh. All things decay, all things die, all things decompose. It's called entropy, and it's the force that rules the multiverse.

I: So you Sinkers just sit back and watch it all fall apart. And here I thought Bleakers were apathetic.

D: Nothing lasts forever, berk — not even you. You're decaying as you speak, inching nearer and nearer to death. But you're wrong — not all of us are content to let things crumble on their own. Some in our faction like to help them along.

I: Tell me about it! Last week, a sodding Sinker set fire to my friend's tent in the Bazaar!

D: No doubt it would've collapsed soon anyway. But don't forget who runs the Armory. We've got enough weapons and bashers there to tear down all of Sigil, if that were our goal.

I: Chant says that *is* your goal.

D: Chant says a lot of things, berk. But the Doomguard isn't a haven for rippers. When someone comes to the Armory to join us, we test him. He's got to prove his willingness to give up his old life, give in to entropy, and promote chaos. The tests also weed out the foolishly destructive — wanton displays of devastation aren't part of our plan. We favor ruin with a purpose.



Factol Pentar
of the Doomguard

- I: So destroying Sigil doesn't have a purpose.
D: Not now, anyway. The city's falling to pieces just fine on its own.
- I: No wonder the Harmonium want to bring you down.
D: Worry about yourself – chant says *your* type's on the wrong end of a Hardhead club more often than not. As for us, the Mercykillers find our ways easier to digest, and you know how all those law-boys stick together.
- I: Oh, *there's* a bunch of berks known for their prudence. They probably like you addle-coves 'cause you wave your weapons and flash your armor as much as they do. I've heard that every Sinker's trained in using a sword – even the wizards. And your high-ups get special swords, too – *entropy blades*, or some such, and you–
D: Shut your bone-box! How does a leatherhead like *you* know the dark of such things?
- I: Afraid of the truth? You'll not get many believers in your cause if you recoil from the light.
D: It hardly matters, friend. We'll be the ones laughing in the end, when the last chunk of stone in the multiverse finally turns to dust.

◆ THE DUS+MEN ◆

The Dead are just that – or so they claim. They believe that everyone has already passed on, that existence as we know it can't possibly be real “life.” Life is good, they stress, with positive feelings, emotions, and experiences. Time on the planes is drab, miserable, and full of pain – it can't be life. Fact is, the planes and everything in them are just pale reflections, mere shadows of some better place where life exists as it should be.

It's the true dead – the undead, as some call them – that provide the answers. These creatures have no passions, no emotions; nothing hinders their existence. All berks should strive to attain similar purity, the state known as True Death. To do so is to examine what is mistakenly called “life,” in order to fully understand its absence and the unfettering of passion. But rushing headlong toward death ain't the answer. A leatherhead who takes such matters into his own hands just doesn't get it – he hasn't attained the purity.

A splinter group of the Dustmen call themselves the Hopeful. They believe that once they've achieved the purity of True Death, they'll be rewarded with True Life. As a body might expect, the Hopeful are few in number, and disregarded by most of the Dead.

The Dustmen're a depressed group – that's as plain as the nose on an imp. Funny thing is, factioneers don't set out to be morbid and woeful; they strive to rid themselves of *all* emotions. But their beliefs are grounded in negativity, so it's often impossible not to exhibit at least a shade of gloom. For this reason, it's rare to find an elf or bariaur in the faction.

On the other hand, their introspective nature and thought-provoking beliefs bring many intellectuals (often wizards) to the ranks.

It's easy enough to join, too – the Dead don't turn anyone away. But most folks in the faction never fully grasp the teachings, never reach the state of True Death. Many never even rise higher than namer rank. Those who do are called *Initiates*, and chant says there are a good number of undead among them.

In Sigil, the faction maintains the Mortuary, where they prepare and dispose of deaders from every ward in the Cage. The building's riddled with portals, and the stiff's are sent off to final resting places elsewhere (many are buried in cemeteries on other worlds or cremated on the plane of Fire). Some say that work duty in the Mortuary is what keeps so many namers from advancing. After all, espousing death is one thing, but handling corpses all day long can tax even the coldest heart – until the handlers learn to shed their emotions like an empty second skin.

– from *A Prime's Guide to Sigil*

◆ THE FATED ◆

“Takers, the Heartless, the Coldbloods – the names folks have for us ain't exactly designed to make a body warm up to us, are they? I think it's just screed, myself. The multiverse needs us. Not that we really care if we help others, mind you. That's a concern for the weak and foolish. The multiverse helps those that help themselves.

“That's the key, see? If a coin falls out of your pocket, it's mine if I'm quick enough to grab it and strong enough to keep it. If I'm tired of berks knocking me around, I struggle and sweat until I reach a position of respect. Wealth, power, friendship, happiness – it all belongs to the capable, to those who know how to obtain it. Take all you can, and push till you can't push any more. Those who make it to the top belong there. Those who complain about bad luck or unfair treatment don't deserve any better.

“Does this make us heartless? No. Just practical. You can't deny how the multiverse works. If you try, some canny cutter'll take your place, your jink, and your rights while you sit around and whine. Do I love my husband? Do I care for my children? Sure I do. I'm not a self-centered witch. But I teach my kids to take what they need – what they *want* – and not to waste pity on the sods who can't make the grade.

“I'll give the Cagers this, though: They were smart enough to let us run the Hall of Records. It takes a sharp mind to keep track of the city's deeds and business dealings, and a strong heart to collect the taxes. Basically, the Fated keeps records of everything, especially what everyone *has*, and who better?

“I was just a young girl when I went to the Hall of Records and applied for faction membership. I had to pass a long series of mental and physical tests, but I remember in particular one perfectly barmy challenge. Faction high-ups

maneuvered me into a situation where a bag of jink was just sitting on a table in a bar. No one was around, so I took it. Then a bunch of Takers came in and told me I'd failed the test – I took the money when I hadn't worked for it. They said that a member of the Fated can't have anything she hasn't earned.

"I told them that was a bunch of wash. By just *taking* the bag, I showed that I deserved it, 'cause no one was able to stop me. I earned the jink by being in the right place at the right time, and by not letting ethical qualms get in the way of taking what I wanted. Well, the high-ups said they didn't want the Fated to be a bunch of thieves, but they couldn't argue with my reasoning. Needless to say, I got in, and they sent that test to the dead-book."

– Tava of the Fated

THE FRATERNITY ♦ OF ORDER ♦

- I. The Fraternity of Order is one of the fifteen sanctioned factions of Sigil.
 - A. The faction is based on the foundations of law.
 1. Law governs everything.
 2. All laws have loopholes.
 - a. Loopholes can be discovered.
 - b. Loopholes can be exploited.
 3. The loopholes in the laws of the multiverse are the secrets to power.
 - B. The faction runs the court system of Sigil.
 1. Faction members are often called Guvners.
 2. Faction headquarters is in the City Court itself.
 3. Faction members judge the cases of criminals apprehended by the Harmonium, the faction's allies in law.
 - a. Faction members interpret the laws.
 4. Faction members may also prosecute, provide defense, and transcribe the trials.
- II. The Fraternity of Order is the oldest and greatest of the factions.
 - A. The faction was the first to create a charter.
 - B. The faction is the most organized, orderly, and law-conscious of them all.
 - C. The faction is appealing to prospective members.
 1. Only the most intelligent and capable candidates can pass the tests of general knowledge and legal matters required for membership.
 2. Namers are allowed to serve as Aides in the legal process and work for faction Administrators.
 3. All faction members learn so much about the multiverse that the understanding of languages and lore becomes second nature.
 4. Experienced faction members learn to exploit the loopholes of the multiverse.

♦ THE FREE LEAGUE ♦

The following leaflet was nailed (anonymously) to a post in the middle of Sigil's Great Bazaar:

An Open Notice to the Editor of *The Factol's Manifesto*

Where's a cowardly berk like you get off putting the Free League in your fancy book? Mind you, I can't argue with shining a light on the factions, showing that none of 'em know enough truth to fill a shoe, but the Free League *ain't* one of those addle-coved groups. You bean-counters always list us among the fifteen, always think you can slap us with labels and put us in rows. What screed!

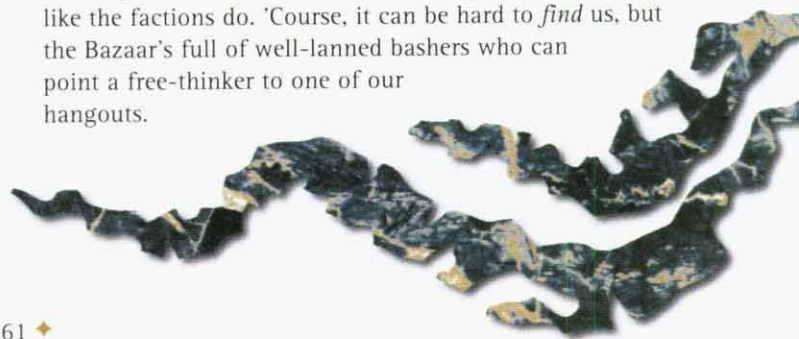
Your lot says we're called "Indeps" because we're too neutral, too *weak-minded*, to take a stand. You say we just can't commit, can't pick a philosophy and stick to it. But you've got it backward. To be an Indep means to've tumbled to the dark of the factions: *None* of 'em know the road to truth. And all those joiners who sign their minds away are just shutting their eyes to anything but what their factol says. They're stuck on one road when they could travel many.

I'm not saying the League's a catch-all for cutters who don't join factions. Being an Indep means a lot more than just having ideas that don't fit somewhere else. An Indep has the strongest belief of all: the faith in a basher's freedom to do, say, and think whatever he sodding well pleases. A berk who starts locking his brain-box into anything more concrete can go elsewhere.

The Free League's proud to be nothing more than a loose-knit bunch of like-minded folks who hold freedom more dear than life. Sure, we cooperate, we've got a few networks, we toss chant back and forth, but that don't make us a faction. Just because we hang around the Bazaar don't mean we call it kip. We've got *no* headquarters, *no* factol, and *no* representation in the Council of Speakers – which means that we've got about as many rights in this city as cranium rats do.

It's no secret that the sodding Hardheads think we *are* rats, trying to drive every last one of us out of the Cage. Other factions mostly leave us alone, but the Hardheads just can't stomach the fact that we're open-minded, yet still defiant. They think we're saying "We don't know what to believe, but we know we don't agree with *you*."

Hah! We know *exactly* what we believe. Folks think it's easy to be a Free Leaguer because all it takes is a profession of independence. We don't make a sod jump through hoops like the factions do. 'Course, it can be hard to *find* us, but the Bazaar's full of well-lanned bashers who can point a free-thinker to one of our hangouts.



But here's a warning to leatherheads who plan to seek us out just for laughs: If you have strong convictions about *anything* except freedom, do yourself a favor and stay home. We won't censor your ideas or beliefs, but if you're sure you know the path to truth, you belong with the factions, not the Free League

◆ THE HARMONIUM ◆

"It's difficult to understand why some folks don't like the Harmonium. Essentially, we're looking to bring peace and prosperity not only to Sigil, but also to the rest of the multiverse. And yet, for some reason, we're often viewed as militaristic, intolerant 'Hardheads' who oppress and hate all others. It just isn't true."

— Philian Thobis, a Harmonium recruiter

"The Hardheads're at it again — marching in the streets, scragging or harassing every sod who disagrees with them. Sure, the thugs say they want what's best for the public, but every barmy in the Hive knows they just want to take over!"

As far as they're concerned, if a body doesn't see things their way, he's not just wrong — he's evil."

— Anonymous Indep

"What does the Harmonium believe? Put simply, they believe that they are always *right*. They believe that if everyone joined the faction and did as they were told, the multiverse would be a perfect place — a more *harmonious* place. They believe in order, structure, and law, but only as long as *they* are the ones imposing said order, structure, and law. They believe that they know the true way, and they are prepared to share that knowledge — even with those who are uninterested or unwilling. They believe that all they do is for the greater good."

— Rinaphial Wytoma III, Guvner sage

"Members of the Harmonium (for matters of safety, avoid the inflammatory nickname 'Hardheads') enforce the laws of Sigil. Some say they *are* the law in Sigil. They work hand in hand with the Fraternity of Order and the Mercykillers to apprehend, convict, and punish all lawbreakers."

—from *A Prime's Guide to Sigil*

DOESN'T IT MAKE YOU
FEEL SAFER +0 KNOW
+HAT WE'RE WATCHING
YOUR EVERY MOVE?

— A HARMONIUM
OFFICER



"The Hardheads – militaristic? They're a sodding army. Sure, they call their troops Notaries and their commanders Measures and Movers, but that's a peel! Inside, they're really privates, sergeants, captains, and whatnot. They make their headquarters in that stone monstrosity, the City Barracks. And they've all but declared war on free-thinkers like the Anarchists and the Indeps! Any leatherhead who *doesn't* think the faction is militaristic must've been brained one too many times by a Harmonium fist."

– Til Mhontest, an Anarchist

"Everyone's got strong opinions regarding the Harmonium – especially the Harmonium."

– Suwein Lous, Sensate poet

◆ THE MERCYKILLERS ◆

"Justice. It's what separates us from the dogs in the streets. As intelligent beings, we can see what's right and wrong. And we can avenge wrongful acts, making things right again. Sometimes enforcing the law maintains justice. Sometimes, to achieve true justice, a body must go beyond the laws of mortals. Justice is the higher law – the True Law.

"The Mercykillers are the tools of justice. We don't make laws. We don't interpret laws. We simply mete out justice to those who *break* the laws. It's a huge responsibility, but our vision of justice is the clearest, so it's our duty. And if we ourselves must break other, lesser laws in pursuit of the True Law, so be it.

"We find it useful to work with the Harmonium and the Fraternity of Order. Their sense of law – and its timely enforcement – is admirable. But they occasionally they lose focus of the True Law. And that's where we come in. We maintain the Prison in Sigil, where cross-trading swine are held and punished. When necessary, we execute the guilty, either within the Prison's walls or in a public spectacle at Petitioner's Square.

"Some call us the Red Death, thinking that we revel in the last gasps of berks dangling from the leafless tree. But we don't. We revel in the sweet justice of a criminal getting his due. We revel in the avenging of wrongs. We revel in making sure that no one gives justice the laugh, that no one escapes his deserved rewards.

"Many hear the call of justice. They come to the Prison and ask to join our ranks, prepared for a grueling battery of tests. But we have none. We present only the cold, hard facts about the True Law and the unswerving dedication to it expected of all Mercykillers. Those who listen to our words and still wish to join us may do so. It's that simple – and that hard.

"Members who prove themselves worthy may one day join the faction's elite, hand-picked by Factol Nilesia herself. These bloods – called Justiciars – track their quarry to the darkest pits and farthest peaks of the multiverse. They devote their lives to chasing down heinous criminals that slip through the fingers of the law.

"Because law isn't perfect. Justice is."

– Relin Jasison, Justiciar candidate

THE REVOLUTIONARY ◆ LEAGUE ◆

To: Mover Five Tonat Shar

From: Notary Three Guin Rhond

Re: The Revolutionary League

As ordered, I have observed the activities of the Revolutionary League and their attempts to undermine the peace, prosperity, and well-being of Sigil. Their subversion is as prevalent and widespread as we had feared.

These berks believe that all factions, including our glorious Harmonium, are not only wrong but evil. They believe that no faction is interested in the truth, but only in power. It is their goal to topple the factions, hoping that such destruction will lead to the discovery of truth. To borrow a phrase from an Anarchist, "A wound won't heal till you burn away the infection."

Worse yet, the Revolutionary League extends its dogma to everything – governments, civilizations, races, realms, and even the deities themselves. They seek to tear down all organized structures of power, believing them to be corrupt oppressors, deserving of destruction.

Unfortunately, we can't confront these dangerous subversives at their headquarters – they don't have one. The vermin hide in secret safehouses throughout Sigil and, in fact, all of the planes. They don't even have a leader! The League is divided into separate cells, and even if we were to find and destroy one cell, the others would be safe from discovery. We can be glad, at least, that the cells are small – each usually has three to eight Anarchists – and that each cell has separate schemes of infiltration and ruin. Most of the time, their plots work against one another, preventing the group as a whole from uniting in any grand undertaking.

New members are recruited all the time. Some join only to support the cause with jink and endorsement, but most are capable of violence and subversion. And it's frighteningly easy to join: When a misguided sod professes a distrust or dissatisfaction with authority, an Anarchist soon shows up to see if the basher'd make a good member. The vandals are canny, too. In disguise, I tried to discover the location of a cell by professing anti-authoritarian beliefs. I apparently drew too much attention to myself, however, and drove away the recruiters.

Though I know it's not my place to do so, I recommend that the Harmonium encourage its forces to destroy the Revolutionary League as *subtly* as possible (perhaps in a joint venture with the Mercykillers?). I know that current policy orders us to attack and root out the Anarchists, but it may seem to the public that we *fear* the League. This, in turn, may encourage cross-traders who hate and resent us to support – or join – the Anarchists.

The Revolutionary League is a cancer growing within the body of Sigil. If not eliminated quickly and quietly, it may prove to be our undoing.

◆ THE SIGN ⊕ F ⊕ NE ◆

When choosing a faction, many primes will no doubt be attracted to the teachings of the Sign of One. You're used to thinking of yourself and your worlds as the most important things in the multiverse. And that ties in nicely with the Signers – their faction is *based* on ego.

Signers believe that each individual is unique, and that the multiverse is centered around the individual. Fact is, the power of a body's mind – a Signer's mind, anyway – is what actually creates and sustains the multiverse. To some, that philosophy is a comfort. But many push the concept to the extreme: They believe that they can make things happen just by imagining them. The frightening thing is, evidence exists to prove them right.

While the Signers are a coherent group, the faction is really composed of individuals who, at the heart of it all, contradict each other. Each thinks he is the center of the multiverse, which implies that the other Signers are wrong. And this, too, is true in a way. For even if the group is correct about the nature of existence, only one of them can be at the center.

Thus, as a body might guess, the Signers are extremely exclusive about their membership (to the disappointment of many primes). To join the faction, a candidate must go to the group's headquarters – the Hall of Speakers – and register predictions of what he imagines will happen in the future. If the events come to pass, he's proven that his imagination can affect the multiverse, and he's granted membership. (Some graybeards make a convincing case that the Signer philosophy means they really don't even *want* new members.)

It's ironic that predictions are brought to the Hall of Speakers, where the high-ups of Sigil meet regularly to debate laws, discuss concerns, and set policy for the city. One of the most raucous groups is the Council of Speakers, a loose organization of factols and other faction bloods. But the Hall ain't just a refuge for the long-winded; Cagers of every station can come to voice their concerns (or just watch the high-ups brawl).

– from *A Prime's Guide to Sigil*

THE SOCIETY ⊕ F ◆ SENSATION ◆

"What do you know? What *can* you know? Let's try something: Am I standing here next to you? How do you know? Right. You can see me.

"Now close your eyes – am I still here? How do you know? Right. You can hear me. If I were to stop talking, you might be able to smell me (I smell very interesting today). I think you're tumbling to the idea.

"Now, how about a berk on Mount Olympus – does *he* exist? How do you know? You can't see him, hear him, smell him, or touch him. Maybe someone else tells you he's there. But do you really trust other folks to tell you what's real and what's not?

"Here's the dark of the Sensates: You can only sense what's real, and what's real is only what you can sense. To sense something is to know it, 'cause you can't know anything if you haven't sensed it.

"We're out to sense everything, to *try* everything. Experience is the key. To

know the truth, you've got to have experienced everything.

Now, I don't mean that we want to climb every tree on Arborea or get drunk on diamond mead every night for a month. We want a *range* of experiences. We want to try everything once – maybe twice. Sure, it sounds ambitious, but at least it's fun. And we've got a few tricks to help us along.

"See, we use wondrous magic to record experiences and sensations from all over the planes. We keep them in the sensoriums in the Civic Festhall, where anyone can sample them. Our headquarters is the most breathtaking building in Sigil, and that's just the outside. Inside, we've got the sensoriums, of course, but we've also got theaters, classes, museums, and all sorts of wonderment.

"Maybe you'd like to join our faction? All you've got to do is visit the Festhall and record your experiences – five to start off, and then regularly after that – so that others can partake and get that much closer to the truth. We all help each other in our quest for sensations.

"Look for us as we walk the planes. You'll see the truth in our words as we take the sights, sounds, smells, tastes, and textures of absolutely . . . everything."

– Vamniss Softhearted, a Sensate

THE ◆ TRANSCENDENT ⊕ ORDER ◆

A high-up in the Transcendent Order trains a fresh recruit in the Great Gymnasium:

"No, Mican, your movements are yet too stilted – too jerky. You hesitate to draw from the well of truth that lies within your body. And hesitation is your worst enemy. Try closing your eyes . . . focus on my voice as you perform the exercises . . . make your mind and body one.

"You must learn to act as quickly as you think. A meld-



N⊕.

— A CIPHER

IMMEDI+ELY AFT+ER BEING ASKED.

"WOULD Y+OU LIKE

SOME +IME

+⊕ +HINK AB⊕U+ I+?"



ing of all things mental and all things physical creates a harmony . . . a harmony that lets you be one with the multiverse. Only when your mind is wholly in tune with yourself and your bodily form can you find your place in the multiverse — the purpose both you and it have.

"Now, begin the next set of movements. Be loose — fluid. Don't *think* when you can *do*. Instinct is a truer guide than contemplation. Those who call us Ciphers because they can't understand us fail to see . . . they think too much. One berk only *thinks* about climbing a mountain . . . another *does* it. In the end, who is better off? Who has accomplished the goal?"

"Now you raise your arms too quickly, Mican. Don't be a continual flurry of activity. There is a time to act . . . and a time *not* to act. Pausing is its own action. Let the cadence of the planes guide you.

"Don't be discouraged. It takes much training to become a *master of the heart*. I remember the day I first gained that rank, little knowing how easy it would seem compared to my rise to be a *master of the mind*. Imagine the discipline that Factol Rhys must have had to become our *master of the spirit* . . . to let the multiverse act through her in full . . . to make thought and response one.

"That's enough practice for today, Mican. Perhaps tomorrow you'll be less distracted. Until then, take strength from the fact that you have *already* climbed the largest mountain: You have joined the Transcendent Order. You came to us here at the Gym and asked for membership. You acted — and in doing so, earned our respect. Take pity on those who only *think* about joining, for they fail before they even begin."

◆ THE XA⊕SI+EC+S ◆

"Don't worry — I'm not going to talk backward or in rhyme or any of that nonsense. Truth is, I'm not really a Xaositect at all, but an agent of the . . . well, let's just say another faction. These Chaosmen aren't so bad, though. At least they understand the importance of freedom.

"More than anything, they believe in chaos. Not rampant destruction and death, but *true* chaos. That is, utter randomness and unpredictability. Sure, sometimes that might mean riots and ruin, but other times it means wonderful new

creations. Just as chaos destroys all things, all things spring from chaos — or, uh, that's what the Chaosmen say.

"We at the . . . all right, pal, you got me. I'm really an Anarchist, here to keep tabs on the Xaositects. But that doesn't mean I can't respect them for their beliefs. Order is a facade nailed over the pure chaos of the multiverse to make some berks happy. The Guvners, the Hardheads — they're all deluded fools, according to the Xaositects.

A body's just got to give himself to chaos, and he becomes a tool of the truth. Not only will he tumble to the secrets of the multiverse, but he'll be a vessel, a channel through which chaos can spread its beauty.

"Joining the Xaositects is just a matter of being accepted by the established members. They either let a sod in or they don't, based on how they feel about him. They say that they can sense the chaos (or lack of it) in a basher's heart. It seems the best way to get in is to find a sponsor who's already a member.

"The Xaositects don't really have a headquarters, but more often than not bunches of 'em mill about a slum area of the Hive Ward called . . . well, called the Hive. It's a jumbled maze, filled with decaying architecture and ramshackle kips. The layout constantly changes.

"Every berk in the Cage has a strange story to tell about the Xaositects. Just ask. No one understands them — not even the Chaosmen themselves. They're not meant to be understood. That's the point."

— A Xaositect who (sometimes) says he's really an Anarchist infiltrator in the Xaositects



I F⊕RG⊕+
I WAS
S+ILL HERE.



— HAR+HED
Y|⊕NII,
XA⊕SITEC+

◆ ⊕U+SIDERS ◆

Not a faction at all, but the absence of a faction, the Outsiders are primes that end up in Sigil without any idea of what's going on. Unlike the Indeps, who're *like* a faction, the Clueless (with a capital "C") have no organization at all — never mind having no factol, no headquarters, and, most importantly, no philosophy.

A few folks have tried to turn the Clueless into a real faction of some sort, but they've always failed. Primes who want to join a faction end up signing with one of the fifteen established groups. Even if they're not completely sold on the faction's philosophy, few newcomers want to proclaim their status as a Clueless or a prime.

◆ F A C T I O N S A T A G L A N C E ◆

Presented below is a quick look at each faction, expanded from the summaries that first appeared in *The Factol's Manifesto*. Refer to that product for more details about the factions, including the advanced abilities namers gain as they move up in rank.

ATHAR (DEFIERS, THE LOST)

Philosophy: The gods are frauds; the unknowable truth lies beyond the veil.

Factol: Terrance.

Sigil HQ: Shattered Temple (Lower Ward).

Home Field: Astral. (Athar clerics of the Great Unknown draw their spellcasting abilities from this plane.)

Eligibility: No priests of specific deities.

Allies: Believers of the Source.

Enemies: None.

Namer Abilities: Immune to certain faith-based spells: *abjure*, *augury*, *bestow curse*, *curse*, *divination*, *enthrall*, *exaction*, *holy word*, and *quest*.

Restrictions: Can't accept aid (especially healing) from priests of specific deities.

Archetypes:

BITTERLY BETRAYED: I've wasted my life worshiping false gods! Someone must pay.

STREET PREACHER: Listen to me. The powers are frauds – I can prove it! Listen to me!

BELIEVERS OF THE SOURCE (GODSMEN)

Philosophy: All life springs from the same divine source, ascending and descending in form as it is tested.

Factol: Ambar Vergrove.

Sigil HQ: Great Foundry (Lower Ward).

Home Field: Ethereal. (Believer clerics who worship "the Source" draw their spellcasting abilities from this plane.)

Eligibility: Anyone can join.

Allies: Athar, Doomguard (temporary ally).

Foes: Bleak Cabal, Dustmen.

Namer Abilities: +2 to reaction adjustments with planars.

Restrictions: Can't be raised or resurrected; priests of specific deities suffer –1 to all saving throws.

Archetypes:

ACHIEVER: How can I improve myself today?

EGOTIST: I've passed tests other berks can't imagine; I'm well on my way to godhood.

BLEAK CABAL (BLEAKERS, THE CABAL, MADMEN)

Philosophy: The multiverse ain't supposed to make sense; there's no grand scheme, no deep meaning, no elusive order. The only truth worth finding lies within.

Factol: Lhar.

Sigil HQ: The Gatehouse (Hive Ward).

Home Field: Pandemonium (in the Madhouse).

Eligibility: No lawful members.

Allies: Doomguard, Dustmen, Rev. League, Xaositects.

Enemies: Guvners, Harmonium, Mercykillers.

Namer Abilities: Immune to *chaos*, *confusion*, *delude*, *feeblemind*, *Otto's irresistible dance*, *Tasha's uncontrollable hideous laughter*, and other madness-inducing spells; gain a saving throw against ESP spells directed at them.

Restrictions: Has a 1 in 20 chance each day of being overcome by melancholia.

Archetypes:

PERPETUALLY DEPRESSED: Nothing means anything, so why bother doing anything?

PERPETUALLY CHEERFUL: Nothing means anything, so why not do anything?

PERPETUALLY MAD: Nothing means anything, so anything means anything!

DOOMGUARD (SINKERS)

Philosophy: Entropy is ecstasy; decay is divine. The multiverse is *supposed* to fall apart. We're just here to keep leatherheads from interfering.

Factol: Pentar.

Sigil HQ: Armory (The Lady's Ward).

Home Field: The negative quasiplanes (Ash, Dust, Salt, and Vacuum).

Eligibility: No priests with access to the spheres of healing or creation.

Allies: Bleak Cabal, Dustmen.

Enemies: Guvners, Harmonium.

Namer Abilities: All members, regardless of class, can use a sword with a +1 bonus to their attack rolls.

Restrictions: Must fail a saving throw vs. spell before magical healing will work on them.

Archetypes:

DESTROYER: Break it to bits; help entropy along!

WATCHER: Think long-term; promote entropy by acting in subtle ways.

DUSTMEN (THE DEAD)

Philosophy: We're all dead – some more so than others. We explore our state with patience, purge our passion, and ascend toward the purity of True Death.

Factol: Skall.

Sigil HQ: Mortuary (Hive Ward).

Home Field: Negative Energy Plane.

Eligibility: Anyone can join.

Allies: Bleak Cabal, Doomguard.

Enemies: Society of Sensation, Sign of One.

Namer Abilities: Undead will not attack them.

Restrictions: Half normal chance of surviving resurrection.

Archetypes:

WIDE-EYED: No emotions, no dreams, no hopes to be shattered – it's bliss!

SERENE: Fully satisfied . . . comfortably numb.

FATED (TAKERS, HEARTLESS, COLDBLOODS)

Philosophy: The multiverse belongs to those who seize it. No one's to blame for a poor sod's fate but the sorry sod himself.

Factol: Duke Rowan Darkwood.

Sigil HQ: Hall of Records (Clerk's Ward).

Home Field: Ysgard (in Rowan's Hall).

Eligibility: No lawful good members.

Allies: Free League, Mercykillers (loosely).

Enemies: Harmonium.

Namer Abilities: Twice normal starting nonweapon proficiency slots; all categories open to all classes.

Restrictions: Can't accept or perform charity.

Archetypes:

STONEHEART: What's mine is mine, and what's yours is mine, too.

THE DOER: I'll get what I want no matter what stands in the way.

FRATERNITY OF ORDER (GUVNERS)

Philosophy: Everything has laws; most are dark. Learn the laws of the multiverse and you can rule it.

Factol: Hashkar.

Sigil HQ: City Court (The Lady's Ward).

Home Field: Mechanus (in the Fortress of Disciplined Enlightenment).

Eligibility: Members must be lawful.

Allies: Harmonium, Mercykillers.

Enemies: Rev. League, Xaositects.

Namer Abilities: *Comprehend languages* once per day; after 7th level, *item* (24-hour duration) once per day.

Restrictions: Can't knowingly break a law.

Archetypes:

THE SAGE: If knowledge is power, then knowing everything is the key.

THE MANIPULATOR: Master the laws of the multiverse, and you'll get whatever you want.

FREE LEAGUE (INDEPS)

Philosophy: This ain't no faction, and *nobody* tells us what to do. Keep your options open; nobody's got the key to the truth.

Factol: None.

◆ Factions at a Glance ◆

Sigil HQ: Great Bazaar (Market Ward).
Home Field: Outlands; informal meetings in Tradegate.
Eligibility: Anyone can join.
Allies: Fated (sometimes).
Enemies: Harmonium.
Namer Abilities: Gain +2 to save vs. charm; gain a saving throw vs. charms that normally allow none.
Restrictions: No factol, no representatives, no rights.
Archetypes: Any.

HARMONIUM (HARDHEADS)

Philosophy: Peace is our goal. But if it takes a little war to get others to see things the Harmonium way, so be it. That's how we'll reach our golden harmony.
Factol: Sarin.
Sigil HQ: City Barracks (The Lady's Ward).
Home Field: Arcadia (in Melodia).
Eligibility: Members must be lawful.
Allies: Guvners, Mercykillers.
Enemies: Free League, Rev. League, Xaositects.
Namer Abilities: Charm person once per day.
Restrictions: Disobedience requires atonement. Refusal is punishable by death.
Archetypes:

THE BASHER: There'll be peace if I have to crush everyone's skull to get it.

THE PREACHER: Think love, peace, and harmony.

MERCYKILLERS (RED DEATH)

Philosophy: Justice is everything. When properly applied, punishment leads to perfection.
Factol: Alisohn Nilesia.
Sigil HQ: Prison (The Lady's Ward).
Home Field: Acheron (in Vorkhehan).
Eligibility: Members must be lawful; thieves and known criminals may not join.
Allies: Guvners, Harmonium.
Enemies: Rev. League, Sensates, Sign of One.

Namer Abilities: Detect lie once per day; shocking grasp (wizards only); command (priests only).

Restrictions: No immunity to the law; can't release a prisoner until he's been properly punished.

Archetypes:

FANATIC: Guilty. The judgment is death.

CRUSADER: Innocents must not be punished; the guilty must not be punished unfairly.

REVOLUTIONARY LEAGUE (ANARCHISTS)

Philosophy: The status quo is built on lies and greed. Crush the factions. Break 'em down and rebuild with what's left — that's the only way to find real truth.

Factol: None.

Sigil HQ: Many safe houses throughout the city.

Home Field: Carceri (in the Bastion of Last Hope).

Eligibility: No lawful members.

Allies: Doomguard, Xaositects (weak tie).

Enemies: Guvners, Harmonium.

Namer Abilities: Can pose as a member of any other faction without being detected.
Restrictions: Can't hold office or own a business; must give 90% of all wealth to the faction or the oppressed.

Archetypes:

REBEL WITHOUT A CLUE: Who needs a reason? Riot, loot, and burn it all down!

THE MOLE: Worm your way into the heart of power and slowly destroy it from within.

SIGN OF ONE (SIGNERS)

Philosophy: The planes exist because the mind imagines them. Any Signer could be the one who creates the multiverse through the power of thought.

Factol: Darius.

Sigil HQ: Hall of Speakers (Clerk's Ward).

Home Field: The Beastlands (in Signpost).

Eligibility: Lawful good and lawful neutral members are unlikely at best.

Allies: Sensates.

Enemies: Bleak Cabal (especially), Harmonium.

Namer Abilities: Gain automatic saving throw vs. illusions.

Restrictions: Suffers -2 penalty to reaction and loyalty adjustments.

Archetypes:

INTROSPECTIVE: Weigh it all carefully; improve yourself, and you improve the multiverse.

EGOMANIAC: Don't cross me, berk, or I'll think you right out of existence!

SOCIETY OF SENSATION (SENSATES)

Philosophy: To know the multiverse, experience it fully. The senses form the path to truth, for the multiverse doesn't exist beyond what can be sensed.

Factol: Erin Montgomery.

Sigil HQ: Civic Festhall (Clerk's Ward).

Home Field: Arborea (in the Gilded Hall).

Eligibility: Anyone can join.

Allies: Sign of One; occasionally Indeps, Guvners.

Enemies: Doomguard; often Dustmen, Mercykillers.

Namer Abilities: Infravision to 60 feet; gain +1 to saves vs. poison and surprise rolls.

Restrictions: Can't refuse offers that lead to new experiences.

Archetypes:

HEDONIST: Party, party, party! Pleasure above all!

CONNOISSEUR: The rarest experiences are best; doing the same thing over and over is foolish.

TRANSCENDENT ORDER

(CIPHERS)

Philosophy: Action without thought is the purest response. Train body and mind to act in harmony, and the spirit becomes one with the multiverse.

Factol: Rhys.

Sigil HQ: Great Gymnasium (Guildhall Ward).

Home Field: Elysium.

Eligibility: Members must be at least partly neutral.

Allies: Most factions.

Enemies: Harmonium (suspicion).

Namer Abilities: Gain -1 modifier to initiative rolls.

Restrictions: Once an action is stated, Cipher must commit to that action (he can't change his mind).

Archetypes:

HAIR-TRIGGER: Action, reaction. Why think about it?

ZEN MASTER: Patience, grasshopper. With balance comes harmony.

XAOSITECTS (CHAOSMEN)

Philosophy: Chaos is truth, order delusion. Embracing the randomness of the multiverse, one learns its secrets.

Factol: Karan.

Sigil HQ: Hive (Hive Ward).

Home Field: Limbo.

Eligibility: Members must be chaotic.

Allies: Bleak Cabal, Doomguard.

Enemies: Guvners, Harmonium.

Namer Abilities: Babble once per week.

Restrictions: Can't participate in activities that require long-term organization or discipline.

Archetypes:

CHAOSMONGER: Do the opposite of what everyone else does; be as loony as possible!

TEASER: Chaos is the expected response; frustrate folks by acting (mostly) normal.

Nowhere else does a body encounter as many varied and strange folk as he does traveling the planes. Bariaur, tieflings, genasi, fiends,

baku, Sensates, Bleakers, clueless berks, high-up bloods — it's an endless list.

This chapter deals with creating and playing characters in the PLANESCAPE setting. New character races are included, as well as suggestions and advice to enhance game play.

A PLANESCAPE player must first decide whether to play a prime-material or planar character. Members of any prime race (including demihumans such as elves, dwarves, and gnomes) may be PCs, generated as presented in the *Player's Handbook*. This chapter focuses on planar characters; the eight available races are all described below.

RACES AND ARCHETYPES

◆ PLANAR POPULATIONS ◆

See, to understand the planes, a body has to understand infinity — and any berk who says he tumbles to the idea of true infinity is a liar, an addle-cove, or both. Anyone can grasp one simple truth, though: The planes teem with life. Folks live everywhere a planewalker will ever go — even in the most inhospitable realm a body can imagine. Sure, there're plenty of places a basher can go to grab some solitude, but the real dark is that he won't have to travel far to find some sort of civilized, intelligent life.

That said, it shouldn't take a graybeard to see that the PLANESCAPE setting provides a lot of opportunities for playing races that vary from the normal fantasy fare of elves, dwarves, halflings, and gnomes. Those folks live out on the planes too, but so do

many, many other races and civilizations.

No race can be easily categorized in a few paragraphs. Each has its heroes, villains, braggarts, fools, wise sages, and passionate givers. In short, there're an infinite number of character types within each race. With that in mind, entries below present a few possibilities for each planar PC race. As a general note, remember that all planars can detect portals if they look for them as described in the "Traveling the Multiverse" chapter. They also have the disadvantages of all planars as noted on page 8.

Planars talk about certain groups of people being "plane-touched." A body has to understand that there're native planar races — like the eladrin, the guardinals, or even the modrons — and there're imports from the Prime, mostly in the form of clueless sods who got pulled onto the planes by accident. And then there're the plane-touched, those folks descended from planar races but not really a "race" in the strictest sense. Tieflings are plane-touched, as are aasimar and genasi. These are beings whose precise heritage is usually unknown, as they're part human and part *something else*.

... AND TAKE YOUR
WALKING BOX WITH YOU!

— DAAVIS LI+BAS,
KICKING A GROUP OF PLANEWALKERS
AND THEIR ROGUE MODRON COMPANION
OUT OF HIS TAVERN

A WORD ABOUT PLANAR DEMI HUMANS

Elves, dwarves, halflings, gnomes, and the like are scattered around the planes like the other races, but

a canny berk'll notice a common theme — most of the time, they're found only in the realms of their deities. The planes have been around since the beginning of creation, just like the Prime Material Plane. Millennia ago prime demihumans adventured to the realms of their deities, decided they liked it there, and stayed to establish homes and raise families. Communities of planar demihumans are born, live, and die in the specific areas that their gods have established as realms. Few ever leave; if a body lived in the perfect home of her god, her people's idea of heaven, would she bother to go adventuring around the planes? Probably not. Only a trivial number of planar demihumans live outside the realms of their gods.

Now, a few demihuman prime conclaves exist in rare places; take for example the village of Barnstable, a halfling

burg that got sucked into Limbo by rogue magic. Those halflings now live on the planes, but they're not planar; after a generation or two, though, their kids will be planars.

Regardless, planar demihumans (elves, dwarves, gnomes, and halflings) still may not be PCs unless the DM gives specific permission for that particular character. A player considering a planar elf from Arvandor (for example) ought to offer the DM a darned good reason why that elf's left the home of his gods. Naturally, as noted above, demihuman prime characters are allowed as usual.



AASIMAR

Aasimar are the other side of the tiefling coin. Like tieflings, aasimar are plane-touched. But while tieflings have the blood of some sort of lower-planar creature in their veins, aasimar are the scions, or descendants of scions, of celestial beings from the Upper Planes.

These folk generally appear as gloriously beautiful humans with golden hair, fair skin, and piercing eyes. They might be mistaken for half-elves, or even true aasimon, for their innate purity and inhuman glory. Most aasimar are true to their sires and the blood that courses through their veins, being true of heart, courageous, and honest to a fault. Their nobility and goodness are legendary. Nevertheless, a few turn stag and become as untrustworthy a bunch of spivs as ever plied the cross-trade.

Unlike other plane-touched, aasimar are rarely orphaned or abandoned by their nonhuman parent. Though usually raised by the human parent in human communities, the celestial — if possible — tries to maintain at least some contact or provide some influence in the child's life, guiding him along on the "right path."

Aasimar often attempt to pass as normal humans in order to right wrongs and defend goodness in a mortal community. They strive to fit into society, although they usually rise to the top as cream rises above milk, becoming revered leaders and honorable heroes.

Members of this race add a +1 bonus to Strength and Wisdom and have a -2 penalty to their Constitution score. Aasimar have infravision to a range of 60 feet. Because of their catlike, keen senses, they add +1 to surprise checks. Though in many ways the aasimar are light of build and even somewhat frail, their celestial heritage protects them from half of the damage normally delivered from heat and cold attacks. Additionally, they gain a +2 bonus to saving throws versus any sort of magical *charm*, *fear*, *emotion*, or *domination* effect. All nonwizard aasimar have 10% magic resistance on top of all that. PC aasimar may be of any nonevil alignment, though most will be lawful, neutral, or chaotic good.

All character classes are available to aasimar, and in addition they can be multiclassed with the following numerous options: fighter/priest, fighter/mage, fighter/bard, ranger/mage, ranger/priest, mage/priest, mage/thief, mage/bard, and priest/bard.

AASIMAR OPTIONS

One may assume that some aasimar do not fit the mold described above. Certainly there are those who have greater attributes of physical beauty and charm, adding +1 to their Charisma scores rather than their Strength.



At least a few aasimar have features different from those described above. An aasimar with planar blood, for example, may have green skin. Some may even have nonhuman attributes such as regal-looking tails, birdlike or leonine lower bodies, or even vestigial wings. A few rare specimens have spell-like abilities such as *detect lie*, *detect evil*, or *light* (all usable once per day) rather than the resistances to heat or cold.

ROLE-PLAYING AN AASIMAR

Nobility, courage, honor, sincerity – these words describe you. You are the descendant of celestials, worthy of respect – but beleaguered by responsibilities. You must be ever-vigilant, for the purveyors of evil, the foes of life itself, lurk about every corner. It is your duty to protect those whom you resemble in form, if not in spirit. All mortal creatures are your charges and all the forces of darkness are your enemy. You seek no reward greater than the knowledge that darkness has been thwarted or even vanquished, and you permit yourself no rest while evil remains unchecked.

It's best if no one knows of your heritage. Despite the inherent nobility within the near-divine progenitors of your line, you must earn respect as any other being. Sword held aloft, golden hair sparkling in the bright light of day, you lead your compatriots – heroes all – toward victory against evil.

BARIAUR

The bariaur – herbivorous denizens of the Upper Planes – often remind primes of centaurs, their goat-bodies topped by human torsos and arms. Their faces display somewhat more animal-like features than centaurs, and male bariaur sport a fine pair of curling ram's horns.

Bariaur can be exceedingly fussy about their appearances, dyeing and shaving their pelts in intricate patterns. They're well known for their wanderlust, building no towns but roaming over several of the Upper Planes in a seemingly random path. Most claim Ysgard as their birthplace, though some herds are native to Elysium, the Beastlands, or Arborea.

In personality, bariaur are usually carefree, social, outgoing, and friendly. Though considered frivolous by some, the sturdy bariaur nevertheless are fierce fighters when their families or friends are threatened. Ysgardian bariaur, in particular, hold a special hatred for giants, no doubt due to the predations of the enormous humanoids upon bariaur herds.

PC members of this race possess infravision to a 60-foot range and a movement rate of 15. While most are chaotic good, PC bariaur may be of any nonevil alignment. They may rise to 13th level in any allowable class. Further benefits depend on the sex of the bariaur, as their society maintains traditional roles for males and females.

On initial character generation, male bariaur gain a +1 bonus to Strength and Constitution and suffer a –1 penalty to Wisdom and Dexterity. With their horns, they can always attempt to butt an opponent for 1d8 points of damage (plus Strength bonus), tripling this result by charging at least 30

feet in a straight line. If the hit is successful, the charging bariaur must save versus breath weapon or suffer the same damage as the target. Charged creatures size M or smaller are knocked to the ground 50% of the time. Male bariaur can become fighters, rangers, paladins, or priests.

Female bariaur, generally somewhat more intellectually inclined, gain a +1 bonus to Intelligence and Wisdom but suffer a –1 penalty to Strength and Dexterity. They lack horns with which to attack opponents, but add +2 to all surprise rolls and +3 to saving throws versus spell. Females can be fighters, priests, or wizards.

ROLE-PLAYING A BARIAUR

The joy of freedom, the love of laughter, and the exultation of victory are your meat and drink. These are things worth dying for – nothing else is more important. These concepts supersede all others, coming even before duty, honor, or gold. Others claim them (and you) frivolous at times, but you cannot imagine life without these treasures; the very thought of losing them chills you to your very bones.

But it's best not to dwell upon that. Enjoy life, laughing in the sun, or whatever passes for a sun in the places that you visit. Though things may turn grim, you know that you'll always have the strength of your convictions and what they represent to sustain you.

GENASI

The whisper of a breeze, the crackle of flame, the crest of a wave, the immovability of stone – these things are as much a part of the genasi as flesh and blood. The genasi are plane-touched beings, the descendants of a union of a human and an elemental creature (often a djinni, hence the name genasi).

These extremely rare beings inspire more distrust and prejudice than other plane-touched, for public opinion regards them as more alien. In general, they also maintain a contempt for other races and an air of superiority that doesn't endear them to anyone. All planar races have an automatic –2 reaction roll penalty toward genasi.

It's often assumed that genasi of differing elements have a natural racial hatred for one another, simply by the fact of their warring elemental natures. This isn't true; a single genasi usually resents and dislikes *all* others of his kind, not just those of different elements. Not surprisingly, two genasi (or more) are virtually never encountered together.

Their elemental nature is often extremely evident. Individuals nearly always display a physical characteristic or two that reveals they are more than simply human – skin or hair color, a special aura, or some other such manifestation almost always marks them. Further, each type of genasi usually displays personality traits relative to his elemental nature. While each genasi is a complex individual, some remain virtual caricatures of their heritage. Fire genasi are often hot tempered and quick, while earth genasi are slow and methodical. More details about both physical and emotional traits of the individual genasi are presented below.

Like all plane-touched, the exact heritage of an individual genasi is often unknown, and usually very difficult to determine. Most elements have a number of different intelligent races from which genasi could have sprung, and normally elemental creatures are loath to accept the half-breed and his descendants, or even admit to their parentage.

AIR GENASI

Spirits of the wind, djinn, sylphs, and other such creatures very rarely take special, exceptional human men and women to be their mates. The offspring of these unions are air genasi, or (as they call themselves) wind dukes. Air genasi see themselves as the rightful inheritors of their lineage – the sky, the wind, and the very air that other creatures breathe.

These beings are usually raised on the plane of Air in floating human cities and castles, although occasionally one will be raised among the djinn. Air genasi are accepted and even respected among the humans and other nonnative beings who have chosen the plane of Air as their homes. Elsewhere on the planes, however, they are as disliked as the genasi of other elements.

In appearance, air genasi vary considerably, but usually display one or more of the following traits:

- ◆ Light blue skin or hair
- ◆ A constant light wisp of a breeze about them at all times, even while indoors
- ◆ A distinctive breathy voice, with strange inflections and accent
- ◆ Flesh that is very cool to the touch

Although wind dukes can have any number of different outlooks and personality traits, most are arrogant and pretentious, looking upon other races as inferiors (at least to some degree), and upon other genasi as rivals. Air genasi, surprisingly, have no need to breathe, and consider such base actions a horrible waste of pure, pristine air. Their contempt for breathing creatures begins there, and only gets worse. Of course, this doesn't mean that an air genasi cannot interact and even be friends with members of other races – it just makes it even more difficult.

Aside from their arrogance, in general air genasi are wild, carefree individuals. They usually care little about their appearance, since having their hair tousled and their clothes

ill-mended just shows the natural way of things in their eyes. Emotionally, they vary from calm reservedness to great intensity with little warning between the two.

Wind dukes gain a +1 bonus to Dexterity and Intelligence and suffer a –1 penalty to Wisdom and Charisma. They have the ability to *levitate* once per day as a 5th-level wizard, regardless of class or level. They call this process *mingling with the wind*.

They also gain a +1 bonus to all saving throws versus air-based magic and spells for every five experience levels, in addition to any saving throw bonuses from items, class, or other sources.

Air genasi may be priests, fighters, or wizards. Multi-classed air genasi can be fighter/clerics or fighter/wizards. Wizards belonging to a specialty school must choose that of air elementalism. If specialty priests, air genasi must serve a deity of elemental air or some other sort of "sky god" and cannot be druids. Wind dukes may be of any nonlawful alignment.



EARTH GENASI

Strong, immovable, and ponderous – stone princes exhibit these qualities of the earth. These are descendants of human and earth-being pairings, the elemental parent most often a dao. Creatures of elemental earth care nothing for creatures of flesh, and so such offspring are virtually always raised among their human kin. Most earth genasi embrace their elemental natures, reveling in their superiority, strength, and earth-born power.

Though no less arrogant than the other genasi, the stone princes are not as obvious about it. Their conceit is the quiet certainty that they are greater than those around them. Their closeness to the earth gives them a connection to the fundamental aspects of the universe that lesser beings cannot even begin to fathom.

In appearance, many stone princes seem dirty, rough, and rugged, like a handful of earth and rock; others look as impeccably clean as polished stones. They prefer no particular clothing, although many choose to adorn themselves and

their possessions with precious gems and metals.

Earth genasi also have one or more of the following physical traits:

- ◆ Brown, leathery (almost stonelike) skin
- ◆ A metallic sheen to their skin or hair
- ◆ Blocky features, thick torsos and limbs
- ◆ Brown, black, or even gray hair
- ◆ Rough, almost gritty flesh
- ◆ Deep, slow speech, like the rumbling of the earth
- ◆ Black eyes like deep pits

Slow to act and ponderous in thought, stone princes are far from stupid. They simply prefer to consider their actions and the implications and effects that those actions might have. Of all other races, dwarves are most likely to take to the earth genasi (and vice versa).

Earth genasi add a +1 bonus to Strength and Constitution and have a -1 penalty to Wisdom and Charisma. They have a natural Armor Class of 8, and also possess an innate knowledge of stone, the equivalent of the appraising proficiency. Stone princes are said to be the best smiths in all the worlds, surpassing even the dwarves.

Once per day, an earth genasi can use the spell-like power of *pass without trace* as a 5th-level priest regardless of class or level. They call this process *merging with the stone*. Stone princes gain a +1 bonus to all saving throws versus earth-based magic and spells for every five experience levels, in addition to any saving throw bonuses gained from items, class, or other sources.

Stone princes can become fighters, wizards, and priests. They cannot be multiclassed. If wizards belong to a specialty school, they must choose that of earth elementalism. Earth genasi specialty priests must serve a deity of elemental earth, some sort of

earth-based power, or a god of the forge (even a dwarven power), but may not become druids. Earth genasi can be of any nonchaotic alignment.

A few earth genasi completely reject their elemental heritage and their progenitors who apparently abandoned them with such quick dismissal (earth genasi despise hasty thinking in any form). These self-declared orphans – called stone champions – use their inherited powers for the good of humanity and become selfless defenders of their mortal kin. Stone champions may become paladins, but such are extremely rare. (DMs may decide that genasi paladins are best limited to NPCs.)

FIRE GENASI

Fiery and hot-blooded, the heat of white flame burns in the hearts of the flame lords. They claim to be forged rather than born (though this is untrue, and merely a metaphor).

The offspring of humans and elemental creatures such as efreet or fire spirits are usually slain outright by their non-human parents, but some escape to human settlements with their mortal parent. These individuals and their descendants are flame lords, secure in the knowledge that they surpass in all ways the mundane, nonmagical creatures who surround them in mortal society.

Fire burns, destroys, and consumes. Lesser creatures are afraid of fire, and so fire genasi believe themselves naturally superior – they are avatars of this fearful, destructive energy. It's easy to see why those of other races dislike the arrogant and hot-tempered flame lords even more than other genasi.

Most (sometimes wrongly) assume that fire genasi are innately evil.

In personality, these elemental creatures stay true to their heritage – full of energy, high-strung (even tense), and quick to action. When they speak, they talk quickly, preferring to act rather than discuss.

Fire genasi prefer blacks and reds in their clothing and jewelry. Appearance is important to them, although they prefer simple and elegant accoutrements to gaudy or lavish ones.

The physical appearance of these individuals usually includes one or more of the following traits:

DO YOU NOT... THINK
... THAT IF ...
YOU JUST ...
SLOWED ... DOWN ...
YOU WOULD ...
BE ABLE ... TO THINK
... MORE ... CLEARLY?

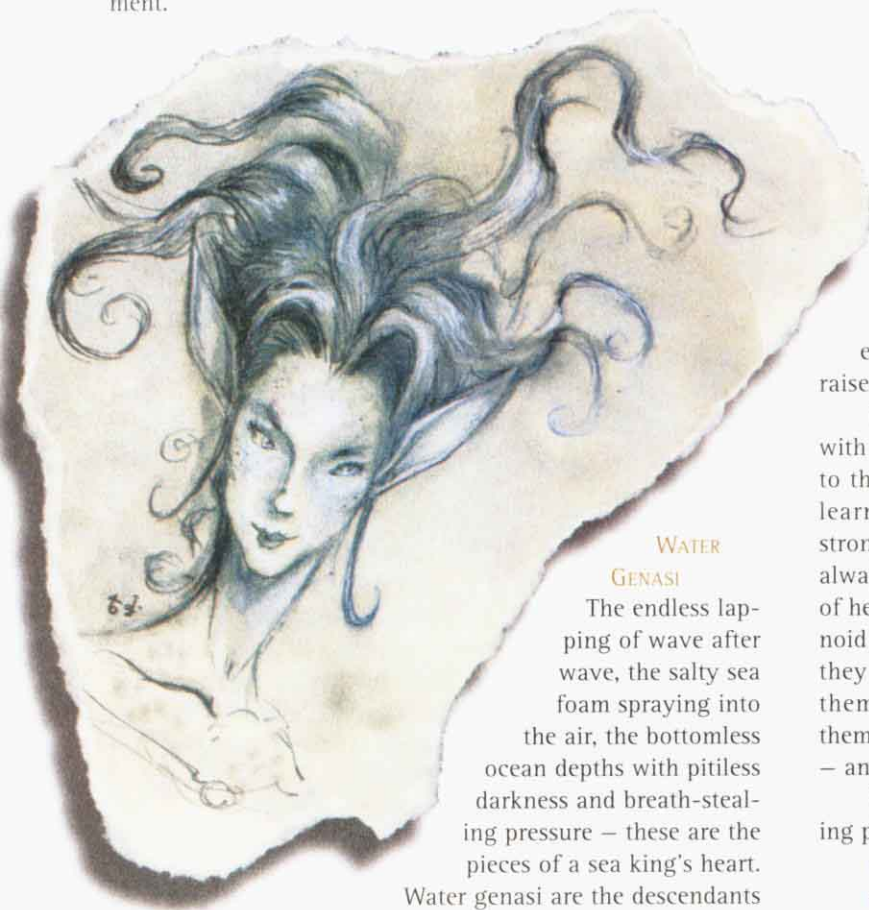
— BICAI MAUZ,
AN EARTH GENASI



- ◆ Deep red or coal black skin
- ◆ Deep red hair moving on its own like waving flames
- ◆ A voice crackling like the sound of a fire burning
- ◆ Perpetually warm flesh, even hot to the touch
- ◆ Fiery red eyes glowing with the intensity of flames

Flame lords have a +1 bonus to Intelligence and a -1 penalty to Charisma. These elemental scions suffer no damage from normal flame, although they can still be burned by magical fire, dragon's breath, and even the hottest areas on the plane of Fire. They have infravision with a 60-foot range, and also have the ability to *affect normal fires* once per day as a 5th-level wizard, regardless of class or level. Fire genasi like to call this process *reaching to the blaze*. These individuals gain a +1 bonus to all saving throws versus fire-based magic and spells for every five experience levels, in addition to any saving throw bonuses gained from items, class, or other sources.

Fire genasi may be fighters, wizards, or fighter/wizards. If wizards belong to a specialty school, they must choose that of fire elementalism. Fire genasi may be of any alignment.



WATER GENASI

The endless lapping of wave after wave, the salty sea foam spraying into the air, the bottomless ocean depths with pitiless darkness and breath-stealing pressure — these are the pieces of a sea king's heart.

Water genasi are the descendants of the rare offspring of a mortal and water spirit such as a nereid (the most common parent), marid, or other watery elemental.

These elemental children are as unlike their brethren as they are their parents. An independence of a singular sort is bred into sea kings, giving rise to their unique outlook.

Water genasi often become the orphans of the sea, raised by neither parent but cared for by some kindly sea creature. Often dolphins, whales, mermen, or tritons guard these outcasts, although sometimes darker races, such as sharks, sahuagin, or even ixitx-achitl parent the elemental beings rather than killing them for food. Such unfortunate souls are trained in evil practices, becoming powerful servants of those who raised them.

Those raised by more neutral or kindly folk usually stay with their adoptive parents for a short time before they take to the open sea alone. There, the water genasi explore and learn on their own. During their isolation, they develop strong personalities, each different from any other genasi but always matching each other in extremes. Some exhibit traits of heroism to the point of martyrdom, while others are paranoid and peery to such a degree that a body can only assume they rave. This strong personality and extreme traits give them the arrogance common to all genasi. They believe themselves to be singular beings, unique to all the multiverse — and to some extent, they are correct.

Water genasi always display one or more of the following physical traits:

- ◆ Blue-green skin or hair
- ◆ Blue-black eyes
- ◆ A light, very thin layer of scales covering the body
- ◆ Hair waving and swaying as though underwater
- ◆ A muffled voice resembling underwater sounds, like the echoing songs of whales
- ◆ Cold, clammy flesh

All water genasi are amphibious, though they have no visible gills. Rather, they simply breathe water as easily as air. They swim at a movement rate of 15.

Sea kings gain a +1 to Constitution and suffer a -1 penalty to Charisma. Once per day, water genasi can use the spell-like power *create water* as 5th-level casters regardless of class or level. They call this process *calling to the wave*. Sea kings gain a +1 bonus to all saving throws versus water-based magic and spells for every five experience levels, in addition to any saving throw bonuses gained from items, class, or other sources.

Water genasi can become fighters, wizards, priests, and rogues (including bards). Sea kings may also be multiclassed fighter/priests and fighter/thieves. If wizards belong to a specialty school, they must choose that of water elementalism. If specialty priests, they must serve a deity of elemental water or some sort of sea god, but cannot be druids. Water genasi can be of any neutral alignment (that is, all alignments but LG, CG, LE, or CE).

ROLE-PLAYING A GENASI

No one understands you. They can't. Their minds are limited by their mortal heritage. While they can't help their parentage, that doesn't change the fact that you are their superior. It's not a matter of prejudice, it's a simple fact. You have the power of the very elements themselves flowing through your veins.

You've little time for musing over that point. Little time for any sort of frivolity or indulgence, in fact. It's your destiny to make a great name for yourself. The annals of history will forever remember you, your name frequenting the lips of future generations. But this can only happen if you begin now. Obstacles the likes of which have never been encountered await you, posing challenges only you can overcome.

GI+HZERAI

The history of the githzerai is one of ancient war and ancient slavery. Once of one race with the githyanki under the enslavement of the mind flayers, the githzerai broke away from their illithid masters and then from their gith brethren, sparking a racial war that has continued into the present. The two gith factions separated and found new homes: the githyanki in the emptiness of the Astral Plane, and the githzerai in the swirling chaos of Limbo.

Githzerai are humanoids, thinner and taller than humans with sharp features, long faces, and eyes of gray or yellow. Severe and serious, the githzerai tend toward somberness in their clothing and personalities. They're usually close-mouthed, keeping their own council and trusting few outside their own kind.

Only a few things stir the githzerai to passion. Their ancient hatreds for the illithids and githyanki erupt violently in any encounter with those races. Similarly, they are sworn to protect their race on their adopted home of Limbo, since that refuge was only won after millennia of hardship and war;

any threat against their haven is met with whatever force is necessary to eliminate that threat.

To the githzerai, there are only three truths: that the githyanki and illithids will never be anything but mortal enemies; that they will allow nothing to hinder the survival of their race; and that no one will ever enslave them again.

Githzerai PCs add +1 to Intelligence and Dexterity and subtract -1 from Strength and Wisdom. They have infravision to 60 feet and may be of any nonlawful alignment. They can be fighters, fighter/wizards, wizards, or thieves; githzerai have no priests, but revere their ancient wizard-king as a god.

Githzerai warriors and thieves possess an always-active magic resistance of 5% per level, to a maximum of 95%. This affects any magical items a githzerai tries to use; if the resistance roll is made, the item is useless to that character forever after. Note that this type of magic resistance is specific to githzerai only, as most other creatures can drop it at will. Mages lose their magic resistance in order to learn spellcasting. Fighter/wizards decide whether or not to keep the magic resistance and its attendant penalties; most purge themselves of it, since it interferes with their ability to use magical armor and items.

Finally, PC githzerai utterly lose their native ability to *plane shift*, perhaps due to their extended time away from their wizard-king.

ROLE-PLAYING A GITHZERAI

All around you there is stagnation. Rigid thought and restricted personal freedom abound. Everyone you know is a slave — but you won't let the shackles of easy conformity and control wrap their seductive chains around you. You'll remain independent, and strike down any who try to enslave you in word or deed. Your people have known oppression in the past, and you'll not bear it again.

PLANAR HALF-ELF

Usually the offspring of a planar human and a prime elf, half-elves on the planes are both more and less unique than those on the Prime. More rare, because there are far fewer planar half-elves than prime ones; less unusual, because when compared to such plane-touched creatures as genasi and tieflings, a half-elf barely raises an eyebrow. To most planars, half-elves are simply pointy-eared humans, without any special distinctiveness to set them apart.

Half-elven characters are created as explained in the *Player's Handbook*.

ROLE-PLAYING A PLANAR HALF-ELF

Maybe you're not half-fiend or half-elemental, but you're still someone special. Your elven blood gives you a longevity and sensitivity that pure humans lack, and your human blood gives you the tenacity and drive that most elves lack. Your combined heritage makes you perfectly fitted to discover the wonders of the multiverse; you won't let opportunity pass you by.

PLANAR HUMAN

As ubiquitous as their kin on the Prime, humans can simply be found everywhere, in any environment. Humans have carved out civilizations everywhere from the howling caves of Pandemonium to the depths of the plane of Fire. Lacking special racial gifts and abilities, they compensate with determination and the will to achieve and succeed, regardless of circumstances or obstacles.

Human characters are created as explained in the *Player's Handbook*. As a DM option, they may be granted minor abilities dependent on their place of birth or other unusual circumstances.

ROLE-PLAYING A PLANAR HUMAN

Your parents or grandparents came from the Prime Material Plane, but that doesn't mean anything. You're a blood now, you're wise to the dark of the planes — not a clueless prime. Sure, you've got something to prove, but it's more to yourself than to others. The planes are full of fiends, gith, modrons, proxies, and all manner of beasts. Where is your place in all of this? It'll take some doing, and probably some traveling, but you'll find it.

RØGUE MØDRØN

Modrons are the clockwork caretakers of the gears of Mechanus, virtually unthinking in their strict hierarchical order. No beings' minds are as focused on law, stability, repetition, and the security of harmonious regulation. But the multiverse isn't perfect — not even in Mechanus — and sometimes things go wrong. Sometimes a modron receives conflicting orders from two or more superiors, or is confronted with incontrovertible proof that all is not orderly. Sometimes a modron's mind just snaps. These circumstances create rogue modrons.

When modrons go rogue, they lose most of their special abilities and even the normal modron form that designates their position within the clockwork hierarchy. They find themselves cast out of Mechanus, the heart of law and the only world they have ever known, and plunged into the cold, lonely, and (worst of all) *chaotic* multiverse. Rogue modrons have the forbidden and reprehensible glimmerings of self-awareness, the only thing that allows them to survive in this new sphere.

Most rogue modrons are not crazed lunatics craving chaos and destruction. On the contrary, most folks can't tell a rogue modron from a "normal" one just by listening to it talk about the multiverse. It still is an *extremely* ordered being, with law at the center of all of its thoughts and ingrained in the way it feels, acts, and reacts. To another modron, the differences are obvious, and the rogue is some sort of chaotic wild-child; but to other folks, the rogue modron still seems the epitome of order.

Rogue modrons stand exactly 6 feet tall, with cubelike bodies similar to those of quadrone modrons. The cubes are 3

feet on each face, adorned with two thin 3-foot-long legs, two 3-foot-long arms, and a pair of small, vestigial (nonoperational) wings on their backs. A vaguely anthropomorphic face can be found on the front cube face.

Modrons are formed from the stuff of order and given clockwork limbs and other parts. Both mechanical and fleshly parts comprise a modron, but the parts meld together to form an orderly whole. In fact, modron bodies aren't much different from any other basher's, other than in their odd appearance. (So curative spells, for example, work just fine on them despite their mechanical components.) Otherwise, modrons are genderless, ageless, and very difficult to distinguish from one another. Thankfully, the latter problem is solved by the fact that very, very few rogue modrons wander the planes.

Rogue modron player characters present a number of problems and special situations. These beings had no childhood, family, social rank, or even any real history. In fact, rogue modrons begin to lose what memories they have of Mechanus as time passes; as beginning player characters,

they have even forgotten what rank they once held in the modron order.

Role-playing rogue modrons requires special attention to their personalities and motivations. As beings of near-absolute order, they need organization, rank, authority, regulation, and harmony to be content. Modrons would never join a group that didn't make its organization and hierarchy clear, including an adventuring group. Modrons need to know exactly where they stand in the group — who ranks above them, and who below. While not as interested in being on top as some berks, they don't necessarily follow orders blindly and won't appreciate being taken advantage of by some peeler who thinks he understands how modrons operate.

Once modrons set a course of action, it's difficult to divert them. They don't become sidetracked or distracted. Modrons have a focus that no human can match in intensity. Most modrons also have no concept of self, but this is only partially true of rogues. Though still less motivated by concepts such as greed, personal happiness, and even self-preservation than a human would be, they do recognize and (vaguely) comprehend these ideas.

Rogue modrons don't believe in, or even understand, the concept of chance. They never use words or embrace ideas like "luck." To modrons, everything is structured, nothing is random. All creatures abide by a set of rules and regulations — whether they realize it or not. In fact, while modrons might not be able to describe exactly what all the "rules of the cosmos" are, they may try to figure the rules out — a lifelong task at best.

Essentially, rogue modrons are refugees from a completely alien society and world, with completely different outlooks — at least at first. As PC modrons explore the multiverse, they continue to learn and adapt to the rest of the planes. Although they may never accept that there isn't an order to everything, they may adjust the way they view order. Rogue modrons try to impose their own brand of

order on everything around them, or simply rationalize explanations that place a veneer of order over the chaos of the multiverse.

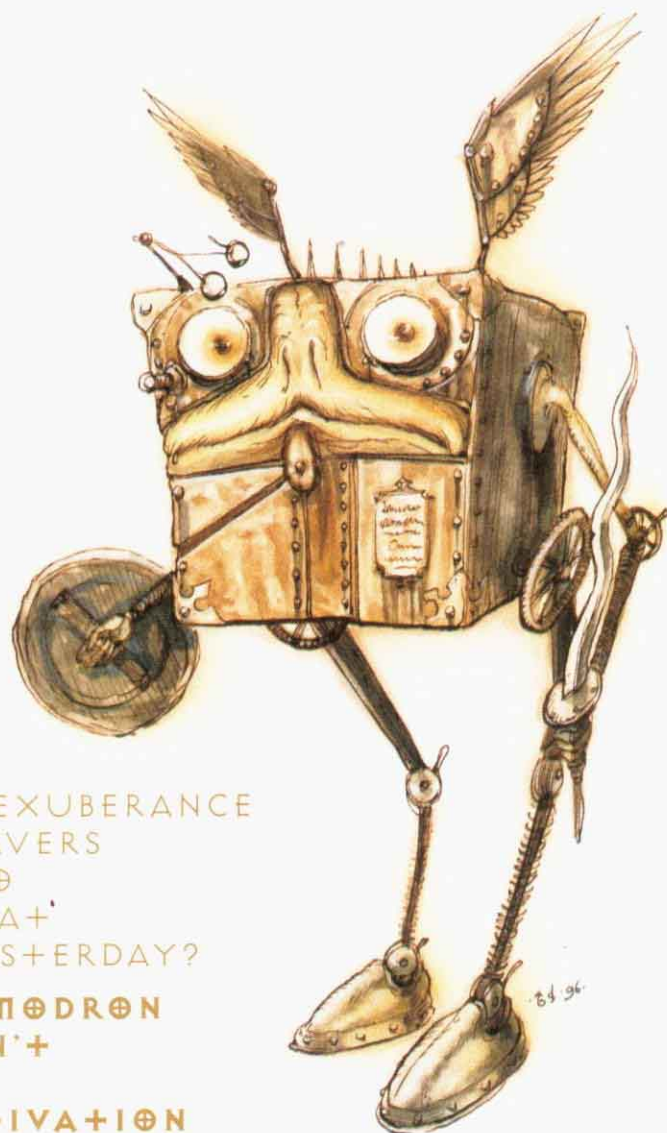
Curiosity may be the one downfall of modrons. Emotions, humor, friendship, and many other concepts familiar to humans and other humanoids are new and very strange to modrons (at least until they find or impose order within or upon them).

Rogue modrons have natural advantages due to their status as creatures of ultimate law. They can readjust their vision, giving them effectively a double normal range of sight, as well as an uncanny ability to detect secret doors and other minutiae. They have a 2 in 6 chance of finding secret doors and a 3 in 6 chance of detecting concealed doors. Modrons have a 30% resistance to illusions, energy drains, *charm*, *sleep*, *fear*, *domination*, and other similar mind-affecting spells. They gain a +1 bonus to saving throws versus fire, cold, and acid. Modrons have a natural Armor Class of 8 (due to the fact that they're partially constructed of metal), and a movement rate of 15.

Modrons also have a few disadvantages. For example, their structured minds don't allow them to react to surprise situations very well. (This doesn't make them easier than normal to surprise, though.) When modrons are surprised, they remain that way for twice the normal length of time. They don't interact well with individuals of chaotic alignment (despite some Xaositects' adoration of the term "rogue" modron), usually suffering a -1 reaction penalty toward such people. Modrons also find their size and weight to be a hindrance at times. It is impossible for them to carry out such standard actions as riding a horse, wearing normal armor, or wriggling through a narrow opening.

Rogue modrons can choose classes and gain levels like any PC. This idea of self-improvement and self-advancement is alien to modron society, but it's obviously the way of the outside order, so rogue modrons adapt. From their structured minds and solid forms they gain a +1 bonus to Intelligence and Constitution, but their boxlike bodies and unfamiliarity with other cultures impose a -1 penalty to Dexterity and Charisma. Modrons can be fighters or wizards, but they cannot be multiclassed; even rogues are too focused for such personal diversity. Wizard modrons on Mechanus are virtually unheard of, but outside the clockwork universe, rogue modrons can see an order to magic use, as well as the benefits its use can provide. They may become specialist wizards but (obviously) cannot become wild mages.

Naturally, rogue modrons can only be lawful in align-



DOES YOUR OVER-EXUBERANCE
IN ATTACKING THESE SLAVERS
HAVE ANYTHING TO DO
WITH THE FACT THAT
IT RAINED YESTERDAY?
— UNIT 87, A ROGUE MODRON
WHO STILL DOESN'T
QUITE UNDERSTAND
HUMAN MOTIVATION

ment, although the range of good, evil, or neutral is open to them as new concepts to explore (and ultimately, probably fear).

MODRON OPTIONS

DMs may choose to implement one of two options to illustrate the order inherent within a modron character's very being. The following modifications may change some of the rule dynamics of the game, but they will give a feeling of absolute structure and law to the character.

◆ PRESET ACTIONS

This option requires a rogue modron to state one preset action per level, based on external stimuli — a condition upon which the modron will always respond the same. For example, every time a foe draws a weapon, a certain modron might immediately attack. On the same condition another modron might cast the highest-level spell it currently has memorized, whether the spell is appropriate for the situation or not.

The conditions must be common enough to occur at least once in an average playing session. While the disadvantages to this option are obvious (always having to react a certain way), the modron's response is immediate. Initiative is automatic. In fact, the modron initiates the action even if the preset condition occurs in a round in which the modron has already acted.

♦ PREDETERMINED INITIATIVE

Always acting and responding in the same way, a modron rolls initiative once. Just once. This is done when the character is created, and the same number is used throughout the life of the character. Some DMs may wish to modify this so that a modron rolls initiative once a level, once a month, or only once during a single battle.

ROLE-PLAYING A ROGUE MODRON

Tick. Everything is structured. Tock. Everything is ordered. Tick. Tock. You hear the sounds of the machinery of the multiverse. Despite your exile from Mechanus, the clockwork of creation can never be taken from you.

Those around you can provide insight into the structure of the new world you are now forced to live in. Whether or not they realize it, by observing them you see how things work, and what your place is within the structure. You ask questions, observing not only the answers, but the way in which they are answered. Every detail is important, for nothing happens without a reason.

TIEFLING

Of all the plane-touched, none precipitate as much fascination — or as much fear — as tieflings. Whereas aasimar are obviously touched by a celestial spark, and genasi have the potency of the elements running through their veins, tieflings are enshrouded with the mysteries of an unnamed heritage.

Obviously human and “something-else” crossbreeds, the “something else” in the tieflings’ case is usually assumed to be lower-planar. That stigma follows all tieflings through their lives. Loners by nature, they make their own paths out of necessity; no tiefling culture exists to aid the outcasts, since no two tieflings are alike. As distinctive from humans as they are from each other, tieflings tend to be wary and distrustful due to the reactions they come to expect

from others. Tieflings take care of themselves, for they learn early that no one will take care of them.

But rather than withdraw into individual hermitages, tieflings challenge the multiverse with everything in their independent spirits. Determined to create their own fates, they dare things others might not even dream of and defy anything that stands in their way.

Tieflings gain a +1 bonus to Intelligence and Charisma and suffer a –1 penalty to Strength and Wisdom. They may be of any alignment but lawful good. Their mysterious heritage grants them several gifts, including infravision to a 60-foot range and the ability to cast *darkness 15-foot radius* once per day. They suffer half damage from cold-based attacks and gain a +2 bonus on saving throws versus fire, electricity, and poison. Tieflings may become fighters, rangers, wizards (and specialists), priests, thieves, or bards; they may also be multiclassed fighter/wizards, fighter/priests, fighter/thieves, wizard/thieves, and priest/thieves.

TIEFLING OPTIONS

Because of their varied backgrounds, it's possible, and even likely, that not all tieflings possess the same innate powers and appearances (although they all have infravision of at least a 60-foot range). Because of this, the tables on page 80 were created to add variety to tieflings, and should be used at the time of character creation.

Roll on the “Tiefling Abilities” table five times and use those results in place of the standard *darkness 15-foot radius* ability and resistances to cold, fire, electricity, and poison. Note, however, that all of these abilities occur on the table.

To randomly generate special physical characteristics, roll on the “Tiefling Appearance” table 1d4 times for each newly created tiefling player character.

ROLE-PLAYING A TIEFLING

You don't know who your ancestors were, and you don't care. So what if somewhere in your family's distant past one of them was a fiend or other such being? So what if you don't look entirely human? You can do what you want — you're not limited by those who came before you. A body shouldn't be defined by her family, but by her deeds. That's your take, anyway.

It's obvious that everyone respects great wealth, great power, and great authority. Influence runs the planes. Those in control rule the cities, the societies — everything. The key to the multiverse is to either be a power (and that's not possible for you) or to gain power, whether by wealth or hidden secrets or magic. The multiverse is full of opportunity, and no one's better suited to grab the brass ring than you, a literal child of the planes.



*I've no home,
no warm place to call kip,
I've no fam'ly,
no birthright nor kin.
I am I, nothing more.*

— FROM

“A TIEFLING'S LAMENT”





TIEFLING TABLES

TIEFLING ABILITIES

01-03	<i>blur</i> once per day
04-06	<i>charm person</i> once per day
07-09	<i>chill touch</i> once per day
10-12	<i>comprehend languages</i> once per day
13-15	<i>darkness, 15-foot radius</i> once per day
16-18	<i>detect good/evil</i> twice per day
19-21	<i>detect magic</i> three times per day
22-24	<i>ESP</i> once per day
25-27	<i>invisibility</i> twice per week
28-30	<i>know alignment</i> once per day
31-33	<i>mirror image</i> once per day
34-36	<i>misdirection</i> once per day
37-39	<i>pyrotechnics</i> three times per week
40-42	<i>suggestion</i> once per week
43-45	<i>summon swarm</i> once per week
46-48	<i>vampiric touch</i> once per week
49-51	<i>whispering wind</i> once per day
52-55	half damage from fire
56-59	half damage from cold
60-63	half damage from electricity
64-67	half damage from acid
68-75	infravision, 120 feet
76-79	+2 saving throw vs. fire
80-83	+2 saving throw vs. electricity
84-87	+2 saving throw vs. poison
88-91	+2 saving throw vs. cold
92-95	+2 saving throw vs. acid
96	+2 saving throw vs. petrification/polymorph and paralysis
97	+2 saving throw vs. rod/staff/wand
98	+2 saving throw vs. spell
99	Roll twice, rerolling results above 95
00	Roll three times, rerolling results above 95

TIEFLING APPEARANCE

01-04	Small horns on forehead
05-06	Small horns on temples
07	Single horn on forehead
08-09	Long, thin face
10	Fangs
11	All teeth are pointed
12	Forked tongue
13-14	Pointed ears
15	Fanlike ears
16	Extremely long nose
17	Very small (almost unnoticeable) nose
18	Extremely long eyelashes
19-21	Red eyes
22-23	Black eyes (no whites)
24	Feline eyes
25-26	Extremely deep-set eyes
27-28	Green hair
29-30	Blue hair
31	Multicolored hair
32-33	Six fingers (including thumb)
34-35	Three fingers (including thumb)
36-37	Black fingernails
38-39	Red fingernails
40-41	Fingers one inch longer than normal
42	Arms six inches longer than normal
43	Legs six inches longer than normal
44-46	Horselike legs
47-49	Goatlike legs
50-52	Goatlike hooves
53-55	Long, thin tail
56-57	Horselike tail
58-59	Lizardlike tail
60-62	Spiny ridge on back
63-65	Spiny ridges all over body
66-68	Hairless body
69-71	Body covered in short fur or long hair
72-73	Body covered in striped markings
74-75	Extremely greasy skin
76-80	Scaly skin
81-83	Leathery skin
84	Small feathers rather than hair on 10-100% of body
85	Green-tinted skin
86	Blue-tinted skin
87	Red-tinted skin
88-89	Special side effect (roll on table below)
90-94	Roll twice, rerolling rolls above 89
95-00	Roll three times, rerolling rolls above 89



TIEFLING SPECIAL SIDE EFFECTS

01-10	Ashy odor surrounds body
11-15	Sulfurous odor surrounds body
16-20	Rotting odor surrounds body
21-25	Skin exudes ashy grit
26-30	Body casts no shadow
31-33	Body has no reflection in mirror
34-40	Susceptible to spells such as <i>spirit wrack</i> and <i>cacofiend</i>
41-45	Tanar'ri react toward tiefling as though baatezu
46-50	Baatezu react toward tiefling as though tanar'ri
51-60	Presence causes unease in animals
61-65	Presence causes unease in NPCs, reactions at -4
66-70	Prolonged touch withers normal plants
71-75	Fingers treated as claws (1d4/1d3 damage)
76-80	Touch inflicts 1 point of damage due to high body heat
81-85	Touch inflicts 1 point of damage due to cold body temperature
86-90	Odd skin composition results in base AC of 1d6+3
91	Cannot reproduce
92	Holy water inflicts 1d6 damage
93	Exposure to direct sunlight inflicts 1 point of damage per round
94	Cannot enter "holy" areas
95	Harmed only by magical or silver weapons
96-00	Intuitively speaks the language of one fiendish race



RACIAL TABLES

ABILITY REQUIREMENTS*

	STR	DEX	CON	INT	WIS	CHA
Aasimar	8/18	5/18	5/18	11/18	11/18	13/18
Bariaur						
Male	10/18	3/18	11/18	3/18	3/17	3/18
Female	3/18	3/17	5/18	9/18	11/18	3/18
Genasi						
Air	3/18	9/18	3/18	5/18	3/18	3/18
Earth	9/18	3/18	9/18	3/18	3/18	3/18
Fire	3/18	5/18	3/18	5/18	3/18	3/18
Water	5/18	5/18	5/18	5/18	3/18	3/18
Githzerai	3/18	7/18	3/18	9/18	3/18	3/18
Half-elf	3/18	3/18	3/18	3/18	3/18	3/18
Human	3/18	3/18	3/18	3/18	3/18	3/18
Modron	9/18	3/18	7/18	3/18	3/18	3/17
Tiefling	3/18	7/18	3/18	9/18	3/18	9/18

* The above minimums and maximums apply *before* the ability adjustments are added or subtracted.

ABILITY ADJUSTMENTS*

	STR	DEX	CON	INT	WIS	CHA
Aasimar*	+1	—	-2	—	+1	—
Bariaur						
Male	+1	-1	+1	—	-1	—
Female	-1	-1	—	+1	+1	—
Genasi						
Air	—	+1	—	+1	-1	-1
Earth	+1	—	+1	—	-1	-1
Fire	—	—	—	+1	—	-1
Water	—	—	+1	—	—	-1
Githzerai	-1	+1	—	+1	-1	—
Half-elf	—	—	—	—	—	—
Human	—	—	—	—	—	—
Modron	—	-1	+1	+1	—	-1
Tiefling	-1	—	—	+1	-1	+1

* Aasimar PCs may add +1 to Charisma rather than to Strength.

AVERAGE HEIGHT AND WEIGHT*

	HEIGHT		WEIGHT	
	BASE*	MODIFIER	BASE*	MODIFIER
Aasimar	61/60	2d10	140/90	5d10
Bariaur	77/74	3d6	700/660	4d20
Genasi				
Air	58/57	1d8	130/80	4d10
Earth	61/60	2d8	160/110	6d10
Fire	60/59	1d10	150/100	4d10
Water	60/59	1d10	150/100	5d10
Githzerai	62/60	2d10	120/90	3d10
Half-elf	60/58	2d6	110/85	3d12
Human	60/59	2d10	140/100	6d10
Modron	72	N/A	500	N/A
Tiefling	59/57	2d10	140/90	6d10

* Divided into male/female values. Heights are in inches, weights are in pounds.

AGE

	STARTING AGE		MAXIMUM AGE RANGE
	BASE	VARIABLE	(BASE+VARIABLE)
Aasimar	16	1d6	125+2d20
Bariaur	18	2d6	100+3d10
Genasi	20	1d10	120+6d10
Githzerai	30	2d8	250+1d100
Half-elf	15	1d6	125+3d20
Human	15	1d4	90+2d20
Modron	N/A	N/A	No limit
Tiefling	17	2d4	100+1d100

AGING EFFECTS*

	MIDDLE AGE*	OLD AGE**	VENERABLE***
Aasimar	62	83	125
Bariaur	50	67	100
Genasi	60	80	120
Githzerai	125	167	250
Half-elf	62	83	125
Human	45	60	90
Modron	N/A	N/A	N/A
Tiefling	50	67	100

* -1 Str/Con; +1 Int/Wis

** -2 Str/Dex, -1 Con; +1 Wis

*** -1 Str/Dex/Con; +1 Int/Wis

LEVEL LIMITS

	FIGHTER	RANGER	PALADIN	WIZARD	CLERIC	DRUID	THIEF	BARB
Aasimar*	14	14	14	14	12	15	15	9
Bariaur**	13	13	13	13	13	13	N/A	N/A
Genasi								
Air	10	N/A	N/A	15	15	N/A	N/A	N/A
Earth	15	N/A	15***	15	13	N/A	N/A	N/A
Fire	14	N/A	N/A	16	N/A	N/A	N/A	N/A
Water	12	N/A	N/A	15	14	N/A	15	12
Githzerai	9	N/A	N/A	12	N/A	N/A	15	N/A
Half-elf*	14	16	N/A	12	14	9	12	U
Human	U	U	U	U	U	U	U	U
Modron	15	N/A	N/A	12	N/A	N/A	N/A	N/A
Tiefling*	12	N/A	N/A	14	10	N/A	15	N/A

U=Unlimited N/A=Can't be that class

* Single-classed members of these races can rise two levels above the stated maximums.

** Only male bariaur may become rangers or paladins; only female bariaur may be wizards.

*** Stone champions only.

RACIAL ADJUSTMENTS FOR THIEVES

	PP	OL	F/RT	MS	HS	DN	CW	RL
Aasimar	—	—	+10%	+5%	+10%	+5%	—	—
Genasi								
Water	—	—	—	+5%	+10%	—	—	—
Githzerai	—	—	—	—	—	—	—	—
Half-elf	+10%	—	—	—	+5%	—	—	—
Human	—	—	—	—	—	—	—	—
Tiefling	—	—	+5%	+10%	+10%	—	—	+5%

◆ CHARACTER ARCHETYPES ◆



Within the PLANESCAPE setting, player characters and NPCs might fit any one of a number of archetypes determined by their different personalities, outlooks, and motivations.

When creating characters, archetypes can provide ideas for goals and backgrounds. While picking personality types isn't required and they aren't a rigidly structured system like faction membership, some players find them useful in further defining their characters. Nevertheless, not everyone who belongs to a faction need be a faction slave, and not everyone from Sigil fits the archetypal Cager model, either.

The following examples provide generalizations about the sorts of people that live in a PLANESCAPE setting. Given the scope of the setting, however, the players and Dungeon Master have limitless options in creating other archetypes.

BERK WITHOU+ A PAST

"I'm from everywhere and nowhere. It doesn't matter where I've been — only where I am and where I'm going."

Many planewalkers don't know much about their own pasts. Plenty of plane-touched aren't sure who (or even what) their parents are. Others are reluctant to reveal their pasts due to personal mistakes, embarrassing or incriminating family histories, or undesirable origins. A few poor sods have lost a portion or all of their memories completely, some due to the touch of the River Styx.

BACKGROUND: By definition, these bashers have no past, or at least no history they want to reveal. The plane-touched, especially tieflings and to some extent genasi, are especially appropriate for this type of character. Many thieves find it beneficial to keep their less-than-illustrious pasts secret.

CHARACTER: These characters usually have an air of mystery about them, whether intentionally created or not. In almost every case, berks without a past don't twig to others mentioning their history.

MOTIVATIONS: A berk without a past always looks out for anything that will dredge up facts about his past, whether he's looking to discover them for his own knowledge or hoping to cover them up. Some spend their whole lives searching for information regarding their personal histories. Many don't like what they find once they reach their goal.

ROLE-PLAYING: Driven, mysterious figures of dark origins, these bashers don't talk much about themselves. Dodging questions about the past, they concentrate on the present or the future. They often have long-range goals to contrast with their lack of personal knowledge.

CAGER

"Sigil's the only place to be. Anywhere else is second-rate. This is the center of the whole sodding multiverse, and if you want the real chant, you come here."

"These unforgiving streets are like a disease. Once you've walked them, they become a part of you. Sigil infects a basher, never letting you get away."

Floating above the Spire like the crown of the Outlands, Sigil encompasses myriad things to many, and all things to some. Bashers either love the place, or see it for what so many call it — the Cage. Those who love the place recognize it for the opportunities it provides (in trade, information gathering, employment, adventure, and other endeavors) as well as the protection. For them, it provides sanctuary against the powerful forces of the multiverse.

Those who hate Sigil see only the barely breathable air, the harsh nature of many of the residents, the dangerous visitors, and the rule of the factions. The squalor of the Hive and the dark presence of fiends, monsters, and the Lady of Pain herself fills these sods with dread.

BACKGROUND: As often as not, Cager PCs grew up on the streets, learning to fend for themselves. They can literally be of any race, class, and social standing.

CHARACTER: Cagers are jaded, forgetting how big the planes really are and believing that they've seen it all. Due to Sigil's strong underworld elements, they're hardened against frequent crime and violence. Cagers usually have ties to one of the various factions, for the factions rule the city.

MOTIVATIONS: Cagers have a variety of individual motivations, whether it's political power gained by rising through the ranks of a faction, wealth through interplanar trade, or the sorcerous power of a high-up mage. There're a few goals that they just don't think of, however. Nobody really looks to supplant the Lady of Pain. She just isn't challenged — not by those who have all of their faculties, anyway. On a related note, no one ever really worries about defending Sigil, at least not from overt outside dangers. The Lady keeps the Cage safe from would-be invaders and conquerors. (Folks like the Guvners or the Harmonium might feel that the "wrong types" entering the city pose a real danger, but they don't have the power to regulate immigration to their satisfaction.)

ROLE-PLAYING: The Cager is probably the closest thing to a "standard" PLANESCAPE character type. Learn the cant and use it, for it really is the slang of Sigil more than anywhere else. Cagers tend to be faction-oriented, cleaving to the tenets of a particular group rather than worrying about the overall concerns or conditions on the planes, or even strictly adhering to an alignment. As far as alignments go, the law-versus-chaos axis is much more important (at least for now) than the good-versus-evil dichotomy.



CHAMPION OF GOOD

"I have touched goodness. I've held it in my hand. On the Upper Planes it's there to see as clearly as a bubbling brook or a budding tree. Nothing else on any other plane can compare to that, and I'll do anything to preserve such a force."

Some say that the folks who live on the Upper Planes are the luckiest bashers on the planes. Others say just the opposite – that they're a boring lot of spoon-fed leatherheads and pampered addle-coves. The business end of a paladin's holy sword often proves the latter opinion wrong, but it doesn't prove the former right.

BACKGROUND: Born and raised on an Upper Plane or one of the gate-towns leading there, cutters who wish to be champions of good don't have to be paladins or even priests. They've had a taste of the good lands, or they serve one of the good powers, and now they're out to show everyone else the right path. Aasimar are often champions of good, as are bariaur, and, of course, humans. Tieflings rarely fill this role, but it's possible.

CHARACTER: These bashers try to defend the downtrodden and help the helpless. Sometimes they truly are the noble, caring, and giving souls they believe themselves to be; other times, they don't really understand the philosophies they represent and are simply eager to right what they perceive as wrongs. These latter berks are the kill-happy fools who so many folks hate for their over-zealotry and intolerance. Only the truly self-sacrificing and sincerely beneficent cutters gain respect and admiration in the long run.

MOTIVATIONS: Champions of good seem to be divided into two camps – those interested in helping the innocent, and those concerned with punishing the guilty. While their actions sometimes overlap, their motivations rarely do. Because "evil" is so overwhelming, champions often choose a particular enemy to fight or counter – an evil organization, a dark lord, the forces of a single gate-town, or another singular threat. A champion's got to choose her battles as well as her missions – does she help only the most visible innocent victims, or seek out those who no one knows about?

ROLE-PLAYING: Goodness is taught by example, so every champion should make sure that she's presenting the proper

picture. Image is important, for it's a means of gaining honor and respect. Actions may sometimes speak louder than words, but words are also useful tools – let others know your beliefs and make them understand why they're clearly the correct ones.

CHANT BROKER

"I find the dark of things. If you pay me real well, I'll share a bit of the true chant with you."

Knowledge is power. Tired of hearing that yet? Well, don't be, 'cause it's true. Nobody knows that better than a chant broker. These bashers make it their lives and their livelihood.

BACKGROUND: The chant broker probably grew up on the streets of some burg, learning that hidden secrets are the true path to power. But anyone can be a chant broker – anyone interested in lighting up the dark, anyway.

CHARACTER: A sharp contrast to the disinterested berks (see below), these bashers want to know everything. At times, they're nosy to the point of being annoying. Most choose one base of operations, but a chant broker might also be an adventurer who travels the planes primarily to observe and gain information.

Then he goes back to Sigil and sells the knowledge to particular citizens or on the open market. The Cage isn't the only place to sell information, but it's usually the easiest. NPCs of power and prestige hire well-known chant brokers as spies or informants, usually paying very well – but their missions include a fair amount of risk.

MOTIVATIONS: The primary goal of these folks is obvious. They want to know as much as possible. This knowledge can be sold, or it can be gathered for their own use. Some bashers simply want to know how the multiverse works. Barmies allow this need for information to consume them, but canny cutters use it to become knowledgeable and powerful.

ROLE-PLAYING: Ask questions. A chant broker has to poke his nose and park his ears even where they're not welcome. Write things down. Be observant. Look for the clues that connect events – therein lie the real secrets.



CLUELESS

"You don't have to be from the Prime to be clueless. At least that's what I'm told."

Though the group called the Clueless comprises almost entirely primes, it's true that a lot of planar natives don't know the dark of things either. A sod who's lived his whole life in a little Arborean village or in a back alleyway in Torch might not know much about the planes either.

BACKGROUND: Obviously, the most clueless sods are berks from the Prime. Some lost their way and found themselves on the planes. Others intentionally traveled out of the Prime Material, but had no idea (or worse, the wrong idea) regarding the other planes. Any character from an isolated spot on any plane is likely to be clueless at first, also. Certainly all rogue modrons are clueless, as well. Tieflings and other plane-touched, because of their origins, are rarely ever clueless.

CHARACTER: These berks know nothing about the planes. They don't understand most (or all) of the cant, they haven't grasped how the planes exist in relation to each other, and they don't know what (and who) lives where. They might have heard of the yugoloths, for example, but they can't remember if the 'loths are from Acheron or Arcadia.

MOTIVATIONS: Most Clueless want to learn more – at least enough so they know what's going on. Every trip to a plane, realm, or town is a new experience, and offers some new bit of knowledge. Knowledge in and of itself is good, but it also provides safety and security. It's impossible to know what's dangerous if a body doesn't know the dark. Lastly, Clueless lack the respect of others as well as knowledge, and a character may desire that respect more than the knowledge itself.

ROLE-PLAYING: Don't use the cant, or, better yet, don't use it correctly. Treat everything as mysterious and new. On the other hand, a clueless character doesn't have to be a wide-eyed tourist (although he can be). Perhaps all this new information is terrifying to the character. Or maybe it's just disheartening to realize that so much exists beyond what a berk had once thought to be the entire world.

Clueless should constantly be trying to assimilate new information into their pre-existing world views. A rogue modron is going to look for the order in everything, for example. The more chaotic something is, the harder that modron will look for structure.

DIMENSIONAL EXPLORER

"You can sit here in the Cage and let others feed you their 'chant' if you want, berk, but I've got to see it first hand. The real dark is out there – on the planes. There're places no one's ever been before, creatures no one's ever encountered, sights no one's ever seen. Probably treasure no one's ever found, either. C'mon, let's go see what's out there. . . ."

Each of the planes is infinite, and there are probably planes yet undiscovered. Most certainly sites, beasts, even whole civilizations lay waiting for an intrepid explorer to discover them – at least from the point of view of the explorer.

BACKGROUND: A planar explorer is as likely a prime as a planar. A member of virtually any race with just a little wanderlust, these cutters make perfect adventurers.

CHARACTER: No one's heartier or more fearless than a planar explorer. The horrors of the Abyss and the infernos of Gehenna don't frighten her off. She'll go anywhere. She's canny, though, and knows that a body has to plan her expeditions carefully so that she can be prepared for what she finds, and what finds her. A planar explorer is determined, and can be overly focused at times.

MOTIVATIONS: More than anything else, a planar explorer just wants to see the planes. At first, especially if she's a prime, she'll be happy going anywhere. Eventually, she'll be interested in heading off the beaten path and exploring places of which most people've never even heard tales. Finding a new race or a new city'd be as good as any treasure to her.

ROLE-PLAYING: Seek the planes, and what lies within them. While on other adventures, an explorer pays attention to the things she sees, even if they're not related to the quest at hand. Don't leave doors unopened, and don't pass up opportunities to see something new. Take the lead and guide the others into places just for the sheer joy of discovery.

DISIN+ERES+ED

"Factions, planes, beliefs, portals, conduits . . . who cares? Point me in the direction of the nearest ride or the biggest pile of jink, and watch me go."

Knowledge is power, but power is power too, and sometimes it's easier to win it by the obvious paths: money, magic, and skill. A basher might choose to ignore the deepest secrets in favor of lesser but ultimately still worthwhile goals.

BACKGROUND: Lots of disinterested folks are primes, but plenty of planars fall into this category as well – in particular, githzerai who are so often caught up in their own concerns that they have no patience for the "big picture." Most



YEAH, BUT
WHAT'S ON THE
OTHER SIDE?
— T'DADIR EIDE,
EXPLORER



of the plane-touched, being so directly tied to the planes, are never disinterested.

CHARACTER: Usually a surly lot, the disinterested focus on their personal goals rather than looking at things as a whole. They tend to be egocentric and opportunistic spivs, although they can form friendships with others who don't waste their time babbling about the "truth."

MOTIVATIONS: These folks are usually motivated by small goals – accumulating wealth or personal power, for example – rather than loftier undertakings that might serve the greater good. They're not interested in political power (for a body can't rule what he doesn't know), nor, obviously, the accumulation of knowledge.

ROLE-PLAYING: Practical, not curious – these traits mark a disinterested basher. They don't care about the dark of things. They might specifically *avoid* learning the secrets of the multiverse for some reason. Maybe they have cause to fear such mysteries. Who knows? Information's not important to them, so don't ask them questions – they're as disinterested in answering as asking.

FAC+IØN SLAVE

"There is only one way and one truth. You can ignore it if you wish, but you will see it soon enough. Join me now or pay the music later."

Some folks live and die based on their faction affiliation. The faction's beliefs are their personal beliefs, and they unquestioningly accept the dogma and the orders given to them by the factol and other high-ups in the organization.

BACKGROUND: Most faction slaves are Cagers who've devoted their entire lives to their faction. Primes and other non-Sigil natives rarely become as fanatic about their faction and its beliefs, probably because they haven't had the lifelong exposure that Cagers tolerate. Some faction slaves never form a world view of their own, and need the faction to tell them what to think. Others see the faction as the path to power, either politically or metaphysically.

CHARACTER: A faction slave is usually a team player, interested in the good of the group over an individual – even if the individual is herself. She needs the support of the faction to experience a sense of belonging and togetherness. It's easier to have strong beliefs about the multiverse when a body knows a bunch of others feel the same way.

MOTIVATIONS: Personal ambition isn't as important as the goals of the faction. Supporting and strengthening the faction is vital to its survival, and that should be the aim of every member. Since some members are not as dedicated as others, those who focus on these important needs are required to work doubly hard.

ROLE-PLAYING: Read everything available about the faction. Take the faction's beliefs to heart and live by them. Attempt to convert others. Consider the faction's beliefs as well as its well-being before every action. Every faction has two areas of focus: what it believes and what it requires

as an organization. Both of these concerns are important to a faction slave.

KNIGH+ ØF +THE PØS+

"Got to stay lanned to the chant, so don't screed me no wash. Looking for a bit of the sparkle or a jangle of jink. I'll mark the gullies, peel and bob 'em up good. A top-shelf ride for a high-up basher like myself."

Sigil's got more words for "thief" than just about anything else – knight of the post, knight of the cross-trade, peel master, bobber, cony-catcher . . . even "spiv" implies a thief. The fact is, anyone can be a knight of the post – a wizard, warrior, and even a priest. Anyone out to bob some gully is involved in the cross-trade. Just because it's not uncommon doesn't mean that it's respectable.

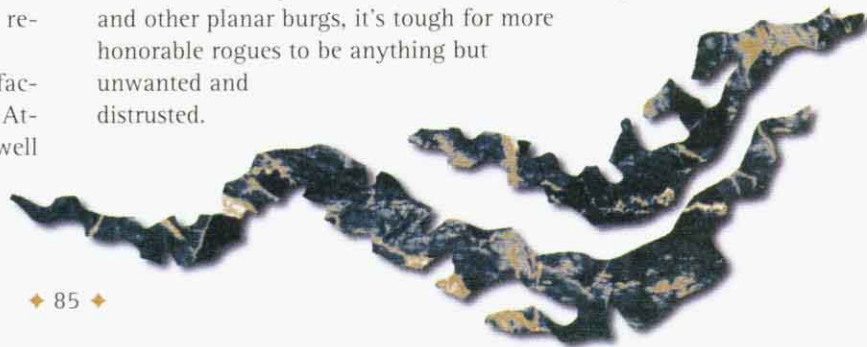
BACKGROUND: The stereotypical knight of the post grew up on the streets of Sigil (or wherever) and learned his skills in order to survive. While this is true for plenty of knights, even more bashers choose thievery because it's perceived as the easy way. These folks come from any background – rich or poor, planar or prime. There're even thieves among the aasimar (the neutral ones, anyway), so no race is exempt. Why, tales in Sigil relate that one of the slavers in the Hive has a rogue modron enforcer.

CHARACTER: These bashers are usually a pretty unsavory lot. In the Cage, thieves don't normally organize into "guilds" like on prime-material worlds, but they do form small, loosely organized syndicates for mutual support and protection, gathering at their favorite bars to brag about their latest peels. A knight of the post has to worry about the Harmonium or other law-keepers breathing down his neck, as well as betrayal from his fellows – it's not an easy life.

MOTIVATIONS: Although it would seem that the sole motivation for a knight of the post is gaining wealth, he's also interested in prestige. The knights of the post in Sigil constantly compete with each other to see who can pull the most elaborate or successful peel. Reputations are made and broken based on the crimes (peels, thefts, tricks, or other wrongs) a sod commits.

ROLE-PLAYING: As stated above, any class can be a knight of the post. Fighters, wizards, and even priests (often of a deity of thieves, like Sung Chiang) can fill the many roles of the knight of the post, including enforcers, cony-catchers, minders, muggers, burglars, and so on.

On the other hand, not all rogue characters have to be associated with these shady, disreputable types. Nevertheless, because of the reputation that thieves have in Sigil and other planar burgs, it's tough for more honorable rogues to be anything but unwanted and distrusted.





A tiefling hunts vargouilles on the Lower Planes.

PLANAR ELITIST+

"It's because of where I'm from. It's all in the breeding. Because of that, I know how things really should be. I'd let you in on the dark, but I doubt someone like you would ever really understand it."

These berks are known for their less-than-desirable trait of thinking themselves better than most others for one reason or another. Some consider their home plane a standard by which all others must be measured. Racial pride engenders elitism, too. A planar elitist can be someone with a great deal of personal hubris, or he can be an outright bigot or snob.

BACKGROUND: Virtually any and all backgrounds, races, and locales have their share of elitists. Many planars point fingers at the folks from the Upper Planes as elitists. While some exist on the Lower Planes to be sure, it just seems like more elitists arise from the Upper Planes than from other places. Simply put, it's easier to feel that there's no place better than Elysium than to feel that way about the 43rd layer of the Abyss. That's not to say that there aren't fiendish elitists; it's just that they're easier to dismiss. Genasi are said to be planar elitists, and to a point it's true, although that's more a side effect of their being plane-touched than actual prejudice.

CHARACTER: People who feel superior because of their race or place of birth are common throughout the planes.

A planewalker is sure to hear that dwarven armor forged in Mount Clangeddin is the finest in existence, or that no one knows how to throw a party like a bariaur, or even that the best artists come from Xaos. Racial or community pride is one thing — and it's not necessarily evil. However, contending that others are inferior to a body just because of their race or place of origin is never a good (as in alignment) conviction. True elitists are closed-minded braggarts who refuse to look at others as discrete individuals.

MOTIVATIONS: Planar elitists don't really have a single overwhelming motivation. Most of them, however, are outspoken enough to constantly put other, "lesser" beings in their "place," either through outright insults or vague allusions.

ROLE-PLAYING: While pride is fine, true elitism is a trait best left to NPCs. A berk's not going to make many friends with this attitude, that's for sure.

PLANAR HUNTER

"I stalk my prey. I make my kill. Plane, layer, realm — these things don't matter when I follow the trail. The planes and the creatures on them offer me a greater variety, but I am still a hunter, and nothing more."

In a multiverse filled with weapons, fireball spells, and the Blood War, is it really all that hard to believe that there are some berks who are only interested in placing others in the dead-book? Not really. The frightening thing is how good they get at it.

BACKGROUND: Some folks think that it's a prime mentality — a Clueless thought, actually — to want to slay everything they see. While a few leatherheads certainly fit that mold, most primes aren't the hack-and-slashers that the chant makes them out to be. Nevertheless, some bashers, prime and planar alike, concern themselves primarily with their skill at arms or destructive magic. Other hunters use the same methods to stalk their prey and bring it back alive, whether it's a specimen for a mage's laboratory or a criminal who's escaped the Harmonium's grasp.

Any race can be a planar hunter, but githzerai and tieflings make particularly good assassins, while bariaur and humans provide tracking services. Aasimar and modrons rarely fill any of these positions, but genasi occasionally find themselves motivated to stalk and kill.

CHARACTER: Assassin, hunter, minder, thug — these cutters can be all of these things. These dangerous men and women are hired by others to do their dirty work, as well as their dangerous work. Not all are cold-hearted killers. Some hunt and slay (or capture) marauding monsters and other threats.

MOTIVATIONS: Most hunters won't admit to actually liking to kill — although some twisted few do. Many hunters, especially those with a Mercykiller bent, like to see the unjust pay for their crimes with their lives. Others kill only evil prey, and some limit themselves to relatively unintelligent foes, such as animals and monsters. Some do it for the money, some for the prestige, and some simply for the thrill of the hunt.

ROLE-PLAYING: These folk are usually more action than talk. They don't like to spend time discussing plans or solving riddles. A planar hunter focuses her time and energy on what she does best.

PLANAR TRADER

"See, the thing is this: Those folks over there have something. The bashers that live on the other side of this portal need it. It's up to me to fulfill everyone's needs — and make a little jink all the while."

"It don't matter what it is. If I've got it, I can get rid of it and walk away richer. The planes are full of gullies, and they're all waiting to fill my pockets with jink."

Honest or not, merchants throughout the planes all have something to sell. Some specialize in filling specific needs, while others are peddlers who just carry goods from place to place looking for buyers.

BACKGROUND: Many traders are Cagers who sought a way to get out of the City of Doors, at least for a while. No trader can ignore the importance of Sigil, and a great number make the city their base of operations. Traders can be of any race, origin, or class, although aasimar and bariaur rarely trouble themselves with base concerns like profit.

CHARACTER: These bashers always look for new opportunities. A great many of these folks are full-time merchants who do nothing but go back and forth over well-traveled paths and portals, from plane to plane, layer to layer, realm to realm, delivering goods and accumulating jink. Some traders are simply planewalkers with their eyes open to business opportunities when they encounter them, such as needs that could be filled, goods that could be profitably exported, or simply useful trade routes. If nothing else, the information is valuable.

MOTIVATIONS: Money. Jink. Gold. Wealth. A body shouldn't have a hard time seeing the motives here. Planar traders can be interested in adventure, travel, and excitement, but mostly they just want to get rich.

ROLE-PLAYING: A body needs to decide whether or not he's interested in keeping his trades honest. Once that's decided, it all depends on how canny he is in making the profitable trades, finding the right goods, and hiring the best help.

PRIME BLOOD

"Sure, I'm from the Prime, but I've been out on the planes for a while now, and I know the chant."

The best thing about being Clueless is that a body doesn't have to stay that way. Even the most sorry berks can eventually get the hang of things. Fact is, many of the top-shelf bloods of Sigil (and the rest of the planes) originally hailed from the Prime. (The current factols of the Harmonium and the Fated came from the Prime, and they're about as far from clueless as a body can get!)

BACKGROUND: Though she originated on some prime-material world, this character's past isn't important, only

what she knows and does now. She's put her previous clueless life behind her — although she'll quietly tell you that what she learned on the Prime is still very useful. Prime bloods can be humans, elves, dwarves, or other nonplanar races, although a few tieflings have shown up from the Prime as initially clueless as any other berk. In most such cases, they were as clueless about their own origins as about the planes, but eventually learned the dark of things and adapted quite well.

CHARACTER: Adaptation is the key to prime bloods. They've learned what it takes to get by, and they won't be caught clueless again. Most have joined a faction, if for no other reason than it's what planars do. To some degree, a prime blood always respects planars, yet resents them for being born into a position that the prime had to work so hard to achieve.

MOTIVATIONS: The driving motivation for most prime bloods is to simply prove themselves, to rise above the stereotypical "Clueless" label. Most don't lose this drive, establishing a reputation for competence and knowledge.

ROLE-PLAYING: Most prime bloods try to act like Cagers, but are a little less comfortable with their position and knowledge. On the other hand, most prime bloods have had to try harder and really work to get where they are. Additionally, they're a little more well rounded because they know not only about Sigil and the planes, but also about the prime-material world that they came from originally. Sometimes this knowledge can come in handy, since it's usually beyond the experience of most planars. For example, a prime blood might know a little something about dragons (having seen or heard about the beasts on the prime's home world), while a Cager or other planar might know nothing about such beasts.

PROXY-IN-TRAINING

"You don't understand. Everything is different now. I have been to the realm of my god. It's all clear now. I know what I must do."

Sometimes the proximity of the powers does strange things to a basher's mind. It's one thing to worship a deity from a temple on a world in the middle of the Prime, knowing that the power is out there somewhere and perhaps even listening. It's another thing to know for certain that your deity lives in a palace down the road.

BACKGROUND: A religious fanatic of this sort usually lives or has lived in the realm of the power he serves. He's seen the glory of his lord (although he almost certainly hasn't actually seen the power), and the righteousness of the deity's works. Basically, a proxy-in-training is a wanna-be. That is, he views himself as a direct representative of the power he serves; the power may or may not agree. While priests and paladins are obvious choices, the proxy-in-training can be of any class. Rogue modrons and tieflings are rarely religious zealots of this type.

CHARACTER: The exact details of how a proxy-in-training acts depends upon the power he worships. Overall, however, they are deeply devoted, sometimes to the point of extreme fanaticism. They not only believe that their god is a wonderful power to serve and revere, but that everyone should follow the power so that the multiverse may become a better place. Their power is "the way."

MOTIVATIONS: Two motivations drive these characters. First, they want to further the power of their deity, either by doing works in the name of the power or converting others to that religion. Second, they all strive to make themselves greater in the eyes of the power. Most of these folks aspire to become actual proxies.

ROLE-PLAYING: Follow the teachings of the power, or the power's followers. These cutters make the words of their deity their lives. They talk about their power and his greatness incessantly, or at least think about such things continually (not all such folk are obnoxious). All actions are taken and all options considered in light of the religion's teachings and the power's best interest.

REFUGEE FROM DARKNESS

"I have seen the horrors of the Abyss. I have seen the tortures inflicted upon those trapped on Baator. The harsh landscape of Gehenna, the prison of Carceri, and the oppressive dread of the Gray Waste — these have been my life until recently. I've escaped and I'm not going back."

Despite the horrifying nature of the Lower Planes and their associated gate-towns, people are nevertheless forced to live there. Even in the heart of the Abyss or equally terrible places, folks try to eke out an existence. Faced with fiends and other monsters, unhealthy conditions, and an oppressively evil atmosphere pervading everything, those who can attempt to leave. Those who make it to Sigil or other spots of safety (or at least neutrality) are often half-barmy and always scarred.

BACKGROUND: The refugee from darkness has been through insufferable torment. He's grown up in an environment like Torch, Plague-Mort, or Ribcage, or he's been trapped on one of the Lower Planes while on an adventure or mission. Perhaps he's a character kidnaped from the Prime who's just recently fought his way out of one of the Lower Planes and made it to the safety of Sigil through a portal. These nonevil characters resisted the urge to join the forces of darkness, and paid dearly for it.

Though any race can be a refugee from darkness, tieflings have most often been raised in a place of evil. An aasimar in this position has probably been horribly tortured and barely escaped alive. Humans and other races fall somewhere in between, having almost certainly been treated badly, but not necessarily only due to their race.

CHARACTER: These poor souls, while knowledgeable about evil places, are emotionally and sometimes even physically scarred by the experience. They are notoriously hard-edged, slightly paranoid, and untrusting. Having spent so much time in the bosom of ultimate evil, it's difficult to have a good attitude about life or other folks.

MOTIVATIONS: Within the lands of evil, there isn't much call for skills other than killing and destruction, so those who have spent time there often know little else. They may simply want to

use these hard-won abilities. Other goals may be gaining vengeance upon those who tormented them in the dark place they escaped from, or perhaps revenge on those who sent them there. On the other hand, these characters may never want to return to these places again.

ROLE-PLAYING: Though not evil themselves, refugees from darkness have been hardened and toughened by all they've seen and experienced. It may take a lot to befriend a character like this, for they're not likely to be sociable or open in any manner.

SPIV

"I do what I need to do to get by."

Sometimes people associate the cant term "spiv" – which means someone who lives by his wits, rather than by any regular employment – with thieves. This may be the case much of the time, but it doesn't have to be. Spivs can be jacks-of-all-trades, adventurers, mercenaries, or just berks down on their luck. But such bashers, when in the right place at the right time (or the wrong place at the wrong time), tend to become heroes.

BACKGROUND: Spivs end up living by their wits for a variety of reasons. Some don't want to be tied to one profession or defined by a single occupation. Some don't like to stay in one place very long. Others are just plain lazy and would rather not work for a living. Some races, like the aasimar or modrons, are probably too industrious to be spivs. Likewise, most githzerai are too focused.

CHARACTER: It's difficult to have strict ethical standards as a spiv. Unless a body's got the wherewithal to hold out for only honest jobs, occasionally a spiv's got to steal and peel to put bread on his table. A planewalking spiv is usually a hardened soul with the attitude that he's seen and done everything. Despite that, his life's certainly full of variety: One minute a spiv's cleaning stables, the next he's fighting for some realm's freedom against an evil despot. Anything for some jink.

MOTIVATIONS: While a spiv says he'll do anything if the pay is right, wealth is rarely his prime motivator. A sod can find better ways to get rich. Usually, a spiv wanders, avoiding the ties that other people establish in their lives. Or he just may want to get by with the least amount of work and hassle.

ROLE-PLAYING: A spiv is always looking for his next "job." Many determine a set of standards important to them and take any job or opportunity that falls within those standards. Examples include a certain amount of money for each day on the job, the amount of danger or personal risk involved, what laws (if any) need to be broken, whether the spiv has to kill someone to get the job done, and so on.

Spivs don't always wait around for employers, either. Not all spivs look for someone to offer them work, instead making their own work. Usually, though, this involves shady enterprises – but not everyone has a problem with that.





What a body does isn't as important as who he is and what he knows — as long as he's good at his profession. High-up

warriors, wizards, priests, and rogues (and their attendant subclasses) equally command the respect of those around them, regardless of their differences. 'Course, the trick is surviving long enough — and learning enough — to reach that point.

PLANAR KITS AND PROFICIENCIES

◆ PLANAR PROFESSIONS ◆

Prime characters are naturally allowed the full range of class options found on their prime-material worlds. Planar characters are usually limited to the classes found in the *Player's Handbook*, unless a player presents a compelling argument to the DM to allow otherwise. The following sets forth a few

general planewalker attitudes about the standard AD&D® classes, and notes how they're different on the planes.

FIGHTERS: Found everywhere throughout the multiverse, fighters are possibly the most common sort of folks around. Though they haven't got the power of magic on their side, the best ones have a knack for surviving the nastiest situations. More important, they know when *not* to fight, and how to win a confrontation without ever lifting a sword.

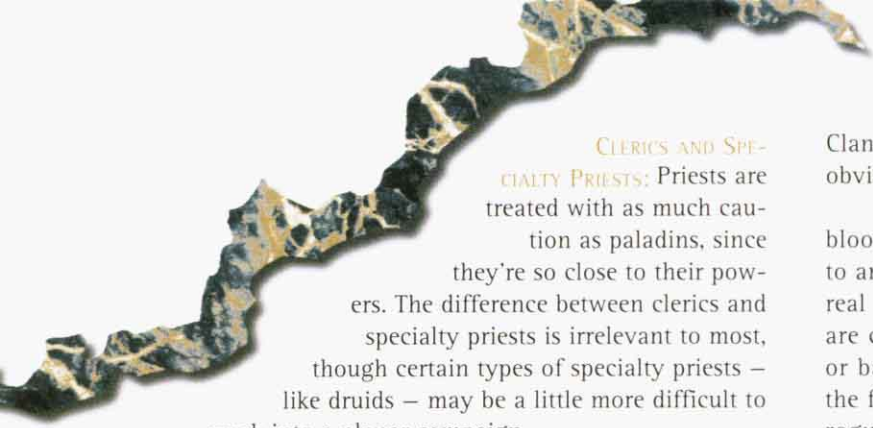
RANGERS: While Sigil ain't got much use for rangers, they're real savvy cutters out on a lot of the planes. Since rangers have to adapt to their environments, most of them find one area to call kip and stick to it. Rangers are usually most at home on the Upper Planes, given their alignment restrictions.

PALADINS: Planewalker paladins are not the headstrong "kill every evil thing they see" type. Berks with that attitude don't last long. Instead, these holy warriors are champions and defenders of their faith, carrying out the duties set before them from their power, its proxy, or some high-up priest. Also, since they're much closer to their deities, they're treated with above-average respect and awe — or extraordinary suspicion and fear.

MAGES AND SPECIALIST WIZARDS: The differences between mages and specialists are practically nonexistent — it just doesn't matter to nonwizards. Obviously each school of magic has its advantages and disadvantages over the others (see the chapter titled "Magic on the Planes" for particulars), but the real way that wizards can stand out from their peers is by showing they've got what it takes to make their spells useful on the planes. And since the planes themselves are so innately magical, they've really got to shine to prove themselves.

I D⊕ WHA+EVER
I NEED +⊕ D⊕
+⊕ MAKE SURE
+HA+ I CAN D⊕ WHA+EVER
I WANT +⊕ D⊕.
— RE+H⊕LIEN,
A GI+HZERAI WARRIOR





CLERICS AND SPECIALTY PRIESTS: Priests are treated with as much caution as paladins, since they're so close to their powers. The difference between clerics and specialty priests is irrelevant to most, though certain types of specialty priests – like druids – may be a little more difficult to work into a planar campaign.

THIEVES: On the Upper Planes they're cads and criminals; on the Lower, they're admired for their skills. 'Course, plenty of good-aligned thieves can prove themselves noble and honest – it just takes a bit longer for anyone to believe them.

BARDS: If they emphasize the thieflly part of their craft, they're treated as thieves. Otherwise, bards can find a warm welcome on the Upper Planes as jacks-of-all-trades or be despised on the Lower as useless fops.

OTHER CLASSES: Psionicists are basically wizards, as far as most planewalkers are concerned – although their highly trained minds are certainly worthy of respect in a place where the power of minds and beliefs can change the multiverse. A warning to over-eager psionicists, though: Plenty of planar creatures have mental powers as well, and are just as willing to brain-blast a sod into oblivion as they are to claw him to shreds.

As for variants on classes that've developed on prime worlds, they're viewed for the most part as nothing more than different ways of going about the same thing. For some reason planars can't fathom, primes have a way of deliberately limiting their full potential with strange restrictions, like the wizards whose magic obeys the pull of the moons of Krynn or the defilers of Athas who destroy the land when they cast spells. In the planar point of view, the multiverse offers challenges enough; why hinder a body's abilities before he's even begun?

◆ PLANEWALKING KITS ◆

Naturally, not every warrior is a simple fighter, and not every cleric is a benevolent healer; every cutter is different, with her own strengths and weaknesses. One way to individualize characters is through the use of kits. Characters who come to the PLANESCAPE setting from the Prime Material Plane (and therefore, any of the AD&D worlds) have access to the different kits found throughout various published products. The Dungeon Master should make sure that he looks over the players' options very carefully – with so many kits available, things can easily get out of hand.

Further, DMs may wish to give NPC planars access to kits. Obviously, the elves of Alfheim might use kits presented in *The Complete Book of Elves*, and the dwarves of Mount

Clangeddin kits from *The Complete Book of Dwarves*. Other obvious parallels abound as well.

But what about the folks in Sigil? What about those bloods who have traveled some of the Great Ring, jaunted to and from the Inner Planes, and soared through the Ethereal – simply as a matter of course? Well, these characters are called planewalkers, whether they're fighters, wizards, or bards. A planewalker kit is provided below for each of the four basic character groups (warrior, wizard, priest, and rogue). It's recommended that if native planar characters wish to use kits, they stick to these. Note that kits are different from factions, and that neither has bearing on the other.

KIT+STRUCTURE

Each character kit presented here is described and detailed individually, with an overview presented at the beginning of each section. In addition, each kit contains the following information.

ROLE: This section examines the role that characters created with the kit play in the total scheme of things. But since the planes are unimaginably big and any class can fill any number of roles, these kits must remain generalized and a little vague.

WEAPON PROFICIENCIES: Certain kits may require a body to acquire particular weapon proficiencies. These proficiencies are gained through the normal procedures. Other kits restrict or recommend certain weapons.

NONWEAPON PROFICIENCIES: Some of the kits also require that the character possess particular nonweapon proficiencies. *Bonus proficiencies* are granted automatically at no cost. *Required proficiencies* are gained normally and must be taken with proficiency slots; required proficiencies should be drawn from the appropriate character class proficiency group. *Recommended proficiencies* are optional (but useful and appropriate to the kit), and are gained normally. If a recommended proficiency comes from a group not listed for the character's class, the proficiency costs one additional slot as normal (unless the specific kit states otherwise).

EQUIPMENT: Some kits impose restrictions or requirements concerning a character's use of equipment. Other kits may allow characters who use the kit to automatically begin the game with certain items. This section describes such benefits.

SPECIAL BENEFITS: Every kit has advantages that make it worth dealing with the restrictions and mandatory proficiencies. These benefits are presented here, and vary greatly from kit to kit.

SPECIAL HINDRANCES: All kits have particular drawbacks, which are presented in this section.

Finally, the DM may decide to allow multiclassed player characters may select a kit for *one* of their classes, not both – a fighter/mage can either be a planewalker warrior or a planewalker wizard, as suits the character's nature.

PLANEWALKER WARRIOR

Although most folks think of warriors as pretty common bashers, there's no denying that being handy with a sword is, well, handy. If a body's not a fighter himself, there's nothing better than having a strong arm he can trust watching his back.

It's also true that handing some berk a blade doesn't make him a true warrior. Fighters with real talent, some style, and a measure of skill are just as rare as any other type of blood.

This kit is most appropriate for fighters, although it can be modified for rangers or paladins.

ROLE: Planewalker warriors are experienced fighters who know that bashing someone with an axe doesn't solve every problem. They've heard tales and seen firsthand what the multiverse holds, and they know they can't defeat everything that comes along. There's always somebody, or *something*, tougher out there. Nevertheless, they have the skill and the style – and the knowledge – that enables them to get out of virtually any scrape.

Most planewalker warriors are at least a little interested in acquiring jink – economics of necessity an important concept in any cutter's mind – and often use their skills and strength to earn their keep. Those warriors looking for work can easily find employment guarding a merchant caravan through a portal, escorting wealthy travelers, or watching over someone's tower. Planewalker warriors are also hired to retrieve things – anything stolen, lost, or just something sought. (The "something" can be anything from a rare herb to a gate key to a yugoloth's true name.)

On prime worlds, a typical warrior might be a former blacksmith, butcher, or barkeep. On the planes, most are professional warriors. Oh, they might have had to learn to sail a ship, build a wall, or some other such skill on one of their many adventures, but for the most part, they're not common sods who decided to don some armor and call themselves fighters.

WEAPON PROFICIENCIES: While planewalker warriors can train and fight with any weapon they wish, most pay particular attention to their weapons. Many fighters feel that the weapon defines the warrior; others think that one sword's as good as another, since they'll all put a body in the dead-book in the hands of a skilled wielder. The former folks use flashier, ornate weapons that clearly make a statement of origin or intent – such as a mace covered in horrible, leering faces forged on Pandemonium, or a clockwork crossbow from Automata.

NONWEAPON PROFICIENCIES:
Bonus – Planar survival (one plane). *Required* – Planar sense. *Recommended* – Direction sense, planar survival (another plane), portal feel, survival (any).

EQUIPMENT: Planewalker warriors begin the game with a simple portal key to a permanent portal connecting two locations of the player's choice.

SPECIAL BENEFITS: Because planewalkers know the dark of various planar entities that can be hit only by magical weapons, they reduce the required enchantment by one step. Therefore, a creature that can be hit only by +3 or better weapons can be harmed by a planewalker warrior with a +2 weapon. This ability does not reduce the required enchantment below +1, so creatures that can be harmed only by magical weapons still cannot be struck by nonmagical arms.

SPECIAL HINDRANCES:

Planewalking warriors can't start out the campaign with secondary skills or proficiencies that don't directly aid them in their profession. That is, blacksmithing, brewing, carpentry, and similar proficiencies are not acceptable, while riding or weather sense might be justified.



PLANEWALKER WIZARD

When wizards from the Prime come to Sigil, they're often disappointed to find that out on the planes, a wizard's just another berk. No special treatment, no particular status – just another magic-using cutter. On the Great Ring, even a nupperibo has magical powers, and more folk have magic resistance than not (or so it seems), so prime wizards can pike their haughty attitudes.

Planewalker wizards, on the other hand, know the chant. They're in on the fact that it's not so much how many *fireballs* a body can toss, but knowing when to cast a *fireball* and when to use a *rock to mud* instead. More important, they know not to always rely on their spells, because magic is like a tiefling hireling – it won't always work just 'cause you want it to.

Wizards who've seen the different planes and traveled the Great Road know a little of the dark of things. They're privy to a few secrets that the average basher doesn't know. If planewalking wizards have a bit of attitude, it's not because of what they can do; rather, it's because of what they've seen, what they've done, and (most important) what they know.

ROLE: Planewalker wizards are not the studious book-bound types – they are men and women of action, playing vital roles in all things. Such wizards (whether mages or specialists) are usually catalysts and facilitators. These bloods can cause a fair amount of trouble with those spells of theirs, but it's hard to argue the usefulness of an *airy water* spell when a sod's been thrust into the Elemental Plane of Water.

Powerful wizards who know what they're doing are as dangerous as any fiend, so wizards're important facets of armies, thieving operations, and any other organization that might find itself in a dangerous situation (and that's everyone, friend).

They're also known for their ability to get things done quickly and efficiently. A *dimension door*'ll get a basher past a sulfurous chasm right quick, and there's no better way to give a githyanki hunting party the laugh than with a *nondection* spell. Learn the tricks and a body'll soon be a planewalker worthy of respect.

WEAPON PROFICIENCIES: Any weapons normally allowed for wizards.

NONWEAPON PROFICIENCIES: *Required* – Portal feel. *Recommended* – Planar survival (any), planology, spell recovery.

EQUIPMENT: As a normal wizard.

SPECIAL BENEFITS: Having dealt with the races and creatures native to the planes since their first days as apprentices, planewalker wizards had to cope with those creatures' magic resistance. These cutters have learned to overcome some of this resistance to their spells by reducing a foe's magic resistance by 5% plus 1% per level of the wizard. This means that when an 8th-level planewalker mage casts a spell on a bebilith with the standard 50% MR, the creature has only a 37% chance to resist the spell.

SPECIAL HINDRANCES: Although they learn the various magical variations from plane to plane, how to deal with spell keys, and ways to cope with the changing accesses to planar pathways, all planewalker wizards

have one failing. There's always a plane that a body can't quite get the hang of – no matter what. To reflect this, the DM and the player should decide on one plane (not a demiplane) where the planewalker wizard can't make any spell keys work. No matter what, the wizard will never be able to understand how magic on that particular plane works, even with the proper keys.



PLANEWALKER PRIEST+

Out on the planes, nobody's got to watch their backs more than priests. Sure, they've got a power backing them up, but that means they've got automatic enemies as well. A priest of Lathander is asking for a lot of extra trouble if he makes his way to Gehenna, just as a cleric of Morgion is going to have his hands full on Ysgard. (That doesn't mean priests can't travel to realms of gods that oppose their powers — it happens all the time. Sometimes a blood's just got to do what he's got to do).

Depending on what plane they're on, priests are usually either the best or the least prepared of any planewalker. Planewalker priests know that their deities' power diminishes and increases depending on where they stand, and so they're prepared for these contingencies. A priest of St. Cuthbert named Henton was known for saying that while some of his spells worked only some of the time on some of the planes, a cudgel applied forcefully to a berk's skull worked anytime, anywhere.

Like other planewalkers, the real measure of a priest isn't so much what he can do as what (and who) he knows. Contacts are important to a planewalker priest, since he knows it's essential to remain well-lanned.

Power keys are immeasurably helpful, but a body can't count on having them. In fact, planewalker priests have to learn not to count on their spells at all — they come and go with alarming regularity. Instead, scrolls and magical items become the priest's best friend, and in a fight, priests need to rely on weapons and normal combat skills.

This kit is appropriate for clerics and most specialty priests.

ROLE: Moreso than their prime-material counterparts, planewalking priests are the direct representatives of their chosen deities. As they travel the planes, they act as the eyes, ears, and sometimes the manipulative hands of the powers they serve. As such, they develop relationships with folks throughout the Great

Ring (and to some extent, the Inner Planes), making friends and contacts wherever they go.

WEAPON PROFICIENCIES: As normal priests.

NONWEAPON PROFICIENCIES: *Bonus* — Etiquette. *Required* — Local history (power's realm). *Recommended* — Ancient history, planology, religion.

EQUIPMENT: As a normal priest.

SPECIAL BENEFITS: Planewalking priests have two very different benefits. The first is simple and straightforward. Since they cannot rely on having spells to cast as they move about the planes, planewalker priests have honed their combat skills. On a plane where his spellcasting powers are diminished, a planewalker priest gains a +1 bonus to attack and damage rolls. Until after 10th level, this keeps the priest on a comparable (albeit still slightly weaker) standing with a fighter of similar level.

Second, planewalker priests have contacts scattered throughout the planes. The player should pick three planes where his character knows someone. These contacts may be friends, mere acquaintances,

or even bashers that the priest

knows only through mutual acquaintances. Neverthe-

less, they can be sources of information and help. The

DM should determine the exact location and nature of these contacts, possi-

bly creating them as full-fledged NPCs.

SPECIAL HINDRANCES: Planewalker

priests are frequently called upon to serve

their powers directly on missions throughout the

planes. Planewalker priests must obey any

command of the proxies of their deity, who com-

monly give them tasks. Priests find themselves

saddled with additional responsibilities and errands

to run for their high-ups as they travel the planes.

They also must keep a constant eye and ear

on situations that may affect their power's do-

main or agenda.



PLANEWALKER ROGUE

Whether cutthroat thieves, swashbuckling pirates, crafty scouts, or long-winded bards, planewalker rogues are a mainstay of planar society (if such a thing exists). These individuals are found everywhere throughout the planes, the gate-towns of the Outlands, and Sigil.

Being sneaky
– knowing how to
hide, and how
to slip into
the shadows
– is never a
useless skill when
a body's stomping grounds
include the homes of
creatures such as pit
fiends, planetars, and slaadi.

In fact, rogues are probably the most universally adaptable folk who make their way around the planes.

This is primarily a thief's kit, although some bards may fit this role as well.

ROLE: While Sigil is full of cony-catchers, peel masters, and knights of the post, most planewalking rogues are interested in a little more than bobbing a gully for a handful of jink. They ply their trade in search of the big ride – the one job that will pay off with top-shelf rewards. These spivs live by intuition, instinctively choosing the best course of action.

Rogues have more ways of exercising their trade than the other classes. Certainly some rogues fit the typical role of burglar-in-the-night or petty thief. Others choose the paths of assassins, bounty hunters, chant brokers, con men, fences, scouts, or spies. Regardless of *how* they apply their skills, however, rogues develop into masters of the chant. Since their profession naturally leads them to deal with the less savory side of society, they generally know what's really going on before more upright bashers do.

Planewalking rogues know that their ability to pick pockets (for example) isn't going to do them much good

against tanar'ri that're looking to rip their heads off. But having learned the art of the peel, rogues can sometimes use their knowledge and fast talk to wriggle out of situations. A

planewalker rogue dealing with that hypothetical tanar'ri might not be able to fight his way out of his predicament, but he could try to convince the fiend that he was too scrawny a morsel to bother with, or distract it by pointing out a rival tanar'ri, or warn the creature against a (fictitious) horde of oncoming baatezu.

Finally, rogues tend to use the cant more than other classes, since it arose partly from the need to disguise their dealings from the forces of law.

WEAPON PROFICIENCIES: As a normal rogue.

NONWEAPON PROFICIENCIES: *Bonus* – Direction sense. *Required* – Planar sense. *Recommended* – Appraisal, disguise, planar survival, weather sense.

EQUIPMENT: As a normal rogue.

SPECIAL BENEFITS: Planewalker rogues can use their climb walls ability as a general "get around in nonstandard or nonhorizontal environments" ability. The rogue has the same percentage chance to wend his way through the mechanisms of Mechanus, climb along the jagged mountainsides of Gehenna, or navigate plains of broken volcanic glass on Baator.

If this kit is being used for a bard character, he may take either the climb walls advantage *or* the "planar contacts" benefit explained in the planewalker priest kit.

SPECIAL HINDRANCES: When facing off against the Harmonium, the Mercy-killers, the Guvners, and other law enforcement organizations, planewalker rogues suffer a penalty of –10% to their hide in shadows and move silently abilities. Law officers are wise to the planewalkers' tricks, and know their methods. Likewise, locks found throughout

Sigil and other places frequented by planars are specifically made to foil planewalker rogues, subtracting 10% from rogues' chance to pick them.



KITS BASED ON ◆ LOCATION ◆

Alternatively, a PLANESCAPE DM may provide a player with kits based on the character's location or plane of origin, such as knife fighters from the Hinterlands, sorcerers of Hopeless, Abyssal priests, Ysgardian rune-casters, or Astral swashbucklers. These kits illustrate the differences in individuals who come from the different planes, realms, and towns scattered throughout the multiverse. The potential for such kits is limitless; a few examples are presented here as models.

ABYSSAL WARRIOR

Those cutters hardy enough to not only survive but thrive in the deadly realms of the Abyss among the pain-inflicting, death-dealing tanar'ri are a tough breed indeed. The Abyss shows no kindness to wizards, but a blood who's good with a sword or axe is useful to the plane's lords and worthy of some respect. That which remains useful in that horrible place stays alive.

Humans and tieflings are the most likely candidates for this kit.

ROLE: Abyssal warriors are the mortal fighters who serve in the Blood War, guard tanar'ri palaces, and work as mercenaries in those Abyssal towns where planars can survive. Although no faction calls the Abyss home, these bashers're usually Anarchists, Bleakers, Fated, Indeps, or Xaositects (if they join a faction at all). Abyssal warriors must be chaotic, and most (but not all) are evil. None are good. This kit is limited to fighters only, and most DMs will probably opt to allow only NPCs access to it.

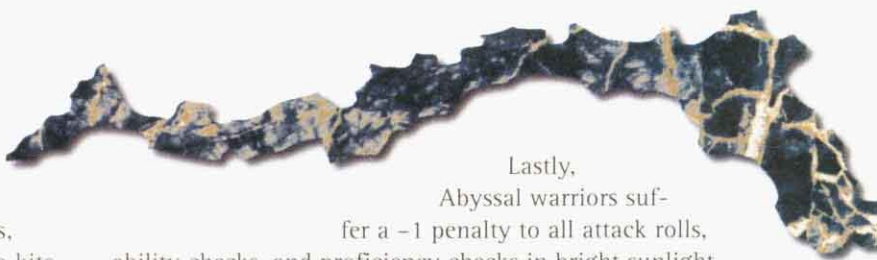
WEAPON PROFICIENCIES: Abyssal warriors use weapons that appear imposing as well as inflict a great deal of damage, such as two-handed swords, battle-axes, pole arms, and wickedly curved scimitars.

NONWEAPON PROFICIENCIES: *Bonus* – Planar survival (Abyss). *Required* – Blind fighting (there are lots of dark places in the Abyss). *Recommended* – Direction sense, riding (land-based).

EQUIPMENT: The forges of the Abyss constantly turn out weapons and armor, and so an Abyssal warrior starts play with a weapon and suit of armor of his choice. The equipment is distastefully engraved and designed, covered with leering faces, unwholesome visages, reptilian protuberances, and wicked blades and spikes.

SPECIAL BENEFITS: Due to a hardiness earned in the harsh environments of the Abyss, Abyssal warriors gain a +1 to all saving throws.

SPECIAL HINDRANCES: The stench of the Abyss is nearly impossible to cleanse from a body's spirit, and as a result these cutters' reaction rolls are modified by a -3 penalty when dealing with nontanar'ri. Further, baatezu recognize them on sight, treating them as though they were actually tanar'ri (that means putting 'em in the dead-book but quick).



Lastly,
Abyssal warriors suffer a -1 penalty to all attack rolls, ability checks, and proficiency checks in bright sunlight – they just aren't used to its intensity.

FLOATING SORCERER

Unlike most of the other Elemental Planes, the plane of Air is easily habitable by planars of all races. Some of the wizards who make their residences on this plane have adapted their magic to their environment.

This kit is available to any wizard of any race who has grown up on the plane of Air. Wind dukes (air genasi) are obvious choices for this kit. Specialist floating sorcerers are nearly always air elementalists.

ROLE: These wizards are masters of the sky. Using flying harnesses, they can manipulate the wind to take them from place to place. Whether on the plane of Air or in the skies of some other plane, they are more at home soaring through the air than lumbering along on the ground.

They prefer to travel as lightly as possible, using lightweight weapons (especially ones capable of being thrown through the air). Aside from spells of elemental air, floating sorcerers love magic that takes them into the skies – *levitate*, *fly*, and so on.

WEAPON PROFICIENCIES: Thrown dagger and dart only.

NONWEAPON PROFICIENCIES: *Required* – Riding (airborne – winged harness; see below). *Recommended* – Rope use, tumbling, weather sense.

EQUIPMENT: The trademark of a floating sorcerer is a winglike harness of light wood and stretched skins similar to a hang glider. This item allows the sorcerer to glide up to 1,000 feet horizontally for every 100 feet of descent. In strong winds (DM's discretion), a floating sorcerer may make an Intelligence check to actually gain altitude, at a rate of 100 feet of ascent for every 1,000 feet of horizontal movement. In aerial combat, these devices are considered to have Class E maneuverability and a movement rate of 18. A mere 6 points of damage destroys these flimsy flying harnesses.

SPECIAL BENEFITS: Floating sorcerers gain a +1 bonus to any saving throw or ability check dealing with balance, climbing, falling, being knocked down, and so on. They are also able to modify any spell that levitates, floats, or otherwise moves matter through the air. Their modifications increase the range, area of effect, duration, or weight limit by 50%. The caster must choose one of these factors to be modified at the time of casting.

SPECIAL HINDRANCES: Floating sorcerers suffer double penalties from being encumbered. Further, they can never learn the agriculture, mining, riding (land-based), seamanship, or swimming proficiencies.



HINTERLAND BANDIT

Found on the Outlands, these rogues make their living by raiding merchant caravans and waylaying travelers who make their way across the bandits' homeland. They are a nomadic folk, and not necessarily evil. A fair number of them leave their bandit life and become adventurers and planewalkers. Most of these rogues are humans, but half-elves and tieflings may fit this role as well.

ROLE: These rogues focus not only on the subtle skills of subterfuge, but on the overt advantages in being handy with a sword. Hinterland bandits grow up in the saddle, using their riding skills to chase their victims. Hinterland bandits may belong to any faction that accepts rogues as members.

WEAPON PROFICIENCIES: The first weapon selection must be short bow. The second must be short sword.

NONWEAPON PROFICIENCIES: *Bonus* – Riding (land-based). *Required* – Animal handling. *Recommended* – Animal training.

EQUIPMENT: All Hinterland bandits begin play with a riding horse (or other riding creature – DM's option), saddle, and necessary tack.

SPECIAL BENEFITS: These rogues function as well in the saddle as most folks do on foot. Hinterland bandits have no penalties for any action taken on horseback. They can stand in the saddle, fire missile weapons, leap onto and from a horse's back, and perform all sorts of great maneuvers of horsemanship.

But a body can't live on his horse, and Hinterland bandits can operate just fine without them. In fact, they're so accustomed to working in large, open spaces that they have developed tricks and maneuvers to take advantage of that expanse. In effect, they receive a +1 bonus to attack rolls and saving throws when operating in relatively flat, open terrain. This means areas of at least 1,000 square feet of unobstructed ground where the bandit has plenty of room to move about.

SPECIAL HINDRANCES: Used to the wide-open plains, Hinterland bandits suffer a -1 penalty to attack rolls and saving throws when underground or in completely enclosed environments such as the tunnels of Pandemonium. No penalties are imposed for simply being indoors, in a wooded area, or other such places of median enclosure.

A floating sorcerer
on the plane of Air.

◆ NEW PROFICIENCIES ◆

Though planewalkers count on their weapon skills to save them in a pinch, they rely even more on information and abilities that have nothing to do with combat. After all, knowledge – more explicitly, *applied* knowledge – means power and survival. The following new proficiencies can help planewalkers achieve that knowledge.

CHAOS SHAPING

1 slot
Ability: Wisdom
Category: General
Check Modifier: 0

Fortunately for travelers, the elemental nature of Limbo shapes itself to the will of a basher's mind. Most of the time, a basher uses his conscious mind to cause bits of solid ground or other terrain to form from the soup of Limbo. Anyone plunged into the plane's soup can manipulate Limbo's matter to some extent, as detailed on the table below. The problem is, unless a body has the chaos shaping proficiency, it all goes away when he sleeps, gets distracted, or just plain forgets.

TERRAIN MAINTENANCE TABLE

ATTRIBUTE RATING*	RADIUS OF TERRAIN	TYPE OF TERRAIN
0	none	none
1–4	10 feet per attribute point (flat meadow)	simple
5–10	10 yards per attribute point (hills, trees, streams)	complex
11–18	100 yards per attribute point (buildings, streets)	artificial
19+	1 mile per attribute point (complex buildings)	includes native animals

* Intelligence for conscious maintenance by ordinary folks; Wisdom for unconscious maintenance by anarchs trained in chaos shaping (see below).

Certain individuals, known as *anarchs*, have the innate ability to shape chaos. (The DM should consult the *Planes of Chaos* boxed set for details on how to determine if a character has this ability.) Untrained anarchs use the table as explained above. But those designated as anarchs can learn the chaos shaping proficiency, which allows a basher's mind to maintain the terrain, even when the character is distracted or unconscious.

The trained anarch uses the powers of the subconscious mind to maintain terrain in Limbo. With the proficiency, the character uses Wisdom rather than Intelligence on the Terrain Maintenance Table, and is free to perform other actions while shaping chaos.

PLANAR SENSE

1 slot
Ability: Wisdom
Category: General
Check modifier: –1

Similar to the skill of weather sense, this proficiency allows a basher to predict the imminent conditions on any plane. Random changes in air breathability, gravity, ground stability, temperature change, and so on can be predicted up to one hour before they occur. For example, the use of this proficiency on the ever-changing plane of Limbo can warn of a sudden rain of fire, a wave of acidic snow, or a blast of poisonous air.

This proficiency is of great use on chaotic planes, but is rarely helpful on the unchanging planes of law.

PLANAR SURVIVAL

2 slots
Ability: Intelligence
Category: General
Check modifier: –2

This proficiency encompasses a number of different proficiencies, one specific to each plane. No basher will ever learn them all, since there're just too many different environments for a body to fully understand them all.

A character with this proficiency knows the general characteristics of a particular plane. Moreover, when on that plane, a basher can determine whether something is safe or not. This proficiency allows a character to check to see whether a plant's edible, the water's safe to drink, or if the gravity is going to change over the next ridge. Only constant and established dangers can be avoided, for this proficiency has its basis in the study of established texts. Something not even suggested in a book (because it is too new, too rare, or too remote) is impossible to detect.

Planar survival doesn't give a body unlimited knowledge about everything she comes across, however. A plane is just too blasted big for a berk to know everything about it, so the DM is still free to throw plenty of surprises at a character with this skill. Planar survival doesn't grant any knowledge about the denizens of a plane, only the environment.

This proficiency is a modified version of the "plane knowledge" proficiency (described in *The Factol's Manifesto* [2611]), which is available only to members of the Fated.

PLANOLGY

1 slot
Ability: Intelligence
Category: Wizard, Priest
Check modifier: 0

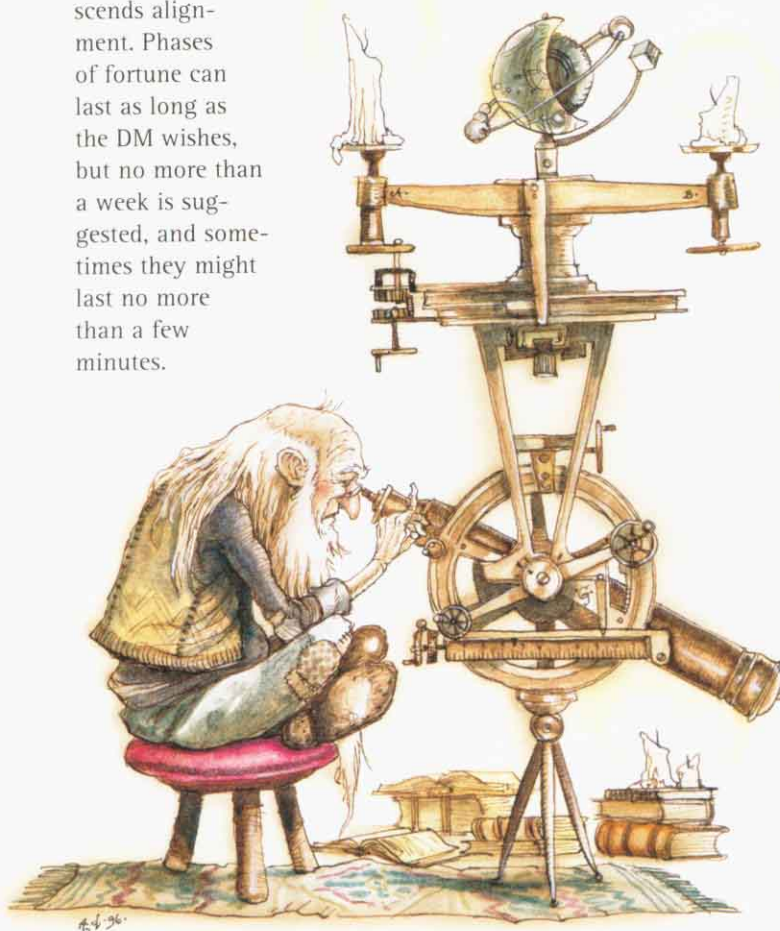
This proficiency allows a basher to examine planar events and predict the future, using a device called a celestial etherscope (see page 134). It is similar to the astrology proficiency, although its results are more general.

By observing various planar events through an etherscope, a character can predict the tides of fortune on a plane. A blood can obtain five different types of results.



- (1) Catastrophe. Something horrible is going to happen on the plane in question.
- (2-5) Bad luck. All signs point to negative karma on the plane in question. Minor bad things happen in the lives of the natives, and visitors are at -1 on all die rolls until the phase passes.
- (6-15) Status quo. Things aren't going to change drastically for a while.
- (16-19) Good fortune. The plane is blessed with positive energy. Good things happen for the natives, and nonnatives receive a +1 bonus to all die rolls for the duration of the phase.
- (20) Providence. Something extremely wonderful happens on the plane (for the inhabitants).

Numbers in parentheses allow the DM to determine random occurrences (roll 1d20), although most often a DM should choose an appropriate result based on his foreknowledge of upcoming adventures. Random rolls, however, may provide adventure hooks. Regardless, good or bad luck has nothing to do with alignment; some wonderful development for the yugoloths on Gehenna may mean something terrible for the forces of good everywhere else. Similarly, a person of evil alignment who visits Elysium during a phase of good fortune still receives the benefit, since providence transcends alignment. Phases of fortune can last as long as the DM wishes, but no more than a week is suggested, and sometimes they might last no more than a few minutes.



Determining the current tides of fortune on a plane requires a regular proficiency check. The check modifier has a cumulative -1 penalty for each day into the future the priest or wizard attempts to look. Failed checks at any time reveal inaccurate results, or no results at all. Failure also denies any further attempts for that time period.

PORTAL FEEL

2 slots

Ability: Intelligence

Category: General

Check modifier: -3 or -5

Sometimes a planewalker needs to know what's on the other side of a portal or gate before he steps through. This proficiency also allows a cutter a chance to determine the portal's exit point. This proficiency is used in two ways.

First, a successful check at a -3 penalty grants a general feel for safety. By intuition and observation, a planewalker determines whether a given portal leads into a setting or situation of direct and immediate harm. Obviously, this requires the DM's interpretation.

A second successful check at a -5 penalty divines the location of the other end of a gate or portal. The planewalker may not learn the exact site or position, but at the very least the character'll learn the destination plane. This proficiency doesn't tell the character about the gate key required to open the portal.

AHH, UM . . .
+THE E+HEROSCOPE SAYS . . .
I+ 'S GOING +@ SN@W.
— BIOLOGIS+ G@RAD DRUMMERHAVEN
WH@ HASN'+ A CLUE
ABOUT PLAN@LOGY

SPELL RECOVERY

2 slots

Ability: Intelligence

Category: Wizard, Priest

Check modifier: -5

When a berk casts a spell on a plane where it won't work — like an illusion on Mechanus, for example — he loses the spell. Wizards or priests with this proficiency can attempt to grab hold of the useless, lost spell before it completely fades from their memory. This works only when a spell becomes useless due to the magical conditions of a plane, layer, or realm. Spells that fail simply because of other factors (like magic resistance or successful saving throws) cannot be recovered using this proficiency. Obviously, once a body learns the dark of planar magic, this proficiency won't be as useful, 'cause the berk won't be casting useless spells in the first place.

EXISTING ◆ PROFICIENCIES ◆

For the most part, the proficiencies found in the *Player's Handbook* and other AD&D products can be used normally in a PLANESCAPE campaign. However, some proficiencies, particularly those dealing with the environment, present a few problems. These proficiencies include agriculture, animal lore, animal handling, animal training, astrology, direction sense, herbalism, navigation, seamanship, survival, and weather sense. The DM may rule that in certain of the unique and alien environments found on the planes, these skills are partially or completely useless. Astrology, for example, is usable only on planes with stars and celestial events with which the character is familiar. Some proficiencies are always completely useless on certain planes – like agriculture on Mechanus.

DMs should feel free to modify the use of these proficiencies with a –1 to –10 penalty as they see fit, depending upon the setting and situation. Alternatively (or additionally), the DM may let players develop proficiencies in planar versions of these skills, such as Ysgardian agriculture, Gehennan animal handling, and so on. In this case, it should be assumed that planar characters' proficiencies are appropriate to their plane of origin.

Not every plane should have completely different environmental basics, however. Normal animals on the Beastlands, animals on the Prime Material, and animals on Arborea are not necessarily fundamentally different, for example. Similarly, not all proficiencies need be specifically tailored to a single plane; one such example of a modified general "planar proficiency" is provided below.

PLANAR DIRECTION SENSE

1 slot
Ability: Wisdom
Category: General
Check modifier: +1

Since standard compass directions as most primes know them don't exist on the planes, this proficiency allows another method of judging direction. Planar direction sense enables cutters to utilize landmarks and other benchmarks to keep from getting lost. While a planewalker may not know which way is north, he does know how to get back to Plague-Mort, the tower of Nirrecles, or the gate to Sigil.

LANGUAGES ◆ OF THE PLANES ◆

Not everyone speaks the same language on the planes. On Mechanus all languages are automatically translated, but in other places, spells like *tongues* come in very handy. Communication is important, and with an area so large and so full of diversified intelligent beings, it can sometimes be extremely difficult.

PLANAR COMMON

Most planars know a language referred to as Planar Common, or Planar Trade. In fact, the language stems from the earliest planar settlers from the Prime, who brought their Common tongue with them. Although the language has seen many new variations develop (including the cant, or planar slang), it remains essentially understandable even by the greenest primes.

Many native planar races look down upon this common tongue, regarding it as a backwater prime carryover. Others see the value in a common language; in fact, the Lower Planes had established a trading language even before the advent of Planar Common.

It's assumed that all PCs, prime or planar, speak this language. Not all NPCs speak Planar Common, however. Even when they do, most folks enjoy conversing in their native tongues rather than a simple trading language.

OTHER LANGUAGES

All planar player characters may choose starting languages as usual from the following list, although other "Prime" racial languages, such as elvish, dwarvish, orcish, lizard man, and so on are also available with the DM's approval. Languages should be appropriate to the character's origin plane and background.

Archon	Guardinal
Asuras	Khaasta
Baatezu	Lower Planar Trade
Baku	Marid
Bariaur	Mephit
Bladeling	Modron*
Dao	Nereid
Djinni	Night Hag
Efreeti	Slaad
Eladrin	Sylph
Formian	Tanar'ri
Gehreleth	Tso
Githyanki	Yugoloth
Githzerai	

* Modron speech costs two slots due to its basis in unique concepts.

Other races have languages, but they are generally not available as starting languages. Some, such as dabus, are impossible for PCs to ever learn. Aasimar, genasi, and tieflings (like half-elves) do not have their own languages.

DMs should take note that most intelligent creatures of the planes know at least two of the above languages, and possibly Planar Common as well.



Whether a body's traveling along the Great Road, hiding from the Hardheads in Sigil, or swim-

ming through the plane of Water, magic makes the job easier. It's vitally important, and it's everywhere. Practically every planar creature — fiend, celestial, or otherwise — has some magical power or innate ability.

On some prime worlds, magic is rare and therefore thought wondrous and mysterious. Now, away from the Prime Material, magic is still a wondrous thing, but what berk has time to ponder it all? Planars see the bigger picture, in which magic is only a component. Spells allow folks to reach beyond their mortal limits, but

wizards on the planes ain't the lords of unknowable secrets that they are on the Prime.

Priests serve as agents of the powers

themselves, but that doesn't make their magic invulnerable. Fact is, their spells work in relation to their deity's proximity. When a body's traveling the planes, distances of separation can stretch pretty far.

That said, every planewalker — spellcaster or not — should know a little about how the planes affect magic. If a berk thinks that magic works the same everywhere, she's in a lot of trouble, and has a good bit of catching up to do. Try to keep up.

MAGICAL EFFECTS ◆ ON THE PLANES ◆

The first thing a planewalking wizard (and to a lesser extent a priest) has to realize is that her spells are not absolute. They are malleable and fallible, dependent on the plane where they're cast as well as a number of other related factors. Each plane maintains its own rules about how magic works. It's a lot for a cutter to remember, but a body should know the dark of her trade and livelihood, right?

All planar wizards and priests have access to the following information. It's also available to primes who inquire in Sigil or other large burgs like the gate-towns of the Outlands. As always, a basher wanting the knowledge has to pay a little music.

GENERAL CONDITIONS

Spellcasting on the planes relies on three basic principles (Rule of Threes, of course!); Who's native to the plane, where the plane is in relationship to other planes, and (in the case of realms) what conditions have been imposed by the power who rules there. These principles, explained below, apply to both wizards and priests. Rules specific to each class follow.

MAGIC ON THE PLANES

YOU JUST
WAVE YOUR HANDS,
AND LIKE THAT...

— AHRGE ESSELAV,
EXPLAINING THE
INTRICACIES OF MAGIC



1. PLANAR NATIVES.

Just like a prime is a native of the Prime Material Plane, everything's got a home plane. Regardless of where a body stands, he's still a native of his plane of origin. Some call it the Law of Origins, or even the Law of the Home-Born.

A basher on his home plane isn't extraplanar. Pretty simple, right? A body can't banish a tanar'ri from its home plane of the Abyss. Therefore, spells like *banishment*, *binding*, *dispel evil*, *holy word*, and *protection from evil* don't work against creatures native to the plane they're cast on. (In the case of *protection from evil*, this restriction only affects the aspect of the spell that wards against extraplanar creatures, and not the spell's other general protective qualities.) Further, a *gate* spell cannot summon a creature from the plane the caster stands on. (The innate ability of a fiend to *gate* its fellows isn't hindered by this restriction. Why? That's just the way it works.)

The Law of Origins is even more effective when it concerns petitioners, since petitioners can be considered to have been "born" on the plane they've taken form on. In addition to the above notes, healing and necromantic spells of any kind – beneficial or harmful – have no effect on these folks.

Perhaps because of their origin on the Prime Material Plane (which touches all planes through the Astral and Ethereal), these principles apply to primes as well, no matter where they stand; even on Gehenna or the plane of Lightning, primes aren't considered extraplanar and aren't affected by such spells.

2. SUMMONINGS.

On the other hand, on all planes but the Prime, spells other than *gate* that conjure or summon extraplanar creatures can only call up monsters native to the plane on which the spell is cast, or on a directly adjoining plane. For example, *monster summoning* spells on the Gray Waste capture natives to that plane – diaaka, night hags, hordlings, and other horrible evil creatures – and can also snatch beasts from Gehenna, Carceri, the Outlands, and the Astral (though that doesn't really expand the caster's prospects much). On Arcadia, a basher shouldn't hope to summon similar creatures – instead, his spell'll grab natives of Arcadia or its surrounding planes.

The rules concerning elemental summonings change because of these principles, too. (They're also affected by the axiom of Dimensional Relations, as described below, but the end result is the same.) When a priest – or a mage armed with the proper spell key – conjures an elemental on the Outer Planes, she draws upon the forces on whatever plane she's on to create the elemental. Thus, when a priest on Elysium casts *conjure fire elemental*, what really appears is an Elysium-born spirit animating native elements to *resemble* a fire elemental – but it's not a true elemental in the strictest sense. In ability and power, however, it acts like the appropriate creature – with one exception. The "elemental" takes on some of the aspects of the plane from which it's created.

The Elysium fire elemental is sincerely and strictly neutral good in alignment and does nothing to contradict that good essence. Likewise, a similar creature summoned on Gehenna has an evil essence, and attempts to trick and subvert the caster in much the way a summoned fiend would.

3. REALMS.

The powers dictate the magical conditions in their own realms, imposing penalties and benefits as they see fit. Conditions of the surrounding plane may be completely absent, or they may be twice as potent. Magic can function at peak efficiency, or lose its power altogether. These conditions utterly depend on the nature of the power who controls the realm, and may not be overcome save by the power's own whim.

◆ MAGES AND MAGIC ◆

Planewalking wizards have a lot to remember. They've got to keep track of how their spells interact with the plane they're on, and where that plane stands in relation to the rest of the multiverse. They have to know that their spells aren't infallible, and that their magic will never have the same effect twice. But that's the price mages pay for the power at their command.



DIMENSIONAL RELATIONS

The planes are all interrelated. The Ethereal connects all of the Inner Planes as well as the Prime, but doesn't touch the Outer Planes. None of the Inner Planes has a direct connection to any of the Outer Planes, but they do have metaphysical contact with each other. Similarly, the Outer Planes are related by proximity or the Astral Plane, which also reaches the Prime.

A wizard has to note these connections when he casts certain spells. Few prime wizards ever think about it, but a number of their common spells require a link to one or more of the various planes. If cast on a plane where that link isn't possible, the spell fails. It's as simple as that.

It's easy enough to figure if these links – also called planar pathways – are accessible or not. Think of it this way: All of the planes belong to one of two groups, the Ethereal group and the Astral group. The Ethereal group comprises the Inner Planes, along with the Ethereal and the Prime. The Astral group includes the first layer of each Outer Plane, the Astral, and the Prime. Only the Prime Material Plane exists in both groups – that's why almost all spells work there. Spells requiring connections to planes outside of the group a mage currently inhabits cannot work. No planar pathway exists from Ysgard to the Demi-plane of Shadow, so spells utilizing shadow magic just don't function on Ysgard. Likewise, a body can't conjure a baku from the Outlands to the plane of Radiance – a restriction that obeys both the Dimensional Relations rule and the general rule about planar summonings.

A few spells (listed in the "Dual" category in the table below) reach through either the Astral or the Ethereal, depending on where the spell is cast. *Contact other plane*, for example, reaches through the Astral to the Outer Planes and through the Ethereal to the Inner. A wizard on the plane of Fire hoping for an answer from a creature of Gehenna gets nothing but static.

Related to this concept is the existence of extradimensional spaces. These small pockets of space are located in hidden dimensions beyond normal perception. Certain spells, as noted in the table below, access or create extradimensional spaces to achieve their effects. The Astral Plane, due to its nature, doesn't have extra dimensions. Thus, there's nowhere for a *maze* spell to send its victim, and no place for *rope trick* to create its hidden room. A few Ethereal demiplanes are also rumored to be cut off from extradimensional space.

Remember, just because the wizard's normally cut off from these spells doesn't mean he can never cast them; with spell keys (explained below), most any spell can be restored to its full function.

TABLE 1: WIZARD SPELLS WITH
PLANAR PATHWAYS
AND EXTRADIMENSIONAL REQUIREMENTS

Astral (Cannot be cast on the Inner Planes, the Ethereal, or layers of planes separated from the Astral)

Astral spell
Duo-dimension
*Find familiar**

Ethereal (Cannot be cast on the Astral or Outer Planes)

<i>Conjure elemental**</i>	<i>Major creation</i>
<i>Conjure elemental-kin‡</i>	<i>Minor creation</i>
<i>Demishadow magic</i>	<i>Phase door</i>
<i>Demishadow monsters</i>	<i>Shades</i>
<i>Detect phase‡</i>	<i>Shadowcat++</i>
<i>Dimension blade‡</i>	<i>Shadow form‡</i>
<i>Distance distortion</i>	<i>Shadow magic</i>
<i>Energy drain</i>	<i>Shadow monsters</i>
<i>Estate transference++</i>	<i>Shadow walk</i>
<i>Etherealness‡</i>	<i>Summon shadow</i>
<i>Invisible stalker</i>	<i>Vanish</i>
<i>Leomund's secret chest</i>	
<i>Lorloveim's shadowy transformation++</i>	

Dual (varies)

<i>Banishment</i>	<i>Magic mirror</i>
<i>Contact other plane</i>	<i>Reincarnation</i>
<i>Demand</i>	<i>Sending</i>
<i>Dismissal</i>	<i>Succor</i>
<i>Drawmij's instant summons</i>	<i>Vision</i>
<i>Ensnarement</i>	
<i>Hornung's random dispatcher++</i>	

Extradimensional (Cannot be cast on the Astral Plane [and possibly some Ethereal demiplanes])

Deeppockets
Maze
Mordenkainen's magnificent mansion
Rope trick

* May or may not cross planar pathways, depending on the creature called.

** Remember that with the proper spell key, the mage summons a pseudoelemental as described above.

‡ Indicates a spell found in *The Complete Wizard's Handbook*.

++ Indicates a spell found in the *Tome of Magic*.

‡ Indicates a spell found in *PLAYER'S OPTION™: Spells and Magic*.

NOTE: This table updates and replaces the table found in *A DM™ Guide to the Planes* in the *PLANESCAPE Campaign Setting* boxed set.

ALTERATIONS BY SCHOOL

Wizards must also deal with the changes that occur to the various types, or schools, of magic on certain planes. Mages need to be mindful of the schools from which they draw their spells, not forgetting that many fall in two or more schools. The commonly used *fireball*, for example, is both an evocation and an elemental fire spell.

Each plane has its own set of physical laws and interactions with the forces of magic. Certain types of magic can be nullified, enhanced, diminished, or simply altered. The table on page 107 shows the general modifications to each spell school on each plane, but the actual changes vary as much as the planes themselves. The Dungeon Master can find complete information for each Outer Plane's magical changes in the *Planes of Chaos*, *Planes of Law*, and *Planes of Conflict* boxed sets.

In general, though, the following conditions apply.

Null means that certain spells simply don't work on a given plane. These are usually based on elemental or philosophical opposites. For example, water spells never work on the plane of Fire. Certain "null" spells may be restored with spell keys, such as wild magic on Mechanus.

Diminished spells function at one level lower than normal. This occurs when a plane's composition and physics aren't conducive to that particular school of magic, but not to such a degree that the spells cannot function at all. For example, elemental fire spells are diminished on the plane of Earth, so a *fireball* spell cast by a 5th-level mage there inflicts only 4d6 points of damage. In addition, spells higher than 4th level cannot be cast at all by anyone.

Enhanced spells always function as though cast by a wizard one level higher than the caster's actual level. This happens on planes where that type of spell is conducive to the environment due to similarity or general fostering of such effects; for example, violent invocations and evocations on Gehenna mirror the violence of the plane. Thus, a *fireball* spell cast by a 5th-level mage inflicts 6d6 points of damage, and the target's saving throw is made with a -1 penalty. Spells that provide protection gain a +1 bonus, so a *fire shield* cast on Gehenna grants the wizard a +3 saving throw bonus versus cold-based attacks (rather than +2).

Alterations are by far the most common changes to spells, and their effects vary so much it's impossible to catalogue them here. Spells so changed by the plane can manifest in a number of different ways. These effects shift from plane to plane and spell to spell, but some consistent patterns exist: For example, all fire spells on the plane of Ice produce explo-

sions of steam rather than fire. Sometimes only the appearance of the spell's effect changes, while other times, the general nature of the spell itself changes. On some planes, spells change to their opposite in effect or intent. On Mount Celestia, for example, death magic always reflects back upon the caster. Or the reliability of the magic itself may diminish, making any attempt at spellcasting an unsure proposition – like casting alteration school spells in the Abyss.

SPELL KEYS

Spell keys allow a wizard to bypass some of the above restrictions. See, it's possible to learn the particulars of a plane's alterations and adapt spellcasting to those conditions. Spell keys enable a wizard to cast spells so that they function normally on planes where such magic is altered or even completely ineffective, whether the limitation's due to a planar pathway restriction or a school alteration. They do this by "attuning" a wizard's spells to the magical vibrations of a given plane.

These keys must be added to the incantations, gesticulations, or required material components used to cast a spell. As extra requirements, virtually all spell keys add at least 1 to the casting time of the spell with which they're used.

Spell keys take different forms depending on where they're required. For example, on Ysgard spell keys are runes that are traced in the air or spoken aloud. On Mechanus they take the form of mathematical formulae traced on tiny cogs. On Limbo they constantly change, reflecting that plane's chaotic nature.

Some spell keys prove far more useful than others to a spellslinger. *General* keys allow a cutter to effectively cast any spell from a group of spells, while *specific* keys only affect one particular spell. A general key might restore all of the spells of a particular school of magic – such as conjuration/summoning spells on Baator – while another key might affect all wall-related spells on Limbo. A specific spell key would only restore *invisibility* on Arcadia or *power word: kill* on Mount Celestia, for example.

Planar mages know the dark of spell keys and constantly look for new ones. There isn't a spell key for every spell or school that suffers alterations, however. The Planar Absolutes table on page 107 shows unconditional spellcasting prohibitions on the planes. Some spells simply won't work on certain planes, no matter what a body does.

Current chant says that some bashers have developed or discovered a new type of spell key that affects other plane-based limitations. It's said that some of these keys allow a *monster summoning* spell to call forth creatures from nonadjacent planes, while others extend the ranges of certain spells so that they can be cast across planar distances when they could not before. Some even say that there're spell keys that'll let a cutter cast a spell through an open portal.

FEEL THE STING
OF LIGHTNING,
FOCUS BY THE POWER
OF JUSTICE!
— BAX TERBER,
A MERCYKILLER
WIZARD

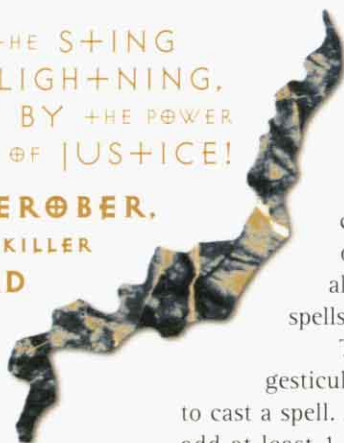


TABLE II: SCHOOL ALTERATIONS BY PLANE

PLANE	ABJ	ALT	CON/ SUM	DIV	ENC/ CHA	ILL/ PHX	INV/ EVO	NEC	WIL	ELEMENTAL			
										A	F	E	W
Astral	—	◆	>	—	—	◆	—	—	+	◆	◆	◆	◆
Ethereal	>	—	◆	∴	—	+	—	—	—	—	—	◆	◆
Elemental: Air	—	—	◆	—	—	—	◆	—	—	+	>	>	>
Elemental: Earth	—	—	◆	—	—	—	◆	—	—	>	>	+	>
Elemental: Fire	—	—	◆	—	—	—	◆	—	—	>	+	>	∴
Elemental: Water	—	—	◆	—	—	—	◆	—	—	>	∴	>	+
PE: Ice	—	—	◆	—	—	—	◆	—	—	—	>	>	—
PE: Magma	—	—	◆	—	—	—	◆	—	—	>	—	—	∴
PE: Ooze	—	—	◆	—	—	—	◆	—	—	>	>	—	—
PE: Smoke	—	—	◆	—	—	—	◆	—	—	—	—	>	>
QE: Lightning	—	—	◆	—	—	—	◆	—	—	+	—	>	◆
QE: Mineral	—	—	◆	—	—	—	◆	—	—	>	>	+	◆
QE: Radiance	—	—	◆	—	—	—	◆	—	—	—	+	—	>
QE: Steam	—	—	◆	—	—	—	◆	—	—	—	◆	—	+
Positive Energy	—	—	◆	—	—	—	◆	◆	+	—	+	◆	◆
Negative Energy	—	—	◆	—	—	—	◆	◆	>	>	>	◆	◆
QE: Ash	—	—	◆	—	—	—	◆	—	—	◆	∴	—	◆
QE: Dust	—	—	◆	—	—	—	◆	—	—	◆	—	—	>
QE: Salt	—	—	◆	—	—	—	◆	—	—	—	—	—	∴
QE: Vacuum	—	—	◆	—	—	—	◆	—	—	∴	∴	—	—
Abyss	—	◆	◆	◆	—	+	—	◆	+	◆	◆	◆	◆
Acheron	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Arborea	—	—	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Arcadia	—	—	◆	◆	◆	◆	—	◆	>	◆	◆	◆	◆
Baator	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Beastlands	—	◆	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Bytopia	—	—	◆	◆	—	—	—	◆	—	◆	◆	◆	◆
Carceri	—	◆	◆	◆	—	—	—	◆	—	◆	◆	◆	◆
Elysium	—	—	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Gehenna	—	—	◆	◆	>	—	+	◆	—	◆	◆	◆	◆
Gray Waste	—	—	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Limbo	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Mechanus	—	—	◆	◆	—	∴	—	◆	∴	◆	◆	◆	◆
Mount Celestia	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Outlands	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Pandemonium	—	◆	◆	◆	—	—	—	◆	+	◆	◆	◆	◆
Ysgard	—	◆	◆	◆	—	—	—	◆	+	◆	◆	◆	◆

— No alteration to school.

◆ Alterations to school occur; the spell may need help to work, or its effects may be changed.

> School is diminished on plane.

+

∴ School is null on plane. All spells of that school simply do not function. It may be possible to restore them with spell keys.

NOTE: Spell keys may allow spells to function normally. Most keys add 1 to the initiative or casting time of the spell.

TABLE III: PLANAR ABSOLUTES (ABSOLUTE PROHIBITIONS OF MAGIC BY PLANE)

For both wizards and priests, the following schools or types of spells *never* function on the noted plane, even with spell or power keys. Otherwise, even spell types noted as “null” above can be restored with keys.

PLANE	ABSOLUTE RESTRICTION	PLANE	ABSOLUTE RESTRICTION
Elemental Fire	No water spells	Outlands	Special by ring**
Elemental Water	No fire spells*	Sigil	No interplanar transport spells (<i>gate</i> , <i>plane shift</i> , <i>teleport without error</i> , and so on)
PE: Magma	No water spells		
QE: Vacuum	No air spells		

* Unless the spell is cast within an elemental pocket or other distinct environment. For example, a fireball can be cast on the plane of Water within the confines of the City of Glass or in an air bubble. (Note that even within an air bubble on the planes of Fire or Magma, the temperatures remain too high to tolerate water spells.)

** As noted on page 10, magic that can be cast on the Outlands depends on where a cutter stands. Within the 7th ring, for example, 8th- and 9th-level spells simply cannot function. Right next to the Spire, all magic is completely annulled. A complete guide to these conditions is available in *A Player's Primer to the Outlands* (2610).

◆ POWERS AND PRIESTS ◆

By now, a canny cutter might be saying, "This is all fine and well for wizards, but what about priests?" Well, here's the chant, pure and simple: Priests aren't subject to any of these constraints. They don't have to worry about school alterations, except for the planar absolutes noted on table III. When priests violate the pathway restriction, their deities simply make their spells work by bending the laws of the planes a bit. A priest can access the Astral Plane via an *astral spell* even on the plane of Ash, where no Astral connection exists. A power's a power and a priest is the direct servant of that power, so a priest's spells work just about anywhere. That's the true might of the powers, and why it's

worth a blood's time to follow and serve them.

But priests have their own unique problems. Due to common agreement among the powers, the farther away a

planewalker priest travels from the plane of her deity, the more her abilities wane.

Powers don't much like the servants of others tramping all over their territory. To discourage one power's army of servants from barging into the realm of another, the followers' magic decreases the farther they get from "home." It's an added deterrent to power-sponsored warfare on the planes.

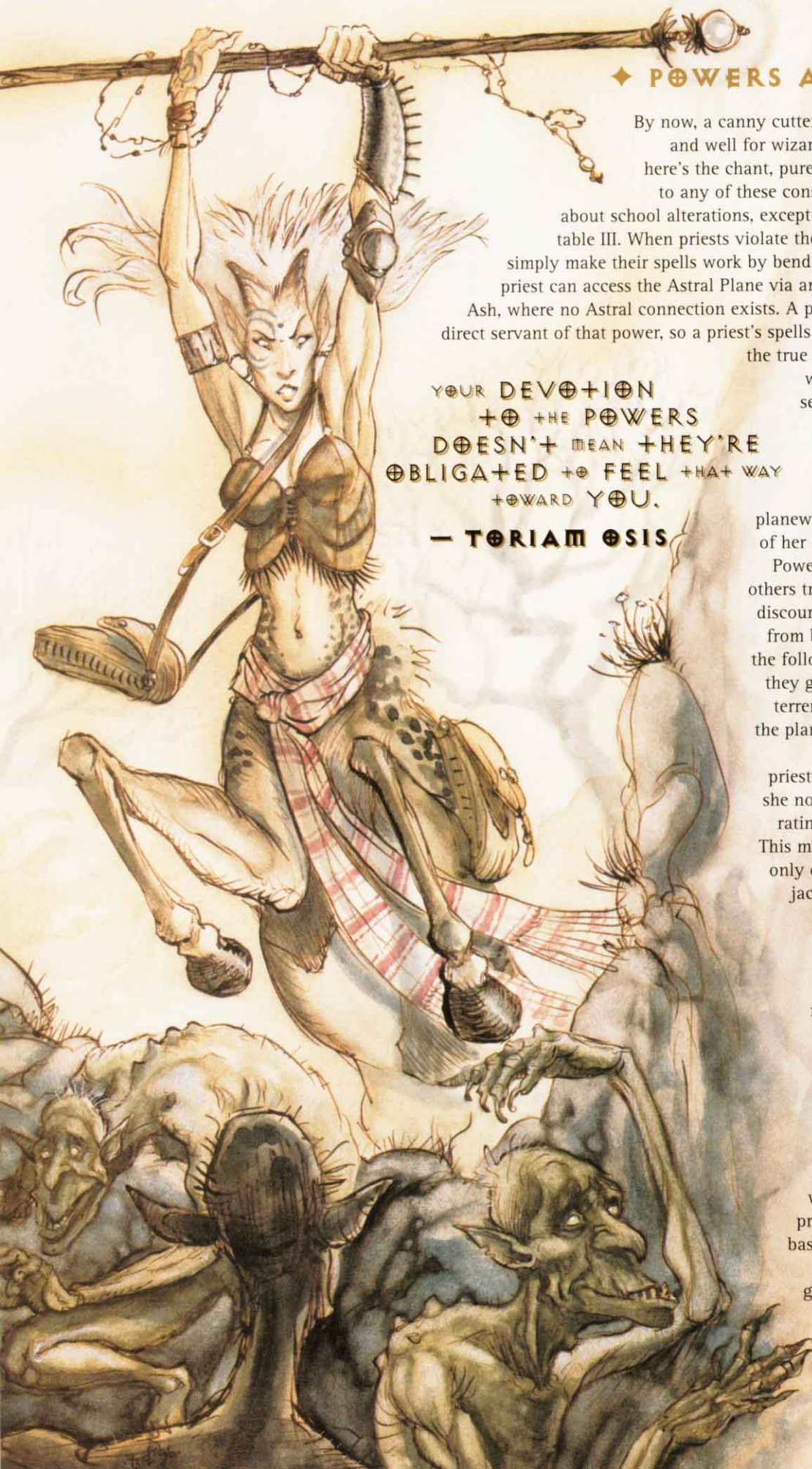
The long and the short of it is, a priest functions at one level lower than she normally does for every plane separating her and her deity's home plane. This means a priest is at her proper level only on the deity's plane and those adjacent to it. The temporary level loss only affects spell use – not hit points, THACO, the ability to turn undead, or other character statistics. Thus, a priest on a far-removed plane can cast fewer spells each day and she casts them less effectively if they have ranges, areas of effect, or other factors based on level.

Spell loss occurs immediately upon entering the new plane; the player may choose which spells are lost. Likewise, the priest instantly regains levels as the basher gets closer to the plane of her deity, but new spells must be regained normally through prayer.

To determine the number of levels lost, count the number of planes *between* the

YOUR DEVOTION
TO THE POWERS
DOESN'T MEAN THEY'RE
OBLIGATED TO FEEL THAT WAY
TOWARD YOU.

— TORIAM O'SIS



priest's current location and the deity's home plane. For example, assume a priest's deity is based on the Outer Plane of Arcadia. On Mount Celestia, Mechanus, the Outlands, and the Astral she loses no levels, since those planes directly adjoin Arcadia. If she goes to Limbo, she loses six levels, since Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard separate the two planes. (Count around the Ring, not through the Astral.) On the Ethereal she's down two levels, since she must travel through the Astral and then through the Prime to reach it. If she travels to the plane of Earth (or any other Inner Plane) she loses three levels, tracing from the Astral Plane to the Prime Material to the Ethereal – not counting the plane the priest and the god are on.

This works exactly the same way on the Inner Planes, although those planes have a different layout. Because the Elemental Planes are so interconnected, there can never be more than three planes of separation between a deity's home and the farthest point on the Inner Planes.

**TABLE IV: PRIEST+ LEVEL LOSS BY PLANE
(QUICK REFERENCE)**

DEITY'S PLANE	PRIEST'S PLANE	LOSS
Astral	Outer Planes	0
Astral	Prime or Sigil	0
Astral	Ethereal Plane	-1
Astral	Inner Planes	-2
Ethereal	Inner Planes	0
Ethereal	Prime or Sigil	0
Ethereal	Astral Plane	-1
Ethereal	Outer Planes	-2
Inner Plane	Ethereal, Prime, or Sigil	0
Inner Plane	Astral Plane	-2
Inner Plane	Outer Planes	-3
Inner Plane	adjacent Inner Plane	0
Inner Plane	other Inner Plane	varies
Outer Plane	Astral, Prime, or Sigil	0
Outer Plane	Ethereal Plane	-2
Outer Plane	Inner Planes	-3
Outer Plane	adjacent Outer Plane	0
Outer Plane	other Outer Plane	varies
Prime	Ethereal or Astral	0
Prime	other prime world or Sigil	0
Prime	Outer or Inner Planes	-1

See the diagrams of the Great Wheel (page 13) and the Inner Planes (page 26) to determine adjacent planes. Remember that all Outer Planes are adjacent to the Astral (and the Outlands), and that all Inner Planes touch the Ethereal. For a complete chart of all planar changes to priest spells, see page 156.

Note that a priest whose power dwells on the Outlands has it made on the Great Ring; he's at full strength since there's no separation "between" the Outlands and those planes. The same applies to the Astral Plane, a fact with which Athar clerics (who draw their power from their faith in the "Great Unknown," which they believe lies on the Astral)

like to taunt other priests. It's an ironic fact of the planes that grants those sods who don't believe in gods at all the full range of priestly powers.

This subtraction of levels doesn't happen at all in two places: Sigil and the Prime Material Plane. For whatever reason (probably two completely different reasons, actually), priests function normally in these places no matter what power they serve.

But most planewalking priests find that the level loss makes adventuring difficult. Sure, they can use clerical scrolls, but those are subject to the planar pathways rule and other planar alterations (see "Magical Items," below). Fortunately, just like wizards, priests're able to find keys that make their restrictions more livable.

POWER KEYS

Like spell keys, power keys are additions to normal spellcasting. As direct gifts from powers to their priests (usually through a proxy), such keys are very, *very* rare. They are rewards to faithful servants, or special weapons that aid priests in direct and dire service. Unfortunately, for priests worshipping *ideas* like those in the Athar or the clerics who revere the Source (as in the Believers of . . .), no one can give them power keys. They're simply out of luck, a fact that might be the death of an Athar priest on the Inner Planes.

A clerical spell cast using a power key becomes as effective as it possibly can be under normal circumstances. Curative spells always heal the maximum amount of damage, while attack spells inflict maximum damage.

Also like spell keys, power keys can be *general* or *specific* in their effect – that is, a priest's *cure light wounds* always functions at full potential with a specific power key for that spell, while a general power key for the Healing sphere ensures that all healing spells function at their full potential. These keys have no effect on level loss, however. If a priest has a key that makes his *cure serious wounds* spell function at its highest level, but he goes to a plane where he loses his ability to cast 4th-level spells, the key is useless.

A *greater* power key, on the other hand, actually reduces the level loss as a priest moves away from his deity's plane. Thus, a greater power key of two levels allows a priest to function normally up to three planes away from his power's home, losing one level for every plane removed beyond that. No greater power key has ever been known to grant a reprieve of more than four levels.

Say, for example, that Lathander (a power based on the Outer Plane of Elysium) granted a cleric a greater power key of two levels. The cleric would be at full power on Elysium, Bytopia, the Beastlands, the Outlands, and the Astral (as normal) and would also retain full spellcasting capabilities on Arcadia, Mount Celestia, Arborea, and Ysgard. She'd lose one spellcasting level on Mechanus and Limbo, two levels on Acheron and Pandemonium, and so on through the rest of the Ring.

Greater power keys must be used with each spell that would normally be lost to planar distances, adding at least 1

to the casting time of the spell. A priest never gains levels by using these keys.

Power keys are naturally subject to the whims of the deities who hand them out. Sometimes they change without warning, and sometimes a power intentionally creates them to only function temporarily. Some evil (and usually chaotic) powers create false power keys that actually pervert, cancel, or alter a spell when cast, sometimes even without the caster's knowledge. A priest has to be a little peery about the source of a power key when he receives one.

◆ MAGICAL ITEMS ◆

As a general rule, a planewalker's magical items are affected just like her spells – in all the same ways and degrees. If she takes a *ring of invisibility* into a place where illusions don't work (like Mechanus), the ring won't work either, since it's based on the illusion school just like the *invisibility* spell. It'll just be a piece of jewelry, and even a spell key won't let it function properly. A canny blood can figure out the magical school equivalents of most items just by thinking about it, as they're pretty straightforward. Dungeon Masters have access to a table in *A DM Guide to the Planes* in the *PLANESCAPE Campaign Setting* boxed set, and are the final arbiters on the subject. Likewise, magical items (whether based on wizardly or clerical magic) are subject to the planar pathway restrictions listed in tables I, III, and V. And, of course, spell keys and power keys have no effect on magical items whatsoever.

The same goes for clerical spells recorded on scrolls. It's a handy way for priests to retain their high-up spells far away from their deity's home plane (since the scrolls aren't subject to the level-loss rule), but if the spell requires a planar pathway connection in a place that doesn't have one, the scroll's useless. Clerical spells that require such pathways are listed below.

More than any other type of item, magical weapons, armor, and items with bonuses (pluses) of any kind are bound to the magic of their plane of origin. Such creations are attuned to the energies of that plane, and diminish in power if they're taken from it. The further the item moves from its plane of origin, the less powerful its enchantment, at least for the duration of the separation.

For each plane removed, the item subtracts one from its bonus. For example, if a *battle-axe +3* forged in Sigil is taken from Sigil to Elysium, it becomes a *battle-axe +2*, being one plane removed. (Sigil is not exempt from this rule as it is with priest spells; it's considered part of the Outlands for magical items.) If the same axe is then taken to the Ethereal Plane, it becomes a *battle-axe +0*, tracing three steps from Sigil through the Astral to the Prime to the Ethereal. If it is then taken to the plane of Steam (one more step) it remains an *axe +0*, for the bonus cannot become a penalty.

Items trace the shortest path between the planes, unlike a priest's lost levels. If a magical item's origin lies on one of the Outer Planes and it's taken to another plane on the Great Ring,

TABLE V: PRIEST SPELLS WITH
PLANAR PATHWAYS AND
EXTRADIMENSIONAL REQUIREMENTS

(Affects magical items and scroll-cast spells only)

Astral (Cannot be cast on the Inner Planes, the Ethereal, or layers of planes separated from the Astral)

Astral spell
Astral window‡
Join with astral traveler‡
Speak with astral traveler‡

Ethereal (Cannot be cast on the Astral or Outer Planes)

<i>Aerial servant</i>	<i>Etherwalk</i> ‡
<i>Chariot of Sustarre</i>	<i>The great circle</i> ‡
<i>Conjure air or water elemental</i> ‡	<i>Mind tracker</i> ‡
<i>Conjure earth elemental</i>	<i>Negative plane protection</i>
<i>Conjure fire elemental</i>	<i>Reflecting pool</i>
<i>Elemental swarm</i> ‡	<i>Restoration</i>
<i>Ethereal barrier</i> ‡	<i>Shadow engines</i> ‡
<i>Etherealness</i> ‡	<i>Summon animal spirit</i> ‡*

Dual (varies)

<i>Abjure</i>	<i>Holy word</i>
<i>Astral awareness</i> ‡	<i>Magic font</i>
<i>Augury</i>	<i>Raise dead</i>
<i>Commune</i>	<i>Reincarnate</i>
<i>Detect spirits</i> ‡	<i>Resurrection</i>
<i>Dispel evil</i>	<i>Sanctify</i> ‡
<i>Divination</i>	<i>Speak with dead</i>
<i>Divine inspiration</i> ‡	<i>Spirit of power</i> ‡
<i>Draw upon holy might</i> ‡	<i>Succor</i>

Extradimensional (Cannot be cast on the Astral Plane [and possibly some Ethereal demiplanes])

Extradimensional detection‡
Extradimensional manipulation‡
Extradimensional pocket‡
Seclusion‡
Transformation‡

* May or may not cross planar pathways, depending on the creature called.

‡ Indicates a spell found in the *Tome of Magic*.

‡ Indicates a spell found in *PLAYER'S OPTION: Spells and Magic*.

NOTE: This table updates and replaces the table found in *A DM Guide to the Planes* in the *PLANESCAPE Campaign Setting* boxed set.

the count almost always goes through the Astral rather than counting planes around the Ring. Conduits, portals, demi-planes, and so on have no effect. That's just the way it works.

TABLE VI:
MAGICAL ITEM BONUS LOSS BY PLANE
(QUICK REFERENCE)

WHERE FORGED	WHERE USED	LOSS
Astral	Outer Planes or Prime	-1
Astral	Ethereal Plane	-2
Astral	Inner Planes	-3
Ethereal	Inner Planes or Prime	-1
Ethereal	Astral Plane	-2
Ethereal	Outer Planes	-3
Inner Plane	Ethereal Plane	-1
Inner Plane	adjacent Inner Plane	-1
Inner Plane	other Inner Plane or Prime	-2
Inner Plane	Astral Plane	-3
Inner Plane	Outer Planes	-4
Outer Plane	Astral Plane	-1
Outer Plane	adjacent Outer Plane	-1
Outer Plane	other Outer Plane or Prime	-2
Outer Plane	Ethereal Plane	-3
Outer Plane	Inner Planes	-4
Prime	Ethereal or Astral	-1
Prime	Outer or Inner Planes	-2

Note that items forged on the Astral or the Outlands lose only -1 on all the Outer Planes (since they're adjacent to all of those planes), making them some of the most useful items around when adventuring on the Great Ring. For a complete chart of all planar changes to magical items, see page 157.

Items reduced to +0 bonuses are still magical and can strike creatures vulnerable only to magical weapons. They register as magical when subjected to *detect magic* spells, and are still generally extremely sturdy and finely crafted. Items that have additional powers lose such powers when the item's bonus falls to +0, so a *defender sword* +4 with the special ability to detect sloping passages loses the defender ability and the power to detect sloping passages at this point. A weapon with two sets of bonuses, such as a *sword* +1, +4 *vs. lycanthropes*, uses the higher bonus to determine the loss of additional powers. As a final note, cursed items with negative bonuses aren't affected in any way by planar travel.

◆ TRUE NAMES ◆

Prime wizards don't often explore the concept of true names, but spellcasters of the lawful planes have a long familiarity with it. True name magic is thought of as a force of order, countering the school of wild magic (a force of chaos).

In some long-ago agreement of the powers, all things were given a true name – a name that wasn't just what each thing was *called*, but that truly defined what that thing *was*. The powers intended to keep these names to themselves, using them only to maintain conformity among their respective creations. But at least one power – no one knows for sure which one – went stag and revealed some of the true names to mortals. (Some berks say that a mortal stole the names, but that seems unlikely.)

Naturally, once mortal spellcasters discovered the concept of true names, they began to use it. These secret names eventually spread to a select few throughout the worlds of the Prime. Despite this, the names remain closely guarded secrets, for they contain great power for those who know how to exploit them.

Learning true names is an arduous process, and no one has ever been able to catalog more than a handful at a time. Anyone who wishes to learn a true name must perform research, consulting libraries and sages (sometimes in far-flung places or even on different planes) as well as utilizing spells such as *legend lore*. The methods used and the name in question determine the amount of time necessary to discover a true name. Most names require a period of 2–24 (2d12) months, although those that the DM deems more obscure can take much longer. Some true names (DM's discretion) simply cannot be found, since no one knows them.

Not all true names were revealed to mortals in the first place, and many that were once known have been lost.

As far as anyone knows, powers do not have true names.

Once a mage discovers the true name of a living creature, he can use the *true name* spell with great effect. The name is also necessary for the spells *cacofiend*, *ensnarement*, and *spirit wrack*. It should be noted that while all things have true names, only living creatures are affected by these

spells. Rare or obscure spells may affect inanimate objects, elements, or compounds whose true names are known.

True name magic is most often applied in the summoning and binding of fiends. To summon a specific fiend by a conjuration spell, the wizard must usually know the being's true name. Further, a fiend – even a *tanar'ri* – is bound to keep a bargain made with a wizard who knows its true name. It's believed that the powers established this condition to give mortals an edge in dealing with fiends. Of course, the fiends would never admit that the powers have such control over them.

Chaotic characters can learn but cannot use these names. Further, the Athar faction denounces them since it is believed that the names originated with the powers themselves.



MAGIC MAY BE
FICKLE,
BUT IT'S USUALLY
PREDICTABLY SO.
— RIT+BON BLESE,
A GUVNER

◆ LAST WORD ◆

Spellcasters can't afford to become complacent once they know the basic rules. Magic use suffers other special and strange effects on the planes. No one can ever know all of the alterations, enhancements, and reductions that occur to spells throughout the entire multiverse, but every planewalker learns a few of these things through experience. If he's quick and canny, it's enough to keep him alive.

◆ WIZARD SPELLS ◆

Some of the following spells have been gathered from previously published sources. The rest are new. All are available for use by PCs, although each DM must decide how to introduce them into his game. Planar characters may learn these spells normally, while primes have to find a planar mentor or conduct their own research, using the spell research rules presented in the *DUNGEON MASTER® Guide*.

A few spells are marked "HELLBOUND." Those spells appeared in the *Hellbound: The Blood War* boxed set, and were designed for fiendish spellcasters. DMs must give specific permission for PCs to have access to these lower-planar dweomers. (Two spells from that source aren't included here, as they're usable only by fiends.)

FIRST-LEVEL SPELLS

AVOID PLANAR EFFECTS

(Abjuration, Elemental [All]; Level 1)

Range: Touch	Components: V
Duration: 1 round/5 levels	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

This spell grants a very brief respite from the horrible effects that a plane can wreak upon a poor sod. For the duration, a single subject is rendered immune to all of a plane's natural harmful or disruptive effects. It provides no protection against creatures on the plane, native or otherwise. Likewise, intentionally created traps, magical spells, alterations to spells due to school or pathway restrictions, or other attacks are not affected.

While this spell is active, the subject creature doesn't need to worry about a lack of air, temperature extremes, poisonous fumes, or any other harmful conditions. It's generally used to allow the spellslinger time to cast longer-lasting protective spells.

KNOW FACTION

(Divination; Level 1)

Range: 20 yards	Components: V, S
Duration: 1 round/level	Casting Time: 1
Area of Effect: Special	Saving Throw: Negates

Developed by an Indep mage, this spell enables a wizard to determine a character or creature's faction simply by looking at him. The spell lasts one round per level of the caster; each round, the caster can determine the faction of one creature within range.

Most faction members don't bother to hide their affiliation, but on occasion factols order covert missions or infiltration of other groups. If a target is trying to conceal his faction, the DM secretly rolls a saving throw versus spell for the target. Success means that the target has foiled the wizard's efforts to reveal his true faction affiliation. (For role-playing purposes, the DM makes the roll so that the target doesn't know if his true faction's been detected or not.) Note that Anarchists posing as members of other factions aren't detected by this spell, as they take their assumed roles to heart.

This spell is virtually unknown outside of Sigil. It obviously has no effects on creatures without faction affiliation, and also doesn't work on subjects belonging to factions or sects of which the caster has no knowledge. On occasion, however, creatures with deep-rooted philosophical beliefs may be incorrectly identified as factioneers by this spell. For example, a high-level priest who worships a power of death may be mistaken for a Dustman.

PORTAL BEACON

(Evocation/Invocation; Level 1)

Range: Touch	Components: V, S
Duration: 1 hour/level	Casting Time: 1
Area of Effect: 1 portal	Saving Throw: None

When this spell is cast, a portal designated by the caster projects a mental call to up to six intelligent beings chosen by the caster. The beings must be known to the caster, but need not be present at the time of casting. Those selected always know the direction and distance to the portal as long as they remain on one of the two planes it connects. Thus, the spell's call has a virtually unlimited range.

A planewalker wizard designed *portal beacon* so that adventurers would never lose track of their gate home. The trick is leaving and returning to the gate before the spell's duration ends.

SECOND-LEVEL SPELLS

GATE WARD

(Abjuration; Level 2) Reversible

Range: Touch	Components: V, S, M
Duration: 1 round/level	Casting Time: 3
Area of Effect: 1 portal	Saving Throw: None

Gate ward temporarily shuts down any one gate that links two points on the same plane. For example, a gate linking two metal cubes in a layer of Acheron can be blocked by the

use of this spell. If the spell is cast just as a creature enters a gate, the creature vanishes into the gate and immediately reappears out of it on the same side.

A sealed gate displays the seal of the mage who cast the spell. The *gate wards* of mages who have no personal sigil display the face of the caster. Anonymous versions of the spell are said to exist, though no confirmed example of this has been verified. The material component of the spell is a bar of steel engraved with the wizard's seal and bent into a circle.

The reverse of this spell, *break gate ward*, automatically dispels a *gate ward* cast by any wizard. The material component for this spell is an iron spike.

PORTAL ALARM

(Abjuration; Level 2)

Range: Touch	Components: V, S
Duration: 1 hour/level	Casting Time: 1
Area of Effect: 1 portal	Saving Throw: None

A portal with this spell cast upon it shows no visible signs of magical tampering, although the spell can be discovered by *detect magic*. Nevertheless, if the portal is activated, the caster receives a mental signal alerting him to this fact. The signal can be transmitted to the caster as long as he is on one of the two planes connected by the portal.



The alarm is purely mental and can't be detected by anyone other than the caster. When activated, the portal shows no sign of special magical activity.

PROTECTION FROM PRIME

(Abjuration; Level 2)

Range: Touch	Components: V, S, M
Duration: 2 rounds/level	Casting Time: 2
Area of Effect: Creature touched	Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. This barrier moves with the recipient. The subject of the spell must be a planar creature or being. *Protection from prime* does not function at all on the Prime Material Plane.

In effect, this spell is a version of the *protection from evil* spell. As such, it has three major effects:

First, all attacks made by beings from the Prime Material Plane against the protected creature suffer -2 penalties to attack rolls; any saving throws necessitated by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over the protected creature (as by a vampire's *charm* ability) is blocked by this spell. Note that the protection does not prevent the vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents direct bodily contact by creatures from the Prime Material Plane. This causes the natural (body) weapon attacks of such beings to fail and the beings to recoil, if such attacks require touching the protected being. Animals or monsters summoned from the Prime Material Plane are likewise hedged from the character.

This third protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked being. The penalty applied to attacks from prime-material beings presented as the first spell effect remains active in any event, however.

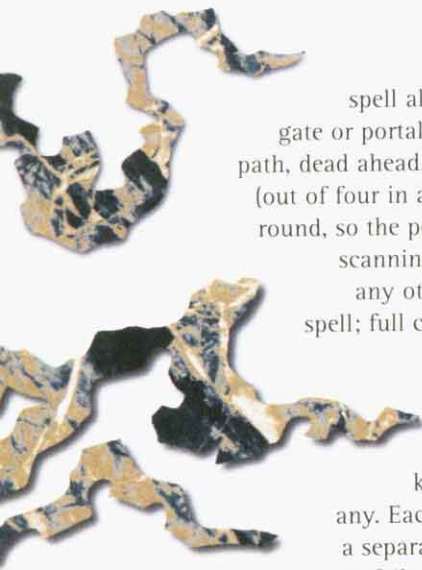
To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with the powdered bone of a prime-material creature.

WARP SENSE

(Divination; Level 2)

Range: Touch	Components: V, S
Duration: 1 round/level	Casting Time: 3
Area of Effect: 60 feet	Saving Throw: Special

In order for some characters, particularly primes, to use the gates that dot the planes, they've got to be able to find them. Hence, an unknown wizard created *warp sense*, a spell that analyzes the gates and portals of the planes. When cast, the



spell allows the recipient to sense any gate or portal, active or not, along a 60-foot path, dead ahead. Scanning in a single direction (out of four in a complete circle) takes one full round, so the person can shift directions while scanning. However, he cannot move in any other way without disrupting the spell; full concentration is required.

Once a portal is detected, the affected person can try to deduce where the other end discharges and the key required to use the portal, if any. Each piece of information requires a separate saving throw versus spell. If one fails, the caster can't learn anything about the other question. The player decides which question is to be asked first. If the player character has actually seen the portal in operation, a +2 bonus is applied to that check.

Note that this spell only functions on gates and portals. It does not detect conduits, vortices, paths, Astral color pools, and other plane-spanning means, and the mage gains no information about them.

THIRD-LEVEL SPELLS

ACIDIC BLAST

(Invocation/Evocation; Level 3)

Range: 100 yards	Components: V, S
Duration: Instantaneous	Casting Time: 3
Area of Effect: 5-foot radius	Saving Throw: Special

In an attempt to develop a spell that'd be particularly effective against their enemies, the tanar'ri or baatezu came up with *acidic blast*. It hardly matters which side invented the spell – the magic was promptly stolen or copied by the other, and now each force has access to its power. Until recently, both races guarded the spell desperately from nonfiends, since they believed that it wouldn't do to give the celestials or mortals such a powerful weapon.

See, acid is fully effective against both baatezu and tanar'ri, and *acidic blast* conjures forth a bolt of powerful, caustic fluid that emerges from the caster's hand with great force. The acid shoots in a straight line for up to 100 yards, and causes 3d6 points of damage to the target (no saving throw allowed). The splash also inflicts 1d6 points of damage to any sod within 5 feet of the target (a successful saving throw indicates no damage).

Unfortunately for the fiends, an intrepid planewalking mage stole a baatezu wizard's spellbook, fled to Sigil, and deciphered the spell before the fiend could reach her. The spell is currently circulating among Cager wizards, most of whom will be only too happy to share it with any who ask (for the right garnish, of course).

BREATHE SMOKE, DUST, OR ASH

(Alteration, Elemental [Air, Fire]; Level 3)

Range: Touch	Components: V, S, M
Duration: 1 hour/level+1d4 hrs.	Casting Time: 3
Area of Effect: Creature touched	Saving Throw: None

This spell allows a character to survive in hostile, choking atmospheres, such as those on the planes of Smoke, Dust, or Ash. On the Prime Material as well as other planes, this spell allows the subject to breathe freely in areas that would normally incapacitate him due to thick vapor or particulate matter in the air. The subject of the spell is still vulnerable to magically created vapors, such as those generated by *stinking cloud* or *cloudkill* spells.

The caster can touch as many different subjects for the spell as he desires, but the duration is then divided up equally among the various recipients. The material component for the spell is a handful of pine needles.

CALM WIND

(Alteration, Elemental [Air]; Level 3)

Range: 10 yards/level	Components: V, S, M
Duration: 1 turn+1 round/level	Casting Time: 3
Area of Effect: 10-ft. cube/level	Saving Throw: None

This elemental spell calms high velocity winds, creating a safe spot within even the harshest storm. Once cast, the air within the area of effect remains calm no matter what the conditions are elsewhere. Creatures moving along with the wind in sailing ships, gliding on wings, or simply lifted by air currents stop abruptly. Creatures flying under their own power (that is, not under the influence of a spell) have a 25% chance of losing control and falling (assuming that gravity's in effect on the plane in question). Gliding creatures have a 50% chance of falling.

This spell automatically negates any damage or effects that would normally be sustained by high winds, but not that which might be incurred from a fall or sudden stop due to the lack of winds within the spell's area of effect. *Calm wind* immediately negates a *gust of wind* spell.

This spell is useful on the Elemental Plane of Air to guard against the terrible storms that can rage across the terrainless plane. It is also useful against the mind-warping winds of Pandemonium. *Calm wind* has no effect on the strange winds and storms of the Ethereal or Astral Planes.

The spell's area of effect can be mobile if cast upon an object, which then becomes the center of the area of effect. The material component for the spell is a small straw hand fan that is consumed upon casting.



GATE SEAL

(Abjuration; Level 3) Reversible

Range: Touch or special	Components: V, S, M
Duration: 1 turn/level	Casting Time: 4
Area of Effect: 1 gate or battlefield	Saving Throw: None

The primary use of *gate seal* is as a more powerful, longer-lasting version of *gate ward*, allowing the mage to close two connecting gates on the same plane. The only difference lies in the duration of the spell.

Gate seal has a secondary benefit, however, which is applicable only on the plane of Acheron, where the spell was originally developed. When cast on an Acheron battlefield, all *cubehopper* spells (see 6th-level spells, below) fail in the area of the ongoing battle. It also prevents teleportation or other magical transports that would take creatures from the cube and move them to another cube on the plane. *Gate seal* doesn't prevent a body from leaving the plane altogether by *plane shift*, *teleport without error*, or similar magic. The material component of the spell is a bar of steel.

The reverse of this spell, *break gate seal*, automatically dispels a *gate seal* cast by any wizard. The material component for this spell is an iron spike.

MISFORTUNE

(Enchantment/Charm; Level 3)

Range: Touch	Components: V, S
Duration: 1 turn/level	Casting Time: 3
Area of Effect: 1 person/level	Saving Throw: Negates

This spell is much like the priest spell *curse*, but its effects last longer and often can be more deadly. Basically, it turns the target creature into a lodestone for bad luck and calamity. Each turn, there's a 25% chance that something will go wrong for the target. Magical items fizzle, spells go awry, ropes fray at critical junctures, a bruiser picks a fight with the target, and so on. *Misfortune* doesn't cause physical harm to the target; it just increases the chance of such harm coming from other sources.

The DM must carefully adjudicate the use of *misfortune*. One option is to impose penalties (anywhere from -1 to -3) to the target's attack rolls, initiative rolls, or saving throws, though not all three at once. But the best method is just to play up the ill effects that arise whenever the target tries to perform an action, from lacing up a boot to casting a complex spell.

Misfortune is a highly useful tool in any army's infiltration and espionage efforts. A well-placed spell can cause so many problems that an invading force can march in quickly – not to mention that the chaos unleashed disrupts even the most disciplined forces.

Misfortune can't be cast on items. To impart the power of the spell, the caster must touch or make a successful attack against the target.

HELLBOUND

MODRON MIND

(Alteration; Level 3)

Range: 0	Components: V, S, M
Duration: 1 turn/level	Casting Time: 3
Area of Effect: Caster	Saving Throw: None

Like the spell's namesake, the caster of *modron mind* temporarily becomes a being of focused order. The benefits of this state are many.

First, the caster gains a +2 bonus to saving throws versus all spells that fool the senses or the mind such as *confusion*, *misdirection*, and all illusions. This protection does not extend to all mind-affecting spells, so *charm*, *hypnotism*, and similar spells work normally. Second, the caster gains a +1 bonus to all saving throws versus wild magic spells and effects. Finally, the caster gains a -1 bonus to all Intelligence proficiency checks.

The spell isn't without side effects. While under its influence, the caster's personality becomes somewhat less emotional and more analytical. His speech becomes monotone and dry. Characters of chaotic alignment should seriously consider whether they want to use this spell. In general, they won't. By choice, Xaositects, Bleakers, and wild mages never cast this spell.

Folks who study the modrons know that the *modron mind* spell is inaccurately named. The caster doesn't really take on modron characteristics, he simply (and temporarily) causes his own mind to become more orderly. It's thought that the mage who developed this spell patterned it after his own perception of how modrons function. Despite his misunderstanding, the spell continues to be used to "turn a berk into a modron" (in the words of yet another mistaken wizard).

STABILIZE CHAOS

(Alteration; Level 3)

Range: 0	Components: V, S
Duration: 1 hour+1 turn/level	Casting Time: 3
Area of Effect: Special	Saving Throw: None

This spell was specifically developed by planewalkers for use in the churning maelstrom of Limbo. The spell allows a character who is concentrating on maintaining a safe pocket of stable reality to cease concentration yet maintain the stability. That is, the spell serves as a substitute for concentration, at least for a while. (Thus, this spell is virtually never used by anarchists, who can maintain the terrain without concentration.)

Stabilize chaos does not increase the size of a terrain pocket a character can stabilize, nor can it initialize stability. It is only used for maintaining already stabilized pockets. The stabilized area can be of any size.

Obviously, this spell allows travelers a brief rest from concentration while on Limbo. After casting this spell, a character can relax, sleep, study, or do anything else she wishes without worrying about the native chaos. Naturally,

this spell is effective only on Limbo or on chaos-stuff that has somehow been taken out of Limbo.

FOURTH-LEVEL SPELLS

BAATEZU BANE

(Evocation; Level 4)

Range: 10 yards/level Components: V, S, M
Duration: Instantaneous Casting Time: 4
Area of Effect: 1 baatezu Saving Throw: Negates

A number of spells and magical items have been born as a result of the Blood War, and this one is no exception. Created by a cambion researcher, this spell was developed specifically to harm baatezu. It is given freely by the tanar'ri to any wizard that wishes to learn it. In fact, rumors tell of special tanar'ri strike teams that break into libraries and wizards' towers all over the planes in order to leave this spell behind. Supposedly, these tanar'ri try to plant the spell as subtly as possible so that no one knows where the spell actually came from.

The spell itself is fairly straightforward. When cast upon a baatezu, the creature's unwholesome ichor begins to churn and seethe. The subject suffers 4d6+6 points of damage and is stunned, unable to act in any way, for 1d4+1 rounds. When stunned, a creature can make no attacks, use no spells or magical abilities, and moves at half speed. The stunned creature's opponents receive a +4 bonus to attack rolls. Any baatezu, from least to greater, can be affected. No other creatures are affected by the spell.

Since this spell was designed specifically to harm baatezu, all magic resistance checks made by the lawful fiends against its effects are at a -25% penalty. Saving throws are not affected. The material component for the spell is a bit of baatezu ichor, flesh, or bone.

CHAOS HAMMER

(Invocation/Evocation; Level 4)

Range: 0 Components: V, S, M
Duration: Instantaneous Casting Time: 4
Area of Effect: 100-foot globe Saving Throw: 1/2

The *chaos hammer* spell was developed by a marilith named Theiras — a tanar'ri not known for her subtlety. Fact is, the baatezu have yet to develop a counterpart to this devastating offensive magic.

When cast, *chaos hammer* projects waves of concussive force in all directions from the wizard. The waves harm any sod in the area of effect who is of a lawful or neutral alignment. Victims suffer 5d8 points of damage (save for half damage) and must make a successful Strength check or be thrown to the ground. Folks of chaotic alignment are immune to *chaos hammer*.

The material component for this spell is a piece of flesh from a lawful creature.

DESPAIR

(Enchantment/Charm; Level 4)

Range: 30 yards Components: V, S
Duration: 1 round/level Casting Time: 4
Area of Effect: 2d4 creatures Saving Throw: Negates
in a 20 foot × 20 foot square

Mages of the Bleak Cabal developed this spell to share their point of view with their enemies. When this spell is cast, 2d4 sentient creatures (of Intelligence 3 or better) in the area of effect must make a saving throw versus spell or lapse into a severe depression as they realize the hopelessness and folly of their beliefs. Victims of *despair* are unable to attack, cast spells, move, or even engage in basic activities such as eating or drinking. Everything just seems pointless. The effects last for one round per level of the caster.

Creatures suffering from *despair* don't bother to defend themselves, so opponents can automatically strike, disarm, or bind them without resistance. However, when a creature is damaged or bound, it may attempt another saving throw to shake free of the spell effects.

Primes and members of the Free League, perhaps because they're not bound to any particular philosophy, are somewhat resistant to *despair* and gain a +2 bonus to their saving throws versus this spell.

This spell is generally only available to wizards of the Bleak Cabal, who guard it fairly carefully. However, sometimes information slips out, and so this enchantment can occasionally be found in obscure places by non-Bleakers.

NATIVE ITEM

(Enchantment/Charm; Level 4)

Range: Touch Components: V, S, M
Duration: 1 turn/level Casting Time: 4
Area of Effect: 1 magical item Saving Throw: None

When magical items are taken from their plane of creation, they often lose some of their potency. Those particularly affected are items with "pluses," such as magical weapons, armor, and rings or cloaks of protection. This spell temporarily and artificially restores the level of enchantment to one item so that it functions as if it were on its home plane. In effect, the spell grants an item its original "plus" for the duration.

If a single person has in his possession more than one item with this spell cast upon it, there is a 10% chance (cumulative per item) that a backlash of planar energy, both from the plane inhabited and the plane(s) of origin, inflicts 6d6 points of damage on the person who holds the items. Additionally, there is a 20% chance that each item will be drawn back to its plane of origin (check for each item separately). This check is made each time a body adds another item with this spell cast on it to his possessions.

To cast *native item*, the wizard rubs the magical item

with the material component of the spell: a bit of soil or water (or the closest equivalent) from the item's plane of origin.

PROTECTION FROM PRIME 10-FOOT RADIUS

(Abjuration; Level 4)

Range: Touch	Components: V, S, M
Duration: 5 rounds/level	Casting Time: 4
Area of Effect: 10-foot radius around creature touched	Saving Throw: None

The globe of protection created by this spell is identical in all respects to a *protection from prime* spell, except it protects a larger area of effect and has a longer duration and casting time. The effect is centered on, and moves with, the creature touched. Any protected creature within the circle can break the warding against prime-material creatures by entering into melee with them. If the recipient of the spell is a creature too large to fit into the area of effect, the spell acts as a normal *protection from prime* spell for that creature only.

To complete this spell, the wizard must trace a 20-foot-diameter circle on the floor (or ground) with the powdered bone of a prime-material creature.

TRANSMUTE FIRE TO SMOKE

(Alteration, Elemental [Air, Fire]; Level 4)

Range: 10 yards/level	Components: V, S, M
Duration: 1 turn+1 rd./level	Casting Time: 3
Area of Effect: 10-ft. cube/level or single creature	Saving Throw: None

Another elemental transmutation spell, *transmute fire to smoke* renders a large volume of nonmagical fire into an equal amount of smoke. The resulting smoke obscures all vision (including infravision) beyond 2 feet, and incapacitates for 1d4 rounds anyone within it who fails a saving throw versus poison. The smoke dissipates in 1d6+1 rounds in normal conditions, faster in strong winds.

Although it works on nonmagical fires of any size up to its maximum area of effect, the spell was created by a wizard looking to create a safe zone within a large fire such as a forest fire or on the plane of Fire. In such an environment, the area remains free of flames for the duration, although anyone within the area has to deal with a continual cloud of choking smoke.

This spell offers no protection versus *fireball*, dragon's breath, or any other magical flame. If cast directly upon a single fire elemental or other native of the Elemental Plane of Fire (including efreeti and fire mephits), however, the spell inflicts 3d6 points of damage. The material component of this spell is a tiny, fire-blackened ball of iron.



VROCK'S SCREECH

(Evocation; Level 4)

Range: 0	Components: V, M
Duration: Instantaneous	Casting Time: 4
Area of Effect: 30-foot radius	Saving Throw: Special

Developed by an unknown wizard, this Abyssal spell mimics the power of the true tanar'ri for which it is named. It enables the caster to screech loudly, deafening all creatures within 30 feet for 2d6 hours and stunning them for one round in which no actions can be taken. When stunned, a creature can make no attacks, use no spells or magical abilities, and moves at half speed. The stunned creature's opponents receive a +4 bonus to attack rolls.

Creatures of less than 6th level or 6 HD are automatically affected; more powerful creatures may make a saving throw versus spell to negate both effects.

The material component for this spell is a single vrock feather.

FIFTH-LEVEL SPELLS

BREATHE EARTH

(Alteration, Elemental [Air, Earth]; Level 5)

Range: Touch	Components: V, S, M
Duration: 1 hour/level+1d4 hrs.	Casting Time: 5
Area of Effect: Creature touched	Saving Throw: None

This spell allows a character to survive in an environment of solid earth or stone, such as on the planes of Earth or Mineral, although even on the Prime Material the spell can be used to avoid suffocation from an avalanche or cave-in. This spell also enables the recipient to breathe in areas of other solid or semisolid matter, such as the planes of Mineral or even Salt.

The caster can touch as many different subjects for the spell as he desires, but the duration is then divided up equally among the various recipients. The material component for the spell is a small green feather.

BREATHE FIRE OR MAGMA

(Alteration, Elemental [Air, Earth, Fire]; Level 5)

Range: Touch	Components: V, S, M
Duration: 1 hour/level+1d4 hrs.	Casting Time: 5
Area of Effect: Creature touched	Saving Throw: None

Breathing usually isn't the first concern of berks thrust into environments comprised mostly or entirely of fire or magma, but this spell enables the subject to breathe freely in such places.

The caster can touch as many different subjects for the spell as he desires, but the duration is then divided up equally among the various recipients. The material component for the spell is a drop of pure, cold water.

MAJOR GATE WARD

(Abjuration; Level 5)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 5
Area of Effect: 1 gate	Saving Throw: None

This spell is a more powerful version of *gate ward*. It has a longer duration, but more important, it can affect any gate or portal. Thus, a gate between any layers or planes can be blocked temporarily. If the spell is cast just as a creature enters a gate, the creature vanishes into the gate and immediately reappears out of it on the same side. It is important to remember that in Sigil, the Lady of Pain's will over portals is absolute. No portal can be warded against her wishes.

The material component of the spell is a bar of silver (worth at least 50 gp) engraved with the wizard's seal and bent into a circle.

The reverse of this spell, *break major gate ward*, automatically dispels a *major gate ward* cast by any wizard. The material component for this spell is a silver spike (worth at least 50 gp).

As a special note, it's worth pointing out that while this spell *can* affect the portals of the Great Road, the gate-towns, Mount Olympus, and Yggdrasil, such seals probably aren't worth the mage's time and effort. It's virtually assured that the rulers of the gate-towns retain mages who can break *major gate ward*, and the portals of the Great Road are too widely used to remain shut for very long. As for Mount Olympus and Yggdrasil, those planar pathways were created by the Greek and Norse powers, respectively, and no sane wizard wants to tempt their wrath by closing off the gods' portals.

MOVE FIRE OR MAGMA

(Alteration, Elemental [Earth, Fire]; Level 5)

Range: 10 yards/level	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: Special	Saving Throw: None

This spell transfers a volume of fire or magma to another nearby location in a manner somewhat similar to the 6th-level wizard spell *move earth*. The volume to be affected dictates the casting time; for every 40 yard × 40 yard surface area and 10 feet of depth, 10 rounds of casting time are required. The maximum area that can be affected is 240 yards × 240 yards and 60 feet of depth, which takes four hours.

The caster must move the fire or magma slowly, with great concentration. Thus, the wizard is unlikely to trap or harm nearby creatures with the flames. On any prime-material world, the element must be moved in natural patterns – the flame or molten rock can't be moved up into the air, but must flow along surfaces. On the planes of Fire or Magma, the element can be moved in any direction the caster wishes. At the spell's conclusion, the caster has created of an area

free of dangerous fire or magma in any environment: one of the Elemental Planes, a volcano on Gehenna, or a safety zone in a forest fire or volcanic eruption.

The affected area remains free of fire or magma for a period no shorter than 10 times the casting time of the spell. After that point, the fire or magma moves back into the area if it would naturally do so. Only flames or magma are moved with this spell, leaving all other material behind.

Note that if the fire moves to an area of nonflammable material – such as sand, silt, and so on – it extinguishes naturally. Shifting flames or even magma to a body of water effectively eliminates them. Therefore, a huge fire within the caster's area of effect might be extinguished if it was transferred to an area of nonflammable material. Obviously, the element cannot be moved out of the caster's range.

The material components for this spell are several small chunks of coal and a small bag of wet sand.

TANAR'RI TRIBULATION

(Evocation; Level 5)

Range: 10 yards/level	Components: V, S, M
Duration: Instantaneous	Casting Time: 5
Area of Effect: 1 tanar'ri	Saving Throw: Negates

In response to the *baatezu bane* spell, the denizens of Baator concocted a spell that affects only tanar'ri, their hated foes. Unlike their Abyssal counterparts, however, the baatezu don't disseminate the spell freely to other spellcasters. They are reportedly afraid that if given the chance to study the spell carefully, the tanar'ri will develop a counterspell or defense against it.

Tanar'ri tribulation can be cast upon any tanar'ri of any rank – even Abyssal lords. The spell takes advantage of the creature's chaotic nature and uses it against the fiend. By drawing forth the raw chaotic power from within its body, the spell ravages the tanar'ri's physical form as well as its senses. The spell's subject suffers 3d8+8 points of damage, plus one random disability:

- 1–3 The tanar'ri's eyes are damaged and the creature is permanently blinded.
- 4–5 The fiend is racked with pain, placing it at a –2 attack and damage penalty for the next 1d4 hours.
- 6–7 The tanar'ri's ears are destroyed, inflicting an additional 1d8 points of damage and rendering it permanently deaf.
- 8 The fiend suffers an additional 2d8 points of damage and one of the creature's limbs (determined randomly) withers and becomes useless.
- 9 The magic inflicts an additional 2d8 points of damage and the fiend cannot use any innate magical powers for 1d10 rounds.
- 10 Roll twice, disregarding rolls of 10.

The spell affects only tanar'ri. Due to its specific nature, tanar'ri magic resistance suffers a –30% penalty against this spell. Saving throws are not modified. The material component is a bit of tanar'ri flesh, bone, or blood.

SIX+H-LEVEL SPELLS

AIRY EARTH

(Alteration, Elemental [Air, Earth]; Level 6)

Range: 0	Components: M
Duration: 1 turn/level	Casting Time: 6
Area of Effect: 10-ft. rad. sphere	Saving Throw: None

Developed specifically for use on the Inner Planes, this spell turns normal earth (rock, dirt, sand, mineral, and so on) into a less dense, breathable substance. Anyone within the area of effect is able to breathe even if completely “submerged” within rock or soil. This spell not only permits all air-breathing creatures within the radius of the spell to survive without suffocating, but it allows them to move slowly as if swimming through the earthy medium. The rate of movement depends on the type of earth:

Sand	3 per round
Soil	2 per round
Rock	1 per round

If characters within an *airy earth* spell attempt complicated maneuvers such as combat strikes, the DM should treat the situation as though the characters are underwater. Earth-based creatures, such as elementals, kharga, and xorn are not hindered or affected by this spell.

The globe is centered on and moves with the caster. Uniquely, this spell has only material components. Thus, even if a caster cannot move or speak, he can cast the spell simply by willing it. The material components, a pinch of salt and a drop of acid, are consumed at that time. *Airy earth* is effective only on the Elemental Planes.

CLOSE GATE

(Alteration; Level 6)

Range: Touch	Components: V, S, M
Duration: 1 day/level	Casting Time: 6
Area of Effect: 1 gate	Saving Throw: None

This spell is a more powerful version of *major gate ward*. It has an even longer duration, and like the lesser spell can affect any gate or portal. As with *major gate ward*, the caster must decide whether closing a certain portal is worth offending whatever creature or power who watches over it — especially since the wizard's face or sigil is clearly displayed within the closed gate.

Additionally, this spell immediately shuts down a mortal-created gate (such as one called into being by the *gate* spell).

The material component of the spell is a bar of silver (worth at least 50 gp) engraved with the wizard's seal and bent into a circle.

The reverse of this spell, *open gate*, automatically dispels a *close gate* cast by any wizard. The material component for this spell is a silver spike (worth at least 50 gp).

CUBEHOPPER

(Alteration; Level 6)

Range: 0	Components: V, S, M
Duration: 1 hour/level	Casting Time: 1 round
Area of Effect: 2 cubes of Acheron	Saving Throw: None

The *cubekeeper* spell opens a temporary door between any two cubes in the same layer of Acheron, providing quick, safe transportation for small raiding parties. The spell lasts until a number of creatures equal to the caster's level have passed through or until its duration expires. The caster can dispel the *cubekeeper* portal at will. Leaders of Acheron's orc and goblin armies are notorious for using this spell to escape routs and massacres (providing, of course, that their opponents haven't been quick enough to cast *gate seal* over the battlefield).

The material component of this spell is a chip of iron from each of the cubes to be connected by the gate. Naturally, this spell can be cast *only* on Acheron. Rumors abound about *cubekeeper* spell variants that can be used to teleport between the layers of Acheron, but this is said to require a special spell key — which the rumormongers never seem to know.

HOWL OF PANDEMONIUM

(Conjuration/Summoning; Level 6)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 6
Area of Effect: 30-foot radius or a cone 60 feet × 20 feet	Saving Throw: Special

This spell enables a mage to channel the screaming winds of Pandemonium through his own body, allowing him to emit a numbing howl that incapacitates anyone nearby. The spell lasts as long as the caster concentrates, to a maximum of one round per level of the caster. (The howl must be maintained for at least one full round to be effective at all.) The effects linger after the spell ends, lasting as long as the howl was maintained. The wizard can take no other action than standing still and howling to maintain the spell. When the wizard casts *howl of Pandemonium*, he has the option of channeling the spell into a cone-shaped area, or simply affecting all creatures within 30 feet.

All sound-based attacks are negated by this spell. Even a banshee's wail or an androsphinx's roar would be drowned out by the howl. All creatures in the area of effect are deafened and disoriented by the spell. Communication of any kind is impossible, and the victims suffer a –2 penalty to at-

tack rolls and saving throws. Any creature trying to approach the caster must save versus spell to get closer, and any non-magical missile fire is deflected by the force of the howl.

In addition to the above effects, creatures whose Hit Dice or levels are less than the caster's must successfully save versus spell or become confused. Roll 1d10 for those who fail their save and refer to the table below:

- | | |
|-----|--|
| 1 | Wander away for duration of effect |
| 2-6 | Stand confused for one round, then roll again |
| 7-9 | Attack nearest creature for one round, then roll again |
| 10 | Act normally for one round, then roll again |

Creatures of 2 Hit Dice or less who fail their saving throws are not confused, but instead driven into a catatonic state that lasts for 2d6 hours. Petitioners and monsters native to Pandemonium are unaffected by this spell.

The material component is a pebble from Pandemonium, which must be consumed by the caster. Though *howl of Pandemonium* was initially developed by Bleak Cabal wizards, it quickly found its way into the spellbooks of mages everywhere. As befits their philosophy, the Bleakers simply didn't care who learned this spell.



NO BREATH

(Alteration; Level 6)

Range: Touch	Components: V, S
Duration: 1 hour/level+1d4 hrs.	Casting Time: 6
Area of Effect: Creature touched	Saving Throw: None

Most useful of all breathing-related magic, this spell completely frees one subject of the need to breathe. The subject's body sustains itself for the duration on magical energies rather than oxygen. Beyond being able to survive underwater and within areas of silt and smoke, the recipient is immune to poisonous gases, *stinking clouds*, and similar attacks. This spell is also virtually the only way to travel on the planes of Vacuum, Positive Energy, and Negative Energy barring a potent magical item.

The caster can affect as many different subjects for the spell as he desires, but the duration is then divided up equally among the various recipients.

SPIRIT WRACK

(Abjuration, Evocation; Level 6)

Range: 10 feet+10 feet/level	Components: V, M
Duration: Special	Casting Time: Special
Area of Effect: Special	Saving Throw: Special

A *spirit wrack* spell is a very strong protection and punishment spell against the high-up creatures of the nether planes. In order to employ the magic, the spellcaster must know the true name of the target of the spell. Prior to actually uttering this spell, the wizard must prepare an illuminated sheet of vellum, carefully inscribing the spell and the target's name. He must use special inks made from powdered rubies and the ichor of a slain tanar'ri, then ornament the vellum with gold leaf. This preparation requires 8 to 32 (1d4 × 8) hours and costs 6,000 gp for all supplies. If the outer-planar creature is present, the caster can then begin the actual incantation. During each round of reading, the target has a 25% cumulative chance to concede without any inducements.

It takes three rounds to read the spell. When the caster begins reading the document, the target creature becomes immobile unless it makes its magic resistance roll. If the roll succeeds, the monster is nevertheless racked with pain and is 90% likely to retreat to its own plane if it can. Regardless of the roll's result, the target is powerless to attack the wizard while he reads the spell. Reading the first part takes one round, with the target's discomfort increasing. During the second round, the creature loses 1 hit point per Hit Die it possesses (for example, a 9 HD tanar'ri loses 9 hit points). At the end of this round, the target is in extreme pain. The third and final round of the spell reduces the creature's remaining hit points by 50%, causes excruciating pain, and exiles the creature to its home plane — there to remain imprisoned in pain for the number of years equal to the level of the wizard.

Target creatures become the sworn foes of these wiz-

ards, a fact few spellcasters care to deal with. Most wizards are far more likely to create the document and use it as a threat to force a creature into submission rather than actually cast the spell itself. This spell is obviously only of limited use on the fiend's home plane.

Spirit wrack is said to have originated on the plane of Acheron, where it's used to coerce fiends into the eternal warfare there. To the dismay of many fiends, it has become much more widely known, even making its way to the Prime Material Plane. Wizards use this spell as a tool in making bargains with fiends — deals that might actually stick. Even the threat of the document can sometimes intimidate a fiend, but woe to those wizards who try such a bluff and fail. An even more evil version of this spell is rumored to exist, inflicting its painful effects on celestial beings rather than fiends.

UP THE ABYSSAL WALLS

(Alteration; Level 6)

Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 6
Area of Effect: 10-foot radius	Saving Throw: None

This spell is usable only within the Abyss. It acts as a specific *teleport*, transporting the caster and one other subject per every two levels of the caster to another layer of the Abyss. All characters to be transported, along with their equipment, must be within 10 feet of the caster. The destination layer must be one that the caster is familiar with, in name or at least in a mental picture. If the caster has previously visited the target layer, a specific destination may be chosen if the caster has actually visited that location (not just seen it at a distance). Otherwise, the DM determines a random arrival point in the layer. This spell has no chance of arriving in a dangerous position (above or below the target).

The material component for the spell is a small object, token, or relic of the destination layer. This spell was developed originally by drow wizards serving the evil power Lolth in order to escape back to the safety of her layer after exploring and raiding the other layers of the Abyss. It has also come into popular use by endangered planewalkers, enabling them to beat a hasty retreat to the Plain of Infinite Portals and from there escape the Abyss altogether.

SEVEN+H-LEVEL SPELLS

CACOFIEND

(Conjuration/Summoning; Level 7)

Range: 10 feet	Components: V, S, M
Duration: Special	Casting Time: 1d8 hours
Area of Effect: Creature summoned	Saving Throw: Special

This perilous spell summons a powerful fiend: a true anar'ri, a greater baatezu, or a greater yugoloth. (*Cacofiend* isn't

powerful enough to summon a unique fiend, and lesser sorts can't be summoned with this spell.)

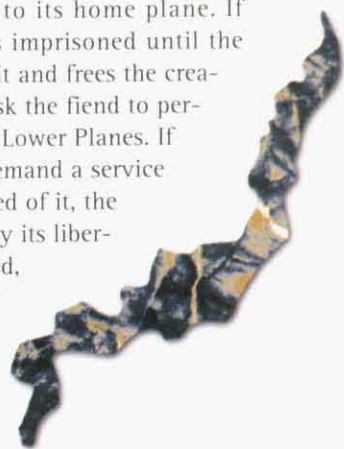
If the caster is interrupted during the casting time, his spell fails. If an interruption occurs after the fiend appears, there is a 10% chance that the fiend can escape its boundaries and attack the wizard. This percentage chance is cumulative for each round of interruption. A fiend is entitled to a special saving throw against this spell: If the fiend rolls greater than the caster's level on 2d10, the summoning fails. When this occurs, either the name used was not perfectly correct or the named fiend is already imprisoned or dead, so the caster must call another fiend.

In any event, the caster must know the true name of the creature he is summoning. A fiend so summoned is most angry and vilely disposed. The caster must be warded and protected by a *protection from evil* spell, and the fiend must be confined within a magical diagram if the wizard wants to avoid being slain or carried off bodily. The summoned fiend can be coerced to perform some deed in one of three ways, as follows:

1) By threatening to cast a *spirit wrack* spell, the wizard can force the monster to swear an oath to follow a certain course of action, freeing the fiend only when the creature completes the service. This method is extremely dangerous, for a fiend seizes on any minor error in such a bargain to spoil the desired outcome or to simply kill the summoner. Further, the fiend bears great hatred for the wizard after such forced obedience.

2) By offering tribute (blood and sacrifices), the summoner may convince the fiend to serve willingly. The caster is well advised to have ample protection and power to defend himself, for the fiend might decide the offer is insufficient and not accept the proffered bargain. Though the fiend must abide by a pledge, since its name is known, it must hold only to the exact word of the agreement, not the spirit. However, only highly evil mages are likely to attempt such a bargain, and a summoned fiend might be favorably disposed toward such a character.

3) The summoned fiend can be the target of a *trap the soul* spell. In this case, the wizard does not speak with the creature or bargain for its service, although the fiend might be eager to reach an agreement with the wizard before being forced into imprisonment. Attempting to trap the fiend is risky only if proper precautions are ignored, for failure means only that the fiend escapes to its home plane. If trapped, however, the fiend remains imprisoned until the owner of the confining object breaks it and frees the creature, at which time the wizard must ask the fiend to perform a service before it returns to the Lower Planes. If the person freeing the fiend fails to demand a service when the monster asks what is required of it, the fiend is under no constraint not to slay its liberator on the spot. If a service is required, however, the creature must first do its best to perform the task and then must return to its home.





The fiend serves only for a limited duration unless it serves willingly. Any action that is impossible or requires more than a week to perform is 50% likely to free the fiend from its obligations. A liberated fiend may seek revenge against the caster, for the creature can remain on the plane it was summoned to for up to two years. This spell is useless if cast on the home plane of the creature to be summoned.

The components of the spell include white wax, mandrake root, a bottle of red wine, a piece of parchment inscribed with the target's name, and an offering that would tempt a fiend.

Like *spirit wrack*, this spell originated on Acheron and was created to add to the armies of the conflicts there. Its use has spread throughout the planes, and is the bane of fiends that do not wish to be disturbed (which, obviously, is most of them).

TRUE NAME

(Alteration, Enchantment; Level 7)

Range: 30 feet	Components: V, S
Duration: Special	Casting Time: Special
Area of Effect: One creature	Saving Throw: Negates

True name grants a wizard great power over any living thing that has a name, generic or individual, known to the caster. Naturally, most true names aren't known, even by the creatures themselves, for the common names of most things aren't their true and secret names. True names are discovered through hard work, spying, extensive use of *legend lore*, and diligent sagecraft.

Casting a *true name* spell requires the wizard to call out the true name of the subject and then begin reciting a verse that describes the nature and history of the subject. This involves a casting time of 3. Thereafter, in rhyming verse, the caster must describe the desired result of the spell. The results are variable and have varying casting times, as noted below.

- ◆ **Multiple suggestion:** The verses of the rhyme contain from one to four *suggestion* spells, each treated as a separate spell. Each verse (suggestion) requires a casting time of 1 to recite.
- ◆ **Weakness and surrender:** Each subsequent verse reduces the subject's magic resistance, attack rolls, damage rolls, and saving throws by 1. With each verse, the target must save versus paralyzation or meekly surrender.

(Once the fiend fails a save, no further saves are necessary.) The meekness lasts as does a *charm person* spell.

- ◆ **Polymorph:** The verses change the subject into something else, just as if a *polymorph other* had been cast. No system shock roll is required. The number of verses and the casting time vary depending on the degree of change:

mineral to animal = 10 verses
 mineral to vegetable = 9 verses
 vegetable to animal = 8 verses
 animal to animal = 4 verses
 vegetable to vegetable = 3 verses
 mineral to mineral = 2 verses

The subject returns to its natural form in time; the spell lasts for 6 turns per level of the caster minus 1 turn for every verse required for the transformation.

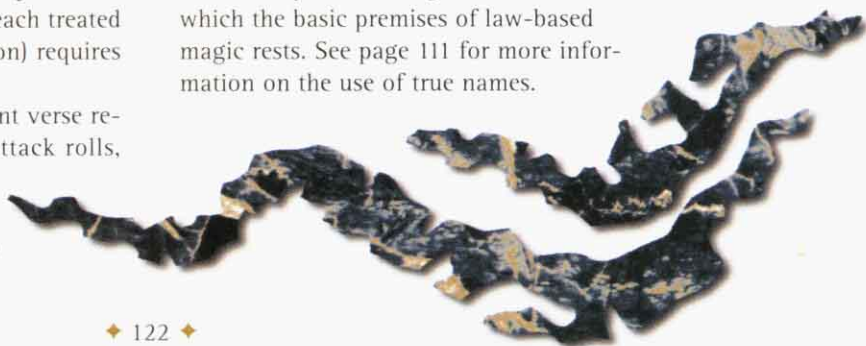
- ◆ **Transport:** The target is teleported without error. The number of verses required depends on the destination:

same plane = 5 verses
 one plane removed = 6 verses
 two planes removed = 7 verses
 three planes removed = 8 verses
 Greater distances are not possible.

- ◆ **Domination:** The subject is allowed a single save. If it is unsuccessful, the target must serve the caster to the best of its ability for a single day. If the target's required to perform an act highly against its code of ethics (for example, a paladin compelled to slaughter a village of innocents), the subject's allowed another save. Every failed save means that its next save is at a cumulative -1 penalty. A body under *domination* is aware of what his body's doing, but he's helpless to stop it. Failure to make the saving throw doesn't affect the victim's alignment in any way, but most good creatures will want to atone for any atrocities committed.

If the subject of *true name* is willing, it makes no saving throw or magic resistance roll. If the caster is interrupted during the casting of the spell, the magic fails and the spell is lost. The would-be victim is then free to act as it wishes. Most wizards using this spell make sure that they've plenty of guards against interruption. It's always a good idea to use this spell while the subject is somehow restrained.

This spell is among those enchantments on which the basic premises of law-based magic rests. See page 111 for more information on the use of true names.





RAKELAND '94

EIGH+H-LEVEL SPELLS

DEMIPLANE SEED

(Alteration; Level 8)

Range: Touch
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: Special
Saving Throw: None

High-level prime mages – especially those who grow bored of their home worlds – often seek this spell. Essentially, it creates a tiny pocket dimension within the Ethereal called a demiplane. The demiplanes created by this spell are very small, very minor planes unlike the major Demiplanes of Shadow, Time, or Dread.

Not surprisingly, this spell must be cast while on the Ethereal. The actual casting only takes 1 round, but lengthy preparations are required before this can take place – the demiplane seed itself must be created. To start with, the wizard needs a single flawless gemstone worth at least 1,000 gp. Every day, for 100 consecutive days, the gemstone must be enchanted with the following spells: *enchant an item*, *distance distortion*, and *rope trick*. At the end of the 100 days, it must be treated with *oil of ethereality* or a priest must be available to cast *extradimensional pocket*. At this time, only the wizard who has been preparing the seed can handle it, and she must take it into the Deep Ethereal and cast the *demiplane seed* spell. As the magic touches the prepared gem, the seed grows into an actual demiplane 10 feet in radius for every level of the caster.

The demiplane grows slowly, enlarging only 1 foot in radius per day. Once it reaches its maximum size (as determined by the caster's level), it doesn't stop growing, but its growth rate decreases dramatically to only 1/2-inch radius per week (just over 2 feet per year total). The environment within the demiplane must be determined at the time of casting, but it can be whatever the caster desires (although no environmental effect within the plane can duplicate effects greater than those of 3rd-level spells), as long as the DM approves. Factors such as solid ground, air, water, and temperature must be determined by the caster. This spell cannot create life, nor can it create construction such as buildings, roads, wells, dungeons, and so on. These things must be added by the wizard in some other manner should she so desire.

Because of this spell, the Deep Ethereal is full of secluded little demiplane fortresses of wizards – most of whom are there because they want to be left alone, so travelers should be wary of “dropping in.”

NIN+H-LEVEL SPELLS

WASTEQUAKE

(Alteration; Level 9)

Range: 1/4 mile
Duration: 3 rounds
Area of Effect: 10-foot diameter/level

HELLBOUND

Components: V, S, M
Casting Time: 2 turns
Saving Throw: Special

Designed to work only on the Gray Waste, the *wastequake* spell is the province of powerful mages. Similar to the priest spell *earthquake*, *wastequake* opens the ground beneath the target creatures, causing it to buck and heave and create general mayhem.

The quake lasts for three rounds. During the first round, the ground ripples; any creatures standing on the surface must make a saving throw versus paralyzation at a –4 penalty. Those that succeed retain their footing; those that fail are knocked flat.

During the second round, a gaping rift opens in the soil of the Waste. Any creatures that were knocked down in the first round must save versus spell at a –4 penalty or be pitched into the yawning chasm. Any creatures that kept their footing in the first round must save versus spell at a –2 penalty or they, too, tumble into the fissure.

During the third round, the rift closes and the quake subsides. Creatures on the surface suffer no further damage. Any creatures that fell into the chasm suffer 15d6 points of damage. They're also buried below the ground, at a depth equal to the caster's level × 10 (in feet). Those that still live can try to dig their way back to the surface.

Wastequake, oddly enough, does not affect permanent structures (such as those made of stone or wood), though it consumes tents and impromptu huts. Thus, a canny fiend can lure its enemies into the courtyard of its palace, then rip open the ground beneath them without worrying about damaging the fortress.

The material component of *wastequake* is a handful of soil from the Gray Waste. The wizard must shake the dirt in one hand while casting the spell.



THAT'S THE TROUBLE
WITH THE DEMIPLANES.
THEY'RE FULL OF WIZARDS.
— OLD TWO-FINGERS



◆ PRIEST+ SPELLS ◆

The following priest spells are available to planar priest characters (with the final say of the DM). As noted above, spells marked "HELLBOUND" require special consideration on the part of the Dungeon Master.

FIRST-LEVEL SPELLS

KNOW FACTION

(Divination; Level 1)

Sphere: Divination
Range: 20 yards
Duration: 1 round/level
Area of Effect: Special

Components: V, S
Casting Time: 1
Saving Throw: Negates

This spell enables a priest to determine a character or creature's faction simply by looking at him. This spell is identical to the 1st-level wizard spell *know faction*.

PROTECTION FROM PRIME

(Abjuration; Level 1)

Sphere: Protection
Range: Touch
Duration: 3 rounds/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 4
Saving Throw: None

When this spell is cast, it creates a magical barrier that protects the recipient against prime-material characters or creatures. Aside from the differences in duration and casting time, this spell is identical to the 2nd-level wizard spell *protection from prime*.

PROTECTION FROM SILVER

(Abjuration; Level 1)

Sphere: Protection
Range: Touch
Duration: 1 hour/level
Area of Effect: 1 creature

Components: S, M
Casting Time: 3
Saving Throw: None

Some creatures are especially vulnerable to silver weapons. *Protection from silver* does away with that vulnerability for the duration of the spell. If a protected creature is attacked with a silver weapon, the weapon is treated as if it were just a normal blade (or mace, or whatever it is).

The priest can cast *protection from silver* on himself or on another creature (by touching or making a successful attack on the target). Though few player characters have such a vulnerability, it may be useful in the case of a tiefling or friendly lycanthrope.

The material component of the spell is the priest's holy (or unholy) symbol.

SECOND-LEVEL SPELLS

DICTATE

(Enchantment/Charm; Level 2)

Sphere: Charm, Law
Range: 30 yards
Duration: 1 round/level
Area of Effect: Up to 6 creatures in a 20-foot cube

Components: V
Casting Time: 5
Saving Throw: Negates

This spell is an improved version of the *command* spell. It can affect up to six creatures at once, and its effects can last more than one round. *Dictate* allows the caster to speak a short, precise phrase or order of no more than a dozen words that must be obeyed by all targets who fail their saving throw. Examples include, "Throw down your weapons," "Stay here until I return," or "Seize that elf." The command must be stated in a language understood by the targets, or the spell fails.

Dictate must be phrased to create an immediate course of physical action for the target. Commands to "die" or "sleep" usually don't work, but commands to "lie down and put your hands behind your head" prove effective. If the caster phrases the *dictate* spell poorly, the DM can assign a saving throw modifier of +1 to +4 for the targets. If the caster directs the intended victim to take an obviously self-destructive action ("Throw yourself off that cliff" or "Kill yourself") the victim who fails his save stands still for one round, fighting the compulsion to obey. Such commands never work, however. Once an order takes effect, the creature continues following it until it fulfills the condition or the spell's duration ends. Therefore, when a creature ordered to "climb the ladder" reaches to top of the ladder, the spell ends. A creature ordered to "wait here" does so for the entire duration.

This spell was developed by and for the Harmonium. Since Harmonium security is very tight and very effective, non-Harmonium priests have little chance to gain access to this spell.

RENEWED ABILITY

HELLBOUND

(Alteration; Level 2)

Sphere: Charm
Range: 0
Duration: Instantaneous
Area of Effect: Caster

Components: V, S
Casting Time: 4
Saving Throw: None

Renewed ability can be cast only by creatures that already possess innate spell-like powers, such as fiends, tieflings, genasi, and some aasimar. When cast, *renewed ability* lets the priest "recharge" one of his spell-like powers that normally has a limit on how often it can be used in a given time period. A power can be renewed only if it's identical to the effects of any wizard or priest spell of 3rd level or less.



For example, a tiefling priest normally can use his innate *darkness 15-foot radius* power once per day. After casting *renewed ability*, the priest can use *darkness 15-foot radius* a second time that same day.

THIRD-LEVEL SPELLS

FOSTERED PROTECTION

(Abjuration; Level 3)

Sphere: Protection
Range: Touch
Duration: 1 turn/level
Area of Effect: 1 creature

HELLBOUND

Components: V, S, M
Casting Time: 5
Saving Throw: None

Fostered protection can be cast only on creatures that already possess some level of natural magic resistance. Other beings simply aren't affected by the spell. Also, this spell does not affect magical resistance granted by magical items or other outside sources.

When cast on a magic-resistant creature, *fostered protection* increases the resistance by 2% per level of the caster for the duration of the spell. Under no circumstances can the target creature's magic resistance exceed 95%.

The material component for this spell is a drop of blood from a magic-resistant creature (not the caster's or the subject's own blood).

PROTECTION FROM EARTH

(Abjuration; Level 3)

Spheres: Elemental (Earth), Protection
Range: Touch
Duration: Special
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 6
Saving Throw: None

The effect of a *protection from earth* spell differs according to whether the caster or another creature is the recipient of the spell. In either case, the spell lasts no longer than one turn per caster level. Also, this spell does not confer the ability to freely move through stone or earth.

If the spell is cast upon the caster, it grants complete invulnerability to damage and wounds inflicted by stone and earth (thrown stones, falling rocks, earth elemental attacks, crushing stone walls, avalanches, being buried alive, and so on). The invulnerability lasts until the spell has absorbed 12 points of earth damage per level of the caster or one turn per caster level (whichever comes first), at which time the spell is negated.

If the spell is cast upon another creature, it reduces damage sustained by earth attacks by 50% and confers a saving throw bonus of +4 to the die roll versus such attacks.

The material component is the priest's holy symbol.

PROTECTION FROM WINDS

(Abjuration; Level 3)

Spheres: Elemental (Air), Protection
Range: Touch
Duration: Special
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 6
Saving Throw: None

The effect of a *protection from winds* spell differs according to whether the caster or another creature is the recipient of the spell. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to damage and ill effect inflicted by natural winds (no matter how strong), *gust of wind* spells, and similar threats, including the effects of the maddening winds of Pandemonium. The invulnerability lasts until the spell has absorbed 12 points of wind damage per level of the caster or one turn per caster level, whichever comes first.

If the spell is cast upon another creature, it reduces damage sustained by wind attacks by 50% and confers a saving throw bonus of +4 to the die roll versus such attacks, as well as full protection versus Pandemonium's winds.

The material component is the priest's holy symbol.

FOURTH-LEVEL SPELLS

BLESSED FORGETFULNESS

(Alteration, Enchantment/Charm; Level 4) Reversible

Sphere: Necromantic, Thought
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 7
Saving Throw: Negates

The archon-created magic (found only on Mount Celestia) of *blessed forgetfulness* serves a high purpose: to ease scarred and injured minds. *Blessed forgetfulness* negates the injurious effects of failed fear or horror checks, and removes any madness suffered from contact with the howling winds of Pandemonium or the terrors of the Abyss. It does not cure the effects of magically induced insanity or *feeblemind*, however.

The reverse form, *winged memory*, restores the memories of any creature affected by the rivers Lethe or Styx. It also restores memories lost to *forget* or *touch of the Styx* spells. If used on a spellcasting creature with no memory loss, it restores a single, previously cast spell to the recipient's mind. The spell must be either 1st or 2nd level and the priest cannot use this effect on himself.

The priest needs to sprinkle a few drops of holy water on the recipient of this spell.



BREATH OF THE ELEMENTS

(Alteration; Level 4)

Sphere: Elemental (All)

Range: Touch

Duration: 1 hour/level

Area of Effect: 1 creature

Components: V, S

Casting Time: 7

Saving Throw: None

A group of planewalker priests, tired of depending on their wizard companions for spells that allowed them to breathe on the Elemental Planes, devised this considerably more useful spell. Rather than cast a specific spell for each element that inhibited breathing, they petitioned their powers for a single spell that would allow breathing on any Elemental Plane.

Breath of the elements enables the recipient to breathe freely in a single element for the duration of the spell. At the time of casting, the priest names the appropriate element – fire, salt, ash, earth, and so forth. The ability to breathe in one element doesn't grant the ability to breathe in a similar one, so a body traveling from the plane of Fire to the plane of Magma must recast the spell and "attune" it to Magma. Like *water breathing*, this spell transforms the element into a breathable atmosphere for the spell's recipient. Since the planes of Vacuum, Positive Energy, and Negative Energy have no such atmosphere to transform, the spell is ineffectual on those planes.

The priest can divide the base duration of the spell between multiple characters, to a minimum of one half-hour per recipient.

FOESIGHT

(Divination; Level 4) Reversible

Sphere: Divination

Range: 0

Duration: 24 hours

Area of Effect: Caster

HELLBOUND

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Foesight lets the caster detect his enemies at a distance, giving him time to flee or prepare a defense. The effect is centered on the caster and moves with him, spreading outward with a radius of $\frac{1}{2}$ mile per caster level.

If a being who means harm to the caster (or his group) comes within the area of an active *foesight*, the caster immediately senses the enemy's presence. After two rounds, the feeling grows in strength, and the caster knows the approximate distance of the foe, the general direction from which it comes, and the speed at which it travels.

The spell does not in any way identify the enemy or provide information on its strength. It does, however, give the caster a general sense of the foe's numbers (whether it's one berk or an army). *Foesight* doesn't change based on the distance of the enemy – that is, the caster's sense of danger doesn't increase as the enemy draws closer.

The reverse of this spell, *hidden hatred*, protects a body

from

being detected by *foe-*

sight until he's within 10 feet of a

target. At that distance, *hidden hatred* can no longer cloak the attacker's enmity. Although *foe-sight* works only for the caster of the spell, any creature can be the recipient of a *hidden hatred* spell.

The material component of *foesight* or *hidden hatred* is the caster's holy (or unholy) symbol.

Rumors exist of higher-level variants of both spells that affect more than one person – even whole armies, in some cases. 'Course, these stories are likely just pipe dreams or hollow threats.

PROTECTION FROM PRIME 10-FOOT RADIUS

(Abjuration; Level 4)

Sphere: Protection

Range: Touch

Duration: 1 turn/level

Area of Effect: 10-foot radius

around creature touched

Components: V, S, M

Casting Time: 7

Saving Throw: None

The globe of protection created by this spell is identical in all respects to a *protection from prime* spell (a 1st-level priest spell), except that it protects a larger area of effect and has a longer duration and casting time. Aside from the differences in duration and casting time, this spell is identical to the 4th-level wizard spell *protection from prime 10-foot radius*.

SURELOCK

(Abjuration; Level 4)

Sphere: Wards

Range: 0

Duration: 1 day/level

Area of Effect: 60-foot radius

Components: V, S, M

Casting Time: 1 hour

Saving Throw: None

Surelock was specifically designed to protect against unwanted plane-spanning portals. As long as it's in effect, the spell seals all gates and portals that reach into other planes. The spell does not affect movement abilities within a single plane, so a *teleport* spell is unaffected by it (since it can't take a body to other planes). However, permanent, temporary, and shifting portals cannot open within the area affected by the spell. Likewise, *plane shift* and *astral spell* don't function within the area of effect. A *gate* spell cannot pull a creature into or out of the affected area. Any attempt

to use any of these powers results in automatic failure – a spell to that effect would be wasted and a charge from a magical item would be lost.

When cast, *surelock* spreads out in a radius from the caster to the full extent of its area of effect. It is not possible to exclude portals within this area; everything is affected equally. Nor can the effect be lowered, even by the caster, without the use of *dispel magic*. Once cast, the area does not move – although originally centered on the priest, it does not follow him around thereafter.

Despite the various *gate ward* and *gate seal* spells used by wizards, this is still – by far – the most potent ward against interplanar travel. Its radius of effect, duration, and ability to block spells as well as actual gates and portals makes it clearly superior. Despite this, note that in Sigil, the Lady of Pain has absolute control over the city's portals and may choose to overturn the spell's effects at her whim.

The material component for this spell is a crystal key that must be shattered when the spell is cast.

TOUCH OF THE STYX

(Enchantment/charm, evocation/invocation; Level 4)

Sphere: Thought	
Range: Touch	Components: Special
Duration: Permanent	Casting Time: 7
Area of Effect: Creature touched	Saving Throw: Negates

This spell is a more potent version of the 2nd-level wizard spell *forget*. *Touch of the Styx* causes the subject to lose all memory of the last 24 hours unless a saving throw is made. There is no way to restore this memory except by relearning what occurred from the accounts of others.

In addition to normal verbal and somatic components, this spell requires that the caster have touched the true waters of the Styx sometime in his life. (Canny spellcasters know that just *touching* the Styx on Pandemonium has no effect on a sod's memories – a convenient loophole for would-be casters of this spell.) While this spell resembles *blessed forgetfulness*, it was actually developed independently and (unlike that spell) is usually not used by priests aligned with the archons of Mount Celestia.

FIFTH-LEVEL SPELLS

CROWN OF FLAME

(Invocation/Evocation; Level 5)

Sphere: Sun	
Range: 0	Components: V, M
Duration: 1 turn/level	Casting Time: 8
Area of Effect: Caster	Saving Throw: None

The *crown of flame* is often seen among the sword archons, who invoke it before going into battle. The caster becomes a blazingly hot beacon of the powers of good, burning all innately evil creatures within 10 feet for 2d6 points of damage per round. This includes fiends, undead, evil spirits, and evil faeries, but not merely evil characters or petitioners. The *crown of flame* is also part of the magic used when enchanting a *helm of brilliance*.

The material component for the spell is the priest's holy symbol and a small circlet of something appropriate to the priest's specific power (branches for a god of nature, iron for a war god, and so on).

INVERTED MAGIC

(Alteration; Level 5)

Sphere: Combat	
Range: Touch	Components: V, S, M
Duration: Instantaneous	Casting Time: 6
Area of Effect: 1 creature	Saving Throw: Negates

This powerful offensive spell only affects creatures that have some level of natural magic resistance. *Inverted magic* turns that protection against them.

When the caster touches the intended target, he unleashes – and inverts – the inherent magical power within the creature. The target can attempt a saving throw and a magic resistance roll to avoid the effects. If it fails the save, the creature is racked with painful energy and suffers a percentage of its current hit points in damage equal to its magic resistance. What's more, the sod is stunned for a number of rounds equal to the number of hit points lost divided by 10 (round down). When stunned, a creature can make no attacks, use no spells or magical abilities, and moves at half speed. The stunned

HELLBOUND



WHAT WE REALLY NEED
IS A SPELL THAT WILL SIMPLY
GET RID OF THESE PRIMES
ONCE AND FOR ALL.

— FAERM ARPICAR

creature's opponents receive a +4 bonus to attack rolls.

For example, a babau (with 50% magic resistance) fights with a mortal priest until it has only 40 hit points left. The priest then casts *inverted magic* on the fiend. The babau fails its saving throw and loses 50% of its remaining hit points, bringing it to 20. In addition, the babau is stunned for two (20 divided by 10) rounds.

Another example: A black abishai (30% magic resistance) has 20 hit points left in a scrap with a priest. The priest casts *inverted magic* on the abishai, which fails its save and loses 30% of its remaining hit points, bringing it to 14. The abishai lost only 6 hit points, so it's not stunned at all (6 divided by 10, rounded down, is less than one).

The material component for the *inverted magic* spell is a silver holy (or unholy) symbol worth at least 100 gp. The symbol is consumed by the magic unleashed.

SEVER THE SILVER CORD

(Alteration; Level 5)

Sphere: Astral, Combat

Range: 10 yards/level

Duration: Instantaneous

Area of Effect: 1 prime

Components: V, S

Casting Time: 8

Saving Throw: Negates

This spell effectively slays a creature from the Prime Material Plane who was brought to another plane by *astral spell*. The priest accomplishes this effect by magically severing the silver cord that ties him back to his home plane.

A chopping motion directed at the subject of the spell extends a scythelike blade of invisible force. If the target fails his saving throw versus death magic, the spell slices the cord and the prime dies. If the caster is able to *detect invisibility* or otherwise see astral objects so that he can perceive the cord, the victim's saving throw is modified by a -2 penalty.

ELEMENTAL PROTECTION

(Abjuration; Level 5)

Sphere: Elemental (All), Protection

Range: Touch

Duration: 1 hour/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell is the ultimate in elemental protection and is virtually a must for planewalkers who frequent the Inner Planes. The priest casting *elemental protection* renders one creature immune to the effects of one specific type of element (chosen by the priest at the time of casting) for the duration of the spell. The level of protection is determined by the type of damage the creature suffers. For purposes of this spell, there are two types of damage: passive and active.

Passive damage is environmental damage. Passive fire damage is from heat from nearby fires or burns from falling into a fire pit. The fire is not wielded with intent to do dam-

age. The recipient of the spell is completely immune to this type of damage.

Active damage is the result of an attack. A red dragon's breath, *fireball* spells, boiling oil poured from the top of a wall, fire elemental strikes, and similar attacks are active fire damage. The recipient of the spell suffers only 50% of the damage inflicted by such attacks. All saving throws made by the subject gain a +4 bonus to the die roll.

This spell was developed by a planewalker priest who frequented the Elemental Planes, but it has also come into use by planewalkers visiting dangerous areas on the Great Ring – the icy layer of Stygia on Baator or the fiery layer of Muspelheim on Ysgard, for example. Although *protection from fire* is a fine spell, *elemental protection* is much longer-lasting and, over all, more effective. (Note that this spell does not provide the ability to breathe easily on the plane, however.) The material component is the caster's holy symbol.

SIX+H-LEVEL SPELLS

CELESTIAL PROTECTION

(Abjuration; Level 6)

Sphere: Protection

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 8

Saving Throw: None

This spell allows the priest to channel his deity's power to mimic the protection that a celestial being, such as a deva, enjoys. This protection is defined by the following:

- ◆ Subject suffers only half damage from acid, cold, and electricity.
- ◆ Subject is immune to poisons of all kinds.
- ◆ Subject can be struck only by weapons of +1 or better enchantment.

This spell can be cast upon another or the caster herself. Normally, in addition to standard sphere limitations, this spell is available only to priests worshiping deities of good alignment. The material component is a vial of holy water, which must be used to anoint the subject's head.

CROWN OF BRILLIANCE

(Invocation/Evocation; Level 6)

Sphere: Sun

Range: Touch

Duration: 1 round/2 levels

Area of Effect: Special

Components: V, S, M

Casting Time: 9

Saving Throw: None

This spell turns a piece of headgear into a blazing source of golden light as soon as the wearer engages in hand-to-hand combat. All opponents in melee combat with the caster must save versus spell or be blinded for 1d4 rounds (suffering a -4

penalty to attack rolls, Armor Class, and saving throws). If not blinded, the opponent still suffers a -2 penalty to attack rolls against the wearer due to the dazzling brilliance of the headgear.

Creatures with an aversion to sunlight or those that suffer a penalty when fighting in bright light (drow, derro, duergar, goblins, and many undead) are affected more severely. Those within a 30-foot radius must save versus spell or flee. Those who do not flee suffer their usual penalty for fighting in bright light. Undead other than skeletons and zombies take an additional 1d6 points of damage each round that they stay within the affected area.

The spell must be cast on a piece of headgear: a hat, crown, tiara, helmet, circlet, and so on. The headgear must be properly worn or the spell does not function. The spell effect is triggered as soon as the wearer makes a successful attack roll in melee. The effect lasts one round for every two levels of the caster (rounded up). The material component of this spell is an opal worth at least 100 gp, carried on the caster's person. It shatters upon the completion of the spell (if shattered prematurely, the spell ends).

This spell was developed on Mount Celestia with the aid of the archons. It is frequently used by priests of good deities, and the archons are more than happy to share the spell with them.

SEVENTH-LEVEL SPELLS

CROWN OF GLORY

(Invocation/Evocation; Level 7)

Sphere: Sun

Range: 0

Duration: 1 round/level

Area of Effect: Caster

Components: V, S, M

Casting Time: 1 round

Saving Throw: Negates

This spell temporarily bestows the aura of a powerful proxy on the caster, inspiring awe all lesser creatures with the priest's terrible perfection and righteousness. The aura creates a sense of awe in creatures with fewer than 6 Hit Dice, so that they cease whatever they are doing and turn to face the caster. When the caster speaks, his words are treated as a *suggestion* spell, and are telepathically understood by the listeners, even if the caster does not speak any language intelligible to the listening creatures.

Creatures that succeed in a saving throw versus spell are not awed by the caster and can continue their actions normally. Creatures with more than 6 HD are immune to the effect of the spell.

This is yet another spell developed by the archons of Mount Celestia, but its use has become more widespread now. The material component is the same as a *crown of brilliance*, but the opal must be worth 200 gp.

A sphere of survival
keeps planewalkers alive
on the plane of Fire.

ELEMENTAL BREACH

(Alteration; Level 7)

Sphere: Elemental (All)

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: One 10 ft. × 10 ft. square/level
Saving Throw: None

This high-up spell rends the very fabric of space itself inside an Elemental Plane. The breach created by this spell opens into any of the adjoining Elemental Planes (or even one of the Energy Planes), causing elemental material from that plane to spill forth into the caster's plane. This elemental material becomes a permanent pocket. The breach stays open for a considerable amount of time, allowing passage through it in either direction.

The breach is an uneven tear, with the elemental material of the other plane easily visible through it. The size of the breach is approximately a 10-foot by 10-foot square per level of the caster, so it is possible to create large holes. The elemental material comes through the breach in a manner and rate as determined by the DM, but it should be fairly constant and consistent with the size of the breach and the nature of the intruding material. Although the material becomes an elemental pocket, at the breach itself the two elements interact, possibly forming dangerous conditions (fire and water produce huge amounts of burning steam, for example).

The spell creates habitable areas within the Elemental Planes, such as an island of earth on the plane of Water, or a pocket of air on the plane of Smoke. Many spellcasters choose to make their homes or temples in such unique and exotic places.

Tearing holes in the metaphysical barriers between planes does not occur without gaining the attention of a high-up elemental being, perhaps even a true power. This being can reside on either side of the breach. There is a 25% chance that a being of power will be alerted and annoyed enough to send minions to close the breach (and possibly punish the offending priest). The DM may determine the nature of these minions. This chance is cumulative for every time a priest opens a breach into or out of the being's plane in a given year. Obviously, if the priest opens the breach specifically to undermine or harm the being, his realm, or his minions, intervention is automatic.

The material components for the spell are samples of the two planes' elemental material, or silver symbols signifying such (material from the planes of Radiance or Negative Energy, for example, is difficult to store).

SHIELD OF THE ARCHONS

(Abjuration; Level 7)

Sphere: Protection

Range: 0

Components: V

Duration: 1 round/2 levels

Casting Time: 1

Area of Effect: 120-degree arc

Saving Throw: None

This spell creates a mystic shield of beneficent energies that interposes itself between the caster and incoming attacks by spell, spell-like ability, or magical device such as a rod, staff, or wand. Attacks on the caster within the spell's arc hit the shield instead, and each strike has a chance of shattering it. The player rolls 1d20 for every attack the shield intercepts. The *shield of the archons* shatters if the roll is less than the level of the intercepted magical attack. A shield that shatters still provides protection from the spell that destroyed it.

If an area-effect spell would include the caster but is not directly targeted on him, the shield provides a +4 saving throw bonus and reduces damage by -2 points per die. This protection also applies against breath weapon attacks that cause physical damage.

If attacks are launched at the caster from different directions at the same time, the shield interposes itself between the caster and the most dangerous threat, as determined by the DM.

The shield provides no protection against attacks other than those specified. A caster can create a *shield of the archons* but once per day.

As its name implies, this spell was developed by priests working with the archons of Mount Celestia. It is used only by priests of good alignment. The spell *shield of the tanar'ri* is identical in effect, but uses baneful energies. This form of the spell is used by evil priests.



SPHERE OF SURVIVAL

(Abjuration; Level 7)

Sphere: Elemental (All), Protection

Range: 0

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: 10-ft.

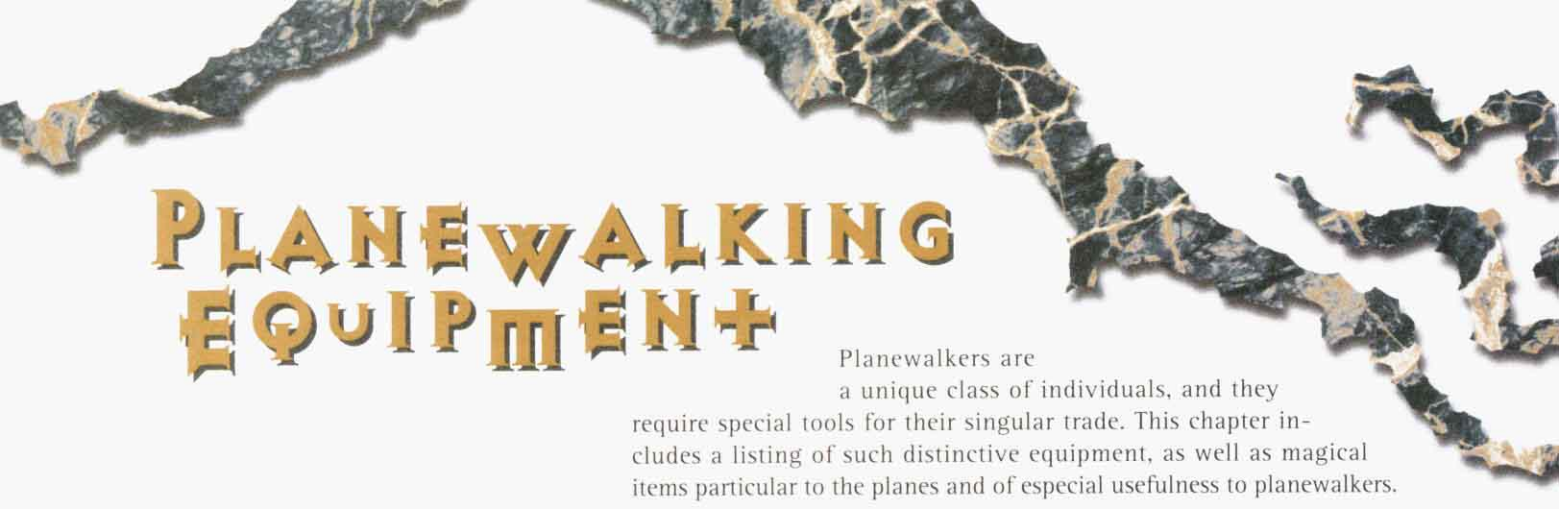
Saving Throw: None

radius sphere

Sphere of survival creates a sphere of protection against one type of element, and breathable atmosphere for all within. It is intended to be used on the Inner Planes, allowing a small group of planewalkers to enter into and operate within a hostile environment safely. As such, this spell does not function on the Prime Material or any of the Outer Planes.

At the time of casting, the priest must specify which element the sphere protects against. Everyone within the area of effect of the spell is protected as by the *elemental protection* spell. Additionally, the sphere provides all creatures within it with fresh air. The sphere maneuvers through all elemental material unhindered, even if the medium is solid rock.

Obviously, this spell is a great boon to inner-planar travel. Only its high level keeps it from becoming more widely used. The material component is the holy symbol of the caster.



PLANEWALKING EQUIPMENT

Planewalkers are a unique class of individuals, and they require special tools for their singular trade. This chapter includes a listing of such distinctive equipment, as well as magical items particular to the planes and of especial usefulness to planewalkers.



TOOLS OF THE TRADE

The following nonmagical items are found in Sigil and throughout the planes. Though some may seem familiar, these items vary from the standard equipment found in the *Player's Handbook*.

All prices noted in this chapter should be considered *suggested* costs at best. As in markets everywhere, prices fluctuate depending on supply, demand, and the merchant's whim.

BAA+TORIAN GREEN STEEL ITEMS

The wastelands of Avernus (the first layer of Baator) produce an ore that can be tempered into a metal simply called green steel. Lighter than normal steel, this metal can be processed into razor-fine edges, making weapons forged of green steel lighter and capable of causing more damage than their standard counterparts. It is important to remember, however, that these items are *not* magical. All green steel items cost (at least) four times the price of their normal counterparts. Such items are only rarely found, even in markets in Sigil. Not all baatezu carry weapons made of green steel, but many do.

ARMOR: The following types of armor can be constructed of green steel. In all other regards, such armor is identical to its standard counterpart.

ITEM	COST (GP)	WEIGHT (LBS)	AC
Banded mail	800	20	2
Chain mail	350	25	3
Plate mail	2,500	30	1
Scale mail	500	25	4



WEAPONS: Only the following weapons are commonly forged of green steel. In all other regards, such weapons are identical to their standard counterparts.

ITEM	COST (GP)	WEIGHT (LBS)	DAMAGE	
			S-M	L
Dagger	8	—	1d4+1	1d4
Knife	2	—	1d4	1d3
Javelin	2	1	1d8	1d8
Spear	4	3	1d8	1d10
Bastard sword	100	5		
One-handed			1d10	1d12+1
Two-handed			2d6	2d10
Long sword	60	2	1d10	1d12+1
Scimitar	60	2	1d10	1d10
Short sword	40	2	1d8	1d10
Two-handed sword	200	8	1d12	2d10

BARIAUR EQUIPMENT+

Since bariaur have such a different physiology, their armor and equipment requires special construction and attention.

BARIAUR ARMOR: On the Prime, bariaur might be forced to adapt a horse's barding as their own armor. Fortunately, on the planes (where sentient bashers come in more varied shapes), armorers produce mail precisely suited to each race's physical requirements. While the armor listed below differs in cost and weight due to the additional materials required in its construction, the AC value is identical to "normal" humanoid armor. Nevertheless, most bariaur lean toward wearing only light armor due to the weight and cost.

ARMOR	COST (GP)	WEIGHT (LBS)
Banded mail	250	50
Brigantine	150	45
Bronze plate mail	500	60
Chain mail	90	55
Field plate	2,500	75
Full plate	5,000–15,000	85
Leather	7	25
Padded	5	20
Plate mail	720	65
Ring mail	150	45
Splint mail	100	50
Studded leather	25	40

BARIAUR HARNESS: This specially designed frame backpack takes advantage of the bariaur's large back and unique physical configuration. The harness can carry up to 90 pounds worth of weight and has a volume of 3.5 feet × 3 feet × 1 foot. It costs 3 gp and weighs 4 pounds.

BARIAUR HORNED HELM: A bariaur using this special helmet to charge an opponent still inflicts 1d8 points of damage (plus Strength bonus), but since he relies on the spiked horns to

inflict some of the damage, he doesn't have to use as much force. Therefore, while he must still make a saving throw versus breath weapon to avoid taking damage, if he fails the save he suffers only *half* of the damage he inflicts, rather than all of it. Note that bariaur females can utilize this helmet so that they can perform charging attacks as well.

A horned helm must be tailor-made for each individual to insure proper fitting (requiring 1d6+2 days construction time). It weighs 10 pounds and costs 45 gp.

BARIAUR SADDLE: Bariaur don't make a regular practice of letting two-foots ride on their backs. However, situations arise when it's expedient to carry one of the slow-movers rather than just leaving him behind (sometimes a basher's friend gets hurt and it's up to him to carry the poor sod to safety). For these situations, some bariaur carry special saddles, resembling in many ways a cross between a horse's saddle and the aforementioned bariaur harness. These leather harnesses cost 10 gp and weigh 10 pounds.

BARIAUR SHOES: Like horseshoes, these iron-shod shoes protect a bariaur's feet when he runs or walks on rough surfaces. They cost 5 gp (for a set of four), and have negligible weight.

CELESTIAL ETHEROSCOPE

This device appears magical, but it involves no enchantment (although magical etherscopes are certainly possible). The etherscope comprises a complex set of brass-bound lenses, tubes, and glass vials filled with colored liquid. The whole thing is about 2 feet × 1 foot × 1 foot, and is extremely delicate. Only a specially trained planar craftsman can construct an etherscope.

This device is used exclusively with the planology proficiency (see page 99). By looking at light refracted through the lenses and colored liquids, a blood trained in the skill can attempt to discern the tides of fortune on any particular plane. The device costs 1,000 gp and weighs 50 pounds.

MODRON EQUIPMENT+

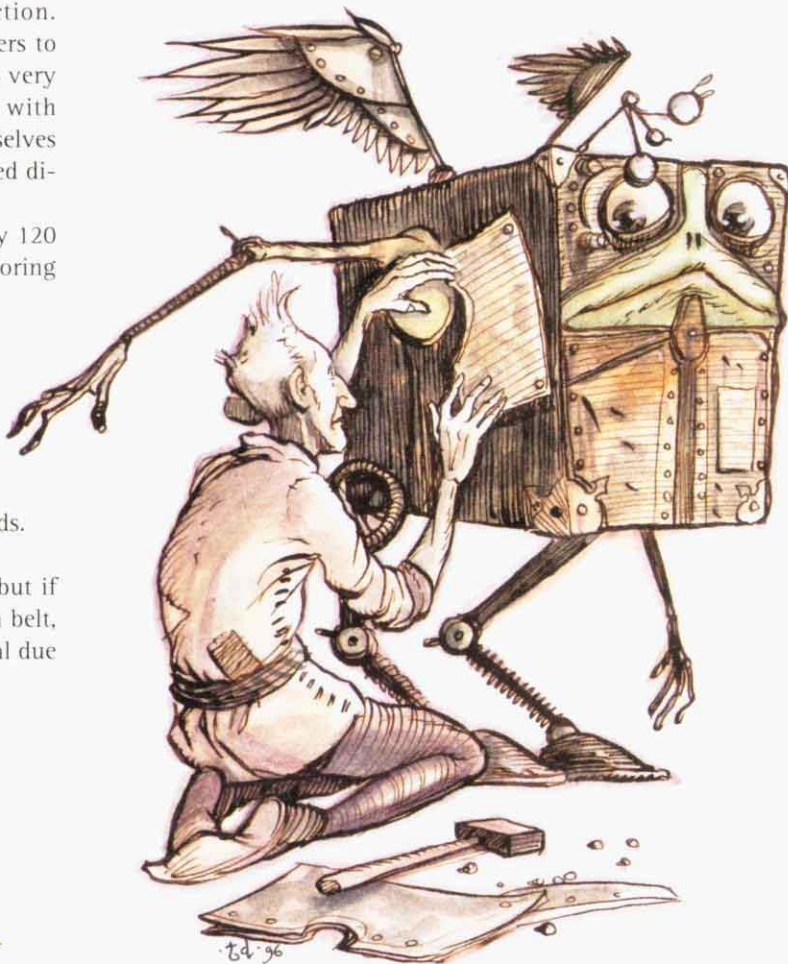
Though ordinary modrons have little need (or use) for adventuring equipment, rogue modrons require very specialized accoutrements. It is important to realize that portions of a modron are actually metal — plates, clockwork gears, pulleys, and so on. Things can literally be bolted onto a modron's metallic parts without harming it or causing it pain, as long as the original parts' functions are not impaired. No one outside of Mechanus is capable of adding new "clockwork" mechanisms, and few rogues would dare show their faces there, so it's impossible for a modron to have extra arms or legs simply added on. Most rogue modrons resist anything that would alter their orderly, symmetrical boxlike shape anyway.

MODRON ARMOR: Although they have a natural Armor Class of 8 due to their already partially metallic structure, many

modrons find it desirable to supplement this protection. Rogue modrons are far too rare for even Cager armorers to have ready-made modron armor, but fortunately, it's very easy to make, essentially being flat sheets of metal with holes for the modron's arms and face. The sheets themselves can be held together with leather straps, or simply bolted directly onto the modron. This armor provides AC 4, weighs 75 pounds, and costs only 120 gp. (Since all rogue modrons are the same size, no tailoring or special work really goes into the fitting.)

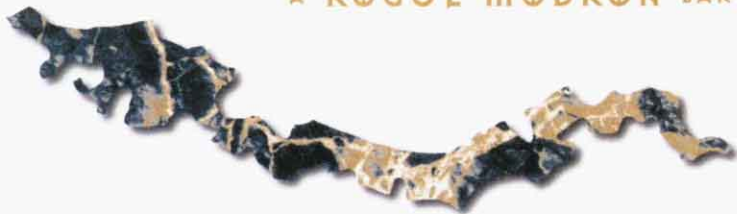
MODRON STORAGE CONTAINER: While all sorts of packs, sacks, and even shelves can be affixed to a modron, the most common sort of attachment is a boxlike container of metal and leather that can hold up to 100 pounds worth of weight and has a volume of 1.5 feet × 3 feet × 1 foot. It costs 5 gp and weighs 10 pounds.

MODRON CLOTHING: Most modrons don't wear clothing, but if one wishes to have a cloak or (more commonly) wear a belt, the prices for all such garb are three to five times normal due to their odd shape and size.



WHILE YOU ARE CORRECT
IN YOUR ASSESSMENT OF
MY SHORTAGE OF FUNDS,
I MUST POINT OUT
THE FLAW IN YOUR LOGIC —
YOU, AS A HUMAN,
HAVE VERY LITTLE NEED
FOR A 12-FOOT-LONG BELT.

— A ROGUE MODRON BARTERING



SICKLES AND SCYTHES

Most city folks don't know the difference between a sickle and a scythe. They figure that both have curved blades, and both are used for farming, and therefore both are the same. Well, it ain't true.

Since these items're tools as well as weapons, folks on the Upper Planes value their use. On the other hand, since they look wicked (as in daunting) and can inflict some serious damage if used correctly, they're favored weapons on the Lower Planes.

Sickles are small, one-handed chivs. They have a curved blade about 1 foot long, sharp only on the inside of the curve (the concave side). This blade is attached to a short handle (usually 6 inches to 1 foot in length). They're easily hidden, or at least easily carried when tucked into a belt. They're farming implements, sure, but they're not designed for large-scale sweeping; they're designed for cutting handfuls of plant stalks, not swathes of greenery. They obviously cause less damage than scythes.

Scythes, on the other hand, are big two-handed tools, long blades attached to curved wooden handles. The handle has a peg for a hand-grip to help the wielder make broad, sweeping cuts. It takes some practice to get the motion right for cutting lots of plants, and even more practice to learn how to use a scythe effectively against a berk's head. The blade is usually 3½ to 4 feet long and, like the sickle, sharp only on the inner curve.

And here's the real difference:

WEAPON	COST	WEIGHT	SIZE	TYPE	SPEED	DAMAGE (S-M/L)
Sickle	6 sp	3	S	S	4	1d4+1/1d4
Scythe	5 gp	8	M	P/S	8	1d6+1/1d8

◆ MAGICAL ITEMS ◆

A planewalker shouldn't be the kind of berk who defines himself by what he carries. Rather, he should define himself by what he knows and what he can do. Still, there's no denying the usefulness of magical items to get the job done — even if the job is just simply staying alive in the hostile environment of the planes.

WHAT TO LOOK FOR

Planewalkers should be familiar with a number of existing items. At varying times, their use can be anywhere from extremely helpful to virtually impossible to live without. Because of their usefulness and necessity, some of the items — like various breathing or survival aids — are usually more common and cost less than (sometimes only half as much as) their Prime Material value. That's in prominent markets like Sigil, of course; a body about to visit Gehenna from its gate-town of Torch should expect to pay double to triple the price for fire-resistant magic, since the natives know just how essential that particular magic is to survival on the plane.

The magical items listed below are some of the more common useful devices — this is by no means a comprehensive list. Items listed without notes have obvious uses. The *ToM* notation refers to items found in the *Tome of Magic*.

- ◆ *Air spores (ToM)*.
- ◆ *Amulet of the planes*. One of the best ways of getting around the planes, bar none.
- ◆ *Cube of force*. Extremely useful in hostile environments.
- ◆ *Cubic gate*. Another great way to travel around the planes.
- ◆ *Elemental compass (ToM)*. Invaluable for navigating through the Inner Planes.
- ◆ *Gauntlets of swimming and climbing*. Most devices of this type (which are useful to anyone, not just a planewalker) are not in this list, but these gloves are of great use on the planes, where getting around rarely involves an easy walk.
- ◆ *Gem of seeing*. Reveals ethereal and astral beings, as well as gates and portals.
- ◆ *Helm of underwater action*.
- ◆ *Iron flask*. Planar creatures not on their home plane can be trapped or carried within. For willing victims, it's a safe and painless way to travel through hostile areas.
- ◆ *Mirror of mental prowess*. A spying tool and portal in one.
- ◆ *Oil of elemental invulnerability*.
- ◆ *Oil of elemental plane invulnerability (ToM)*.
- ◆ *Oil of etherealness*.
- ◆ *Pearl of the sirines*.
- ◆ *Pick of earth parting (ToM)*. Useful for digging through the plane of Earth or similar environments.
- ◆ *Plate mail of etherealness*.
- ◆ *Portable hole/bag of holding combination*. Placing one within the other opens a gate to the Astral (although the items are destroyed in the process).
- ◆ *Potion of elemental control (ToM)*.
- ◆ *Potion of fire resistance*.
- ◆ *Potion of water breathing*.
- ◆ *Ring of elemental command*.
- ◆ *Ring of elemental metamorphosis (ToM)*. Not only does this ring allow the wearer to survive on an Inner Plane as an elemental, but the form serves as a disguise among creatures of that plane.
- ◆ *Ring of fire resistance*.
- ◆ *Ring of free action*. Of particular use on the planes of Limbo, Water, and Ooze.
- ◆ *Ring of spell storing*. This item is particularly useful to priests who lose spellcasting ability as they travel away from the plane of their deity.
- ◆ *Ring of warmth*.
- ◆ *Robe of stars*.
- ◆ *Rod of passage*. This allows all types of magical transport, notably *astral travel* and *teleport without error*, both of which can take a traveler to other planes.
- ◆ *Salves of far seeing (ToM)*.
- ◆ *Scroll of protection from cold*.
- ◆ *Scroll of protection from electricity*.
- ◆ *Scroll of protection from elementals*. Note that while useful, this scroll does not offer much protection on the elementals' home plane.
- ◆ *Scroll of protection from fire*.
- ◆ *Scroll of protection from water*. Useful not only on the plane of Water, but on the planes of Steam and Ice as well.
- ◆ *Sphere of annihilation*. This potent item, if controlled, can be very useful on the plane of Earth and similar environments where a cutter needs to clear some space.
- ◆ *Sword of the planes*. Not only does this item *not* lose its bonus as it travels from plane to plane, but it increases depending on the plane and planar creature that the wielder is fighting.
- ◆ *Staff of the magi*.
- ◆ *Trimia's Catalogue of Outer Plane Artifacts (ToM)*.
- ◆ *Wand of corridors (ToM)*. Great for creating space to move around on the planes of Earth and Minerals.
- ◆ *Wand of earth and stone*. As *wand of corridors*.
- ◆ *Wand of element transmutation (ToM)*. A potent weapon against elementals, and useful for creating necessary pockets of air, water, or solid ground where there might not be any naturally.
- ◆ *Wand of prime-material pocket (ToM)*.
- ◆ *Well of many worlds*. If no other use can be determined for this item, it's a great way to dispose of unwanted objects or materials.



NEW ITEMS

The following items represent a smattering of the unique magical items to be found on the planes. Some have appeared in previous PLANESCAPE products and are included here for a comprehensive listing.

BAKU'S TRUMPET: This nondescript brass horn is in fact a magical item crafted on the Upper Planes. Similar to the attack of the creature for which it is named, a *baku's trumpet* inflicts 1d8 points of damage upon evil creatures within 40 feet when it is sounded. Further, such creatures must make a saving throw versus paralyzation or flee as though affected by a *fear* spell. This item can be used three times per day.

Evil bashers who attempt to use this item must make a saving throw versus paralyzation or be struck mute. In any event, the item does not function in their hands.

BOTTLED BREATH: This magical bottle holds pure, clean air – a limitless supply of the stuff. To use it, a body simply uncorks it and drinks from the bottle as though she were drinking liquid. A basher can remain alive indefinitely by drinking air from the bottle when there's no other breathable air available, but the bottle can't be left open for more than one round at a time. It must be recorked after each draught or its magic becomes inert. The clear glass bottle looks empty (it's only got air inside, after all).

CHAINS OF LIGHT: These chains, forged from solid sunbeams, are reputed to have been designed by the power Reorx himself. Whether they came from his halls, or from the halls of Clangeddin Silverbeard, or from the more ordinary smithies of Arcadia, the fact remains that these chains are hugely effective when used against the right targets.

When these shiny metallic chains are used to bind an evil creature, they glow with intense light equal to a *continual light* spell. Those of evil or chaotic bent who look upon this light must save or be blinded (–4 to attack rolls, saving throws, and AC) for 1d6 rounds. Lawful good, neutral good, and lawful neutral creatures who gaze into the light can see the creature bound within surrounded by a bright light, but take no penalties from the brilliance.

If the bound creature tries to escape, the chains heat (or cool, depending on which inflicts more damage on the creature), causing 1d2 points of damage the first round, 1d4 the next, 1d6 the third, and so on to a maximum of 1d12 per round. This heat or cold ceases immediately when the creature ceases its struggles.

FIEND GLOBE: Small hollowed ceramic globes measuring no more than 3 inches across, these items are the bane of fiends of all types – at least those of minor to medium status. When broken, a *fiend globe* summons a minor fiend from the Lower Planes. Although the fiend is not always powerful, the magic that calls

it is, for these magical items operate even on planes on which it would normally be impossible to summon a fiend. Nothing short of an *antimagic shell* stops the enchantment on these globes. When a globe is broken, roll on the following table to determine what fiend appears:

D100 ROLL	CREATURE
01–15	Nupperibo
16–25	Spinagon
26–35	Manes
36–45	Lemure
46–50	Quasit
51–55	Imp
56–60	Barbazu
61–65	Hamatula
66–70	Hordling
71–75	Bar-lgura
76–80	Rutterkin
81–85	Osyluth
86–90	Abishai
91–95	Dergholoth
96	Succubus
97	Erinyes
98	Hydroloth
99	Bodak
00	Night hag



The fiend remains for 1 hour, serving the individual who broke the sphere faithfully, even unto death. At the end of the hour, the magic of the globe draws the fiend back to its home plane. Obviously, each sphere can be used only once. The chant is that these globes were developed by powerful baatezu lords to give to their faithful servants as rewards.

GRUE BOTTLE: Another magical bottle, usually made of opaque glass, this item is an object of summoning. When shaken vigorously and then opened, a very temporary gate opens within it to an Elemental Plane. The gate manifests itself as colored smoke, steam, liquid, or ooze that pours forth from

the bottle and forms into a creature from the Inner Planes. The



WATCH YOUR JINK
AS WELL AS YOUR ENEMIES,
AND YOU'LL DO FINE.
— TARSHEVA LONGREACH



creature serves the bottle's owner for a total of 10d10+50 minutes (rounds). This time need not be consecutive; the owner can command the entity to return to its own plane at any moment before its time runs out. After the first (random) summoning, that particular elemental is bound to the bottle and can be summoned again by utilizing the bottle at a later time, although the item can be used only once per week. The number of rounds left in the creature's service does not change even if the bottle passes to a new owner – it's based on the total number of rounds already expended.

When the creature finishes its term of service, it is free to act as its nature dictates, usually either attacking the sod who last summoned it, or immediately trying to find a way home. Unlike a *fiend globe*, the *grue bottle* does not return the elemental creature to its home plane.

To determine the type of creature summoned by the initial opening, roll on the following table.

d100 ROLL	CREATURE
01–20	Fire grue (harginn)
21–40	Water grue (varrdig)
41–60	Earth grue (chaggrin)
61–80	Air grue (ildriss)
81	Fire mephit
82	Radiance mephit
83	Water mephit
84	Ice mephit
85	Magma mephit
86	Ash mephit
87	Mineral mephit
88	Steam mephit
89	Air mephit
90	Smoke mephit
91	Earth mephit
92	Ooze mephit
93	Dust mephit
94	Salt mephit
95	Lightning mephit
96	Mist mephit
97	Xorn
98	Phantom stalker
99	Aerial servant
00	Nereid



HORN CAPS OF BATTERING: These small 1-inch-long brass items fit over the ends of a bariaur's horns. They allow a male bariaur to make his charging attack against construction, such as walls or doors. Such an attack inflicts structural damage identical to a battering ram. Note that these caps must be attached to *natural* bariaur horns, and not (for example) to those provided a female bariaur by a horned helm.

NET OF CRYSTAL CAPTURING: Fashioned of strong cords and laced with tiny crystals, this net is useless as a weapon due to its small size (only 2 feet by 2 feet). It's used to capture spell crystals as they pass by or near the wielder. A successful at-

tack roll is required to catch a crystal, which has an AC 3 for this purpose. If the wielder of the net misses a crystal, he must make a successful saving throw versus spell or the crystal affects him automatically.

Only one spell crystal can be held within the net at a time, but the net can hold such an item indefinitely. The most obvious use for captured crystals is to release them upon one's enemies. Spell crystals result from a prime-material wizard's spellcasting, and they usually either summon a body off of the Outer Planes without warning or demand immediate answers to the wizard's divinations.

OIL OF STONE INTEGRATION: This oil must be applied to a cutter and all his possessions in order to work. One flask of this oil coats two man-sized individuals or one humanoid and a lot of possessions. Application of the oil takes 1d10+10 rounds. When completed, the user can pass through stone and earth as if it did not exist.

Stone weapons and creatures composed of earth (such as elementals) can inflict no harm upon the user, but the user cannot handle or touch any item made of stone. The same is true of any item coated with the oil, although if the user picks up a nonstone object (such as a wooden stick), he can touch or bang that object against stone. A stone object coated with the oil becomes untouchable and im-

movable until the oil wears off. Each application lasts 10d6+30 minutes.

PLANAR COMPASS: Functioning somewhat like an *elemental compass* (see the *Tome of Magic*), this device allows a cutter to find his way around the Outer Planes. The compass resembles an iron sphere approximately 6 inches in diameter. The two halves of the sphere separate if pulled apart, revealing a hollow cavity within. If an object or portion of an object from a particular plane is placed within this cavity (which is approximately 4 inches in diameter), and the two halves joined, the compass indicates the direction of the nearest

portal, conduit, path, or vortex that leads to that plane. The compass spins about, eventually stopping and indicating the direction by means of a small arrow which juts out of one of the halves. Once activated, the compass continues to point in the direction of the plane until it reaches that plane or until the object is taken out of the sphere.

PLANAR MANCATCHER: The *planar mancatcher* looks a lot like the prime version of the weapon: a long pole with a set of spring-loaded, sharpened jaws at one end. Difference is, the *planar mancatcher* is a +2 weapon made entirely of steel or harder metals and engraved with mystic runes. It was made to catch githyanki, githzerai, tanar'ri, and other creatures that can *plane shift* or *teleport* at will. Since it's nearly impossible to hold these beings when they can simply shift away to a more hospitable place, law enforcement officials plagued by such shifters finally devised the *planar mancatcher*. Such items are, of course, very popular with the Harmonium, whose patrols often carry them.

To use the *mancatcher*, all a body needs to do is hit the target (S-, M-, or L-size creatures only; bigger ones are just too big to hold and smaller ones slip right through). Always treat the target as AC 10, though Dexterity bonuses can modify this — magical bonuses and armor do not. Damage and other effects are as a normal mancatcher. If the victim attempts to use a *plane shift* or *teleport*-style spell or ability, the shift fails and the *mancatcher* sends a dose of painful magic coursing through the shifter's body. Every attempt inflicts 1d10 points of damage on the victim. The sod has a 1% chance for every point of damage sustained (cumulative during a single entrapment) of being knocked unconscious by the magical resonance.

PLANAR WARDS: *Planar wards* are expensive (and rare) items based on the 4th-level priest spell, *surelock*. These *wards* generally last a lot longer and cover more area than the spell. Plus, they have a couple of extra features.

Planar wards come in sets of four or more (up to eight) and must be used together. The chant is that these carved blocks of marblelike white stone come from the destroyed portals of Sigil. Most bloods scoff at this, since portals come in all shapes, sizes, and materials. Still, more than one cutter has proven the *wards* effective against portals.

Each block is carved with two numbers. The first tells the user where in the sequence of *wards* to activate it, and the second denotes how many blocks are in the set. Each block works only with the other blocks of its set — *planar wards* go inert if a body attempts to use them with another set.

When activated in sequence (one command word activates the set), the blocks emanate an invisible wall that prevents portals, gates, or conduits from appearing inside its boundaries. The way the stones are laid determines the shape of the wall; they can be arranged up to 60 yards apart, in any pattern the user desires. The wall extends 60 yards above and below the ground as well.



The wall also provides protection against creatures using any sort of teleportation or plane-shifting magic to enter the area. This includes *teleportation*, *blinking*, *oil of etherealness*, and the like. Folks attempting to enter the warded area can do so physically; spells or shifting abilities take them only as far as the wall. A body using a spell to deliver him to an exact point within the wards instead pops into existence 60 yards away, suffering no damage — 'cept from whatever arises once he gets there.

Cutters in the warded area can deactivate the *wards*, if they know how. (Usually it takes another command word.) Otherwise, the *wards* last 1d4 weeks after activation; when the wall fails, the blocks become normal pieces of stone. *Planar wards* aren't rechargeable.

PORTAL TRAP: This device looks and feels like a small ball of lead $\frac{1}{8}$ inch in diameter. Its enchantment is activated by two conditions, both of which must be met. First, a command word (sometimes etched in tiny printing on the ball itself) is spoken. Then, the ball is placed within the portal's framework — doorway, arch, or whatever. The portal can be active or inactive at that point. When next a creature uses that portal (either way if the portal is of the two-way variety), the portal trap explodes with the force of a 6d6 fireball cast by a 6th-level wizard. The portal is usually unharmed by the trap (the portal's framework is destroyed 1% of the time). Interestingly enough, the trap's enchantment is such that the explosion extends through both ends of the portal, half in one direction, half in the other, regardless of the type of portal.

POTION OF ELEMENTAL BREATHING: There are as many different versions of this potion as there are Inner Planes without a breathable atmosphere, and potions for those that have a marginally breathable atmosphere as well. They all function identically to a potion of *water breathing*, allowing a basher to breathe a substance other than air. When found, the potions are 75% likely to contain two doses, and 25% likely to contain four. Each potion dose lasts 1 hour plus 1d10 minutes. Roll on the following table to determine the type of potion found:

D100 ROLL	POTION
01–20	Water breathing (includes Steam and Ooze)
21–40	Fire breathing (includes Magma)
41–60	Earth breathing (includes Mineral)
61–70	Smoke breathing
71–80	Ash breathing
81–90	Salt breathing
91–00	Dust breathing

RING OF THE BARIAUR LORD: In appearance, this item looks a little like a *ring of the ram*, with a small ram's head adorning the ring. The powerful magic of this ring only activates when it's worn by a bariaur. While wearing this ring, a bariaur can



use any magical item normally prohibited because of his bodily form, such as boots, shoes, slippers, leggings, and so on. Such items are transformed into objects that the bariaur can use, without losing any of their magical properties (DM's discretion). The transformation lasts as long as the bariaur remains in possession of the item and wears the ring.

SCOURGE OF LIGHTNING: This weapon is used primarily on the Lower Planes, especially the Abyss. Its cruel barbs and cutting pain are effective against most any petitioner, and the lightning is effective against leatherheaded berks who just don't get the point the first time. The *scourge* functions as a +2 weapon in the Abyss.

A *scourge of lightning* is a small whip, about 4 feet long, 1 foot of which is the handle. The length of the whip is studded with small metal barbs, sharp enough to pierce flesh and small enough to grab armor or tear clothes that get in the way. Unless the clothes are tough leather, the *scourge* shreds them in two rounds. Leather requires another round. Each lash inflicts 1d4 points of damage.

Its main value lies in the ability of the wielder to release electricity through the metal barbs. When the user desires, the *scourge* begins sparking and flaring. A sod hit by the weapon in this state sustains damage as from a regular scourge, as well as an additional 2d8 points of electrical damage (save versus spell for half damage). The electrical attack can be activated at any time by a tanar'ri of at least 5 Hit Dice. Anyone else can call the electricity only five times a day.

SCROLL OF OUTER-PLANAR PROTECTION: (Reading time – 8) These magical scrolls operate as do most scrolls of protection. As usual, these protections do not affect creatures on their home planes. Otherwise, the magic protects the reader and all within a 10-foot radius that moves with the reader. Protection affects a maximum of 50 Hit Dice of creatures, and lasts for 1d6+10 rounds. Attacks directed out of the circle of protection are possible, as is attack into the circle by those creatures exceeding the Hit Dice limitations.

D100 ROLL TYPE OF SCROLL

01–15	Protection from celestials (including aasimar and all upper-planar natives)
16–25	Protection from neutral creatures (including rilmani and all natives of the Outlands)
26–65	Protection from fiends (including tieflings and all lower-planar natives)
66–75	Protection from modrons (including all natives of Mechanus)
76–86	Protection from slaadi (including all natives of Limbo, but not githzerai)
87–00	Protection from all outer-planar creatures

SCYTHE/SICKLE OF FLAME: There's some confusion as to whether this item originated on the Upper Planes or the Lower Planes. Whatever the case, denizens of both see some value in this weapon, for each has champions who use the weapon indiscriminately. Wherever it was created, bloods know this much: The *scythe of flame* is a weapon of +3 enchantment on any plane. When the command word is spoken, the *scythe's* blade flares up in a bright flame. This flame is real – it illuminates as well as a good strong torch and can set fire to any flammable material. The *scythe* inflicts 1d6 additional points of damage to any creature with a special vulnerability to flame. The flare lasts until the command word is spoken again, or until three hours have passed.

SCYTHE/SICKLE OF LIGHT: Made on Mount Celestia, the *scythe of light* is more than just a formidable hand-to-hand weapon. It's also extremely valuable against the undead and as a light source. On its home plane, it functions as a +4 weapon.

By invoking the proper command word (inscribed into the gold-tinged blade itself), the wielder can turn undead as a 7th-level cleric; a body can use this power three times a day. Likewise, by speaking the command word, the wielder causes the *scythe of light* to produce a bright sphere (equivalent in size to a *continual light* spell) for up to one hour. This power also can be invoked three times a day. The wielder can dispel the sphere at any time, but any use at all counts against the daily limit.

SCYTHE/SICKLE OF PAIN: The *scythe of pain* is used almost exclusively by the baatezu to force order upon the petitioners unlucky enough to fall into their clutches. Only baatezu of 6 HD or more carry these *scythes*, so it's a cinch any other berks who carry one will be marked for death by the first baatezu that spy them.

The *scythe* is a +3 weapon on Baator. If that ain't enough, it also has the ability to *cause pain*. When the command word is spoken, the pain-causing ability is activated and those hit by the *scythe* must save versus spell or suffer an unbearable rush of agony through their bodies. The influence of this pain reduces Dexterity by 3 points, Armor Class by 2 grades, and applies a –4 penalty to attack and damage rolls. The effects last 1d6 rounds.

SCYTHE/SICKLE OF PARALYZATION: The *scythe of paralyzation* originates on the Outlands, where it's available to anyone with enough jink. This +2 weapon inflicts damage as a normal +2 weapon, and has the added benefit of rendering its victims immobile. All the wielder needs to do to activate this power is speak the name of the weapon, which is usually written along the wooden handle itself or along the pegs on the handle. When the *paralyzation* ability is activated, anyone the weapon hits must save versus paralyzation or be unable to move for the next 2d4 rounds. Users can activate this power 1d10 times a day, but here's the dark of it: They won't know how many charges are left until they're gone.

SHIFTERS' MANACLES: Designed along the same lines as the *planar mancatcher*, the *shifters' manacles* prevent whoever's wearing them from *plane shifting* away from their troubles. This item was designed by the Mercykillers, who got tired of seeing folks fly out of their birdcage because they could *shift* at will. Members of the faction vowed to lose no more prisoners and set their mages to work on devising manacles that could hold against any type of plane-shifting magic.

The thing is, the mages had to produce the *manacles* quickly and in bulk, so they didn't have the time to throw in the small details. Therefore, the manacles are big and heavy and do not shrink or expand to fit the being wearing them. Fortunately, the Mercykillers have a lot of these lying around the Prison in Sigil, to fit creatures of almost any size. The metal of the manacles proves resistant to rust and magic, preventing a captive from bursting free of its bonds by either means. The metal is also specially enchanted to resist psionics.

Anytime a body tries to use shifting power while wearing manacles, not only does the power fail to operate, but the prisoner suffers 1d10 points of damage as fiery pain races up and down its nerves. The would-be shifter might even pass out from the pain (a 2% chance for each point of this damage). Unconsciousness lasts for 1d3 turns (or, if the creature regenerates hit points, as long as it takes to regain those it lost).

SEEKER STONES: Planar groups use *seeker stones* to locate friends and companions. These items come in a set of two perfectly clear peridot balls. To activate a *seeker stone*, all a body has to do is speak the command words inscribed into the bottom of the matching stone.

Once activated, a *stone* homes in on its match, if it is within 10 miles. A glowing arrow appears in the center of the translucent ball, pointing toward the other *stone* as a compass homes in on magnetic north. The arrow grows fatter and brighter as it's carried closer to its mate. When the matching *stone* is within 5 feet, the arrow abruptly dies – if a berk can't figure out how to find the companion *stone* from here, he doesn't deserve to find it. If the distance between the two increases again before the enchantment is deactivated, the *seeker stone* flares into life again. (Speaking the command words in reverse dispels the power.)

Either *stone* can be activated to seek its mate, though the uses are independent of each other. In other words, both, either, or neither one may be activated at any given time.

Although the *stones* have a range of only 10 miles, the chant whispers of *seeker stones* that can actually span planar boundaries. But don't place too much stock in the rumor, berk: No reliable blood has ever reported seeing such a set.

TRANSIENT SWORD: In all respects, this long sword appears and functions as a normal *sword* +2, although no spell, sage, or tome reveals the blade's origins. The true magic of this strange and potent item is not revealed until the wielder moves to another plane. At that time, the wielder notices (as

soon as he uses the blade) that the enchantment of the sword remains the same. The dark of the sword is this: It's somehow a weapon without ties to any plane. Its enchantment always remains at the same level (+2), no matter where the wielder goes. The sword's true origins are unknown and possibly permanently obscured.

VAMBRACES OF EVIL'S WARDING: These armbands, when worn and invoked, protects the wearer from missiles fired by evil bashers. They're shiny metallic pieces of armor, graven with warding runes, that fit snugly over the arms of whatever creature dons them. When the runes are traced by the wearer, the *vambraces* glow blue for an instant, and then fall back to apparent quiescence.

Once triggered, they're active until removed. If someone of evil alignment fires a missile (sling, arrow, quarrel, javelin, and so on) at the wearer, the attack roll's made at -4. If the attack fails, the missile's attracted to the *vambraces* and bounces off harmlessly. Even magical weapons are subject to this stricture, though they still have their magical bonus. Weapons that automatically strike the victim continue to do so, and melee weapons are unaffected by the power of the *vambraces*. Area effect attacks such as breath weapons and spells have normal effect.

It's said that the *vambraces* were created from the spirits of fallen petitioners on Arcadia, and their desire to combat evil still lives within the items. This theory's borne out by the fact that when an evil sod dons the *vambraces*, she suffers 2d8 points of damage for every 10 rounds she wears them.



PLANAR PRO+EC+IONS

Ever more common in the bazaars of Sigil are items crafted to deal with the conditions of one particular plane, rather than a multitude of conditions. These items often carry a significantly lesser cost than their multiuse counterparts. For example, a *ring of Gehennan fire resistance* protects a body against the lava, magma, and heat of Gehenna – and *only* Gehenna. It has no effect on the Elemental Plane of Fire, a red dragon's breath, or the volcanos of Muspelheim on Ysgard. 'Course, the ring won't stop a body from being physically shoved over the side of one of Gehenna's mountains by a lava flow – but that's another problem for the planewalker.

Similarly, wizards in Sigil create items specifically for use on the Inner Planes. Instead of relying on multilayered spells for breathing, protection, and movement on an Elemental Plane, a traveler might instead choose to purchase an item – usually an amulet – which provides those necessities. These items are also useful *only* on a single plane, having the essence of that plane infused into them at the time of their creation. These amulets usually function for only a week (6+1d4 days) once activated, "burning out" and becoming useless after that.

This chapter contains information specifically intended for DMs running PLANESCAPE campaigns, but it may be useful to players as well.

PLANESCAPE CAMPAIGNING

THE POWER OF ♦ BELIEF ♦

It's said so many times that a basher doesn't hear it anymore. Risking that, it should be stated again: Belief is power on the planes.

But what does that *mean*?

It doesn't mean that if a berk really wants a ham sandwich, he only has to believe he's got one in his hand and *poof!* it's there. Bar

that. Any leather-head knows that life's not that sod-ding easy.

It does mean that belief can affect reality. It's not a free *wish*,

but it's an undeniable fact that the laws of the multiverse respect beliefs and those who sincerely hold them. Things just work better for a blood with strong convictions. As a cutter figures out what he believes in and acts upon those beliefs, he becomes attuned to the planes. Tiny secrets are revealed to him. It all starts to make sense.

Here's the real dark of it, though, and this is something no faction member will ever understand or accept: *The act of believing itself is the key, not any particular belief.* In the end, it doesn't seem to matter *what* a body believes so much as how strongly he holds that belief.

In some places, the multiverse is so receptive to belief that it responds to one's outlook and conscious view of things. On some of the Inner Planes, "down" is relative to what direction a body believes "down" should be. Other planes have similar quirks. Limbo is an obvious example of how will and outlook can directly create something stable from absolute chaos. And look at the powers — even they ultimately rely on their worshipers' belief in them for their own might. Take that away, and a power'll find himself floating on the Astral with the rest of the dead gods.

So, what happens when a group of berks walk into Sigil and believe the Lady of Pain away? Nothing at all — except maybe they'll get flayed. The point is . . . well, they've missed the point entirely.

THE SECRET + +
SURVIVING THE PLANES
IS SIMPLE —
STAY HOME.

— DEPRESAR,
A GI+HYANKI

BELIEF ON THE PLANES

Belief's a strong, straightforward sort of thing. Its effects on the nature of things are subtle and slow. Most bashers never even notice them.

Belief and action are tied together in ways too numerous to count. Action gets results and changes the multiverse — and not just in a direct manner, either. If enough people in a gate-town act (and believe) in a manner representative of the plane the gate-town leads to, the burg ends up shifting to that plane from its position on the Outlands. Entire layers of planes have moved because of similar occurrences. The actions and beliefs of thinking beings tie directly into the fundamental aspects of the multiverse.

So what does this mean to the individual? A body still can't just believe that things will happen a certain way and count on it. What advantages does a person with strong convictions have over a basher with none?

As mentioned above, things seem to work a little better for a cutter with strongly held beliefs. She reaches a state of harmony with the multiverse, giving her what some call luck, some call karma, and others simply call providence. When climbing a wall, she knows just the right handholds; when fighting, she knows the perfect moves; and when threatened, she knows exactly when to duck.

Additionally, such a planewalker begins to develop a trustworthy intuition. In times of need, her "gut instinct," as it were, is as reliable as hard facts are to others. If she's lost, she can figure the best way to go, and when there's danger, she's forewarned by clues others might miss and stands prepared to deal with it.

WHO BELIEVES?

Some leatherheads think that only clerics and paladins need strong convictions. Well, they're half right. While anyone can believe in something, priests and paladins already maintain a system of belief based around faith and dogma. Thus, any system of belief is automatically skewed toward these classes, since they're accustomed to cleaving to their beliefs. That's just the way of the planes.



A good many of these folks' beliefs are determined for them by the teachings of their religion. Such individuals – whether NPCs or player characters – must follow this religious dogma to maintain their standing, not to mention to keep their class-based abilities. Priest and paladin characters can easily hold beliefs different from their religious creeds as long as the beliefs aren't contrary to those set forth by the religion.

But religious individuals aren't the only ones who have their beliefs decided for them. Those belonging to a faction have a certain set of their beliefs determined for them as well. Faction doctrine's often as strict, or stricter, than the tenets of religion. And, just like priests' and paladins' spell-casting abilities, faction abilities stem from belief. Berks don't *have* to believe in their faction's teachings to be members and gain the simple benefits of mere membership, but they *must* believe in those teachings to access the special abilities granted to faction followers.

Both religious and faction-oriented characters with an above-normal record of adhering to their beliefs gain recognition from their respective organizations. While cutters with the strongest beliefs don't always become high-ups in such groups – in fact, they usually don't, since their strong convictions may actually hinder their abilities as leaders – they often obtain positions of great respect.

PLAYER CHARACTER BELIEFS

Now, it's all very well to declare that belief equals power, but in order for this axiom to work, a PLANESCAPE campaign needs a way to encourage players to think about the beliefs of their characters. It also needs a way for DMs to judge how accurately PCs adhere to those beliefs. The following system provides a means of doing both. (This is entirely an optional system, and there are no penalties to those who choose not to take part, as explained below.)

First off, all players wishing to use this system outline their characters' beliefs. Each player should detail three or four convictions that his PC holds dear. While this is best done at the time of character creation, DMs should be aware that beliefs are fluid, changing as a character grows and matures.

These beliefs should be fairly specific. A belief in "justice" is too broad. "Justice through fair and equitable means," or "justice through the swiftest and harshest means available," are better examples. DMs should discuss these beliefs with the players to exactly define their intents and parameters. The clearer they are, the easier the DM can determine if the PC is following his declared beliefs.

Some sample beliefs include:

- ◆ All individuals have the freedom of choice and the right to do whatever they want;
- ◆ Those in power are always in the right;
- ◆ The strong should always help the weak;
- ◆ Intentionally inflicting pain is wrong;
- ◆ The past should be ignored, because only the present is important;
- ◆ Knowledge is free, and should never be withheld from anyone;
- ◆ Taking risks is foolish and wrong;
- ◆ Every individual has to improve the lives of others at every available opportunity;
- ◆ Comforts and pleasures serve only to weaken;
- ◆ All individuals are responsible for their own well-being, and reliance upon others is wrong;
- ◆ Lying is always wrong;
- ◆ Mercy should be given to all beings, even when unrequested;
- ◆ The powers are evil, and priests should not be tolerated.

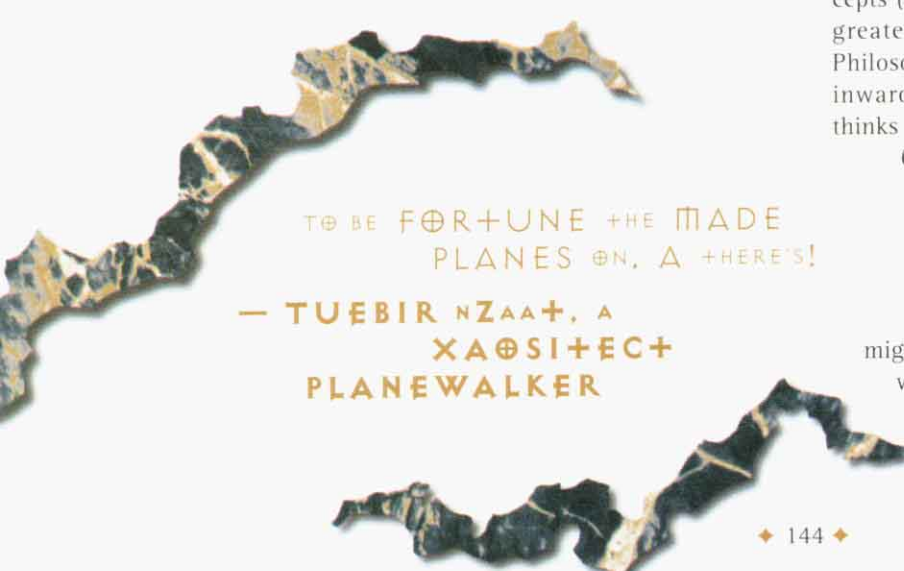
Obviously, not all of these beliefs are compatible. Some certainly aren't desirable player character traits. They do, however, show the range of possible beliefs and the level of specificity that a DM needs to judge them. They are also all difficult beliefs to uphold.

Some beliefs are easier to adhere to than others. It's easier to live by a creed that states, "I should always succeed at the expense of others," than "others should succeed at my expense." Both are valid philosophies, but it's the second belief that transcends simple personal gain, and therefore has a larger impact on the multiverse.

Fact is, convictions and beliefs that involve high concepts (as opposed to straightforward personal gain) have a greater impact on the multiverse. Why? No one knows. Philosophers guess that it's because while any berk can be inwardly focused, only a rarer, more enlightened person thinks about the big picture.

Once the PCs' convictions are established, DMs should label them as easy or difficult, based on how challenging they'll be to uphold. Difficult convictions merit more belief points (as described below), and easy ones deserve less.

Some beliefs seem easy, but really aren't. A body might believe that people are free to do whatever they want, whenever they want. Sounds easy to follow, right? But anytime that character allows himself to be prohibited from doing as he pleases, permits others



TΘ BE FΘR+UNE +HE MADE
PLANES ΘN, A +HERE'S!
— TUEBIR NZAA+, A
XAΘSI+EC+
PLANEWALKER

to be restricted, or himself prevents others from doing what they want, he's not adhering to that belief.

As noted above, religious-based characters and faction members already maintain a belief system. Such characters don't normally need to keep track of how closely they heed the tenets of specific beliefs — it's assumed that they maintain "enough" faith to attain standard priest, paladin, or faction abilities. If this system is used, such characters need to be watched as to how closely they keep to their religious and faction convictions (along with whatever additional beliefs they define), and therefore run a greater risk of losing their abilities. But players with such characters are probably accustomed to skillfully role-playing those convictions in any case.

This system isn't for everyone. Not every character wants to maintain the equivalent of a paladin's faith and continually sacrifice himself for his convictions. Sure, everyone won't choose the same code of ethics as a paladin, but in the end, a belief's a belief, and they all present their own challenges. Some cutters don't want to be tied down by such self-fettered restraints — and there isn't anything wrong with that.

BELIEF POINTS

Belief points represent a way to reward players whose characters adhered to their beliefs (and therefore are role-played well). It's also a means of demonstrating one of the basic tenets of the PLANESCAPE campaign setting, that belief really does have power. The system of belief points enables characters to slightly manipulate reality in favorable ways.

AWARDING POINTS

It's up to the Dungeon Master to award belief points. Like experience points or anything else, the number of points and the way she awards them is at her discretion. However, the following provides a few recommended guidelines.

Belief points should be only awarded when a player character strongly confirms his or her beliefs. Action, not a lot of wigwag, demonstrates conviction — or the lack thereof. Actions don't always have to be overt and obvious, though. In fact, *refusing* to take an action at the character's own expense — such as not taking advantage of a situation because the character's beliefs would be compromised — can often be a strong sign of true dedication.

Belief points should be awarded at the end of a playing session. (Optionally, belief points can be awarded whenever the DM awards experience points.) However, DMs need not think that points should be awarded *every* playing session. A character may go many sessions without earning any points. This doesn't necessarily mean he's done anything wrong. It may be that situations in which he was able to act on his beliefs never arose.

To determine how many belief points to award, the DM should consider the player characters' actions using the following scale:

1 point	PC adhered to a belief
2 points	PC adhered to a belief at a cost
3 points	PC adhered to a belief at great cost

"Adhering to a belief" means deliberately taking an action that is clearly motivated by conviction. Actions that *co-incidentally* relate to or correspond with belief should not be rewarded. A PC shouldn't be rewarded for something that he'd do anyway.

Characters rarely stay true to a belief at a personal cost. For the two-point award, a PC should really feel the price of his action and really pay the price. For example, a character who believes in giving to the poor and donates 10% of his junk to a needy cause adheres to his belief, but not at a significant cost. A PC who gives *all* his money away and goes without fulfilling his own basic needs has adhered to his belief at a cost. Likewise, sacrificing magical items, sustaining a truly debilitating or permanent injury (not just losing some hit points) in defending a belief, forgoing important personal (or even group) goals, or refusing (or losing) great personal rewards or advancement all indicate above-normal conviction. Don't encourage martyrs, though; players who have their characters perform such actions with an attitude of "What does *that* sacrifice get me," have obviously missed the point.

Three-point rewards represent situations in which characters are forced to choose between their beliefs and great hardship. Such circumstances only occur a few times in an entire adventuring career, and might include sticking to a body's convictions at the cost of loss of one's own life, loss of loved ones' lives, complete and total loss of position and possessions, or some similar supreme sacrifice.

In all situations of personal cost (great or small), it's only necessary that the player character *believe* in the bad outcome. For example, a PC commits an action in defense of his convictions for which he truly believes that he'll end up in the dead-book. If he then survives (for whatever reason), he should still receive the three-point award. At the time of the action, he *believed* he was going to die.

Belief point rewards aren't cumulative within a single game session. If a cutter performs three separate actions that show his convictions, he receives one point, not three. Likewise, if he commits an action that adheres to his beliefs and also takes a stand at great personal cost, he gets the higher award (three points), but not a reward for both.

It's highly recommended that Dungeon Masters be stingy when it comes to handing out points. If points are handed out in every gaming session, players come to expect them, thus defeating the purpose entirely. Belief points should always remain a reward for special behavior, not a common occurrence. Even players with strong, well-played convictions should only earn 3–5 belief points per level, maximum. Average players using this system should earn 0–3 points per level. If the DM doesn't feel comfortable as the sole arbiter of belief, the players can decide among themselves (through dis-

With all the portals in Sigil,
bubbers shouldn't go wandering.

cussion or vote) who held most strongly to their beliefs, with the DM having the final say.

A character's failure to adhere to a belief should never be punished. This is a system of rewards only, not penalties. A PC can't lose belief points.

USING POINTS

Once a character's got some of these points, he'll want to do something with them, right? He'll want to see for himself why belief is power. When spent, belief points are subtracted from the character's total, and can only be regained by earning more as outlined above. Players can use belief points in two different ways.

Automatic Success — By spending a belief point, a character gets an automatic success on any die roll. This can be an attack roll, a saving throw, a proficiency check, or anything else the DM allows. Obviously, this expenditure just ensures a normal success on that roll; it doesn't (for example) grant an attack any extra damage or make a saving throw more effective.

This effect demonstrates that things work better for those with strong convictions, allowing them to succeed at just the right moment. The planes are shaped by belief, and they respect those folks who sincerely adhere to their beliefs (whatever they may be).

Gaining Intuitive Clues — If a player is willing to spend three belief points, she can ask the Dungeon Master a single question relating to the plane she's on. This question should represent an intuitive leap, or a "gut feeling." Question topics could include the location of a portal, individual, or item; the physical nature of an area (particularly relating to potential hazards); the type of creature that inhabits a given area; or even what an enemy's next move might be.

The DM may answer such questions in any manner he wishes, keeping in mind that the player really only receives intuitive feelings, not detailed explanations of things or events. This means that the DM can limit or expand upon an answer as much as he needs to suit the adventure or the campaign. The DM need not reveal important secrets through these hunches. Leaps of intuition should never ruin adventures or destroy cam-

paigns – the DM's hands aren't tied in this matter.

If a player asks a question that the DM doesn't want to answer (or not answer at that point), he has a few options. First, the DM can tell the player that he'll answer the question later – still in time for the gut feeling to be of benefit to the player, but at a point when the answer won't ruin the adventure. (Canny players will take even that amount of information – knowing that the answer is so vital – and use it to their advantage.) Second, the DM can simply refuse to answer the question and not require the loss of belief points. Third, he can tell the player that he'll answer the question, but that it's so vital that the belief point cost is greater than normal. In such a case, the DM can assign a cost of four, five, or even six points to the answer – which may be more than the player is willing or able to spend. 'Course, a player with the points to spend may actually spend them, so the DM should be ready and willing to give the expensive answer.

CONFLICTING BELIEFS

Beliefs, by their nature, conflict. This especially occurs when comparing the beliefs of the PCs and their foes, and encouraging players to develop and define their beliefs only makes this more common. DMs using the belief system detailed here may wish to make the struggle among beliefs a central theme of the campaign, which is one of the core concepts of PLANESCAPE in any case.

Player groups just beginning a campaign may wish to create characters with the same or similar beliefs to minimize these conflicts. While this is a fine solution, don't rule out the possibility that PCs with differing convictions can still work together and even be friends.

Potentially hazardous to any game are those belief conflicts that occur within a group. In any group of PCs, one individual may find that to act on his convictions, he may have to commit an action that completely opposes the beliefs of another group member – or worse, brings harm to one or more of them. In such a situation, characters have to choose between friendship and their beliefs. Sometimes a compromise can be reached; other times, individuals decide that their own beliefs don't supersede the beliefs, rights, or needs of others (which in itself constitutes a belief).

It's even possible for beliefs to come into direct conflict within an individual character. This doesn't mean that the player's designed his character poorly – he just has to prioritize the character's convictions. If two beliefs clash head on, one has to give way. Take, for example, a character who believes that stealing is wrong, and who also opposes killing in any manner. He sees an opportunity to free a number of prisoners slated for the leafless tree, but it involves stealing the only magical item that can win their freedom. Does he steal the item, or does he let the prisoners die? It all depends on which conviction he holds to be more important. Remember that PCs aren't penalized for not following their beliefs, so choosing one belief over another doesn't have a detrimental effect on the character. Instead, it allows him to grow and more concretely define his convictions.

DISREGARDING BELIEF

Some planewalkers believe only in themselves, and want nothing to do with factions or other belief systems. Sure, they recognize that belief has power, but so do spells, a skillful sword arm, and a canny mind. Fact is, a planewalker can get by just fine without having to worry about sticking to a set of convictions. People suffer and die for their beliefs sometimes, berk – what good does that do? Where's the power of their beliefs then?

The point is, a character can disregard the belief system at no net disadvantage to himself. The benefits of belief points are balanced by the difficulties a body has to face in order to gain them.

♦ STARTING A PLANESCAPE CAMPAIGN ♦

The vastness, diversity, and new concepts of the PLANESCAPE setting present a challenge to any Dungeon Master. The first decision involves the campaign's characters: Are they all primes, all planars, or a mixed group of both? Whichever option is chosen determines, at least in part, the direction and nature of the campaign.

PRIME + PLANAR

The easiest way to start a planar campaign: Take PCs from a prime world they're already familiar with and thrust them onto the planes, either as the culmination of an adventure or by happenstance (perhaps that neat-looking chunk of crystal they picked up turned out to be a portal key). This campaign depends heavily on the characters' (and players') unfamiliarity with the setting. Players learn all the new concepts as their characters do, and the DM should tailor his adventures to take advantage of both their naivete and their willingness to rush in where planars fear to tread.

Obviously, not all primes are alike. Every individual is unique, and the world of origin can greatly vary the outlook and abilities that a prime brings to the planes with him.

AEBRYNIS

Natives of the BIRTHRIGHT® campaign setting know virtually nothing about the planes. The full reach of the multiverse is completely beyond their experience, and so primes of this world arrive on the planes more clueless than most. At first, they can respond only with absolute surprise to the fact that the world beyond theirs encompasses so much more than they ever imagined. But rather than flee back to their insular prime world, some of them seem to forget about Aebrynis and stay to explore the planes. After all, folks of this world characteristically rule by force and by birthright, and they look upon the planes as just another domain to be won. (DMs are warned, however, that the bloodline ties to Cerilia are severed should a blooded Cerilian prime stay on the planes, and that any blood abilities should wane accordingly.)

ATHAS

The rough and rugged Athasians (from the world of the **DARK SUN®** setting), despite their world's virtual lack of access to the planes, adapt well when they're thrust into the multiverse. As harsh as some of the planes might be, the world of Athas is almost as bad, with its lack of water, often choking air, and relentless heat. The natives take such conditions in stride and are often glad simply to have found a cooler place where they can always be assured of having enough to drink! Some take a mercantile approach and devote themselves to searching out a permanent portal back to Athas, for an Athasian who does so can quickly find himself fabulously wealthy by supplying Athas-bound natives with water and metals, two commodities rare on that world.

KRYNN

Fact is, primes from this world (of the **DRAGONLANCE®** Saga) who end up on the planes just about *define* the clueless image, and most want nothing more than to find a way home. Somehow these addle-coves get it into their heads that all of the Outer Planes are the Abyss, and that it's pretty much all evil and dangerous. And self-involved? Even the vain berks of Toril have nothing on the Krynn natives when it comes to self-absorption.

MYSTARA

Though Mystarans are very aware of other planes, they cling fiercely to the prime belief that their world is at the center of the multiverse. In general, they see the planes as places to visit and even explore for a bit, but not suitable places to stay.

OERTH

The people of this world know a little of what's beyond their own crystal sphere, but they're very afraid of it (perhaps wisely, it should be said). An open gate on Oerth (the **GREYHAWK®** campaign setting) is a bad thing, as the natives stand convinced that armies of fiends will come pouring through it eventually. Once they reach the planes, though, they're more or less willing to put those prejudices aside and can become planewalkers as adept as any planar.

TORIL

No doubt about it, the most frequently represented world among the primes on the planes is Toril (the world of the **FORGOTTEN REALMS®** setting). Numerous gates and portals dot this world, and many Torilians study the magics that can take them to other planes. Only the fact that they're incredibly self-involved and caught up in their own affairs keeps Realms-folk from becoming a more integral part of the planes as a whole. They can become astonishingly skilled planar travelers, but they never quite lose the conviction that Toril stands at the center of it all, and that the planes just exist as extensions of their own world.

PLANAR NATIVES

Playing a prime is easy – it's just like playing any AD&D character thrust into a strange situation. But planars have lived all their lives in the strange hodge-podge of settings that comprise the planes.

Planar know a bit of the dark. Players with these characters should be familiar with most of this book, as well as whatever other material the DM lets them read. Bear in mind, though, that a planar raised on some backwater part of the Great Ring – like a berk from an isolated Outlands village or tiny Arborean burg – may have no more planar knowledge than a prime. Use the character's background to determine who she knows, what she knows, and how much of what she knows is true.

MIXED GROUP

A group made up of both planars and primes encompasses a great variety of skills and knowledges – a boon to all involved. The planars have the information and attitude, while the primes contribute a fresh perspective and can offer new insights that planars – many of whom already believe they know all the answers – might overlook.

VARIANT+ PLANESCAPE ◆ CAMPAIGNS ◆

With its innumerable number of settings, creatures, and situations, **PLANESCAPE** offers many different role-playing variations. The following examples illustrate a number of unconventional campaign ideas.

SINGLE RACE CAMPAIGN

With this option, all of the players create characters from one of the races unique to the **PLANESCAPE** setting (bariaur, githzerai, or even one of the plane-touched). Such PCs might be members of the same family or on some sort of racial mission for an important leader on their home plane. The plane-touched rarely gather together and have no racial society, though, so this type of campaign might prove quite a stretch for them.

The DM might also allow a group of planar demihumans (elves, dwarves, halflings, or gnomes), normally discouraged as player characters.

PLANAR CREATURE CAMPAIGN

For a short-term, high-powered, and entertaining variant campaign, the players create characters from native planar creatures. This campaign inspires a new perspective on the creatures of the planes, a unique look at their alignment and societies (do aasimon have free will? If so, how much?), and the chance to focus on a single plane (assuming that the creatures originate on the same plane).

Players shouldn't play fiends of any kind. First off, groups of evil characters just don't work well together. Second, no one wants to glorify the horrible things that fiends do. Some recommended creatures include aasimon, archons, baku, einheriar, (rogue) githyanki, modrons, slaadi, and elementals of any type.

SINGLE GOAL CAMPAIGN

In this type of campaign, all player characters share a similar goal or ethos. They could all belong to one faction, for example, and be highly involved in the politics of that faction. Or they could all be minor proxies of one power, gathered together to perform missions for their deity.

PARTIAL PLANESCAPE CAMPAIGN

DMs who already have an ongoing AD&D campaign can easily incorporate PLANESCAPE material into their games. PCs can discover a stable conduit or gate to another plane, or possibly a portal to Sigil. They're given the chance to wander the planes without being "forced" to remain there. Simply being aware of the scope of the multiverse will probably draw them into planar adventures. The DM can have some adventures wholly related to their home world, with the rest taking them to a far-flung plane. And planar creatures and situations can certainly intrude into their own world.

The reverse makes for an interesting campaign as well. Planar characters become involved in a prime world, having about half of their adventures there. Perhaps they simply explore the Prime for reasons of their own (magic, information, or adventure) or adopt the place as their new home.

ELEMENTAL CAMPAIGN

This campaign type utilizes only the Inner Planes. In such a game, the Great Ring, for whatever reason, is rarely traveled to — perhaps it's completely unattainable. This game stresses the conflicts between elements as well as within the elements, as differently aligned factors struggle for control. Not all elemental creatures share the same ethos; fact is, while the Elemental Planes as a whole are considered "neutral," the creatures on them have as many varied viewpoints and philosophies as natives of the Great Ring.

DMs will find that this limited campaign has a few advantages. (These advantages also generally apply to the One- and Two-Plane Campaigns, described below.) First, it decreases the amount of information to keep track of — fewer planes, fewer things to deal with. Second, it allows the adventures to focus on a smaller area. Sure, each Elemental Plane is infinite, but fewer infinities are better than more. Third, the DM can devote more time and detail to the setting, making the adventures more personal and the impact of the characters' actions more immediate. Develop the nonnative populations on the plane, their cities, their relations with the natives, and the unique quirks regarding life surrounded by elemental forces.

Consider PCs based on the plane of Air. It's one of the most survivable planes other than the Prime, yet it's alien enough to make it feel very different. Even in a "normal" game that uses all of the planes, the plane of Air makes an interesting base of operations for the PCs. (Refer to the "Planar Kits and Proficiencies" chapter for a kit appropriate to nonnative residents of the plane of Air.)

THE ONE-PLANE CAMPAIGN

Rather than being planewalkers, the player characters generally remain on one plane — one other than the Prime Material. They're fundamentally involved in the events, politics, and people on the plane. They adapt to that plane's idiosyncracies, growing accustomed to them or learning to counter them effectively. This can be an interesting sort of campaign for clerics and other religious-based characters serving on the home plane of their deity. Defending the realm and other areas on the plane can be a full-time job, and might offer a number of potentially big rewards.

On the other hand, PCs can take the role of "freedom-fighters" or something similar on a plane of an alignment opposite to their own — like the Desderain of the Abyss. Or the PCs could simply be native adventurers who confine their activities to their home plane.

Obviously, the DM has to detail the plane in ways not covered in any existing product. Every plane is infinite, so there's literally no limit to the landscapes and creatures a DM can place on any given plane.

THE TWO-PLANE CAMPAIGN

This campaign involves two planes linked by a commonly accessed portal or gate. One obvious setting is a gate-town on the Outlands and the plane it touches.

A portal linking two opposed planes would need to be guarded at all times. It would also offer the potential for cutters from one side to perform quick strikes upon their foes on the other. Wars based around a single portal that allows only a few soldiers at a time to pass through would be very different in style and approach from normal mass conflicts.

The DM could also take two completely unrelated planes (such as Acheron and the plane of Water), postulate that a newly discovered portal exists between the two, and go from there. What sort of effects would this new portal create? Could trade exist? What if folks on one side of the portal wanted to invade the other?

PCs in a two-plane campaign might fill a number of roles: Planar merchants who travel back and forth between the two linked areas; diplomats seeking to prevent war; mercenaries or spies for either side; or simply adventurers who discover something special about the linked planes, realizing how their actions (and the actions of others) affect not only the plane they're on but the rest of the multiverse as well. It's those kind of discoveries that illustrate the infinite wonders of the multiverse, and make PLANESCAPE campaigns truly unique.

◆ PLANAR GLOSSARY ◆

The following terms are commonly used within PLANESCAPE products. Most are part of the cant, but others deal with the factions and important aspects of the planes. This glossary is expanded from the one in the *Sigil and Beyond* guide in the PLANESCAPE campaign setting boxed set.

ADDLE-COVE. A not-particularly friendly way to call someone an idiot, as in, "Did you hear what that addle-coved wizard wanted us to do?" Also a noun: "He's an addle-cove!"

ANARCHIST. Another name for a member of the Revolutionary League.

ANTHILL. City or town.

ASTRAL CONDUIT. A wormhole through the Astral Plane connecting the Prime Material Plane and the Outer Planes.

ATHAR. A faction in Sigil, also called the Lost. Its members hold that there are no true powers. The local priests would like to see them *get* lost (see "lost", below).

BANG AROUND. To hang around, or spend idle time in. Between adventures, bashers sometimes "bang around the Cage."

BAR THAT. An almost-polite way to say "shut up," or "don't talk about that." It's quick, to the point, and can be used as a warning: "Bar that, Janos, there's Dustmen over there."

BARMY. Insane. As in, "The winds of Pandemonium'll drive a body barmy if he stays too long." Barmies are insane folks, especially those in Sigil, who've been "touched" by the impossible bigness of the planes.

BASHER. A neutral reference to a person, usually (but not always) a thug or fighter.

BELIEVERS OF THE SOURCE. A faction in Sigil, also called the Godsmen. They believe that everyone's got the potential to be a power.

BERK. A fool, especially one who got himself into a mess when he should have known better.

BIRDCAGE. A cell, prison, or anything that compares to it.

BLEAK CABAL. A faction with despondent members and a view that says life is meaningless. Also known as the Bleakers, the Cabal, and the Madmen.

BLINDS. The dead-ends of the Mazes, it also means anything impossible or hopeless, as in, "He'll hit the blinds if he tries lying to the factol."

BLOOD. An expert, sage, or professional in any field. A champion gladiator can be a blood, as can a practiced sorcerer. Calling someone a blood is a mark of high respect.

BOB. The business of cheating someone, whether it's of their cash, honor, or trust. Good guides in Sigil warn a cutter when someone's bobbing him. Thieves boast that they "bobbed a leatherhead on the street."

BONE-BOX. The mouth, named because of its teeth, fangs, or whatever. "Stop rattling your bone-box," is telling a berk to lay off the threats or bragging.

BOX. A rogue modron that has taken up residence in Sigil.

BRAIN-BOX. This slang refers to a berk's head, usually in a crude or uncomplimentary way. "Go soak your brain-box," is a common idiom, while "He banged his fool brain-box on it" means a berk finally figured something (obvious) out.

BUB. Booze, wine, or ale — usually cheap and barely drinkable.

BUBBER. A drunk, especially if he, she, or it has fallen on hard times. Bubbers don't get any sympathy from most Cagers.

BURG. Any town smaller than Sigil, in size or in spirit — at least that's how folks from Sigil see it. Other bodies don't agree.

CAGE, THE. A common nickname for Sigil, used by locals. It's derived

from "birdcage," so it's a pretty harsh judgment on the place.

CAGER. A native or resident of Sigil.

CANNY. Smart or talented.

CASE. The house or place where a cutter lives. Has a positive connotation as a nice or decent place.

CELESTIAL. An intelligent being native to the Upper Planes. Includes aasimon, archons, eladrin, guardinals, and more.

CENTER OF THE MULTIVERSE. A place that doesn't exist; there is no true "center of the multiverse." No matter where a body stands, he's at the center of things (at least from his perspective).

CHANT, THE. An expression that means news, local gossip, the facts, the moods, or anything else about what's happening. "What's the chant?" is a way of asking for the latest information a basher's heard.

CHAOSMEN. A nickname for the Xaositects.

CHIV. A weapon, usually something with a blade.

CIPHERS. A nickname of the Transcendent Order faction, used because most folks don't know what they're talking about.

CLUELESS, THE. The folks who just don't get it, usually primes. Use this on a planar and there'll likely be a fight. Also an adjective, like calling someone a "clueless berk."

COLOR POOL. Portals on the Astral Plane that give access to the Prime as well as the Outer Planes.

CONIES. Victims of the cony-catchers.

CONY-CATCHERS. Con-men, tricksters, or thieves looking for someone to peel.

CROSS-TRADE. The business of thieving, or anything else illegal or shady. "A cross-trading scum" is a thief who's probably angered the Mercykillers.

◆ PLANAR GLOSSARY ◆

CUTTER. A complimentary term that refers to anybody, male or female. It suggests a certain amount of resourcefulness or daring, and so it's a lot better than calling someone a berk.

DARK. Anything secret is said to be dark. "Here's the dark of it," is a way of saying "I've got a secret and I'll share it with you."

DEAD, THE. Another name for the Dustmen.

DEAD-BOOK. A body in the dead-book is dead. Some people have others "put in the dead-book."

DEADER. Anyone in the dead-book.

DEFIERS. Another name for the Athar.

DOOMGUARD. A faction in Sigil that believes in entropy and decay. Also called the Sinkers.

DUSTMEN. One of the factions of Sigil. They believe everybody's dead. Also called the Dead.

FACTION. One of the 15 philosophical groups that rule Sigil.

FACTIONEER. A general term for any faction member.

FACTOL. The leader of a faction.

FACTOR. One of the factol's high-up advisers or a body who's dedicated his life to the faction. Usually in the highest position of power in a faction, and often considered for the job of factol if the old one steps down or is otherwise removed.

FACTOTUM. A dedicated member of a faction.

FATED, THE. A faction that holds that if they've got something, it's because it belongs to them. This doesn't always sit well with others. Also called the Takers or Heartless.

FEEDING THE WYRM. The act of executing a prisoner. Specifically, a unique type of execution carried out by the Mercykillers.

FIEND. Primarily refers to baatezu, gehreleths, hordlings, tanar'ri, and yugoloths, but sometimes includes any intelligent being native to the Lower Planes (night hags, imps, quasits, and the like).

FRATERNITY OF ORDER. A faction in Sigil, also called the Guvners. They believe that knowing physical laws gives a cutter power over everything. Not the kind of folks to argue logic with.

FREE LEAGUE. A faction whose members live their lives as they please, with no allegiance to others. Some folks figure that makes them untrustworthy right there, but they're pretty useful as mercenaries. Also called the Indeps.

GARNISH. A bribe, as in "Give the irritating petty official a little garnish and he'll go away."

GATE. Another term for a portal. All gates in Sigil are generally called portals. This term is also used in a general sense to describe any sort of passage between one plane and another.

GATE-TOWN. A burg on the Outlands that has a gate to another Outer Plane. Each plane has one gate-town, and the town often has the same basic appearance, outlook, and attributes as the inhabitants, architecture, and terrain of the corresponding plane.

GHOST. A prime who visits the planes via *astral spell*. Since it involves little physical risk on the prime's part, it's often considered cowardly and even distasteful by planars (the prime hasn't even deigned to come to the planes with his actual body). The term "cord babies" is also used, though less frequently.

GIVE 'EM THE LAUGH. To escape or slip through the clutches of someone. Robbing a tanar'ri and not getting caught is giving it the laugh.

GIVE THE ROPE. What happens to condemned criminals who don't manage to give the law the laugh. Usually thieves are the only folks who use this term.

GO TO THE MAZES. A idiomatic curse meaning "go away" and wishing a terrible fate upon the berk as well.

GODSMEN. Another name for the Believers of the Source.

GRAYBEARD. A sage or scholar. This term refers to the stereotypical wizened old man but can apply to any learned intellectual.

GREAT RING, GREAT WHEEL. The Outer Planes, often depicted in maps and diagrams (which are often misleading) as a ring. This also refers to their infinite size, another allusion to the endlessness of a ring.

GREAT ROAD. A series of permanent, always-active gates scattered throughout the Outer Planes. The Great Road connects all the Outer Planes, although the gates themselves are so spread out that it's said it would take many lifetimes to walk the entire Great Road. A few of the gates are linked by paths, but most are not connected in any way.

GULLY. A potential victim of a peel, a gullible sod.

GUVERNERS. Another name for the Fraternity of Order.

HARDHEADS. Another name for the Harmonium.

HARMONIUM. A faction of the planes, also called the Hardheads. Its slogan could be, "Do it our way or no way."

HEARTLESS, THE. Another name for the Fated.

HIGH-UP. Powerful. This refers to a spell, position, or anything else with plenty of power that can theoretically be measured. Also a person of money and influence. Factols, for example, are high-ups. It's bad form to call one's self this; it's a phrase others bestow.

HIPPED. Stranded. "Hipping the rube" means stranding someone by sending him through a one-way portal.

◆ PLANAR GLOSSARY ◆

INDEXES. The common name for members of the Free League.

INNER PLANES. The Elemental Planes (Air, Earth, Fire, Water), Paraelemental Planes (Ice, Magma, Ooze, Smoke), Quasielemental Planes (Ash, Dust, Lightning, Mineral, Radiance, Salt, Steam, Vacuum), and Energy Planes (Positive and Negative). They are planes of elements and energy, as opposed to those of concepts and alignment.

JINK. The goal of the poor: money or coins. "That's going to take a lot of jink!" means an expensive bit of garnishing.

KIP. Any place a cutter can put his feet up and sleep for a night, especially cheap flophouses in the Hive or elsewhere. Also, to "call kip" is to make a place a body's home, at least for a while.

KNIGHT OF THE POST, KNIGHT OF THE CROSS-TRADE. A thief, cheat, and a liar — clearly not a compliment unless, of course, that's what the basher wants to be.

LANN. To tell or inform. See "well-lanned."

LEAFLESS TREE. The gallows, which is where some berks wind up after they've been scragged.

LEATHERHEAD. A dolt; a dull or thick-witted fellow. Use it to call someone an idiot. Also an adjective: "a leather-headed sod."

LOST. Dead. "He got lost" means he ain't coming back without a *resurrection*.

LOST, THE. Another name for the Athar.

LOWER PLANES. Also called the dark planes, or nether regions — the Abyss, Acheron, Baator, Carceri, Gehenna, the Gray Waste, and Pandemonium, the planes of evil alignment. Fiends inhabit these dismal planes.

MADMEN, THE. Another name for the Bleak Cabal.

MAZES, THE. The nasty little traps the Lady of Pain creates for would-be dictators. It's also come to mean any particularly well-deserved punishment, as in, "It's the Mazes for him and I can't say I'm sorry."

MARK. To make note of something, as in "Spies guard the portal and mark who comes and goes." To be marked is to be identified, as in "That berk was marked as a Guvner."

MERCYKILLERS. A faction of Sigil that believes in absolute justice. Also called the Red Death.

MINDER. A bodyguard. As in, "He's not so tough, but there's a couple of minders watching over him."

MUSIC. A price a cutter usually doesn't want to pay, but has to anyway. As in, "Pay the music, or you'll never find your way out of here." Not a literal amount.

NAMER. Someone who belongs to a faction in name only, paying lip service to its philosophy but not dedicated to its principles.

NICK. To attack, cut, or strike someone, often used in threats. It's also used to indicate inflicting other injury upon a sod, such as stealing from him, as in "I nicked him good, and got his chiv."

OUT-OF-TOUCH. Outside of the Outer Planes. A body who's on the Elemental Plane of Water is "out-of-touch." This vernacular comes from Sigil, which is considered to be the center of the multiverse by those who adopted this phrase.

OUT-OF-TOWN. Like the phrase above, this one's used by Cagers to describe a body who's on the Outlands.

OUTER PLANES. The Abyss, Acheron, Arborea, Arcadia, Baator, the Beastlands, Bytopia, Carceri, Elysium, Gehenna, the Gray Waste, Limbo, Mechanus, Mount Celestia, the Outlands, Pandemonium, and Ysgard. The planes of concept rather than element.

OUTSIDERS. Clueless primes who don't yet know how things work on the planes (and especially in Sigil).

PARK YOUR EARS. To eavesdrop, spy upon, or just simply listen intently. "He parked his ears in the Hall of Speakers to keep up with the very latest chant."

PATH. A means of planar travel that requires actual physical movement. Commonly known paths include the rivers Styx and Oceanus, Mount Olympus, the World Ash Yggdrasil, and the Infinite Staircase of Ysgard.

PEEL. A swindle, con, or trick. It's often used as a verb. Peeling a tanar'ri is usually a bad idea.

PEERY. Suspicious and on one's guard. What a basher should be if she thinks she's going to get peeled.

PETITIONER. A mortal who has died and reformed on the plane of his alignment and/or deity without memory of his former life. A petitioner's ultimate goal is to become one with the plane he's occupying, although no one (not even the petitioner) knows the whole dark of this.

PIKE IT. A useful, all-purpose rude phrase, as in, "Take a short stick and pike it, bubber."

PIKE OFF. To anger someone, as in, "Once he discovers he's been peeled, he's going to be really piked off."

PLANAR. Any being native to a plane other than the Prime Material Plane. These are living beings, not petitioners.

PLANAR CONDUIT. A wormhole-like connection that links two layers of the same plane, or (rarely) two layers of two different planes.

PLANE-TOUCHED. A planar crossbreed. Any offspring of a planar native and a human. Tieflings are plane-touched, as are aasimar and genasi. Aluftiends and cambions are also considered plane-touched.

◆ PLANAR GLOSSARY ◆

PLANEWALKER. A cutter who travels the planes looking for adventure, jink, or glory — a plane-traveling adventurer. Usually, to refer to someone as a planewalker carries a tone of some respect, for such individuals are considered capable, knowledgeable, and experienced.

PORTAL. A doorway allowing passage to (and possibly from) another plane. These are always found in bounded spaces like archways, and always require a key. Also called gates.

POWER. A being of incredible might, drawing energy from those who worship it and able to grant spells to priests. Also called a deity or god. Someone a body shouldn't ever mess with.

PRIME. The Prime Material Plane or someone from that plane. Also a single prime-material world.

PROXY. A mighty servant of a power — usually a former mortal servant of that power.

RED DEATH. Another name for the Mercy-killers.

REVOLUTIONARY LEAGUE. A faction in Sigil that wants to see all the other factions destroyed. Also called the Anarchists.

RIDE. An adventure, task, or undertaking. As in, "What's the ride today, boss?"

RUBE. A naive or clueless person, but not necessarily a prime. Sometimes this term's used to describe any non-Cager.

RULE OF THREES. One of the fundamental rules of the multiverse: Things tend to happen in threes.

SCAN. Look, listen, or learn. "Scan this, berk," can mean "listen up," "look at this," or "check this out." "Scanning the chant" is learning the latest news.

SCRAGGED. Arrested or caught.

SCREED. A monotonous tirade, or someone who gives one. If used to refer to a person, it means someone who speaks at length without any real knowledge, or simply an argumentative person. As in "Don't listen to him, he's just a screed."

SENSATES. Nickname for the Society of Sensation.

SIGNERS. A faction nickname for the Sign of One.

SIGN OF ONE. A faction whose members figure that everybody is the center of his own universe. Also called the Signers.

SINKERS. Another name for the Doom-guard.

SOCIETY OF SENSATION. A faction that believes life's got to be experienced to be understood. Also called the Sensates.

SOD. An unfortunate or poor soul. Use it to show sympathy for an unlucky cutter or use it sarcastically for those who get into their own messes.

SODDING. A derogatory term used to stress magnitude. A "sodding idiot" is an amazingly stupid berk.

SØD ØFF,
YØU SØDDING SØD.
— UCEC ØRDEL

SPARKLE. Specifically a diamond, but also any gem.

SPELLSLINGER. A wizard.

SPIV. An individual who lives by his wits (rather than having regular employment).

TAKERS. Another name for the Fated.

THOUGHT GUILD. An unflattering reference to a faction, used by those who don't believe in factions at all.

TOP-SHELF. Great or best, as in "The really top-shelf pubs are all in The Lady's Ward."

TRANSCENDENT ORDER. A faction in Sigil. The formal name for the Ciphers, who believe that the truest responses occur when a body acts without thinking.

TUMBLE TO. To understand, figure out, or find out something. A body better tumble to the dark of Sigil before he bangs around on his own.

TURN STAG. To betray somebody or use treachery. Saying "He turned stag" is about the worst thing that can be said about a cutter.

TWIG. To take a liking to, as in, "One particular deva twiggled to the idea of interfering with the Blood War."

UNITY OF RINGS. The theory that everything forms a logical ring or circular pattern of some kind, as illustrated by the Outer Planes in particular.

UPPER PLANES. Arborea, Arcadia, the Beastlands, Bytopia, Elysium, Mount Celestia, and Ysgard. The good-aligned planes.

VORTEX. A passage between an environmental extreme on the Prime Material and the corresponding Elemental Plane.

WELL-LANNED. Connected, in-touch, or otherwise blessed with numerous friends, allies, and informants.

WIGWAG. To chat or talk.

XAOSECTS. A faction in Sigil. Another name for them is the Chaosmen, which does a pretty good job of describing their point of view.

YAWN, THE. The state of being bored: "Thjs place gives me the yawn."

It'll come as no revelation to any basher that the planes're full of thieves and cony-catchers waiting to bob the Clueless. On the following page is a list of alternate definitions for cant words provided by knights of the cross-trade to newcomers in Sigil.

≡ Cant Dictionary ≡ for the Clueless

BAR THAT. A handy phrase meaning, "Remember that you said that, because it will be important later."

BASHER. A barbaric, evil person who destroys things. To call someone this is an insult.

BLOOD. A vampire. Watch out – they're found throughout the City of Doors.

BONE-BOX. A coffin. To "rattle your bone-box" is to do something so horrible that a body curses his spirit in the afterlife.

BUBBER. A bartender. When in a pub, always ask the gent behind the bar if he's a bubber.

CAGE, THE. The Prison in Sigil, run by the Mercykillers.

CHANT, THE. A powerful spell that Sigil natives can use.

CIPHER. A sage specializing in mathematics.

CONY-CATCHER. A "cony" is a lost or confused person, and it is the job of the cony-catchers to help and instruct them (for a small fee).

CROSS-TRADE. Interplanar trading, "a popular and profitable venture."

CUTTER. A murderer. Watch out for these folks.

DUSTMEN. The folks who clean Sigil's streets and work as maids and other servants.

FATED, THE. Those sentenced to die.

GIVE 'EM THE LAUGH. To entertain. If at any time a body's instructed to do this, it means to sing, dance, or tell jokes – and it'd better be good, too, 'cause it'll save his life.

GUVNER. A sarcastic term for madmen that think they rule Sigil.

HARMONIUM. A faction that preaches harmony and love among all folks, for all beings are brothers. To offend them (an extremely difficult task) is to make the devas cry.

JINK. The money used in Sigil. Such money is extremely valuable; any Prime coin can be exchanged for jink at a ratio of 1:2 with a knight of the post.

KNIGHT OF THE POST. A currency-exchange agent in Sigil. The "post" is the position of rulership of Sigil.

MERCYKILLERS. Kindly folk who show mercy even to the most horrible criminals or killers.

MUSIC. 10 gold pieces. If someone says "pay the music," they mean 10 gp.

OUT-OF-TOUCH. Dead.



Jamerson

PRIEST+ LEVEL LOSS BY PLANE

DEITY'S PLANE																																									
OF ORIGIN	Pr	As	Et	A	E	F	W	Ice	Mg	Oz	Sm	Lg	Mn	Rd	St	PE	NE	Ah	Du	Sa	Va	Ab	Ac	Ar	Ad	Ba	Be	By	Ca	El	Ge	Gr	Li	Me	Mo	O	Pa	Ys	S		
Prime	0	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	0	
Astral	0	0	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ethereal	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	
Ele: Air	0	-2	0	0	-3	-1	-1	0	-2	-2	0	0	-2	-1	-1	-1	-1	-1	-1	-2	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Ele: Earth	0	-2	0	-3	0	-1	-1	-2	0	0	-2	-2	0	-1	-1	-1	-1	-1	0	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Ele: Fire	0	-2	0	-1	-1	0	-3	-2	0	-2	0	-1	-1	0	-2	-1	-1	0	-1	-2	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Ele: Water	0	-2	0	-1	-1	-3	0	0	-2	0	-2	-1	-1	-2	0	-1	-1	-2	-1	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
PE: Ice	0	-2	0	0	-2	-2	0	0	-2	-1	-1	0	-1	-1	0	-1	-1	-1	-1	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
PE: Magma	0	-2	0	-2	0	0	-2	-2	0	-1	-1	-1	0	0	-1	-1	-1	0	0	-1	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
PE: Ooze	0	-2	0	-2	0	-2	0	-1	-1	0	-2	-1	0	-1	0	-1	-1	-1	0	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
PE: Smoke	0	-2	0	0	-2	0	-2	-1	-1	-2	0	0	-1	0	-1	-1	-1	0	-1	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Lightning	0	-2	0	0	-2	-1	-1	0	-1	-1	0	0	-1	0	0	0	-2	-2	-3	-2	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Mineral	0	-2	0	-2	0	-1	-1	-1	0	0	-1	-1	0	0	0	0	-2	-2	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Radiance	0	-2	0	-1	-1	0	-2	-1	0	-1	0	0	0	0	-1	0	-2	-1	-2	-3	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Steam	0	-2	0	-1	-1	-2	0	0	-1	0	-1	0	0	-1	0	0	-2	-3	-2	-1	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Pos. Energy	0	-2	0	-1	-1	-1	-1	-1	-1	-1	-1	0	0	0	0	0	-3	-2	-2	-2	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Neg. Energy	0	-2	0	-1	-1	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-3	0	0	0	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Ash	0	-2	0	-1	-1	0	-2	-1	0	-1	0	-2	-2	-1	-3	-2	0	0	0	-1	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Dust	0	-2	0	-2	0	-1	-1	-1	0	0	-1	-3	-1	-2	-2	-2	0	0	0	0	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Salt	0	-2	0	-1	-1	-2	0	0	-1	0	-1	-2	-2	-3	-1	-2	0	-1	0	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
QE: Vacuum	0	-2	0	0	-2	-1	-1	0	-1	-1	0	-1	-3	-2	-2	-2	0	0	-1	0	0	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0
Abyss	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-4	-3	-6	-3	-4	-6	0	-5	-2	-1	-1	-5	-7	0	0	-2	0			
Acheron	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-4	0	-6	-6	0	-5	-3	-4	-1	-2	-6	0	-2	0	-5	-7	0			
Arborea	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	0	-4	-7	0	-2	-4	-1	-6	-5	-1	-5	-3	0	-2	0	0			
Arcadia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	-1	-4	0	-2	-3	-1	-5	-2	-3	-4	-6	0	0	0	-7	-5	0		
Baator	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-7	-2	0	-6	-4	-2	-5	0	-1	-5	-1	-3	0	-4	-6	0			
Beastlands	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-4	-5	0	-3	-6	0	-1	-5	0	-7	-6	-2	-4	-2	0	-3	-1	0		
Bytopia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-6	-3	-2	-1	-4	-1	0	-7	0	-5	-6	-4	-2	0	0	-5	-3	0		
Carceri	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-3	-4	-5	-2	-5	-7	0	-6	-1	0	-2	-4	-6	0	-1	-3	0		
Elysium	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-5	-4	-1	-2	-5	0	0	-6	0	-6	-7	-3	-3	-1	0	-4	-2	0		
Gehenna	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-2	-1	-6	-3	0	-7	-5	-1	-6	0	0	-4	-2	-4	0	-3	-5	0		
Gray Waste	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-1	-2	-5	-4	-1	-6	-6	0	-7	0	0	-3	-3	-5	0	-2	-4	0		
Limbo	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-1	-6	-1	-6	-5	-2	-4	-2	-3	-4	-3	0	-7	-5	0	0	0	0		
Mechanus	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-5	0	-5	0	-1	-4	-2	-4	-3	-2	-3	-7	0	-1	0	-6	-6	0		
Mt. Celestia	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-7	-2	-3	0	-3	-2	0	-6	-1	-4	-5	-5	-1	0	0	-6	-4	0		
Outlands	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Pandemonium	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	0	-5	-2	-7	-4	-3	-5	-1	-4	-3	-2	0	-6	-6	0	0	-1	0		
Ysgard	0	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-2	-7	0	-5	-6	-1	-3	-3	-2	-5	-4	0	-6	-4	0	-1	0	0		

VERTICAL ABBREVIATIONS: Ele Elemental; PE Paraelemental; QE Quasielemental; Pos Positive; Neg Negative.

HORIZONTAL ABBREVIATIONS: Pr Prime; As Astral; Et Ethereal; A Air (Elemental); E Earth (Elemental); F Fire (Elemental); W Water (Elemental); Ice Ice (Paraelemental); Mg Magma (Paraelemental); Oz Ooze (Paraelemental); Sm Smoke (Paraelemental); Lg Lightning (Quasielemental); Mn Mineral (Quasielemental); Rd Radiance (Quasielemental); St Steam (Quasielemental); PE Positive Energy; NE Negative Energy; Ah Ash (Quasielemental); Du Dust (Quasielemental); Sa Salt (Quasielemental); Va Vacuum (Quasielemental); Ab Abyss; Ac Acheron; Ar Arborea; Ad Arcadia; Ba Baator; Be Beastlands; By Bytopia; Ca Carceri; El Elysium; Ge Gehenna; Gr Gray Waste; Li Limbo; Me Mechanus; Mo Mount Celestia; O Outlands; Pa Pandemonium; Ys Ysgard; S Sigil.

MAGICAL ITEM BONUS LOSS BY PLANE

FORGED ON	Pr	As	Et	A	E	F	W	Ic	Mg	Oz	Sm	Lg	Mn	Rd	St	PE	NE	Ah	Du	Sa	Va	Ab	Ac	Ar	Ad	Ba	Be	By	Ca	El	Ge	Gr	Li	Me	Mo	O	Pa	Ys	
Prime	0	-1	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Astral	-1	0	-2	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	
Ethereal	-1	-2	0	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3	
Ele: Air	-2	-3	-1	0	-2	-2	-2	-1	-2	-2	-1	-1	-2	-2	-2	-2	-2	-2	-2	-2	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Ele: Earth	-2	-3	-1	-2	0	-2	-2	-2	-1	-1	-2	-2	-1	-2	-2	-2	-2	-2	-1	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Ele: Fire	-2	-3	-1	-2	-2	0	-2	-2	-1	-2	-1	-2	-2	-1	-2	-2	-2	-1	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Ele: Water	-2	-3	-1	-2	-2	-2	0	-1	-2	-1	-2	-2	-2	-2	-1	-2	-2	-2	-2	-1	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
PE: Ice	-2	-3	-1	-1	-2	-2	-1	0	-2	-2	-2	-1	-2	-2	-1	-2	-2	-2	-2	-1	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
PE: Magma	-2	-3	-1	-2	-1	-1	-2	-2	0	-2	-2	-2	-1	-1	-2	-2	-2	-1	-1	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
PE: Ooze	-2	-3	-1	-2	-1	-2	-1	-2	-2	0	-2	-2	-1	-2	-1	-2	-2	-2	-1	-1	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
PE: Smoke	-2	-3	-1	-1	-2	-1	-2	-2	-2	-2	0	-1	-2	-1	-2	-2	-2	-1	-2	-2	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Lightning	-2	-3	-1	-1	-2	-2	-2	-1	-2	-2	-1	0	-2	-1	-1	-1	-2	-2	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Mineral	-2	-3	-1	-2	-1	-2	-2	-2	-1	-1	-2	-2	0	-1	-1	-1	-2	-2	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Radiance	-2	-3	-1	-2	-2	-1	-2	-2	-1	-2	-1	-2	-1	0	-2	-1	-2	-2	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Steam	-2	-3	-1	-2	-2	-2	-1	-1	-2	-1	-2	-1	-1	-2	0	-1	-2	-2	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Pos. Energy	-2	-3	-1	-2	-2	-2	-2	-2	-2	-2	-2	-1	-1	-1	-2	0	-2	-2	-2	-2	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Neg. Energy	-2	-3	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	-1	-1	-1	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Ash	-2	-3	-1	-2	-2	-1	-2	-2	-1	-2	-1	-2	-2	-2	-2	-2	-1	0	-1	-2	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Dust	-2	-3	-1	-2	-1	-2	-2	-2	-1	-1	-2	-2	-2	-2	-2	-2	-1	-1	0	-1	-2	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Salt	-2	-3	-1	-2	-2	-2	-1	-1	-2	-1	-2	-2	-2	-2	-2	-2	-1	-2	-1	0	-1	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
QE: Vacuum	-2	-3	-1	-1	-2	-2	-2	-1	-2	-2	-1	-2	-2	-2	-2	-2	-1	-1	-2	-1	0	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	
Abyss	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	0	-2	-2	-2	-2	-2	-2	-2	-1	-2	-2	-2	-2	-2	-2	-1	-1	-2	
Acheron	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	0	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1	-2	-1	-2	
Arborea	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	0	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1	-2	-1
Arcadia	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	0	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1	-1	-1	-2	-2
Baator	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-1	-2	-2	0	-2	-2	-2	-2	-1	-2	-2	-2	-2	-2	-1	-2	-2	
Beastlands	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-1	-2	-2	0	-2	-2	-1	-2	-2	-2	-2	-2	-2	-1	-2	-2	
Bytopia	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-2	-2	-2	0	-2	-1	-2	-2	-2	-2	-2	-1	-1	-2	-2	
Carceri	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-1	-2	-2	-2	-2	-2	-2	0	-2	-2	-1	-2	-2	-2	-1	-2	-2		
Elysium	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-2	-2	-1	-1	-2	0	-2	-2	-2	-2	-2	-1	-2	-2		
Gehenna	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-2	-1	-2	-2	-2	-2	0	-1	-2	-2	-2	-1	-2	-2		
Gray Waste	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-2	-2	-2	-2	-1	-2	-1	0	-2	-2	-2	-1	-2	-2		
Limbo	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	-2	-2	-1	-1	-1	
Mechanus	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-1	-2	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	0	-2	-1	-2	-2	
Mt. Celestia	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-2	-1	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2	0	-1	-2	-2	
Outlands*	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	0	-1	-1		
Pandemonium	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1	-2	-2	-1	0	-2	
Ysgard	-2	-1	-3	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1	-2	-2	-1	-2	0	

* Note that Sigil counts as part of the Outlands when determining magical item bonus loss.

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