



DUNGEONS & DRAGONS®

PLAYER'S GUIDE TO PLANESCAPE



DUNGEONS & DRAGONS

AN INTRODUCTION TO THE
PLANESCAPE CAMPAIGN SETTING
FOR DUNGEONS & DRAGONS



PLAYER'S GUIDE TO PLANESCAPE

Planescape is a campaign setting for the Dungeons & Dragons fantasy role-playing game. As its name suggests, the setting crosses and comprises the numerous planes of existence, encompassing an entire cosmology called the Great Wheel. This includes many of the other Dungeons & Dragons worlds, linking them via inter-dimensional magical portals.

Sigil: Sigil: the City of Doors. It's considered by some to be the jewel of the Outlands, the nexus of power of the multiverse, a place of great beauty or ugliness. Every day in Sigil, deals are made that seal the fate of hundreds and thousands, negotiators barter for peace in the Blood War, and factotums seek the truth to the meaning of everything. People die, ideals are born, and great power is wielded with the flick of a finger.

Sigil is a place of contradictions. It's the center of an infinite multiverse. It's an embattled neutral ground in a battlefield of philosophy. It's the City of Doors and yet it's called the Cage. It's home to pit fiends and solars, devas and yugoloths, all living and drinking and socializing in more or less peaceful state.

Sigil is located atop the Spire in the Outlands. It has the shape of a torus; the city itself is located on the inner surface of the ring. There is no sky, simply an all-pervasive light that waxes and wanes to create day and night. Sigil cannot be entered or exited save via portals; although this makes it quite safe from any would-be invader, it also makes it a prison of sorts for those not possessing a portal key. Thus, sometimes Sigil is called "The Cage". Though Sigil is pseudo-geographically located "at the center of the planes" (where it is positioned atop the infinitely tall Spire), scholars argue that this is impossible since the planes are infinite in all dimensions, and therefore there can never truly be a center to any of them, let alone all of them; thus, Sigil is of no special importance. Curiously, from the Outlands one can see Sigil atop the supposedly infinite Spire.

Sigil contains innumerable portals that can lead to anywhere in the Dungeons & Dragons cosmology: any bounded opening (a doorway, an arch, a barrel hoop, a picture frame) could possibly be a portal to another plane, or to another point in Sigil itself. Thus, the city is a paradox: it touches all planes at once, yet ultimately belongs to none; from these characteristics it draws its other name: "The City of Doors".

Sigil's leader and neutrality: The ruler of Sigil is the mysterious Lady of Pain. The Lady is sometimes seen in Sigil as a floating, robed Lady with a face bearing a mantle of blades. The Lady does not concern herself with the laws of the city; she typically only interferes when something threatens the stability of Sigil itself. However, she is an entity of inscrutable motives, and often those who cross her path, even accidentally, are flayed to death or teleported to her hidden Mazes, lost forever. It is widely believed that she never speaks, although some unconfirmed (and, most would argue, highly questionable) rumors to the contrary do exist. Sigil is also highly morphic, allowing its leader to alter the city at her whim.

Sigil is, theoretically, a completely neutral ground: no wars are waged there and no armies pass through. Furthermore, no powers (such as deities) are allowed to enter into Sigil; the Lady has barred them from the Cage, but some disguised avatars (and Vecna, see below) have made it in and been promptly dispatched by the Lady. It is also of great interest to them, as they could use Sigil to send their worshipers anywhere, and it is at the center of the Outer Planes.

PLANE SCAPE

Cornelia Sollitt



Vecna once managed to circumvent the ban by entering while in a transitional state where he wasn't strictly a god when he entered Sigil, and by using Ravenloft as the instrument of his entry, instead of one of Sigil's portals. The Lady has since enacted Wards to prevent this from happening again. Later, it is revealed that the Torus underneath Sigil is the physical manifestation of the Multiverse's Fulcrum, and gods are banned because divine energy disrupts, destabilizes and will eventually "break" it, causing the multiverse to come apart at the seams. Aoskar lived in Sigil for a significantly long time before he was destroyed by the Lady, however. Sigil is hardly peaceful; with such a condensed population, consisting of everything from angelic devas to demonic glabrezu, violence is common, usually befalling the foolhardy, the incautious, or the poor. Most natives of Sigil ("Cagers") are quite jaded as a result of living there.

People coming to Sigil from the Prime Material Plane are often treated as clueless inferiors by the planar elitists who dwell there. They are thus widely referred to as the "Clueless", or more charitably, as "Primes".

Administrative divisions: Sigil is divided into six districts, called wards:

- **The Hive Ward**, the slum and the ghetto, home to the poor, the rogues, and the unwanted dregs of the city.
- **The Lower Ward**, an industrial district, clogged up with the smoke from the foundries and from the portals to the Lower Planes.
- **The Clerk's Ward**, an affluent district, home to most of the city's lower-rung bureaucrats and middlemen.
- **The Market** and **Guildhall Wards** are the home to the traders, craftsmen, artisans, guild members and other members of the middle class.
- **The Lady's Ward**, the richest and most exclusive section of the city, is home to the elites of society and of its government, though not the Lady herself.

Factions: The Factions are the organizations that run the day to day affairs of Sigil. These groups run the kriegstanz, the battle for belief that gives the city its meaning and makes life in the Cage that much more dangerous and exciting. If a character has business with a faction, then they need to head to one of the various Faction Headquarters.

All Faction Headquarters have public areas – accessible to visitors and those who have business with the faction – and private areas, which are accessible only to faction members. A person looking for information into a faction could do worse than visit the public areas of the faction headquarters – most such areas have factotums available willing to discuss faction philosophy, current events, and provide general information about goings on in the faction. Visiting such areas is typically free.

The Factions are also willing to provide guides for some visiting dignitaries. These guides are factotums trained for such duties, bloods well trained in the ebb and flow of the city and who know their way around town. These factotums are specially trained to show the dignitaries a good time – the better to loosen their tongues and extract whatever information or favor the Faction needs out of them. Such services are not for hire by anyone, however, and are provided only on special occasions for special individuals.

THREE ELEMENTS

So, what's appealing about Planescape? If I was to sell this to the average Dungeons & Dragons player and tell them what Planescape may offer them as a unique campaign setting, I might say that three major selling points of Planescape could include...

Fantasy Taken to the Edge: Planescape is not traditional fantasy. It is extreme and hyperbolic. When at its most iconic, it is not about elves and dwarves and hobbits and dragons and wizards, it is about Truth and Justice and Utopia and big, unanswerable, infinite questions like "What is the best way to live?" or "What is true in this subjective world?" or "Is War Good?" Its spellpunk grit and limitless potential variety serve this by simultaneously allowing for a high level of wahoo weirdness, but putting it in context as exploring those big questions. You, too, can play a free-willed intelligent sword strapped to the back of a particularly loyal golden retriever as a player character, if you want, but you play that character in context as seeking to answer the unanswerable questions that might arise from their life - what is good? What is bad? What is truth? What is the right way to be? Even the weirdest characters are pushed beyond their extremes in Planescape.

Infinite Perspectives: Planescape, when it is at its most iconic, is not a setting about Good Guys vs. Bad Guys. Instead, it is about the individual struggle of every person to make sense of their place in the infinite. Rather than simplistic "red lasers vs. blue lasers," a Planescape story is a story whose conflict is as internal as it is external, with the characters forced to make a choice between reasonable enemies and unreasonable allies, where the constant question is "What SHOULD happen here?" Because of element 1, this includes demons with a heart of gold and selfishness and angels who push too far. It is a conflict among the good and the thoughtful, a conflict where the "good ending" is far from clear. Because of this, it is a setting about what each character believes, what each character wants the world to be like after they've left it. It is a setting with infinite shades of grey, where your ideals matter more than what cosmic team you're wearing the jerseys of. Every angel is hiding a shadow, your demons are thoughtful, and your main antagonists are other mortal beings...and your own doubts.

You Shape Reality: While there are many games about small, local characters in small, local events that have major effects on individual lives, the most iconic Planescape games empower players to fundamentally alter the entire cosmos, according to their own vision. This fight might be long, and the struggle will certainly involve confronting those invested in another reality altogether, but the power to shake the heavens and twist the hells lies squarely with your characters. Your perspective has the possibility of becoming the objective truth, a reality defined by your own dreams and wishes. Of course, dreams can turn into nightmares, and some wishes are better off not being granted, so you will also need to face your own ideas run rampant, but when you emerge from this crucible, the very fabric of the multiverse will be forever changed by your hand. Your existence sends ripples through the world. That power - that responsibility - is yours to use as you can. It is also your enemies'.

WHAT'S ALL THAT MEAN? ...you know, in practice?

Take your most stereotypical excuse-plot fantasy D&D adventure: a wizard comes to a tavern and asks the party to retrieve a MacGuffin from a dungeon for various ambiguous wizarding purposes.

In Planescape, we need to take this to the edge. So it's not just a wizard, it is, say, a God of Wizards. One of the Exarchs of Ioun is coming into the tavern. The tavern, of course, is also an extreme tavern: perhaps it serves wine supposedly made from the apples of eternal youth. Distilled and diluted, it still causes those who drink here to look significantly younger for a few hours. Now, the MacGuffin isn't just some spell component - the God of Wizards needs this MacGuffin, so perhaps it is a long-lost spell once composed by a famous wizard like Bigby, and then lost to time...until Ioun's divinations learned of it. The dungeon isn't just a dungeon; it is perhaps the Shadow Cabinet of a Night Hag, a place where that loathsome creature keeps all of her trinkets from the soul trade, including this long-forgotten spell. It's not just for ambiguous wizarding purposes, Ioun seeks to have the greatest library in the multiverse and even now forces from Vecna and Wee Jas and Mystara are seeking the same spell, to add it to their collections and uncover its arcane secrets.

In Planescape, the conflict is not ultimately one of "beat the other guys," but rather a philosophical conflict of "whose ideas have the strength to prevail." So Ioun, Vecna, Wee Jas, and Mystara are all pursuing this spell, and they all are sending Exarchs to the various taverns of the world to search for adventurers to find their spell. The party is brought into the affair because their rivalry is causing chaos in the streets as magical battles spring up when the exarchs encounter each other. The party can side with any of these factions, or even pursue their own purpose for getting the spell — perhaps the party wizard would find it valuable for their spellbook, but perhaps the party thief would be excited to steal something from under the nose of a night hag, and the party fighter belongs to a faction that espouses sharking knowledge with others and would love to see it in EVERY wizard's hands, not squirreled away in some exclusive library somewhere. Not only can the party choose their patron (and thus their rewards), their choice is based on who they believe ought to have the spell, and what the spell means for all the patrons and each of the party members.

In Planescape, ultimately, the party members are those who shape the cosmos, so this little spell retrieval isn't just about a little change in some gods' power dynamics, either - it is ultimately about which idea the player characters want to prevail. Ownership of the spell isn't just about whose library it sits in - if Vecna gets a hold of it, the spell will be used as a weapon to increase the power of the forces of death. If Ioun gets it, worship of Ioun skyrockets and worship of this god of magic becomes nearly compulsory for wizards who want to advance. If our fighter gets it, perhaps he empowers a rebellious cabal of apprentices to overthrow the bonds of a church. These could all be good or bad things from certain perspectives, and it is up to player characters to choose a side they want to win, and to fight for it. What kind of world do they want to create? More than the gold reward, this is the reward they fight for.

THREE PILLARS IN PLANESCAPE

It is useful to think about the three broad categories of activities in an adventure specifically as they relate to a Planescape adventure, as the focus tends to be a little different than in D&D adventures in other settings.



Social Interaction: The most important feature of a Planescape adventure is usually the social interaction. The villains in Planescape aren't ravenous monsters or insane cultists, they are normal people with strong opinions that are different than yours, that don't allow yours to exist, and so a central element of that conflict is interacting with them. Most Planescape adventures should have a way to achieve the party's goals via talking and reasoning rather than simply beating in some skulls or skulking around in the darkness, and many unique rules in Planescape, from the factions to expanded Inspiration rules to "talking dungeons" to player character morale rules emphasize the fact that what one believes and convinces others of is of vital importance on the planes.

Exploration: The next most important aspect in a Planescape adventure is typically exploration. You will visit strange and exotic places, often dangerous due to their conditions or their inhabitants, and you will be expected to survive there. You are a tiny snowflake born aloft on the winds of the planes, and you will need to land safely. This often involves doing extensive research. Planescape is a setting where it can be remarkably easy to get from Point A to Point B (just step through a portal!), so the adventure isn't in the grand transit or the months-long journey. Instead, it is in gathering information about portals, their locations, their keys, and their destinations, and in gathering supplies for survival in a place like the Elemental Plane of Fire or the third mount of Gehenna. Spell keys, survival items, even protective wards and gear, are often necessary to travel to other worlds. Exploration challenges are often challenges of a character's lore-gathering abilities more than their food-gathering abilities or their sheer toughness, because the environment you're heading into can require dramatically different solutions than the last one you headed into.

Combat: Finally, a vital part of any Planescape adventure is combat. There will be creatures for whom talk is pointless or cheap. Fanatics and monsters and unexpected threats loom, and the planes contain their share of bandits, beholders, and beasts as well as your more complex threats. Combat is something you do while exploring to remain safe, or something you do when social interaction fails. Combat will often end on terms other than the slaying of the enemy, of course - surrender or flight are more common than death. But Planescape is a world where beliefs are worth fighting and dying for, so there will inevitably be plenty of creatures who will not surrender or give up, but who demand that you face them with swords drawn.

PATRONAGE

One of the defining elements of Planescape is that there are powerful, influential organizations that try and influence how all people on the planes think - the Factions.

Player characters are encouraged to be part of these factions, or to found sects of their own. This reinforces the Planescape idea of swaying hearts and minds to believe as the party members believe, necessitating an organization. So organizations are much more important in Planescape than they are in many games - influence over NPCs is part of how the party advances. Patronage codifies a relationship between the player characters and the groups they help out.

Patron Goals: Any group of NPCs working toward a common goal might be considered a "patron." This goal might be something like, "Save the town of Bildab from the Necromancer," and the NPCs working toward that goal might be "the people of Bildab." In Planescape, these are often factional goals, like "Awaken a Dead God" for the Signers, or "Take over Sigil" for the Fated, with the NPCs within that faction, and leading it, being the NPCs working toward that goal.

A patron is defined by a goal. A peaceful village with no threat doesn't have much of need for adventurers, and so they can't serve as a patron.

Player characters should have goals that align with the goals their patrons, but this relationship can work in any direction. A player character whose goals are different from their patron's goals might want to seek a new patron, and a patron might consider aligning their goals more closely with a player character's goals if they really want to recruit that player character.

Patron Quests: Patrons have plans to accomplish their goals, and those plans involve, at some level, adventurers - they involve dangerous missions in risky territory, frightening beasts, political subterfuge, or other specialized and dangerous missions. A goal like "Awaken a Dead God" might require a few intermediate steps, unusual artifacts, fights against opponents (such as the Athar), and other tasks that cannot be left up to some middling functionary.

These tasks are quests that are available to the player characters. As the party completes these quests, the patron gets closer to accomplishing their goals, and may offer new quests that help in securing them. Player characters can choose to not go on certain quests, or to take quests from competing patrons as well.

By accomplishing these quests, the party works with the patron towards the patron's goals. If a party doesn't want to see those goals realized, they may want to consider taking different quests - just because a party member is a member of the Sign of One doesn't mean they want to accomplish the goal of "Awaken a Dead God!" A patron may have many, or even competing goals (an Anarchist, for instance, could work to both raise the profile of the Anarchists, and to destroy it), so they may have many different sorts of quests.

Rewards of Patronage: Completing a quest for a patron grants you rewards in the form of XP and treasure. You may also find such things while on a quest, but a significant portion of your reward comes in the form of payment from your patron. Your patron might also offer exclusive access to certain items, character options, or abilities. Additionally, as your patron's goals align with your own, you get to see your hopes and dreams enacted in the campaign world. The more you do for your patron, the higher and more powerful your rewards, of course.

CHARACTER CREATION IN PLANESCAPE

Most of the steps of character creation for a Planescape campaign are the same as they are for any other campaign, but there are some twists.

PLANEWALKING RACES

The five planewalking races - bariaur, githzerai, planetouched, rogue modron, and human - are the races most likely to become actual planewalkers. These races all have a distinct need or desire to explore outside of their home base, and so they have a reason to go forth into the planes and shape them. Adaptable and driven humans push into every world, curious rogue modrons seek to understand all realities, studious githzerai are free to roam and want to understand others' perspectives, wandering bariaur are nomadic and accepting of difference, and the isolation of the planetouched calls out for establishing your own place on the planes.

That said, these five races are hardly the only planewalkers. Plenty of elves, dwarves, halflings, and gnomes suffuse the planes, along with half-elves and the occasional half-orc. Any of the races in the Player's Handbook might be found as planewalkers. They are a little rarer, however, as there is nothing specifically encouraging them to go out and explore. A halfling that finds itself able to go anywhere on the planes often goes to Yondalla's realm and settles there for the rest of its life. It is literally steps from paradise, so it goes to paradise, and lives in paradise forever-after. Among these mortal races, planewalkers are *exceptional* people, malcontent with simply settling into their homeland and living a life of joy and ease. Rather, something drives them to explore beyond their bounds. Perhaps a dwarf is seized with wanderlust, or an elf with curiosity about the other people of the world. A dragonborn might seek something more than peace in Bahamut's realm, while an Asmodian tiefling, as presented in *The Player's Handbook*, might crave more than independence from their bloodline. So while these races are more uncommon, unique individuals will still be seen, and many more inhabit the various realms of the various deities dedicated to them.

Of course, this kind of exceptional character isn't just limited to the races presented in *The Player's Handbook*. Any race might exhibit these exceptional individuals, from thri-kreen to warforged to minotaurs to whatever else might exist on any plane or any world in any setting. Even monstrous races like beholders or unicorns or blink dogs might become planewalkers like this. Heck, things that aren't even races might take to planewalking under similar circumstances - intelligent items or sentient patches of ooze or animated suits of armor or literally *anything* else might become a planewalker. These unusual or unique beings still need to justify their planewalking tendencies - why is your blink dog a planewalker and not just a blink dog? - but with the proper context, there is no character race that is off-limits.

PRIME RACES IN PLANESCAPE

The following table gives ideas for how each of the various races presented in *The Player's Handbook* could fit into a Planescape campaign. These races, who make their home in the Prime Material Plane, are called "Primes" by the people of Sigil:

Prime Race	Rationale
Hill Dwarf	Hill Dwarves are considered some of the planes' greatest crafters, with some of the most wonderful metallurgy on the planes coming from the realms of the Hill Dwarf gods.
Mountain Dwarf	Mountain Dwarves are known as strong, resolute warriors, and make good money as mercenaries.
High Elf	High Elves are great mages, dwelling apart from others in the thick forests of their gods' realms.
Wood Elf	Wood Elves are reclusive naturalists, sought for their forest-lore
Dark Elf	With few of the prejudices of other worlds, dark elves are welcomed as charismatic, independent adventurers, but are also feared as forces of cruelty on the lower planes.
Lightfoot Halfling	The lightfoots are urban halflings, present in the poverty of Sigil and on the more chaotic side of the Upper Planes.
Stout Halfling	A hardy halfling that enjoys pastoral bliss. They make good food. Dwell largely in Arcadia and Celestia.
Dragonborn	Known as hardy mercenaries, the dragonborn may be scattered among many dragon realms.
Forest Gnome	Clever illusionists, and friendly with wild animals, these gnomes live in reclusive solitude in the realms of their gods.
Rock Gnome	Miners, tinkers, and artificers, rock gnomes are known as toy-makers and jewelers.
Half-Elf	These creatures find many cosmopolitan towns on the planes to be quite welcoming, and their fey nature often just indicates that they are one of the planetouched as well.
Half-Orc	These powerful warriors are welcomed into the large planar metropoli, but they must work hard to cast off the savagery of their ancestry.
Asmodian Tiefling	These creatures are known as one particular breed of planetouched, a lineage from the Prime that is kept pure. They're largely seen as any other tiefling is - a sign of something wicked in the world.

PLANAR RACES

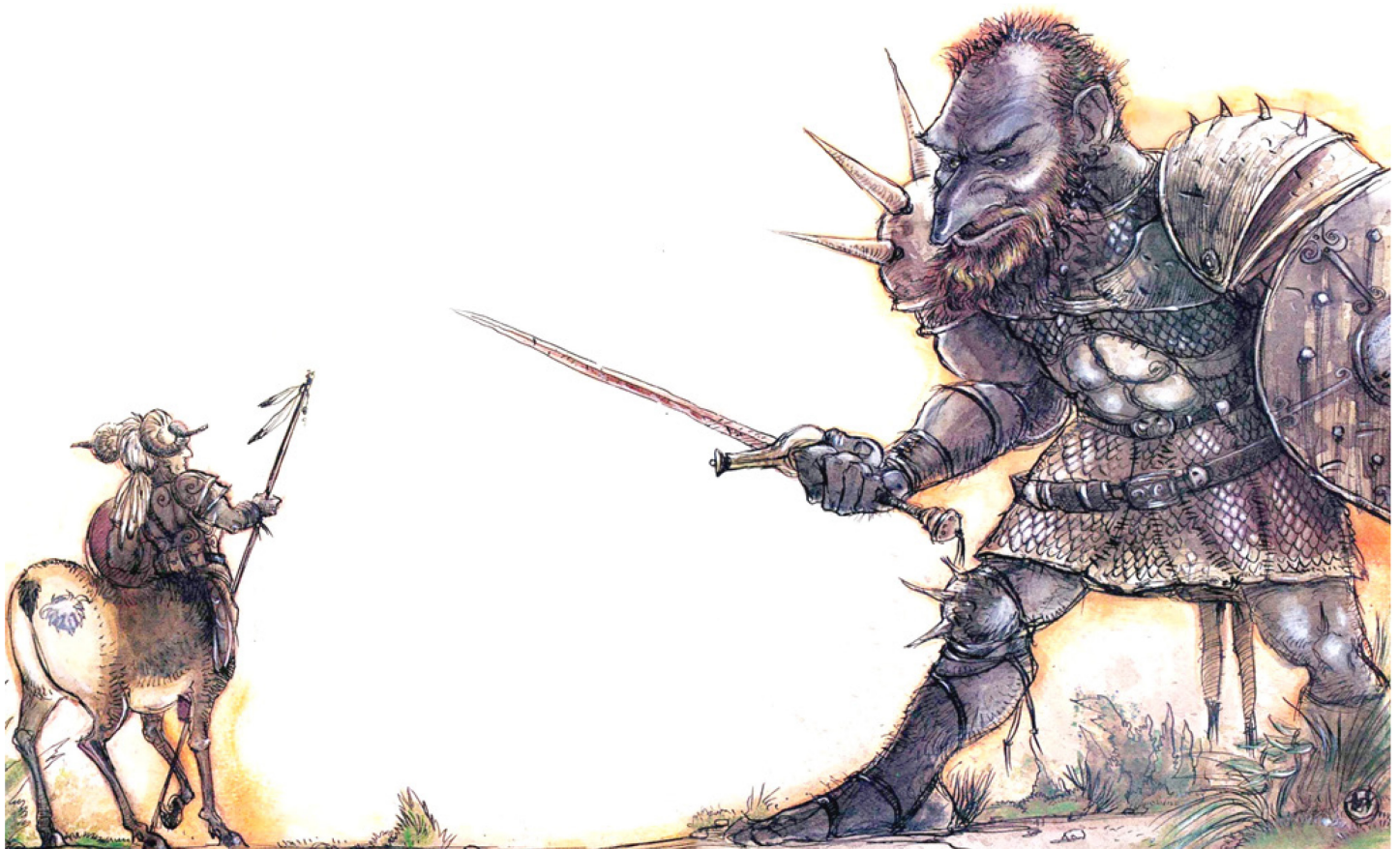
The planes themselves have a great diversity, as one might expect. As a setting that encompasses all of reality, there are a lot of potential creatures - ALL OF THEM. However, their proportions do vary significantly. Most of the standard elves, dwarves, halflings, and whatnot aren't on the planes in great numbers, except in their various paradises and realms. They don't typically go far from there.

The causes for this are many, but the real reason seems to be that some species just make good planewalkers - that is, travelers between the planes - and others don't. Some take to a

life of reality-hopping, and others are fairly content living in their version of paradise. There's plenty of dwarves in the realms of the dwarven gods, but they tend to stay there, content to be in the dwarven equivalent of heaven. There are only a few groups of people that tend to wander the planes in any significant number: humans, planetouched, githzerai, bariaur, and, every once in a while, an rogue modron. These races aren't locked in place as the only planewalkers of the multiverse, either; they are simply the people that walk the wheel the most frequently these days. You'll see the occasional dwarf or halfling or adventuresome blink dog or whatever, too, they just don't make up much of a stable population.

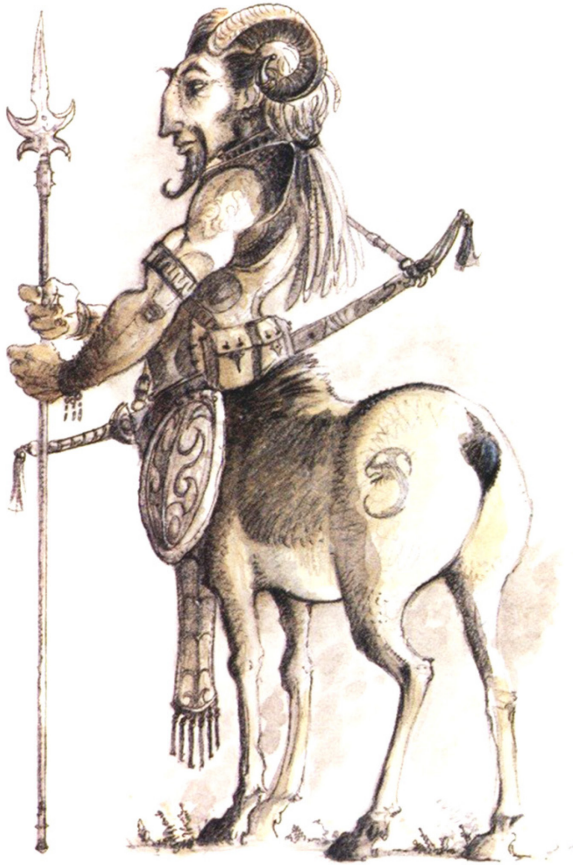
All of the planewalking races cross realities for a reason. Humans are very adaptable, and so manage to carve out a survival niche for themselves almost anywhere – there are few hard limits to where human innovation and drive can take the species. Bariaur are natural wanderers, given to ranging far and wide in search of new and fascinating experiences and challenges. Githzerai are contemplative and independent, which gives them a natural drive toward examining the thoughts and philosophies of others (and often embracing them). Rogue modrons, meanwhile, are intensely curious and observant, seeking to examine the worlds that they suddenly have the freedom to explore. Planetouched of various stripes are made from the planes, and their search for self-identity and a role in their lives can lead them to find unusual places to belong, or to construct a place to belong around themselves.

And this brings us full circle. Sigil, for all its diversity and supposed centrality, caters the most to these planewalking people, these wanderers and vagabonds. A door is a threshold, a place you pass through, and as the City of Doors, Sigil is a place that is made to pass through. It should be no wonder that these traveling races make the Cage their home.



BARIAUR

Bariaur are creatures born with the urge to wander and search. A nomadic people comfortable in the wilderness and with grand hospitality for strangers, bariaur are friendly and carefree, walking through the world with an open attitude. Some mistake this for frivolity, but the bariaur are known to be fierce combatants who shirk from no threat upon them or their friends. Many bariaur wander the planes in nomadic tribes, and many people from those tribes become adventurers, at least for a time, as it is a great way to see the worlds.



Built for Travel: Few people would mistake a bariaur for a human, though some may mistake one for a centaur. Their bodies are that of mountain sheep or goats, wool and hooves and four legs and all. From where the head of the animal would occur, instead they have a human torso. In the case of males, this torso is topped with a head horns (majestic and curling, or short and spikey largely depending on the tribe). The four-legged, hooved form serves the bariaur well as they track across the planes, giving them great endurance and the ability to carry heavy loads on their backs for long distances. A bariaur's natural gait is swift and direct, and their surefooted stride carries them through rough terrain with ease.

Bariaur tend to be fussy about their appearances. Their skin tone ranges through human shades, but their hair is distinct - the thick, curly wool that occurs on their torsos may or may not be reflected in the hair their human half has. Bariaur tend to pay a lot of attention to their wool, cutting it, cropping it, even dying it in patterns and colors. Their hair often gets brought into the mix as well. Amongst the

bariaur, being good with a pair of shears and shampoo is a prized skill. Their large eyes tend toward shades of green and brown, and many of the males grow facial hair (a short goatee is especially common).

Paradise Is Everywhere: The bariaur culture is strong on laughter and enjoyment. Bariaur delight in physical contests like races and wrestling, hunting games, and butting heads. They also practice contests of magic and bariaur fashion shows are quite the magnificent sight. All this play helps them understand what it's like to win and lose graciously, how to root for your rivals, and how to welcome new people into the game. Few bariaur grow up alone or isolated, as they make an active effort to find the skills that any member of their race has, and bring them to the fore. This keeps them confident and jovial, rarely doubting themselves, and always sure that they have something to offer.

This open, friendly attitude often serves them well as they wander the planes. Even the most sedentary of bariaur range over a wide area in their lives, and the bariaur find the thrill of discovery when entering a new place exhilarating. This can be true even if the place is unpleasant or harsh - a bariaur who wandered through a portal into the Abyss (and

managed to survive) would still be pretty energized by the experience. Bariaur enjoy travel for travel's sake, for the sake of challenging themselves, and for the sake of meeting interesting new characters on their journeys.

Pastoral Bliss: Most of the bariaur of the planes wander in large tribes through the planes of chaos and good - Elysium, Arborea, the Beastlands, and Ysgard (and especially Ysgard, which is said to be their homeland). There, gather wild plants for food (bariaur are vegetarians, and meat makes them ill) and wander the infinite lands, meeting new friends, fighting fierce predators, and living a tolerably peaceful existence among the rolling hills, fertile plains, and plunging fjords.

Bariaur enjoy the natural world, though the draw of adventure will lead many into more urban settings, including, of course, Sigil. As the crossroads of the planes, Sigil is a place many bariaur cross through at least once in their life, and some take up semi-permanent residence there, treating the city like a well-known field, a place they can always return to, and a place that will be different whenever they do. Bariaur in Sigil don't necessarily stay there long (many prefer to raise families among their people), but those who do find the urban environment full of new discoveries and challenges.

Beyond The Next Hill: Bariaur generally see adventuring as just one particular expression of their tribal wanderlust. A little lonelier than wandering with your whole extended family, but in exchange you get to go places that a shepherd never does, explore places on the planes that you can tell your family about with pride as they wonder at the remarkable things you've seen. Adventurers are respected tale-tellers and wealth-bringers, and while most bariaur are expected to "settle down" at some point in their life, the eldest bariaur adventurers go strong well into their old age.

The famous bariaur friendliness and openness means that this applies to different people and creatures as much as it applies to different lands. Half the fun of a place like Sigil is all the new people that come through, all the different types of creatures. Bariaur delight in the diversity of the planar peoples, and are excited to meet new people and encounter new ideas.

BARIAUR TRAITS

Bariaur Names: A bariaur's name is given to him by his parents. It is usually a simple, one- or two-syllable name (the easier to be shouted across the hills). Within the flock, he denotes his parentage by adding "buck of" his father's name (or "doe of" the mother's name, if female); outside the flock, he relies instead on a flock name to indicate the extended family to which he belongs. Flock names typically describe the environments favored by the flock, and can change over time.

Male Names: Bex, Hul, Jek, Menok, Ril, Wyk, Cious, Grazik, Darun, Jalen, Lijel, Mihel, Zatar

Female Names: Daeth, Hysh, Saph, Tyth, Vash, Floria, Glien, Kilil, Defilia, Entida, Jillia, Welida

Flock Names: Cloverfield, Dalewatcher, Farmountain, Greenpastures, Hillwalker, Meadows, Openplain, Widewanderers, Windingriver, Woodstrider.

Ability Score Increase: Your Constitution score increases by 2.

Age: Bariaur age similarly to humans, but their old age tends to last significantly longer. They may live to be about 170.

Alignment: Bariaur delight in personal freedom and value the lives of others, so they tend toward chaotic good or chaotic neutral alignment. This tendency isn't strict - any given tribe likely has the entire range of alignments, with only a plurality tending toward chaotic good.

Gender-Based Traits: Bariaur society is has strong gender-divisions and bariaur have different game rules depending on if they are male or female. These gender divisions are traditional, but bariaur are more than accepting of those that defy tradition to take on a nonstandard gender role.

- **Male Bariaur:** Male bariaur are hearty warriors, trained to fight and defend the tribe. They grow horns fit to bludgeon their enemies with, and often tip them with metal so that they can make piercing attacks as well.

Ability Score Increase: Your Strength score increases by 1.

Ram: You can make a melee attack with your horns as a weapon. They deal 1d6 bludgeoning damage, and you are considered proficient in them. If the bariaur moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d6) bludgeoning damage. If the target is a Medium sized or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

- **Female Bariaur:** Female bariaur are deeply knowledgeable in medicine and magical lore, and are tasked with sustaining the tribe and keeping its lore.

Ability Score Increase: Your Wisdom score increases by 1.

Perceptive: You have proficiency with the Perception skill.

Saving Throw Proficiency: Choose one, additional saving throw proficiency.



Size: Medium. Bariaur are a little shorter than humans, but their centauroid form makes them considerably heavier and bulkier. It also means they have some difficulty with things like ladders and poles.

Speed: Base walking speed is 40 ft.

Languages: You can speak, read, and write Common and Celestial.

GI+HZERAI

Githzerai are a people hailing from the plane of Limbo. The plane is chaotic, unstable, and wild, and within that environment, the githzerai have built themselves a solid, lasting society. With a history of enslavement, the githzerai hold ancient grudges against their slavers, the illithids, and their once-kindred, the githyanki. They seek to put the past behind them and to realize the freedom of each individual githzerai, which is to realize the freedom of the whole race.



Warped by Slavery: Once upon a time, the githzerai were human. However, the legacy of their enslavement at the hands of the illithids has left deep marks on their bodies. Thin and wiry, the githzerai have greenish, olive skin that often has "leopard spots" or lines traced in it. Their skin is stretched tight over their bones, and their gaunt faces sport small, upturned noses and drawn cheeks that result in small eyes and pointed ears.

Their clothing is often made of leather made from slaad skin, and accentuated with metals and materials pulled from the raw, roiling chaos of limbo and given solid form. Bits of metal or crystal, spheres of water, scales or feathers may accentuate their clothing.

Disciplined and Free: Central to the githzerai concept of self is the idea of the sanctity personal choice. As a people, their opposition to slavery of any sort is total and personal - all coerced action is tantamount to slavery, and only explicitly chosen action is permissible. Valuing personal freedom so intensely, they embrace the idea of learning about other individuals, and, in particular, the way they think and how they see the world. The ideas of any individual are sacrosanct, even when it goes against the githzerai custom. A

devil who happily believes that chains and brutality create a viable society is as important to the world as a flighty eladrin's belief that only personal liberty and compassion produce bliss.

This contradiction is embodied in the githzerai themselves, as many of them submit to the leadership of their wizard-king and the use of monasteries as training grounds, embracing a highly ordered and regimented lifestyle... but entirely voluntarily. Many githzerai follow that path, a path of subservience, loyalty, and regimented life, while simultaneously always being free to abandon it. Githzerai tend to be reserved, private, and personal, with none of the exuberance that often characterizes the freedom-seeking peoples.

Islands of Calm in the Chaos: There are many small monasteries drifting in the chaos of Limbo that house trainee githzerai in relative isolation from the rest of their people. These monasteries are crowded and well-organized, lead by particular masters whose rule of their individual island is nearly absolute.

Most of the githzerai, however, hail from some of the cities that have been stabilized, including the largest city, Shra'kt'lor. Many of these cities are formed of iron and stone created out of Limbo itself, held in place by a team of anarchs whose concentration is required to maintain the shape of the town. These cities are often trading posts and bases of operations for further exploration into Limbo, and, as islands of calm, they earn the special enmity of the slaadi.

For the Self and the Whole: Because githzerai value independence and knowledge, many githzerai adopt, at least for a time, the life of a planewalker. Through this experience, they hope to learn much of the ways and ideals of other people, to understand the different ways to see the multiverse, and to finally be able to adopt one for themselves. The githzerai adventurer is reticent and observant; learning much and seeking never to pledge a loyalty they can't deliver. It is not the githzerai way to enforce their view on others, rather their nature is to understand the way others view reality, and see if there is any truth to be learned from it.

GITHZERAI TRAITS

Githzerai Names:

Male Names: Azai, Khaiaph, Khadlai, Narayan, Norbu, Raziel, Rinzen, Shamai, Tchophel, Tchozai, Yeshiel

Female Names: Asharah, Dolmah, Hanin, Kharmah, Khazin, Lhashah, Magdal, Naharah, Shameah, Shundarah

Ability Score Increase: Your Intelligence score increases by 2. Your Dexterity score increases by 1.

Age: Githzerai age more slowly than humans, though they don't reach the elder age of many of the other humanoid races. Their life expectancy is about 200 years.

Alignment: Githzerai culture is an odd synthesis of monastic discipline in pursuit of personal freedom. The githzerai place a primacy on individuality and personal autonomy, defiant or authority almost beyond utility, but they often willingly submit to leaders and organizations that further their own empowerment. The primacy of the individual makes many githzerai chaotic neutral, but individual githzerai may lean to Lawful behavior without really standing out in society.

Size: Medium. Githzerai are drawn and gaunt, but on average no taller than most humans.

Speed: Base walking speed is 30 ft.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: You can speak, read, and write Common and Illithid.

Psionics: Githzerai are naturally psionic. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *blur* spell once per day. When you reach 5th level, you can also cast the *haste* spell once per day, but you may only target yourself with the spell. Wisdom is your spellcasting ability for these spells.

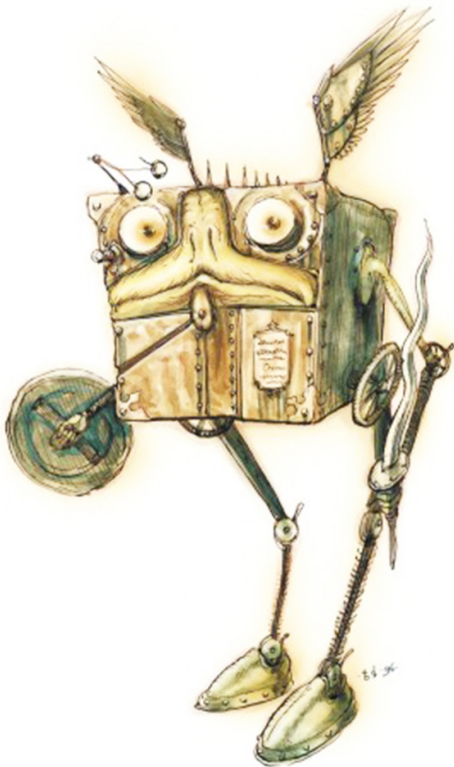
Unfettered Mind: You have advantage on saving throws against charm effects.

MODRON

Rogue modrons are an anomaly - creatures of perfect order, tossed out of their home of perfect order, because they have become somehow "tainted."

This taint? *Individuality.*

Modrons usually all feel like the limbs of some great planar hive-mind, but the rogue modrons have defied this unity, broken with it by believing that they are separate from it, and for that, they have been tossed out of the modron hierarchy and abandoned to the wilderness of the planes. These creatures are naive and curious, and still, typically, aching, pointedly lawful, trying to see patterns and meaning in every little detail. They combine this neophyte's wonder with the body of an immortal icon of true universal order, with bodies of soulstuff, flesh, and steel, and minds that have faced unflinching the infinite reality of their homes. This makes them powerful neophytes, creatures who, even without the army of modrons at their backs, can more than hold their own against the dangers of the planes they now must find a home in.



A Piece of Mechanus: Rogue modrons are split off from Mechanus in a fairly predictable form: that of a cube exactly 3 feet on a face, on legs exactly 3 feet long, with arms exactly 3 feet long. Many modrons augment their form further, adding wings or crossbows or armor plating, but this happens long after they leave the crucible of their creation, being added later according to their individual whims...and thus separating them entirely from their original form.

Clueless & Curious: Rogue modrons are born into a world where their kind is unusual and remarkable. Each one sees the multiverse through new eyes, and understands their place in it with a new mind. This leads them to be deeply naive about the multiverse in general and intensely curious about it at the same time. Many seek patterns and order, hoping to apply the logic of Mechanus to the entirety of creation, and often looking for patterns that apply to their current situation and adapting them as the situation changes. Old habits die hard, and for an rogue modron, being ordered is an older habit than even the idea of selfhood.

Exiles: Rogue modrons have no home, no refuge, no true place to settle. This influences their desire to impose logic on their world, as this makes wherever they happen to be a little bit more like the home they remember. Mechanus itself is not barred to them, but they are not recognized as a modron by the modrons any more than a dwarf or a shator is. Thus, they can never truly return home, and efforts to do so frequently leads to their destruction as they are obliterated by creatures they once fit comfortably among.

A Place to be Useful: Every rogue modron is an adventurer of necessity, at least for a time. Some manage to find a comfortable position in their world, a place that they can understand and that accepts them, but most continually struggle with their fate. Because

each rogue modron is individual, and thus unique in its own way, they don't all find the same solution to their problem of being homeless and alone. A planewalking troupe is often a welcoming place for the odd and the unusual, and so is often a welcoming place for an rogue modron. The modron itself might eventually be quite content seeing the world through a planewalking lens, hoping to comprehend reality by experience and empiricism, rather than by simply trusting the authorities of the land.

ROGUE MODRON TRAITS

Modron Names: Alpha, Clanker, Cubit, Eight, Face, Hammer, Mono, Nameless, Relic, Watcher.

Ability Score Increase: Your Intelligence score increases by 2. Your Constitution score increases by 1.

Age: It is unknown if rogue modrons age at all. They don't seem to show any signs of advanced age, and none have been known to die of old age.

Alignment: Though cast out of their perfect home, many rogue modrons still maintain a distinctly lawful personality. However, this isn't universal - some certainly break a little more distinctly than others, becoming good, evil, or even chaotic.

Size: Medium. Rogue modrons measure 3 feet by 3 feet, weigh 500 pounds, and stand 6 feet tall. Your size is Medium.

Speed: Base walking speed is 30 ft.

Darkvision: You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Languages: You can speak, read, and write Common and Modron.

Living Construct: As a living construct, you don't need to eat, drink, or breathe. All other conditions and effects affect you normally.

Truesight: Your darkvision allows you to see in magical darkness as if it were dim light. Once you reach 3rd level, you gain advantage on saving throws against visual illusions. Once you reach 5th level you can cast *see invisibility* once per day.

Vestige of Primus: Choose one of the following features:

- *Articulated Legs and Vestigial Wings:* Your base speed is 35 feet. When you make a running jump, increasing the distance you cover by 10 feet.
- *Built-In Tools:* Choose two small pieces of equipment which are built into your construct, such as a hooded lantern and thieves' tools. In addition, you have a small built-in storage space in which you can conceal a small object.
- *Hardened Shell:* Gain a +1 bonus to AC.
- *Modron Investigator:* You gain proficiency in Investigation checks, and double your proficiency bonus to active and passive Investigation checks. You also have a built in magnifying lens.
- *Quadruple Arms:* You can interact with two objects or features of the environment as a bonus action on your turn (e.g. draw or stow two weapons).
- *Translator:* Learn 3 additional languages.

THE PLANETOUCHED

Mostly Human: Most of the time, it takes a minute or two to recognize that you're looking at a planetouched and not a human. Some have obvious features, like pearlescent skin or goat legs, but others are more subtle, such as a scent or a look in the eyes. When those traits aren't modified by their heritage, they're pretty much in the range of human norm. A planetouched might be a blonde or a brunette or a redhead or they might have a hairless head covered in fish-scales. They may have blue eyes or green eyes or brown eyes or eyes that gleam with fire. They might have light skin, dark skin, or skin of deep purple. Most planetouched can, with some effort, conceal many of their features. A planetouched that smells of incense constantly might invest in perfumes or soaps that obscure the scent, or a planetouched with small deer's antlers growing from her forehead might have a great collection of hats.

The odd traits give many pause, even in a place as diverse and accepting as Sigil. The inhuman traits of the planetouched, when paired with a body that is mostly human in other respects, serve to remind many of how unusual or subtly alien the planetouched can be. It's something of an uncanny valley effect - a vrock is a demon and they have certain personality traits and you can understand and deal with them, monstrous as they are. A tiefling with some vrock heritage is mostly just like any other human...except for that squawk in his voice when he gets angry. Planetouched make people uneasy. That uneasiness might be expressed in awe or in fear or in respect, but it always sets a planetouched person apart from the humans around them.

Always Apart: The otherworldly aspect of the planetouched deeply affects how they see the world they are a part of. Planetouched are always something other than human, something apart from human, human but with an asterisk or a hyphen. They aren't welcome at the courts of eladrin or the houses of the yugoloths, either, being born of mortals and essentially mortal in their outlook, despite some of their immortal qualities. Having thin horns growing from your head makes you definitely not human, but it's not enough to make you a devil, either, not the least because you don't think like one.

Many planetouched are affected by the planes in their personalities, but this can go either way. An aasimar might be influenced to be more benevolent and selfless by his distant guardinal heritage, but it's just as likely that he becomes cruel and exploitative; using the awe others hold him in to his own advantage. A third planetouched might not consider that planar heritage important at all - ancestors don't swing swords for you.

This means that on the planes, the planetouched are treated as different, wherever they go. Most planar know that not every tiefling is a jerk and not every fire genasi wants to burn everything, but the stereotypes are hard to get rid of, especially because they are sometimes true. It is left up to each planetouched person to define how they think for themselves. Some think that this might even be part of the distance that separates them from many other people - you can't assume that the man with the little feathered wings and the halo is going to have your best interests at heart just because of how he looks.

No Home: Planetouched don't have their own civilization per se. Born as they are to normal humans, their world is one where they are fairly unique. Even other planetouched who might share their heritage might have very different features and experience life very differently, so

they all have subtly different experiences. Planetouched live in and among humans, for the most part, though it is an uneasy life, and they are often excluded from the culture that exists around them.

There are concentrations of planetouched in human cities, especially in cities that have been established for long periods of time on the planes. Sigil itself has countless planetouched, but most aren't interested in forming an alliance with each other. A tiefling and a genasi don't have much in common other than both being outcasts, and even two genasi who share elements and even share physical traits might just produce normal human children if they breed, so there's no sense of shared culture or common ideals. Planetouched exist for and in themselves.

In Sigil, and in the planes at large, certain trends develop with planetouched children. A tiefling birth is a bad omen, seen as a curse on the family line, a sign of some wicked dealings in the past, and many tiefling youths are abandoned in the Hive, to be raised by Bleaker orphanages or roving Xaositect bands or Athar charity schools, among other such castoffs. A tiefling might be born to the richest woman in the Cage, and it would be cast out into the street and she would tell everyone that the child died in birth. An aasimar birth, though, is seen as a blessing, and these children are often elevated to favored status, even among noble families - they are set apart by honor and pride, given great tutelage, and considered worthy of many expenses. A poor woman who gives birth an aasimar child tends to keep it, trying to raise it despite the hardships, even using it to appeal to temples and charity, to try and haul herself out of poverty on the back of her child. Genasi of various breeds are simply considered powerful - good or bad, they wield raw elemental energies. If they can control these energies, they are often welcomed as great additions to the family, but the process of mastering these energies can be destructive and difficult, leading many to be more of a curse to their families than a blessing.



Seeking Themselves: Not being part of the society in which they live make planetouched a good candidate for adventuring. An adventure can prove a tiefling's worth, or highlight an aasimar's responsibility, or harness a genasi's power. They rarely find other people who understand them in the cities and towns where they were born, but among the exceptional and the powerful that seek adventure, a planetouched character might find acceptance or at least tolerance.

What's more, the planes serve as the place where the planetouched can find out who they are. For some planetouched, this may mean digging into their origins and family histories to find what caused them to be different. For others, it is the search for meaning independent of their ancestry that drives them, the desire to not be defined by their halos or their bat wings, to be known first as a hero, or a warrior, or a person of power, regardless of their other traits. If they are going to be singled out and different, they might as well make the most of it.

The planetouched are the orphans of the planes. Creatures born of human parents, but touched by the energies of the planes in some indelible way, they stand apart from the mere mortals they call parents. Rumor has it that many planetouched have some inhuman parentage somewhere in their bloodline - some creature of celestial glory or infernal wrath who played some small role in their ancestral heritage. Many sages would say that planetouched occur because of the planar energies that planar humans live close to, that any city in Gehenna or Bytopia will breed some planetouched simply by spending time there, even sometimes generations later.

Put simply, why planetouched are born is a mystery, and it's likely that no two planetouched have quite the same origin. They may have a story they tell themselves, but anyone who knows the facts is likely long gone. The planetouched are on their own, defined by their birthmarks, held apart from humanity, something different, something strange. They are the children of the planes - and the planes aren't exactly great caretakers.

AASIMAR



Aasimar are planetouched born into human families with the mark of something celestial upon them. The mark is subtle, something that can even often be hidden by a clever disguise or a deep hood. Perhaps their eyes radiate light when they're excited, a feathery down covers their shoulders, they glow slightly in the darkness, and they smell of incense or anything else you can think of. Because planetouched are not usually directly aware of their heritage, the birth of an aasimar is considered a blessing for the family. As such, they often become favored children, and are given every chance to succeed in life by those around them. They remind people of the good that lurks in even the most roguish heart, and so they are often admired as a little higher than humanity.

AASIMAR TRAITS

Aasimar Names: Aasimar often adopt human names to better blend in and not attract attention. However, some celebrate their exalted heritage by assuming names usually associated with saints and celestials.

Male Celestial Names: Aritian, Beltin, Cernan, Cronwier, Eran, Ilamin, Maudril, Okrin, Parant, Gural, Wyran, Zaigan.

Female Celestial Names: Arken, Arsinoe, Davina, Drinma, Imeash, Masozi, Nijena, Niramour, Ondrea, Rhialla.

“Virtue” Names: Art, Chant, Chastity, Creed, Excellence, Glory, Honor, Hope, Ideal, Music, Open, Poetry, Quest, Random, Reverence, Temerity, Temperance, Valour

Ability Score Increase: Your Wisdom score increases by 1, and your Charisma score increases by 2.

Age: Aasimar mature at the same rate as humans but live a few years longer.

Alignment: Due to their celestial heritage, aasimar are often good. However, some aasimar fall into evil, rejecting their heritage.

Size: Aasimar are built like well-proportioned humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance: You have resistance to necrotic and radiant damage.

Celestial Legacy: You know the *light* cantrip. Once you reach 3rd level, you can cast the *lesser restoration* spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *daylight* spell once with this trait as a 3rd level spell, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Random Aasimar Traits: Roll 1d10, twice, to determine your random traits:

Roll	Trait
1	When light shines on you at a certain angle, you produce a small corona.
2	Your skin is pearlescent
3	You have small, vestigial wings with white feathers.
4	You smell of incense.
5	Your eyes flash gold when you concentrate intensely.
6	Your voice contains a slight reverberation.
7	People listen when you talk, though they don't know why.
8	Your feet are covered in downy, soft feathers.
9	A candle-like radiance is shed by your skin in darkness.
10	Your hair is like soft, short fur.

GENASI

Genasi are planetouched born into human families with the mark of something elemental upon them. The mark is subtle, something that can even often be hidden by a clever disguise or a deep hood. Perhaps their hair smolders, they are particularly light on their feet, their fingers are webbed, their skin is rocky, or anything else you can think of.

Elemental heritage, however ambiguous, tends to give genasi a strong sense of confidence and power, anchoring them strongly in what they are practically capable of. Genasi tend to be creatures of action and practicality, without many of the moral questions that bother other planetouched, and they rise to positions of respect and admiration for that drive. Their planar nature doesn't reveal much disturbing or complimentary about other humans, simply a knowledge of power and ambition.

Genasi share much in common, but their elemental qualities might be subtly different depending on which of the four elements their ancestor favored.

GENASI TRAITS

Genasi Names: Genasi don't divide their names based on gender. Instead, they choose a name for their offspring which corresponds to the element they are imbued with. Usually, these names have a distinctive sound, imitating the turmoil of the Elemental Chaos. Air genasi names have a distinctive airy sound to them; earth genasi names are pronounced with a deep, almost guttural tone; fire genasi names crackle and hiss like a flickering flame; and water genasi names are a whirling amalgam of syllables.

Air Names: Ashasos, Hoios, Oholloth, Sahash, Vhoroth

Earth Names: Burduk, Dokrum, Drodur, Porokh, Kurod

Fire Names: Ashir, Ayaras, Karasht, Sharassa, Yathar

Water Names: Orworlon, Uworl, Vorshon, Woshor, Wurlath

Ability Score Increase: Genasi's ability scores vary, dependent upon their elemental heritage:

Air Genasi: Your Intelligence score increases by 1, and your Dexterity score increases by 2.

Earth Genasi: Your Constitution score increases by 1, and your Strength score increases by 2.

Fire Genasi: Your Dexterity score increases by 1, and your Intelligence score increases by 2.

Water Genasi: Your Strength score increases by 1, and your Constitution score increases by 2.

Age: Genasi age similarly to humans, though many stay looking young for much longer than other humans.

Alignment: Genasi have an innate tendency towards neutral alignments, in keeping with their elemental ties.

Darkvision: Your planar heritage manifests itself as the ability to see in dim light for 60 feet as if it were bright light, and to see in darkness like it was dim light. In darkness, you do lose the ability to distinguish color, seeing the world only in shades of gray.

Elemental Resistance: Each type of genasi is resistant to a particular form of attack:

Air Genasi: Resistance against lightning attacks.

Earth Genasi: Resistance against acid attacks.

Fire Genasi: Resistance against fire attacks.

Water Genasi: Resistance against cold attacks.

Languages: You can speak, read, and write Common and Primordial.

Legacy of the Infinities: At 1st level, a genasi character has access to a particular cantrip, based upon his elemental lineage (see the table that follows). At 3rd level, select one 1st level spell - you can cast it once per day. At 5th level, select one 2nd level spell - you can also cast this spell once per day. Use Charisma as your spellcasting ability score, and you never require components to use these spells.

Origin	Cantrip	1 st Level	2 nd Level
Air	Shocking Grasp	Feather Fall	Levitate
Earth	Blade Ward	Longstrider	Pass without Trace
Fire	Fire Bolt	Burning Hands	Flaming Sphere
Water	Ray of Frost	Create or Destroy Water	Misty Step

Size: Medium. Their size and build is roughly the same as a human's.

Speed: Base walking speed is 30 ft.

Random Genasi Traits: Roll 1d10, twice, to determine your random traits:

Roll	Trait
1	Geometric lines of colored light run over your body.
2	You are surrounded by a bit of your element (a cloud of dust, damp air, heat, or constantly blowing wind)
3	Your hair is replaced by bits of your element (crystals, flames, vapor, or droplets of water)
4	Your eyes glow with a bright color when you are agitated.
5	Your skin exudes a bit of your element constantly (making you dirty, billowing your clothes, soaking fabrics, and kindling dry threads)
6	When you speak passionately, bits of your element fly from your mouth
7	Bits of your element become stronger when you are near (flames burn brightly, water surges, wind churns, and earth cracks)
8	Your voice sounds like it is coming through your element (clattering stone, muted water, whistling wind, and crackling fire)
9	Your skin is a bright color (green, brown, red, or blue)
10	You have features of the animals of your elemental plane (scales, gills, feather, or fur)

TIEFLINGS

Tieflings are planetouched born into human families with the mark of something fiendish upon them. The mark is subtle, something that can even often be hidden by a clever disguise or a deep hood. Perhaps they smell a bit of brimstone, their eyes that flash with fire when they're excited, they have a thin lizard's tail, scaly skin, vestigial bat wings, small, thin horns, or anything else you can think of. Most planetouched are not aware of their direct lineage, and tieflings are no exception – whatever ancestor left this mark upon their blood is unknown. Most tieflings, being marked as something slightly wicked, are lucky if they even know their own parents – many are left for dead or given to the Bleaker orphanages, left to be raised on Sigil's streets rather than by loving parents. This makes a tiefling hard, suspicious, and constantly on the look for an advantage. The blend of humanity with the taint of the lower planes makes many folks uneasy – it's easy to see that a marilith is a wicked creature, and to know how one thinks, but tieflings are essentially human, and a constant reminder of how close at hand the evil of the lower planes is.



TIEFLING TRAITS

Tiefling Names: Tieflings often adopt human names to better blend in and not attract attention. However, some celebrate their infernal heritage by assuming names usually associated with demons and devils.

Male Infernal Names: Akmenos, Amnon, Barakas, Damakos, Ekemon, Iados, Kairon, Leucis, Melech, Mordai, Morthos, Pelaios, Skamos, Therai

Female Infernal Names: Akta, Anakis, Bryseis, Criella, Damaia, Ea, Kallista, Lerissa, Makaria, Nemeia, Orianna, Phelaia, Rieta

"Virtue" Names: Art, Carrion, Chant, Creed, Despair, Excellence, Fear, Glory, Hope, Ideal, Music, Nowhere, Open, Poetry, Quest, Random, Reverence, Sorrow, Temerity, Torment, Weary

Tiefling Traits

Tieflings share certain racial traits as a result of their infernal descent.

Ability Score Increase: Your Intelligence score increases by 1, and your Charisma score increases by 2.

Age: Tieflings mature at the same rate as humans but live a few years longer.

Alignment: Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

Size: Tieflings are about the same size and build as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance: You have resistance to fire damage.

Infernal Legacy: You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

Languages: You can speak, read, and write Common and Infernal.

Random Tiefling Traits: Roll 1d10, twice, to determine your random traits:

Roll	Trait
1	You have two small, narrow horns growing out of your forehead
2	Your eyes flash with reddish light when you're experiencing strong emotions
3	You have goats' legs instead of normal human legs.
4	You have a thin, serpentine tail that coils around objects with an apparent mind of its own.
5	Your ears are very long, stretching up past your head.
6	You smell of brimstone.
7	Your skin exudes a heat that ripples the air near your body.
8	You have small, vestigial bat wings.
9	You have long, stiff spines in place of most of your hair.
10	Your mouth is filled with sharp, triangular teeth.

NONHUMAN PLANETOUCHED

While humans are the overwhelming majority of planetouched creatures, there are some creatures who have a more unusual ancestry. Tieflings may come from drow, halfling, half-orc, or dwarven stock, while aasimar elves, half-elves, and gnomes occasionally come up. Halflings might become shadowtouched, or dragonborn might be genasi-like in their elemental prowess. Often, these beings are created intentionally, with lineages that trace back to specific, notable events, like with the Asmodian tieflings of Bael Turath. As such, they are much less the orphans of the planes, and more the scions of them, entire communities and tight families built around gaining the power of the planes.

For the most part, there's no significant mechanical difference between a planetouched of nonhuman ancestry and a planetouched of human ancestry. A half-orc aasimar has all the qualities of a normal aasimar, but their body might resemble a half-orc more than a human (i.e., they might have green skin or small fangs). A tiefling drow is, in most respects, a tiefling with the appearance of a drow. The exception to that tendency is when the planetouched come from especially small races, such as halflings and gnomes. Creatures of this nature have the following traits that diverge from other planetouched:

Size: Your size has more in common with the little people who form your ancestry. Your size is Small.

Immortal Strength: You do not have disadvantage on attack rolls with heavy weapons because of your size.



CLASSES IN PLANESCAPE

Classes are not seen as archetypes or organizations, but merely as bits of specialized knowledge. Planescape is largely "classless" as a setting in this respect. All wizards are not one thing in Planescape, but rather vary depending upon the purpose, intent, and style of their wizardry. An arcane caster with the right skill set and spells might be more of a priest or warrior or rogue than a mage, and a scholar of warfare is more likely to be a mage than a warrior.

Because these are seen as bits of specialized knowledge, Planescape characters must be *trained* in any new ability they want to acquire. Levels and abilities are not gained automatically, but rather gained by interacting with NPCs who can educate the player character on the next rung of ability. As the player character gets higher level, the NPCs who can teach them things might run low, but because there's always somebody bigger, there's always somebody to go to for training in a specific arena. Training can take the form of treasure and reward as well - the search for a rare spell or a manual of combat training or the relic of a god or an intelligent cloak that teaches you secret techniques... all may be sources of training for you.

CLASS ARCHETYPES IN PLANESCAPE

The following table gives ideas for how each of the various class archetypes presented in *The Player's Handbook* could fit into a Planescape campaign:

Archetype	Rationale
Berserkers	These wild, reckless warriors hail most often from the planes of Chaos...or the streets of the Hive.
Totem Warriors	Seekers of naturalistic spirits, these warriors often hail from in the Beastlands and in the Outlands.
College of Lore	These sages are very popular in Sigil as guides and information-brokers, and also occur frequently among the more sagacious circles on the Planes of Law.
College of Valour	These magical warriors are popular on the Chaotic side of the Great Ring, where individual glory and triumph are seen as worthy goals.
Knowledge Domain	Priests who follow the principles of Knowledge are especially popular on the Lawful Planes, and see a lot of traction in Sigil.
Life Domain	Priests dedicated to the concept of Life are common on the Upper Planes, and anywhere an adventurer needs a healing spell.
Light Domain	Priests of Light are common on the Upper Planes, but tend to stay away from the darkness of the Lower Planes.
Nature Domain	Common on the Chaotic Good planes and in the Outlands, nature-priests are familiar with some of the odder forms of planar wildlife.
Tempest Domain	On the Chaotic side of the Great Ring, Tempest Priests revel in storms and disasters. They're also not entirely uncommon on the Inner Planes.
Trickery	A priest of Trickery finds a lot of acceptance in Sigil, and in many of the

Domain	Chaos planes and Lower Planes.
War Domain	Gods of War are popular almost everywhere, except on the Upper Planes. Acheron is one place where war finds a special sanctity.
Circle of the Land	These priests of the Old Faith are rife throughout the Outlands, and are in some ways the keepers of this land, and they are also frequently present on the Inner Planes.
Circle of the Moon	This moon is more a metaphorical moon of changes and transformations, as these druids live in many places that have no moons. The Beastlands is especially welcoming to this Circle, though they exist throughout the Outlands as well.
Champion	These masters of physical prowess cleave into every corner of the multiverse as the principle hired mercenaries. They seem to be more popular on the Planes of Chaos than elsewhere, centering as they do on personal development.
Battle Master	These generals and strategists are common the Planes of Law, seeing battle as an orchestrated movement of discrete units.
Eldritch Knight	The blend of blade and spell, of protection and assault, is most often present on the various transitive planes - the Shadowplane, the Ethereal Plane, and the Astral Plane all blend these arts together admirably.
Way of the Open Hand	This monastic tradition is studied on many of the more Lawful planes as discipline and enlightenment.
Way of Shadow	This tradition is popular in the Lower Planes, where Way of Shadow monks may serve as assassins.
Way of the Four Elements	This tradition finds many adherents on the Inner Planes, of course, and it is also popular among the githzerai of Limbo, who are intrigued by its balance.
Oath of Devotion	Those who take this oath are common on the planes of Law, as society is about giving to those who have none.
Oath of the Ancients	This oath is popular in the Outlands and in Arborea, places that the fey adore.
Oath of Vengeance	Especially popular among the Mercykillers, this Oath finds many on the Planes of Law who respect it, especially lower down on the alignment spectrum.
Hunter	Common on the Outlands and in various other isolated planar locations, Hunters make great scouts and guides.
Beastmaster	These rangers tame a variety of native planar creatures, though they are most prevalent on the Outlands and in various Lawful planes.
Thief	These experts at access and stealth are common throughout the planes, especially in Sigil, and in many of the more Chaotic planes.

Assassin	More common on the Planes of Law, especially the Lower Planes, these paid murderers are useful tools for advancement among the devils.
Arcane Trickster	Blending tricks with spellcraft is a common motif on many of the Chaotic Planes, especially on the Upper side - the fey love a good magical prank.
Draconic Bloodline	Sorcerers who descend from dragons are not especially common on the planes, outside of the realms of the dragon-gods, but many do find the Inner Planes a good refuge.
Wild Magic	Sorcerers that channel wild magic are found on the most Chaotic of planes, but also on the most Lawful, taking different approaches to the magic (understanding it, or reveling in it).
Fiendish Patron	Those sworn to the fiends are, of course, common on the Lower Planes, and are very unwelcome on the Upper.
Archfey Patron	Arborea and the Outlands have much in the way of Archfey-pact warlocks, as this is where most archfey who make these pacts reside
Great Old One Patron	The twilight realms of the transitive planes have the best chance of conjuring up a warlock dedicated to a Great Old One. The dreamy realms of the Ethereal, the cold stars of the Astral, and the terrifying nightmares of the Shadow all might provide solace to these warlocks.
Abjuration Tradition	Those who study Abjuration find the Lawful planes best suited to their control of access.
Conjuration Tradition	The Conjurers are common on the transitive planes, living in the highways of the Astral, Ethereal, and Shadow through which their conjured allies pass.
Divination Tradition	The Lawful planes have a lot of interest in predicting the destined future, and so Diviners find a ready home on many of them.
Enchantment Tradition	The manipulation of the individual mind is something the Lawful planes have a lot of interest in, but Arborea also manifests a delight in playing with the emotions of a victim.
Evocation Tradition	The elemental energies here are popular on the Lower Chaos planes, as weapons of mass destruction. There are also a lot of curious evokers on the Inner Planes, where those energies are the strongest.
Illusion Tradition	Illusions are exceptionally useful on the Lower Lawful planes as tools of deception, and the Upper Chaos planes delight in them as artful trickery.
Necromancy Tradition	Necromancers are present mostly on the Lower Planes, but are fairly evenly distributed. They're also common on the Inner Planes, where the Negative Energy plane is close, and on the Shadowplane, where they can find many of the tools of their trade.

NEW CHARACTER CLASS OPTIONS

CLERIC: THE UNKNOWN DOMAIN

Most of the time, when a cleric casts a spell, they are channeling some divine energy from their deity, manifesting their god's will in the world. But clerics who are devoted to the Athar philosophy know that this mediation is unnecessary. It is not essential to devote yourself to a god to access divine power — every person has the potential within them to access it for themselves.

However, the nature of this divine energy remains opaque. Even the Athar do not know explicitly what forces they call upon when they use divine magic. Theories abound: some say it is a pool of energy that the gods jealously guard. Others say that it is the simple power of belief in your own worthiness as a life that turns you into a font of divine energy for yourself, or that adherence to the Athar philosophy itself creates this pool. Some imagine that the divine energy flows from the same place that powers the entities that power warlocks — putting the Athar in perhaps dangerous company. The Athar study these theories passionately, eager to shed light onto the darkness, but for now, the answer remains elusive (and many Athar are quick to blame the existing gods for the elusiveness of understanding their power). Thus, they call the source of their power "The Great Unknown."

The Great Unknown powers every divine spell cast by any Athar cleric, druid, or paladin who devotes themselves to it. It doesn't seem to prohibit or disallow any spell or any kind of magic. An Athar cleric with the Tempest domain calls upon the power of the Great Unknown to create destructive storms and blasts of wind and lightning. An Athar paladin who swears the Oath of the Ancients calls upon the Great Unknown to master the forces of nature and protect life. An Athar druid who joins the Circle of the Moon calls upon the Great Unknown to transform his body into a wild beast. Not all Athar members call upon the Great Unknown (plenty of Athar druids, for instance, revere the concept of nature as the origin of all divine power), but those who do are at the forefront of exploring what this divine source of energy is.

And among those who are exploring, the Athar clerics are at the forefront. In fact, the clerics of the Athar have developed a unique divine domain, exclusive to them and to the Great Unknown. This domain is known as the Unknown Domain.

Unknown Domain: The Great Unknown is a source of many different divine energies, and those who follow the Athar teachings closely and earn the respect of their superiors can access the domain unique to that source: the Unknown Domain. The clerics who know of the Unknown Domain are considered "parters of the veil," those who are looking beyond the surface world toward the origin of all divine energy, to gain insights into the creation and transformation of the planes themselves. As such, the Unknown Domain gives power and protection over planar beings of various stripes, making the clerics with this domain quite adept at dealing with most planar natives. It also has a handful of divination effects, which allow the Athar to gain knowledge from the Unknown.

Unknown Domain Spells

Cleric Level	Spells
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1 st	<i>detect good and evil, protection from good and evil</i>
3 rd	<i>augury, magic weapon</i>
5 th	<i>magic circle, protection from energy</i>
7 th	<i>divination, banishment</i>
9 th	<i>dispel evil and good, planar binding</i>

Immortal Tongues: At 1st level, you learn the languages of Abyssal, Celestial, Deep Speech, Infernal, Primordial, and Sylvan.

Defiance: Also at 1st level, you can defy others. When you make a Wisdom or Charisma saving throw, you can use your reaction to gain advantage on the save. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity (Turn Immortals): Starting at 2nd level, you don't gain an additional kind of Channel Divinity. Instead, your Turn Undead ability expands: it also works against fiends, celestials, constructs, elementals, fey, and aberrations, as well as undead.

At 5th level, when you would normally acquire Destroy Undead, you instead acquire the Convert Immortals ability.

Convert Immortals: Starting at 5th level, when an undead, fiend, celestial, construct, elemental, fey, or aberration fails its saving throw against your Turn Immortals feature, the creature can be, at your option, instead charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Channel Divinity (Additional Domain): At 6th level, you gain another use of your Channel Divinity. You can select any other domain's 2nd-level Channel Divinity feature and add it to the list of Channel Divinity abilities you have access to.

Potent Spellcasting: Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Your New God: At 17th level, you gain the ability to command immortals. While creatures are charmed by your Convert Immortals feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

MONK: WAY OF THE DEAD

Attachment to this world is what causes suffering. Emotions are how we are attached to this world, and the things in it. Attaining perfection is a process of ridding yourself of the things, and ridding yourself of the emotions. Monks gain enlightenment and focus on the world beyond this one by purging themselves of belongings and practicing contemplation of the infinite.

The Dustmen have their own take on this process. These steps toward perfection are making you as one of the dead, one of the souls consigned to its fate here in this afterlife. Attaining perfection in this way is attaining a living death, making yourself rid of desires, rid of emotions, rid of things. Those who follow this path under the tutelage of the Dustmen follow the Way of the Dead, a monastic tradition that brings those who practice it closer to the acceptance in life of their status as one of the True Dead.

Way of the Dead: Monks who practice the Way of the Dead learn to rid themselves of emotions, desires, and attachments, to purge from them the last remnants of the lies of life, and to accept their status as truly dead. They learn techniques that harness negative energy and purge life from their own bodies. Monks who practice this art often study at the Fortress of the Soul on the Negative Energy plane.

Corpse Technique: Starting at 3rd level, when you harness your ki, you can embrace the True Death that lies within you. Whenever you spend a ki point on your Patient Defenses feature, you can also gain one of the following effects:

- Suffer no effects from being charmed, frightened, poisoned, or stunned until the end of your next turn.
- You gain Resistance to bludgeoning, slashing, and piercing damage until the end of your next turn.
- You gain temporary HP equal to 3 times your Monk level.

Numb: At 6th level, you can become numb to damage and pain, your body simply a meaty machine, not something you are particularly attached to. You can use this ability as an action to completely ignore all damage against you until the end of your next turn. You must finish a long rest before you can use this feature again.

Unacknowledged Demise: At 11th level, you can persist at 0 hp. As a reaction to dropping to 0 hp, or to being the target of an effect that instantly kills you, you can spend 5 ki points to fall to 0 hp and continue to act normally instead of falling unconscious. If you take any more damage, you fall unconscious as normal.

Undeath: At 17th level, you gain immunity to necrotic damage, resistance to cold damage, and immunity to the charmed, frightened, poisoned, or stunned conditions. Additionally, any time a creature damages you, you can spend up to 10 ki points to cause them to take necrotic damage equal to 1d10 for each ki point you spend.

MONK: THE WAY OF THE IMMORTALS

Monks of every discipline harness a magic they call *ki* to push their bodies beyond natural limits and conjure up magical effects from their own inner soul. *Ki* is harnessed through practice, dedication, training, and rigorous structure. All who harness it resemble Believers in that they try, fail, and try again. Believers are attracted to this training, and believe that the *ki* it produces is something of the spark of immortality that all beings have. Those who master its use can slip the bounds of their mortal shells and attain the power that gods wield. Monk features like Timeless Body and Tongue of the Sun and Moon point at the inherent divinity of every soul, properly honed, gaining something of the omniscience, immortality, and omnipotence of true gods. Monks who train in the Forge's sooty environs, however, know how to truly break the shackles of mortality, pursuing a path of self-improvement that ultimately, they believe, will end with their divine ascension.

Way of the Immortals: A monk who dedicates themselves to the Way of the Immortals is on a path to divinity, or so they believe.

Memory of A Thousand Lifetimes: The Monks of the Source teach that only by understanding the lessons of the past can you build to a better future. Starting when you choose this tradition at 3rd level, you have trained enough to awaken the voices of your past incarnations in your mind, and they advise you directly by helping you remember your past lessons. You gain the *guidance* cantrip if you don't already know it. In addition, you can spend 2 *ki* points to cast *identify*, *augury*, *speak with animals*, or *comprehend languages* without providing material components.

Rebirth: The Godsmen believe that the spark of divinity within us retains knowledge as we transition to new lives. At 6th level, you tap into your divine essence to cling to your current form, but learn the lessons of death. When you are at 0 hp and unconscious, if you regain any HP, you instantly stand up. Until the end of your next turn, you have advantage on all saving throws, and enemies take disadvantage on all attacks against you. Additionally, if it was a creature you could see that dropped you to 0 hp, until your next rest, you have advantage on all attacks you make against that creature, and that creature takes a penalty on any saving throws you force it to make.

Majestic Splendor: True divinities inspire awe in their perfection and power. At 11th level, you radiate divine light in a halo around you. If you are above half of your maximum hit points, you can radiate bright light out to 30 ft. as a bonus action on your turn. Enemies within the bright light that are below half of their maximum hit points take disadvantage on attacks that include you. Any enemy influenced by this can make a Wisdom save to avoid the disadvantage, and if they succeed, they are not affected by this ability until after your next long rest, when you can make them save again. Additionally, this effect ends if you take damage from any source. If this effect ends, it cannot be restored until you are at maximum HP again (such as after a long rest).

Apotheosis: At 17th level, you have learned to shape reality according to your will. You cease aging, and you do not die of old age. You can spend 10 *ki* points to cast *wish*, though you cannot use this to duplicate any spell effect. If you ever lose the ability to use the *wish* spell as a result of the 33% chance to never be able to cast the spell again, you begin to age normally from that point forward.

RØGUE: DIGGER ARCHE+YPE

The nature of a rogue is to rely on skill, and to exploit their foes' vulnerabilities. With a wide variety of skills and the ability to hurt foes who don't watch their backs, the rogue naturally appeals to members of the Fated, who see the skullduggery and furtiveness as merely an ability to take advantage of a situation, to apply a little enlightened self-interest, and to exploit those who leave themselves vulnerable.

Takers who pursue the path of the rogue may take it in a uniquely self-sufficient and self-enhancing direction, becoming Diggers - faction members who work to expose the secrets of others (and to use those secrets to their advantage).

Digger: You focus your training on the art of unearthing the hidden things around you, working under the idea that if someone wants to hide it, it's probably worth you knowing. You improve your self-sufficiency and you work hard on your information network, knowing that if the right person at the right moment owes you a particular favor, that this can pay large dividends. Rogues who follow this path include chant-brokers, spies, and ruthless blackmailers.

Observation: Starting at 3rd level, you can use the bonus action granted by your *cunning action* to make an intelligence (investigation) check, make a wisdom (perception) check, or make a wisdom (insight) check. In addition, you do not have disadvantage on attack rolls against creatures you cannot see.

Bureaucratic Training: When you choose this archetype at 3rd level, you gain proficiency with the forgery kit. You can also apply your proficiency bonus on any check made to navigate a bureaucracy, such as in attaining licensees, papers, audiences with particularly functionaries, learning the laws of a place, or otherwise interacting with the paper-pushers in any given location. You essentially have proficiency in bureaucracies.

Extortion: Starting at 9th level, you have enough facts and witnesses to certain shady activities that some people are afraid to cross you. Choose a number of NPCs that you know no greater than your Intelligence modifier. These NPCs should be characters of good reputation in some town where you have spent some time (confer with your DM for help in selecting these NPCs). You have enough shady information on these NPCs that you can ruin their reputation and cause possible legal action as a result of your disclosures....if you were inclined to disclose. These NPCs always act toward you as if you have successfully made an Intimidate check against them, and are willing to do both small and large favors for you in order to avoid having the information disclosed. If you choose to disclose, the NPC loses their reputation and becomes a pariah for the rest of their life, unable to influence public activities in any significant way.

You can never have more NPCs under your thumb at one time than your Intelligence modifier, but if you reveal the facts about one (or choose, for some reason, to let one off the hook), you can replace them. This process takes seven days and 25 gp, but is only really a matter of time and resources for you.

At your DM's option, some NPCs may be "worth" more than others. Having some low-level administrator might not be worth much more than anyone else, but having a factotum or god under your thumb might be worth 2, 3, 4, or 5 others. This reflects the difficulty in getting dirt

on the individual as well as the power that they wield being significantly less assailable. To acquire a new extortion victim of this level of influence, you can spend seven days and 25 GP per person they are worth (thus a person of high influence, worth 5 others, would require 35 days and 125 GP, as well as needing an intelligence bonus of at least +5...and if that was your INT bonus, this could be the only person you could have under your thumb). These NPCs may also have a more resilient reputation — while they will be willing to endure favors both large and small for you, it is possible that your revelation doesn't shake their reputation as deeply as it would someone lower down on the totem pole. People have a tendency to rally around a discredited leader if they have enough invested in them.

Use Magic Device: By 13th level, you can make use of nearly anything you get your hands on. You ignore all race, class, and level requirements on the use of magic items.

I Know Your Secrets: When you reach 17th level, your ability to find out others' secrets is nearly magical in nature. You can use the bonus action granted to you by *cunning action* to cast *detect thoughts* or *suggestion*.



WARLOCK: PACT OF THE WINDS

The Bleak Cabal encourages its faction members to stare into the heart of madness, to look at the inherent pointlessness of existence and to come away with a better understanding of their place in the world, and its insignificance. This cosmic emptiness gives all Bleakers a fatalistic, dire outlook on life, and leads some to great acts of compassion and understanding. It also leads some to take a pilgrimage to Pandemonium, to experience madness in truth, and to understand what it means to entirely lose control.

Those who embrace the revelations whispered to them on the winds may delve deeper, gaining personal power and knowledge from the whispers of madness that howl around their heads. If they follow this madness, and truly revel in it, they may become warlocks, sworn to follow their insanity wherever it may lead them. These members of the Bleak Cabal have sworn themselves to the Pact of the Winds, and consider their madness to be their patron, just as warlocks of fey and fiends and great old ones consider those beings to be their patrons. Though less identified (the Winds have no names, no qualities, no homes, no personalities), the Winds are no less real, and apparently no less powerful...and they tend to be much more personal.

Otherworldly Patron: The Winds. You have reached an agreement with the swirling chaos of your subconscious: you will not try to control it, and it will give you unprecedented power. You know that your existence is pointless, your every effort for naught in the eyes of eternity, and so you choose to dwell with your madness, becoming its servant. No mere mental illnesses, these profound and supernatural insanities reveal arcane secrets you would not otherwise be able to access, giving you fresh knowledge from within some alien part of your own mind. You might willingly dive into the depths of depression, or whirl with the reckless euphoria of mania. You may listen to the voices in your head, name your alternate personalities, or cease to doubt your delusions. You allow your paranoia to rule you, or you make a cold peace with your psychopathic nature. Like all warlocks, however, you are not *beholden* to your patron, merely its willing servant. In exchange for the knowledge and power your madness occasionally grants you in your moments of clarity, you allow yourself to be seized by it for a time, and perhaps, like any warlock, you face an eventual choice between being enslaved by your patron, and being free with all the power it grants.

Pact Boons: The Winds color your pact boons in ways that are a little unusual.

Pact of the Chain: Those who gain a familiar from the winds often receive a small, dark, crooked creature with bent black wings and a cruel disposition. The creature mostly remains invisible next to the warlock's ear and whispers confusing misinformation into it along with the warlock's own disjointed thoughts, occasionally giving the warlock nefarious commands or information like "Burn it. Now." or "That man who calls himself your father is really a doppelganger and has been for years." The commands are destructive and the words are lies, but they can still be distracting. The creature has the stats of a sprite, but instead of neutral good, its alignment is chaotic neutral.

Pact of the Blade: When your pact weapon appears, it often takes the form of something twisted and curved. Weapons that are made into your pact weapon tend to acquire this trait as well. Whips are popular pact weapons for warlocks of the Winds.

Pact of the Tome: Your Book of Shadows is actually your own writing, filled with doodles and scribbles and ramblings that you can assemble to produce cantrips. Popular cantrips for Warlocks of the Winds include *vicious mockery*, *true strike*, and *guidance*.

Expanded Spell List: The following spells, discovered deep in your subconscious during your bouts of madness, are added to the warlock spell list for you.

Spell Level	Spells
1 st	<i>dissonant whispers</i> , <i>Tasha's hideous laughter</i>
2 nd	<i>phantasmal force</i> , <i>gust of wind</i>
3 rd	<i>haste</i> , <i>wind wall</i>
4 th	<i>confusion</i> , <i>phantasmal killer</i>
5 th	<i>commune</i> , <i>modify memory</i>

Violent Mind: Your mind swims with the Winds, and those who contact it experience its violence. Starting at 1st level, when an enemy charms you or commands you do to an action, they take 1 point of psychic damage for every warlock level you have, plus your Charisma modifier, and you are allowed another saving throw against the effect, if the effect allows saving throws. Whenever you succeed on a saving throw against a charm or effect that can command you, you can take a bonus action to use a cantrip against the creature responsible for the effect, if you can see them.

Howling Maelstrom: When you are assaulted, you can unleash a primal scream of confusion and terror, becoming a momentary conduit for the winds of Pandemonium. Starting at 6th level, when a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll, and on every attack roll against you until the end of your next turn. Additionally, creatures within 5 ft. of you at the end of their turn are pushed 15 ft. away and dealt 1 point of psychic damage for every warlock level you have, plus your Charisma modifier. Once you use this feature, you can't use it again until you finish a short or long rest.

Thought Shield: Your mind becomes impenetrable as you learn the secrets of the Winds. Starting at 10th level, your thoughts cannot be read by any means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Share the Winds: You learn how to spread your worldview to others. Starting at 14th level, you when you hit a creature with an attack, you can use this feature to send the Winds of Pandemonium into their minds for a moment, giving them a small glimpse of the madness you experience all the time. The target takes 10d10 psychic damage and becomes paralyzed and prone until the end of your next turn, or until your concentration is broken (as if you are concentrating on a spell). Once you use this feature, you can't use it again until you finish a long rest.

TIERS IN PLANESCAPE

Just as Planescape's setting affects the kinds of adventures and skills that are important, it also affects the way heroes rise through the ranks and gain power. Rather than a great, world-ending force of evil, Planescape characters face off against ideas and concepts. Instead of a great evil demon at the center of your game, there might be a central question the party is asking or a central revelation they seek, and this drives the action just as much as an evil central villain. For instance, the campaign may ask "*What Is The Perfect Society?*", and the party's adventures revolve around them defining and realizing their version of a perfect society.

Apprentice Tier: Levels 1-4 are generally levels of *Establishing Your Belief*. Characters at this level are defining their beliefs and acting on them in play for the first time, determining for themselves what adhering to a faction philosophy or following a god means to them. They are deciding what their belief will inspire them to do, and the limits of what they truly believe. Adventures focus on giving the player characters a chance to demonstrate their beliefs, and on refining their original character statement.

Heroic Tier: Levels 5-10 are the levels of *Defending Your Belief*. Having stated it and determined what it is, you now face challenges to realizing that, those who oppose your belief or those who act on contrary beliefs. You will cling to your belief as you confront its opposites. If you believe in the organization of the multiverse, you will face enemies who believe in its inherent chaos. If you believe in helping others, you will face enemies who discount that pointless altruism. These enemies might have valid points, but Heroic Tier is about refuting those points, about defending what is truly important to you.

Paragon Tier: Levels 11-16 are the levels of *Questioning Your Belief*. You have defended your belief against its opposites, but often, getting what you want is a bigger problem than fighting against its opposite. Your belief has traction, which means that people will use it for purposes it was not intended for, and will pervert and corrupt its tenets for their own end. It is up to you to ensure that your belief remains true, and remains relevant. If you believe in the ultimate chaos of the multiverse, you will see the harm and trouble that chaos can wreak. If you believe in enlightened self-interest, you will see that philosophy destroy societies and ruin lives — including your own. These limits of your philosophy challenge your core concepts, and Paragon Tier is about testing those limits, and finding out if your philosophy can survive at the edge.

Epic Tier: Levels 17-20 are the levels of *Realizing Your Belief*, of finally establishing it to last long after your death and to define all of the planes in relation to it. Your belief is powerful and resonant enough to shape reality, and you will be confronting the forces of reality as it currently exists. It falls to you to establish your belief as your legacy. If you believe in the independence of all souls, you will overthrow those who claim control of them. If you believe that all people are ultimately dead, you will obliterate the lie that we are alive. Epic Tier is about establishing this belief as a reality, undoing those who would stop it.

BACKGROUNDS & INSPIRATION

Each Planescape character must answer this question themselves: "What belief do I want to transform reality with?" At the core of any Planescape character is a belief that inspires them to act, to go forth in the world and live their philosophy against all challenges. It's OK if this starts out kind of vague and high-level, as play will refine it further, but you should start out with an idea of why your character goes out to adventure in the world, and it should be in terms of what your character *believes*.

The presumed way to telegraph this is to choose a faction you'd like to be a member of. The factions are presented as backgrounds, representing the basic alliances and access you are granted if you join that faction, and they give you a unique way to gain and spend Inspiration.

If you'd prefer to go without a faction background, you should still choose one of the factions to be a member of, for the purposes of gaining and spending Inspiration. Your background might define your origin in the setting a bit more than your faction membership, but you still have a belief that you hold dear.

It is possible to run a character not connected to any faction, but in order to do this, you must craft your own belief that you want to transform reality with, your own circumstances under which you might earn Inspiration, and your own alternate way to spend Inspiration, essentially crafting a personalized faction from scratch.

Adventurers in Planescape: In Planescape, there's always something bigger and stronger and tougher than the player characters. Demon lords and celestial scions and the gods themselves inhabit the setting, and they are not generally creatures that are fought directly. The party may save villages and slay evil, but in Planescape, this won't be enough to make them heroes. There are hundreds of paladins who crusade into Hell and who meet an untimely end every day. Those individual villages and innocents will certainly be appreciative, but this won't fundamentally change the planes, as there is always something bigger and more powerful out there waiting to fill the void.

This is why something like belief is so important. Changing the planes isn't about being stronger or wielding more powerful magic, it is about being influential, wielding a stronger belief, and convincing people to follow your ideas, not your sword-arm (though a sword-arm is undoubtedly useful for convincing people to follow your ideas!).

So an adventurer in Planescape might never slay a god or end a lord of the nine, at least not directly. But they might convince a god or a lord of the nine to join their cause (and thus defeat the gods and devil lords that stand against them!), and THAT is how Planescape adventurers change the world. Not through personal strength, but from ideological strength, from the power of persuasion and the ability to recruit others to their cause. A lone powerful spellcaster might do a lot of damage, but an alliance of hundreds of spellcasters from around the planes, all masters of their schools and elements, joined by the finest knights and sellswords, united in a common cause....well, they can rally around even the ideas of a dead merchant or carpenter or scholar, and transform reality.

Background	Rationale
Acolyte	Perhaps you were raised in the realm of your deity, surrounded by this truth, and you seek to assert your god to non-believers. Or perhaps you lost your faith in the promised paradise that you saw every day.
Charlatan	Perhaps you make a living on the streets of Sigil as a cross-trader and a bluffer, bobbing rubes and living by your wits. Or perhaps you have reformed and now work to capture those who were once your cohorts
Criminal	Perhaps you run a network of thieves in the Hive Ward of Sigil or work to free prisoners in Carceri.
Entertainer	Perhaps you work as a singer or dancer at the Grand Fethall in Sigil. Or perhaps you sing dirges through the caverns of Plouton.
Folk Hero	Maybe you are a orphan from the Hive Ward done good, or perhaps you are a merchant whose skill at finding obscure items is legendary.
Gladiator	You might fight in the pits of the Hive, or entertain spectators on Ysgard.
Guild Artisan	Maybe you have trained at the dwarven heavens in your artisanal skill, or perhaps you produce unusual magical items that allow planar communication and survival.
Guild Merchant	You might be a stall owner in the Great Bazaar, or perhaps you operate a caravan out of Tradegate.
Hermit	Perhaps you seek truth in isolated planar locations, or maybe you travel as an itinerant monk.
Knight	You may be a noble mercenary, a chosen of a merchant house or a loyal retainer to some god or sect.
Noble	You might be a wealthy merchant with family holdings in the Lady's Ward, or you might be an agent of the gods.
Pirate	You've raided travelers and transporters en route, robbing trains or fighting with a githyanki pirate ship or mugging rubes on the Oceanus.
Outlander	Perhaps you are from a wild town on Ysgard, or maybe you're just an Indep from a small hamlet on the Outlands.
Sage	You may be a gatherer of lore in a great planar library, or you might be a seeker of hidden truths
Sailor	Perhaps you ply the River Styx in a fiendish vessel, or you may have sailed the astral sea in a spelljammer.
Soldier	You may be a mercenary from Acheron, or an officer for the Harmonium
Spy	You might work as an information-broker on the high-ups in Sigil, or as a faction agent, seeking to undermine your enemies.
Urchin	You might be a Hive Ward orphan making a living on the edge, or a cast-off resident of a lower planar gate-town who dreams of wealth.

FACTION BACKGROUNDS

OPTION 1: THE FACTIONEER

Having a background for each faction allows a lot of diversity in faction membership, but games that don't emphasize the factions as much may not need that diversity. Instead, you may only be interested in a more basic background that represents faction membership, to go along with your game's entertainers, folk heroes, and urchins. For this, we have The Factioneer:

Skill Proficiencies: Insight, Persuasion

Language Proficiencies: Any two

Equipment: A book of faction teachings, a stack of pamphlets espousing faction recruitment slogans, a set of traveler's clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

Feature: Namer. You can depend on other members of your faction for housing, food, and basic supplies. You have access to your faction headquarters in Sigil, and also know the location of a portal to their planar headquarters (and you have a key to that portal).

OPTION 2: FACTION MEMBERSHIP

One of the ways a character in Planescape may demonstrate their personal philosophy is by joining a faction that supports it. A faction is an organization founded on philosophical principles. They operate out of Sigil, the City of Doors, and have areas of influence across the Planes.

A faction background contains the basic features that all faction members get, including skill training, tool training, language training, basic equipment, access to faction dormitories, secret faction areas, libraries, training facilities, records, etc. Each background also includes knowledge of the location of a portal to your faction's planar stronghold, and a key to that portal.

Furthermore, faction backgrounds add a feature absent in other backgrounds: a unique way to use Inspiration. Each faction background comes with an alternative way to use Inspiration, such as offering success on saves or unique abilities such as *Sifting*. This is because factions come with philosophical principles: characters adhering to a faction philosophy should be facing problems because of it, and when they do that, they get Inspiration that they can use on these unique abilities.

Having a faction background is not compulsory to be a member of that faction. One could easily be a member of the Harmonium who was a Soldier, or a Noble Xaositect, or a Hermit Guvner. Though your features would be different, you can use your faction-specific Inspiration ability. There may be some particular reason you don't have the typical faction features - a Noble Xaositect for instance, might not live in the Hive, while a Harmonium Soldier would rely more on the army she is a part of than the City Barracks. The faction backgrounds are as follows:

ATHAR “DEFIER”

The gods are frauds! The unknowable truth lies beyond the veil.



You are a member of the Athar, a faction that believes that the gods do not deserve the worship of mortals. You have been trained by them to read and write, as they endeavor to empower people to make their own way in life, without the help of some supernatural parental figure, and you work for them in small ways around town, running schools, writing tracts, and debating the priests throughout Sigil.

Prerequisite: Worshippers of specific gods cannot join the Athar. Clerics who join worship the Great Unknown.

Skill Proficiencies: Persuasion, religion

Tool Proficiencies: Scribe's supplies

Languages: One language of your choice

Equipment: Scribe's supplies, a desecrated holy symbol, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

Feature: One of the Lost. Your reputation as an Athar member allows you to request shelter of any other member, and they are obliged to give it (though you must give in return when asked). You also are welcome at the Shattered Temple in the Lower Ward, have access to its library, and are free to earn some coin by working in the Scriptorium (about 1 gp per day, enough for a Modest lifestyle) copying books and printing tracts. You are also welcome at the Athar Citadel on the Astral Plane, where much of the advanced faction training goes on. You know of a portal that goes to the Citadel, along with the portal key. You also know of a portal (and its key) to one safe-house in a ruined temple somewhere in the planes.

Inspiration: Lost. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to become undetectable by divinations until the end of your next long rest. Examples of things that might give you Inspiration may include:

- Refusing healing or enhancement from a follower of a specific deity or pantheon.
- Speaking open blasphemy in the church or realm of a deity.
- Destroying or defacing a god's holy symbol.

Restriction: Accepting aid from a servant of the gods is considered beneath an Athar, and prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: Athar are defined by a continuous quest for truth – one that often leads Athar members into plenty of trouble. Their personality traits can be shaped by this quest, and the troubles it has brought them, including the rejection of the gods. Their flaws tend to find them focusing much on the negative aspects of their philosophy, on negating the Powers rather than on supporting the People.

Athar Membership: Most Athar members seek divine secrets, and so many become clerics of the Great Unknown, to become close to the true source of all divinity. Others dismiss the gods entirely and look to other sources of power, such as arcane magic, martial prowess, or the forces of nature. Especially common among non-cleric Athar members - and more accepted than in most factions - are warlocks of various stripes. Though trucking with these forces is considered a dangerous move, gaining the knowledge of fiends, fey, and Old Ones

is also considered a worthy move, and many Athar seek these secrets so that they may share them with others rather than keep them to themselves. This, of course, reduces the value of the secrets those creatures keep, and so often earns their ire - most Athar members consider this just another front on their battle against the gods. Additionally, there's a lot of Celestial Pact Warlocks who access the powers of the gods without worship, and the celestials involved are generally less hostile about the revelations they're providing being shared.

BELIEVERS OF THE SOURCE "GODSMEN"

All life springs from the same divine source, ascending and descending in form as the cosmos tests it.



You are a member of the Believers of the Source, a faction that believes that all creatures carry a divine spark within them and that by testing and honing this spark, one can become divine. You work at the Great Foundry to hone yourself and your philosophy.

Skill Proficiencies: History, survival

Tool Proficiencies: Smith's tools, one musical instrument

Equipment: Smith's tools, a musical instrument you are proficient in, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

Feature: Foundry Apprentice. As a God-in-flesh, you have a mentor who teaches you the rigors of faction philosophy, and you have place at one of the forges in the Great Foundry in the Lower Ward. Other members of the Believers are well-disposed to you and you may be able to persuade them to hole you up or loan you a common item. You have access to Ambar's Palace on the Ethereal Plane where the factol often gives performances and invites allies. You know of a portal there, and have a key to that portal, as well.

Inspiration: Potential in All Things. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to make an Indifferent NPC Friendly to you until they take a long rest. Examples of things that might earn you Inspiration may include:

- Refusing magical healing, letting your body fix itself.
- Refusing magical assistance for overcoming a challenge, wanting to tackle it under your own power.
- Spending the time to craft an item yourself, rather than buying it.

Restriction: Accepting aid during your personal tests is seen as beneath a true Godsmen, and doing so prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause. This includes being resurrected from death.

Suggested Characteristics: Godsmen are optimistic people, hard-working, dedicated, and occasionally a bit reckless in their challenge-seeking. Their bravery and boldness is sometimes their undoing, and their trust of others can be problematic.

Godsmen Membership: Godsmen have a special class option in the monk tradition the Way of the Immortals. These practiced monks hone their bodies and souls in an effort to attain divinity in this life, rather than waiting for the next.

Other than this, it is generally common for Believers to choose classes that are very physical in focus. Front-line melee classes like fighters and barbarians who take a lot of hits give the Godsmen plenty of opportunity to try and learn from their mistakes and errors, while more fragile classes like wizards and sorcerers have less room for error. To a Believer, failure is a learning experience, so being able to fail without wasting your resources is important. Believers are also attracted to nature-oriented classes such as druids and rangers, as the emphasis of the equality of all things extends to the beasts of the world, and the patterns of natural selection provide a proving ground for the ever-greater perfection they feel is going on in themselves and others as well - a druid Godsmen might be transforming into their past lives, and a ranger Godsmen may have a beast companion that they believe to have the soul of a respected mentor or family member.

BLEAK CABAL “BLEAKER”

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.



You are a member of the Bleak Cabal. Your central belief is that there is no greater meaning to anyone's life, and that the only meaning we can derive from existence comes from what we can do for those around us now.

Prerequisite: Lawful characters don't join the Bleak Cabal because a life without meaning means a life without order.

Skill Proficiencies: Insight, medicine

Tool Proficiency: Herbalism kit, cook's utensils

Equipment: Herbalism kit, healer's kit, manacles, a set of common clothes with a faction badge sewn into them, and a belt pouch containing 5 gp.

Feature: Nameless. As a Bleaker, you've given up your last name, seeing family ties as meaningless. You are welcome to stay in the Mad Bleaker wing of the Gatehouse in the Hive Ward, and you are also welcome to work at a particular soup kitchen somewhere in the Hive or in one of the Gatehouse wings (though you aren't paid for this). Additionally, you know of a portal, and the key for that portal, that leads to the town of The Madhouse in Pandemonium, where you are also welcome.

Inspiration: Reassurance in the Face of Oblivion. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to allow an ally (someone other than yourself) to automatically succeed on a save against any effect that requires a Wisdom saving throw. Actions that may earn you Inspiration might include:

- Accepting only practical, tangible rewards for services rendered, while disdaining the accolades and/or social boons typically associated with heroic endeavors.
- Voluntarily failing a save against an effect that induces madness or affects the mind.
- Aid the suffering of others without expectation of compensation or reward.

Restriction: After each week of downtime you must pass of DC10 Wisdom saving throw or succumb to temporary "Bleaker madness" which lasts either until your downtime period ends or after 1d6+1 days pass, whichever comes first. During this madness you cannot take any activities (downtime activities or otherwise) besides resting; if you do you cannot gain

Inspiration until you atone or otherwise prove yourself to your faction's cause (or lack thereof!).

Suggested Characteristics: Bleakers can be dour and most are more than a little insane, but the best of them are charitable and generous, finding that alleviating the suffering is a lot more useful than looking for a point to it.

Bleaker Membership: Members of the Cabal are surprisingly diverse, but they share one common theme: any devotion to a cause greater than one's own life is seen as entirely pointless, so classes that revere distant concepts or entities are very unusual. The Bleakers enjoy plenty of hardened sellswords (half-mad berserker barbarians, fighters inured to violence, cold-blooded assassins), and some dangerous and unpredictable spell-slingers (wild sorcerers who have lost touch with reality, madness-inducing enchanter, illusionists who view life as fleeting as illusions).

Warlocks earn a special mention, for while most of the pacts are common enough (a Bleaker doesn't think much about selling his soul to Baphomet because they know that Baphomet's life, too, will eventually end with pain and suffering too), certain Bleaker warlocks who have been exposed to the winds of Pandemonium accept the Pact of the Winds. This pact enables them to channel the madness of that dark, cold place into their own minds. While they resemble warlocks dedicated to the Great Old Ones in several ways, a telling difference is that the creatures beyond the stars want to control minds, but the Winds just want to tear 'em to shreds.

There aren't many paladins, clerics, druids, bards, or monks among the Cabal, as those classes tend to be focused on certain "higher callings" that render most Bleakers unsuitable for their roles. Still, the occasional paladin of Devotion might swear himself to anonymously help others, and a certain group of entertainers known as the Bleakniks might someday give rise to a true (and truly awful) bardic College.

DOOMGUARD "SINKER"

Entropy is ecstasy. Decay is divine, the multiverse is supposed to fall apart. We're just here to keep leatherheads from interfering.



You are a member of the Doomguard. Your faction holds that decay and destruction are inevitable forces of the multiverse, and that all will pass away to dust - and they fight those that try to defy that tendency.

Prerequisite: Clerics of the Life domain cannot join the Doomguard, since Life is the opposite of Entropy.

Skill Proficiencies: History, intimidation

Tool Proficiency: Smith's tools, historian's tools

Equipment: Historian's tools, smith's tools, a vial of acid, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 10 gp.

Feature: Defender of Doom. As a Sinker, you are welcome in the Armory, in the Lady's Ward, including in the upper reaches where rare armor and weapons and faction function halls are kept. Other Sinkers acknowledge you as an ally. You also have a portal key to a portal

that you know of that links to either the Crumbling Citadel on the Plane of Ash, Citadel Alluvius on the Plane of Dust, Citadel Exhalus on the Plane of Vacuum, or Citadel Sealt on the Plane of Salt (your choice).

Inspiration: Sift. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to learn what caused an object's destruction. To do this, you must hold a piece of the destroyed item in your hand, and spend one hour examining it and attuning yourself to its psychic resonance. At the end of the hour, you learn what destroyed the object, if that destruction occurred in the last 10 years. Activities that you may gain Inspiration for might include:

- Destroying some long-standing structure or killing some ancient creature. The older the better!
- Encouraging rebellion and conflict for the sake of accelerating the decay of the entire organization.
- Refusing magical healing, embracing your own eventual decay.

Restriction: Sinkers have resistance to healing magic, only regaining half the normal hit points from healing spells and magic items. No self-respecting Doomguard would act against the forces of Entropy in favor of those of creation or preservation, and doing so prevents you from gaining Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: Sinkers cling to little in this world as permanent, and many of their bonds are to the past. They can be destructive and harsh at their worst, but heroic Sinkers certainly exist – imagine the entropy one life can cause!

Sinker Membership: The Doomguard attracts those who revel in chaos and destruction, but also those who contemplate the natural order and acknowledge the inevitability of death. Fighters, barbarians, rangers, and rogues make up the bulk of Sinker membership (especially fighters). Sorcerers are also often attracted to the philosophy - especially the wild ones. Druids also have a strong representation in the faction, though they tend to take a more passive view of entropy than their warlike brethren. Clerics of nature, trickery, or war are also present, though rarer, as the abilities of any cleric tend to be supportive in nature, and the Doomguard brooks very little of that. Healing is a good way to make other Sinkers question your commitment... though that might be a stripe of hypocrisy, as the Doomguard does delight in their own special breed of paladins, ones taking the Oath of Destruction, and the tenets of this oath provide for healing and protecting those things that are causing destruction, at least.

Rarer classes include the bard (creativity is an essential anti-entropic act), the monk (self-improvement works against the idea of ultimate destruction), the wizard (all that building up of knowledge and information is pointless when it's all going to be ash sooner or later), and especially the warlock (selling your soul for more power is baffling to many Doomguard - why sell something worthless for something even more worthless?).

DUSTMEN "THE DEAD"

We're all dead - some more so than others. So, we explore our current state with patience, purge our passion, and ascend toward the purity of True Death.



You are a member of the Dustmen. Your faction holds that this world is one great afterlife, that we are all truly dead and that only by accepting that death can we move on to whatever lays beyond.

Prerequisite: Clerics of the Life domain cannot join the Doomguard, since Life is opposed to Death.

Skill Proficiencies: History, medicine

Tool Proficiency: Funerary kit, historian's tools

Equipment: Historian's tools, funerary kit, a flask of holy water, a set of common clothes including a faction badge sewn into them, and a belt

pouch containing 10 gp.

Feature: One of the Dead. Your membership in the Dustmen grants you access to the Mortuary, in the Hive, where Sigil's dead are processed. This includes access to the Dustmen's dormitories, its armory, the records of the dead, the catacombs beneath Sigil, and to the faction library with its tomes on death, undead, burial practices, and similar topics. You may also earn a Poor living as a corpse-collector or mortuary aid there. You also know of a portal that leads to the Fortress of the Soul on the Negative Energy Plane, and have a key to that portal.

Inspiration: Dead Truce. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to turn an undead creature from Hostile to Indifferent. The creature may revert back to Hostile based on your subsequent actions, of course. Activities that you might gain Inspiration for may include:

- Trying to parley with intelligent undead. Controlling or dominating undead automatons rather than destroying them.
- Requesting a reason to get involved in a mission beyond the emotional.
- Willingly failing a save against energy drain.

Suggested Characteristics: The Dustmen are dispassionate people, unconcerned with the vagaries of emotion, but they cling tightly to the ideals that they have. Their bonds tend to be the things they want to be rid of, in the end.

Dustmen Membership: The Dustmen attract the quiet and the introspective. The purging of emotion and attachment is an important part of the Dustmen philosophy, so it attracts classes that share the appreciation for logic over feeling. Popular classes include cold, calculating fighters, dispassionate, lonely rangers, quiet, cautious rogues, ruthless, effective warlocks, and academic, distant wizards. Of particular note are Dustmen monks, many of whom are dedicated to the Way of the Dead, which focuses on changing a mortal into an undead creature.

Unusual classes include barbarians (the rage trait is a use of emotions), bards (inspiration's emotional component is considered false), and clerics and paladins (devotion to a god or ideals requires powerful emotional dedication). Rare, but still possible, include druids and sorcerers, who tend to be too devoted to life, but who may purge that and gain acceptance.

THE FATED "TAKER"

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



You are a member of the Fated. You belong to a group of independent, self-sufficient people who ally because they share the view that the authority in life belongs to those who can seize it.

Prerequisite: Lawful Good characters avoid the Fated's uncharitable philosophy.

Skill Proficiencies: Intimidation, investigation

Tool Proficiency: Scribe's supplies, forgery kit

Equipment: Scribe's supplies, forgery kit, a set of fine clothes including a faction badge sewn into them, and a belt pouch containing 25 gp.

Feature: Heartless. As a member of the Fated, you have access to the Hall of Records, including food and drink for a reasonable fee (Fated get nothing for free), and access to the property records, the Academy of Training, and the tax records of Sigil (including defaults, credits, lending records, tax rolls – anything having to do with money). Perhaps importantly, you also know how to look up records yourself. You also know the key to and location of a portal that will grant you access to Rowan's Hall on Ysgard.

Inspiration: Self-Sufficient. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to gain a proficiency bonus to one skill check that you make in a skill you aren't normally proficient in. The following examples may be situations in which you are awarded Inspiration:

- Refusing healing or assistive magic from another character.
- Accomplishing a deed (such as slaying a monster) without any other character contributing.
- Refusing to help an ally in desperate need.

Restriction: A real Taker doesn't accept or give charity, always demands (or provides) services before payment is rendered, and strives toward self-reliance; should you compromise these core values, you lose the ability to gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: The Fated are self-sufficient, independent, and harsh in their treatment of others, but fair. The strong get what they deserve, but there are many kinds of strength in this world, many much more subtle than raw muscle.

Taker Membership: The Fated are entirely a group of survivalists of one stripe or another. The faction attracts any member of any class that doesn't depend on others to get their job done. Barbarians, fighters, druids, rangers (hunter rangers are more popular than beastmaster rangers), and sorcerers are very common, each one capable of mastering their own power. More urban environments lead to a lot of rogues, especially Digger Archetype rogues, each one a master at discovering secrets that others want to keep hidden.

More rarely, you may find Fated paladins, monks, wizards, or bards. These classes tend to rely on others, at least for their initial training, but some certainly take a more independent view of their abilities, and become self-taught and self-guided, though this path is often difficult for them.

Clerics and Warlocks, explicitly dependent as they are on other entities, almost never become Takers, who see both classes as being crippled by their reliance on the charity of some other creature, little more than parasites on them.

FRATERNITY OF ORDER “GUVNER”

Everything has laws; most are dark. Learn the laws of the multiverse, and you can control it.



You are a member of the Fraternity of Order. You believe that all of creation has a hidden pattern and cohesiveness, and that by discovering this pattern, you can attain power over it.

Prerequisite: Only Lawful-aligned characters can join the faction.

Skill Proficiencies: History, investigation

Tool Proficiency: Cartographer's tools, scribe's supplies

Equipment: Cartographer's tools, scribe's supplies, abacus, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

Feature: Aide to Unity. You belong to the Fraternity of order, which allows you to access the City Court and the Vault of Knowledge that lies there. You may be assigned tasks by the faction and make some coin – enough to live a Modest lifestyle. You also know of a portal to the Fortress of Disciplined Enlightenment, the Fraternity's headquarters on Mechanus, and the key to that portal.

Inspiration: Patterns of Speech. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to understand one bit information spoken or written in a language you are not otherwise fluent in. In addition, you can spend Inspiration when casting *comprehend languages* to decode secret messages in a text or glyph, such as an arcane Sigil, that isn't part of a written language. Actions you might take that may gain you Inspiration might include:

- Spending your down time accessing and learning about the laws of the area you're in.
- Adhering to the law of the land when breaking it would bring you some reward or convenience.
- Exploiting or correcting a loophole in a legal system.

Suggested Characteristics: Guvners are attracted to power. Though the faction's daily activities are dry and even dull, the stakes are quite high – if the Guvners are right, then sufficient study will allow one to control the underpinning axioms of reality.

FREE LEAGUE “INDEP”

This ain't no faction, and nobody tells us what to do. Keep your options open - nobody's got the keys to the truth.



You are a member of the Free League. Regardless of your broader philosophy, one belief you hold close to your core is that it is up to you what to believe, and that no one else should be forcing anyone else into a particular belief.

Skill Proficiencies: Insight, survival

Bonus Language: Any two

Equipment: A merchant's scale, a set of traveler's clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

Feature: Among Individuals. Your membership in the Free League comes with unfettered access to the Grand Bazaar in the Market Ward, and all the rumor and goods it provides. This is a great place to pick up rumors and listen to the word on the street. You also know of a safehouse somewhere in Sigil friendly to the Indeps – an inn or tavern or other establishment – that will house you. Additionally, you know of a portal to the town of Tradegate on the Outlands, and you have a key for this portal.

Inspiration: Free Mind. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to automatically make one Wisdom save. Examples of activities that may award you Inspiration might include:

- Refusing to join an organization or group that might provide you with benefits.
- Challenging the authority of another to make decisions for a whole group.
- Accepting the fight for another's freedom to do as they please.

Restriction: A true Indep never gives away his or her independence, power, or truth to an outside authority, whether a faction, a king, or the powers of fate itself; should you betray your belief this way, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: There's a lot of variety in the Free League, but there is one strain of common ground that all find: the desire to live free, on their own terms, and to believe what they want to believe.



HARMONIUM "HARDHEAD"

Peace is our goal. But if it takes a little war to get others to see things the right way - the Harmonium way - so be it. That's how we'll reach our golden harmony.



You are a member of the Harmonium, which means you believe in peace and cooperation – even if you need to force it. You want to see everyone working together for the greater good, which means those who don't want to do it are part of the problem.

Prerequisite: Only Lawful-aligned characters can join the faction.

Skill Proficiencies: Intimidation, persuasion

Tool Proficiency: Smith's tools

Bonus Language: Any one

Equipment: Smith's tools, healing kit, signal whistle, a set of common clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

Feature: Notary. As a member of the Harmonium, you are welcome in the faction's headquarters, the City Barracks in the Lady's Ward. This gives you access to the arrest records of the city, the current list of patrols and supervisors, the courtyard (for training), and the faction library. You also are welcome in the town of Melodia, on Arcadia, the faction's planar HQ. You know of a portal to Melodia, and have a key to that portal.

Inspiration: Forged Alliance. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to attempt a Charisma check to bestow the "Charmed" condition on one target you are talking to, until that target takes a short rest. Examples of actions you may do to potentially earn Inspiration might include:

- Follow your faction superior unquestioningly, when the task is great.
- Make peace between two conflicting individuals (or yourself and an individual you conflict with).
- Get someone to agree with your way of thinking, if only for a moment.

Restriction: There are two things which the Harmonium considers treasonous - disobeying just orders from a Harmonium superior, or initiating wanton violence with no intention to use it to arrive at peace. Should you betray your faction's beliefs you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: The Harmonium can be stubborn and fascist, but at their best they are helpful, generous people who truly view their path as the way to good for all the planes.

MERCYKILLER "REDDEATH"

Justice is everything. When properly applied, punishment leads to perfection.



You are a member of the Mercykillers, a faction whose philosophy centers on the concept of Justice. Justice is the metric by which a utopia is ruled, ensuring equity and fairness to all, that they are rewarded as they earn it, and are punished as they deserve it. Your faction's particular focus currently is on ensuring that the guilty are punished according to the metrics of Justice - it is your faction that runs the Prison in Sigil.

Prerequisite: Only Lawful-aligned characters can join the faction.

Skill Proficiencies: Insight, investigation

Tool Proficiencies: Navigator's tools, poisoner's kit

Equipment: Navigator's tools, poisoner's kit, manacles, a set of traveler's clothes including a faction badge sewn into them, and a belt pouch containing 15 gp.

Feature: Enlisted. You have taken an oath to uphold the Eight Tenets of Justice before your peers, and are entitled to the duties and privileges of a Mercykiller. This means that you may (and are encouraged to) volunteer for guard duty at the Prison in the Lady's Ward, and here you essentially have the run of the prison, including the Cellars where the "forgotten" prisoners are kept. You are also able to visit the prison on other occasions, and have permission to visit prisoners there. You also have knowledge of a portal that leads to Vorkahan, City of Fumes, which is the Mercykiller stronghold on the plane of Acheron. You possess a key to that portal as well.

Inspiration: Compel the Truth. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to automatically detect the first lie told before your next short rest. It's hard to deceive a Mercykiller. Activities that might potentially earn you Inspiration may include:

- Dispensing justice at great personal or emotional expense to yourself.
- Taking the time to properly investigate the guilt or innocence of a prisoner.
- Allowing another to fairly punish you, though it hurts you.

Restriction: Mercykillers who commit crimes, who let the guilty go without justice, or who present false testimony against the innocent betray their faction; should you commit such an offense you cannot gain Inspiration until you atone or otherwise prove yourself to your faction.

Suggested Characteristics: Mercykillers tend to be a harsh lot, dispensing and demanding justice, but their ultimate goal is fairness, to make the multiverse a more equitable place. There are some in the Red Death that focus on the "mercy" aspect of their faction, trying to identify and confront injustice or perverted justice, but there's many who are simply happy to define justice and fairness on their own terms, and apply it rigidly.

THE REVOLUTIONARY LEAGUE “ANARCHIST”

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



You are a member of the Revolutionary League, the underground movement that opposes the factions in Sigil and all government anywhere on the planes. Artificial laws and organizations only serve to empower the power-hungry in your mind, and the truth can only be found when we are truly free from the authorities that bind us.

Prerequisite: Lawful-aligned characters don't join the Anarchists because of their doctrine of overthrowing "the power."

Skill Proficiencies: Deception, sleight of hand

Tool Proficiency: Forgery kit, thieves' tools

Equipment: Thieves' tools, forgery kit, bag of caltrops, a set of common clothes with some other faction's insignia on them, and a belt pouch containing 10 gp.

Feature: Anarchist Recruit. As a member of the Revolutionary League, you know of one refuge where you can go to discuss your philosophy and plans openly with other League members. You also have access to one other faction's Sigil HQ as if you belonged to that faction – your job in the League is to spy on that other faction, and report back to your cell. You also know of a portal to the safe-house of The Bastion of Last Hope, on Carceri, and have a key to that portal.

Inspiration: Nothing Suspicious. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to quell the suspicions of another person - spend your Inspiration when asked to make a Deception check, and it is automatically successful. Examples of actions that might earn you Inspiration may include:

- Preserving a pseudonym or false identity when revealing the truth would be advantageous.
- Opposing a leader or power structure when obedience would be clearly the best course.
- Refusing power or leadership that is granted to you.

Restriction: You must donate 90% of all treasure gained to the revolutionary cause or to the oppressed (though in no case can it be given to another player character). Anarchists cannot hold public office or noble title, own a business, or take part in anything that would tie them to the power structure; should you betray your faction's beliefs in these ways, you cannot gain Inspiration until you atone or otherwise prove yourself to the faction cause.

Suggested Characteristics: The Anarchists are a suspicious lot, a little paranoid and in love with the covert. Their noble traits tend to emphasize the freedom that is possible in an individual, but they are just as interested in tearing down the lies of others.

SIGN OF ONE "SIGNER"

The multiverse exists because the mind imagines it. The Signers - it could be any Signer - create the multiverse thru the power of thought.



You are a member of the Sign of One, a faction that believes that the multiverse is just a creation of your mind, and that every bit of existence is really something you made.

Skill Proficiencies: Insight, persuasion

Tool Proficiency: Diviner's kit

Bonus Language: Any one

Equipment: Diviner's kit, steel mirror, a set of common clothes with the faction insignia in them, and a belt pouch containing 15 gp.

Feature: Precognitive. Your membership in the Sign of One is proof that you can make correct predictions, and thus can will the multiverse to change for you. You have free access to the Hall of Speakers in the Clerk's ward, including the list of speakers and topics, and access to the debate halls. You also know of a portal to the faction headquarters on Elysium, the Perfected Land, and possess a key to that portal.

Inspiration: Unimaginable. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to gain automatic success on any attempt to disbelieve an illusion until your next short rest. Examples of things that may give you Inspiration might include:

- Correctly predicting the future in a specific instance, with something at risk should you fail to be correct.
- Convincing powerful creature that you are in control of them...mentally.
- Denying that another's experience is valid when you are trying to convince them of something.

Restriction: You suffer disadvantage on Insight checks due to your egoism interfering with understanding the motives and feelings of others. Signers reject materialism, and anytime you indulge in rampant materialism or disregard the power of the mind to shape reality, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: Signers tend to be a little self-absorbed and self-important, but their wills are strong, and their imaginations are large. Little surprises them or fazes them.

SOCIETY OF SENSATION “SENSATE”

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.



You are a member of the Society of Sensation, and hold to the belief that experiencing something - tasting it, hearing it, seeing it - defines its existence. Only by trying any experience can you know the truth of the multiverse.

Skill Proficiencies: Investigation, perception

Tool Proficiencies: One artisan's tool set, one musical instrument

Equipment: An artisan's tool set and musical instrument you are proficient in, a spyglass, traveler's clothes with bearing a faction insignia, and a belt pouch containing 15 gp.

Feature: Recorder of Sensations. As a member of the Sensates, you have access to the Civic Festhall, including free use of the Sensoriums, where recorded experiences can be played back. Most people must pay a fee for this, but you get in for free. You also have access to the exclusive faction Sensoriums (where you are also tasked with recording any new sensations you experience). You also can use the faction quarters, lecture halls, and classrooms here. Furthermore, you know of a portal to the faction's Gilded Hall on Arborea, and have a key to open it.

Inspiration: Attuned Senses. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it when surprised to negate the surprise for yourself - your senses picked up the ambush just before it happened.

Restriction: Sensates embrace new experiences, so long as there is no obvious deadly peril. Should you refuse a new experience, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: Sensates tend to be a little hedonistic, delving deeply into pleasurable sensations and caring little about the world outside of them. Those who delve deeply into the philosophy might be a little reckless as well, living close to the edge of death and destruction in order to sample experiences never sampled before.

TRANSCENDANT ORDER “CIPHER”

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

You have joined the Transcendent Order. As a member of this faction, you hold that action without thought is how one becomes perfected, working in harmony with your place in the planes and your destiny. Stopping to think clouds the judgment and introduces doubt, so you strive to make your mind clear and your body active.



Skill Proficiencies: Athletics, insight

Languages: Any two

Equipment: An hourglass, a set of common clothes with the faction symbol sewn into them, and 10 gp.

Feature: Aspirant of the Transcendent. Your membership in the Transcendent Order gives you free and unfettered access to the Great Gymnasium in the Guildhall Ward, where you can train body, mind, and spirit to act as one in various gyms, classes, paths, and chambers. There, you can seek to align your body with the harmony of the multiverse that faction members call the Cadence. You also know of a location of a portal to Release from Care, the faction's unofficial home on Elysium, and a key that will open that portal.

Inspiration: Action, no Thought. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to increase your Initiative to one above the creature who currently is before you in initiative order.

Restriction: Ciphers act without hesitation. Should you pause to consider or debate a pending action, or waver in your course of action, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

Suggested Characteristics: Ciphers don't talk much, really, and convey their mood and their thoughts more through what they do than what they say. At the worst, this can manifest like a toddler - no self-control, all hedonism and violence. Those who elevate themselves above that behavior do so through meditation and introspection, allowing them to hear what the planes want them to do, and respond.



XAOSITECT "XAOSMEN"

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



You are a member of the Xaositects. This means that you embrace Chaos as the fundamental nature of the multiverse, and strive to embrace it, embody it, and further it in all of your actions. The multiverse is at its heart a place of randomness, chance, and unpredictability, and any order imposed on it is artificial, foolish, and harmful.

Prerequisites: Only Chaotic-aligned characters can join the Xaositects. Because purple fizzle my wozzle.

Skill Proficiencies: Roll 1d20 twice to determine which two of the 18 skills you are proficient in randomly (re-roll 18-20).

Tool Proficiencies: Roll 1d10 twice to determine your two tool proficiencies (if you roll artisan's tools, gaming set, or

musical instrument, you can make a choice of which specific kind of that item you are proficient in).

Equipment: One of each tool set you are proficient in, 1d4 items from the Trinkets table, a set of a set of common clothes with the faction insignia in them, and a belt pouch containing 1d20 gp.

Feature: Rabble. As a new Xaositect, you are welcome in the section of the Hive Ward known as the Hive - a slum's mercantile district, where decaying hovels and nameless streets change on a daily basis, with the whims and tides of fate. As a Xaositect, you have an innate sense of how to find exactly the kind of place you're looking for in the Hive. You also have access to a portal that links to Limbo, and you know of the key for that portal.

Inspiration: Babble. If you gain a point of Inspiration for adhering to your faction philosophy, you may use it to foil any attempt at understanding a thing you say or write for anyone who isn't a Xaositect. Other Xaositects understand it just fine.

Restriction: Xaositects don't found businesses, build strongholds, raise armies, or undertake any other action that requires long-term organization and discipline. Should you take such distinctly un-Chaotic action, you cannot gain Inspiration until you atone or otherwise prove yourself to your faction's cause.

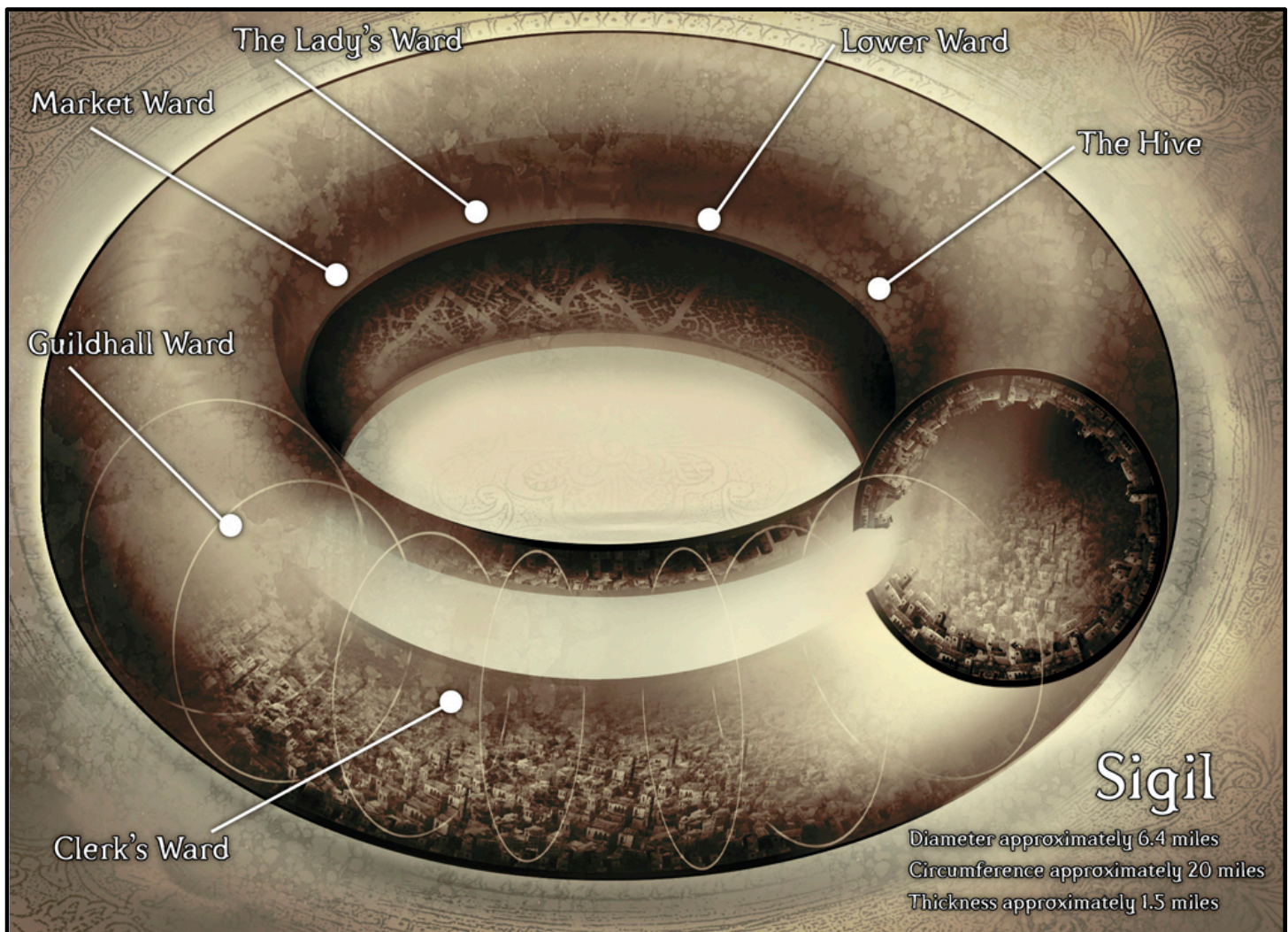
Suggested Characteristics: The primary goal of a Xaositect is to revel in chaos, and this means that they want to create it, to cause chaos to come into being wherever it is lacking. Xaositects don't brook order, organization, or even pattern or habit. They do their best to confound expectations at every turn, reinforcing the idea that unpredictability is the nature of all things.

CHANGING FACTIONS

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.

Sigil's Faction Triads

Order	Despair	The Self	The World	Independence
Harmonium	Bleak Cabal	Transcendent Order	Sign of One	Xaositects
Fraternity of order	Doomguard	Fated	Athar	Free League
Mercykillers	Dustmen	Society of Sensation	Believers of the Source	Revolutionary League



MAGIC IN PLANESCAPE

The Planescape setting has a distinct "spellpunk" vibe to it. Magic suffuses the everyday life of characters in Planescape at a fairly deep level. It is literally the thing that allows a lot of planar adventures, simply because of the nature of the environments - a bubble of air or a shield from the elements or an illusion cloaking your alignment are often necessary to simply go to a place and come back.

This is because adventurers in Planescape are fairly common. Planewalkers (as they tend to be called) are called upon to guard caravans, find lost items, deal with locals, and otherwise handle the hazards of simply living on the planes. Not all of them rise to the level of heroic champion of their beliefs, but however powerful a given player character is, there's always someone stronger out there. Due to this heavy use of adventuring magic, a lot of normal folks know a lot about magic that they might not otherwise. To simply get business done on the planes requires that you know your illusions and your abjurations, your prayers and your cantrips, and often at a significantly high level since creating a survivable environment is hardly a minor alteration of the environment.

In addition to this common use of magic, Planescape characters tend to be jaded and practical. Conjuring a sphere of fire might be enough to make some Clueless folks "ooh and aah", but here on the planes they're just as likely to see that, shrug, and say "Better not try that on a balor, berk." A lot of these characters can experience an entire world made of fire if they just step through the right doorway. While they might recognize that such a spellslinger is probably pretty potent, capable of more than they are, the great equalizing force on the planes is knowledge to use these powers correctly, and any urchin on the street might know more about that than the grandest grand high poobah wizard from some elven island.

So the common folk aren't easily impressed by shows of magical force. It's also worth noting that the "weave" mentioned in the core rules isn't how planars understand their magical effects. Rather than a web of magical underpinning, in Planescape, magic is considered to basically be energy channeled from some location. To cast a fire spell, you are channeling energy from the Plane of Fire, to cast a healing spell, the Positive Energy plane must be accessible, to divine the future, you must be able to see into the cracks in time in the Astral, etc. Magical effects are specifically geographical in this way, and that means that traveling around the planes changes how you can channel this distant energy. If you're hanging out on the Elemental Plane of Earth, it matters that it's hard to reach the Astral Plane or the Elemental Plane of Air in that such spells become difficult or impossible to cast. The nature of Carceri as a prison plane interacts with conjurations and abjurations. The raw chaos of Limbo is likely to screw with any spell. And if your god lives in Arborea while you're trying to cast divine magic in Hell, well...your gods cannot help you there.

This is why an important part of any planar adventure is magical keys - things added to spellcasting that allow you to use and access distant planar energies, despite your location. These are manifold and varied components, but those who know how to use them can defy their geography and tap into powers that the plane would rather shut down.



