Planescape

When an adventurer is ready to leave the Prime Material Plane behind and challenge the heavens and hells… they'll find an alien world with its own cultures and concerns, one that's never heard of their Prime backwater and whose residents will probably bob them for all they're worth and leave them bleeding in a ditch long before they get to the palace of whatever demon lord they wanted to challenge.

And that's the dichotomy of the planes. On one hand, you have the homes of the powers where Zeus reigns from Mount Olympus and the baatezu and tanar'ri lords endlessly class in epic battles that slaughter millions just to stay in stalemate with each other. On the other you have a quasi-Victorian city called Sigil where poor bashers and dirty cutters pull off petty peels and murders in the name of the philosopher Factions that rule the city, using portals to make up for their own lack of the powerful magic needed to travel the planes at will.

And never the two shall meet, because there's a giant mysterious plot device floating around called the Lady of Pain who nominally rules Sigil and who has declared that powers and armies ain't welcome in her kip. And since she can casually murder even greater powers, the rest of reality leaves The Cage alone and newbie adventurers can get their start there instead of being stuck in boring Mount Celestia where nothing ever happens or heading straight to the heart of the Abyss.

Take 1000 CP

Starting Location

Roll 1d8 or pay 50 CP to choose.

1) Sigil- The heart of the multiverse, least that's what its residents love to rattle their bone boxes about. Sigil, called "The Cage" for reasons no one can remember, is a city built on the giant torus floating above the spire at the center of the Outlands. What makes it unique is that every boundary is a portal to somewhere else in the multiverse, and any berk who knows the dark of them can hop from plane to plane at will without having to be a top-shelf spellslinger who can cast magic to do it. How's the whole place not a constant war zone as powers and fiends try to claim its unparalleled access to travel? That's thanks to the Lady of Pain, a floating woman with a bladed head dress. She kills any power that tries to enter or anyone who causes too much chaos. It's thanks to her that Sigil is a city where aasimon and tana'ri can share drinks and gossip and how Sigil's Factions have spread throughout the planes.

2) The Outlands- The plane of True Neutrality, it's a wilderness of perfectly balanced

landscapes. At the center is an infinitely tall spire atop which Sigil floats. At its base all magic is nullified, with a series of concentric rings expanding out from there, each one canceling out only less and less of a spellslinger's power. In the last ring magic is unlimited, and it's here that the most famous burgs, the gate towns, reside, Each town is built around a portal one of the sixteen other Outer Planes. As they reject the Outlands' neutrality they tip over and are transported to the other side, with a new gate town growing around a new gate. Out past even that, there's infinite but random wilderness, and berks can walk straight for months only to turn around and find themselves right back at the edge of the rings of gate towns. The most prominent natives are the Rilmani, spirits of neutrality to wish to keep the forces of Law, Chaos, Good, and Evil balanced.

3) Planes of Conflict- The Outer Planes are the realms of belief, where gods and fiends rule and where the souls of mortals (mostly) live their afterlives. The clueless might think the greatest struggle in the multiverse is between good and evil. But it just ain't so. Evil is ascendant and the fiends only haven't overrun the upper planes because they're too busy fighting the real war between law and chaos between themselves. These are the outer planes that are neutral to this conflict, being planes of peaceful goodness or war zones where the baatezu and tana'ri constantly war. Roll an additional 1d6 to see if you wind up in 1) Elysium (peaceful plane of Neutral Goodness) 2) Bytopia (plane of industry and Good leaning towards Law) 3) The Beastlands (plane of nature and Good leaning towards Chaos) 4) Gehenna (the current home of the mercenary Yugoloths and plane of Evil leaning towards Law) 5) Carceri (plane of imprisonment and betrayal and of Evil leaning towards Chaos) or 6) The Grey Wastes (the soul crushing plane of despair and Neutral Evil).

4) Planes of Law- The five outer planes on the side of Law are, as is to be expected, hide bound places. They aren't as welcoming to random bashers wondering in and looking to make some quick jink. They've got hierarchies organized to take care of their problems, berk! Your best chance here is to sign up with some faction or power. Roll an additional 1d5 to see if you wind up in 1) Mount Celestia (the plane of Lawful Goodness where all seek path of virtue) 2) Arcadia (the perfectly organized plane of Law tilted towards Good) 3) Mechanicus (the clockwork plane of Lawful Neutrality) 4) Acheron (plane of conformity, endless war, and Law leaning towards Evil) or 5) Baator (the plane of pure Lawful Evil called Hell by the clueless)

5) Planes of Chaos- The five outer planes on the side of chaos promise a berk freedom to cut his own destiny. Course, more often than not that means the poor sod comes to ruin, but thems the breaks when it comes to charting your own course. Roll an additional 1d5 to see if you wind up in 1) Arborea (the passionate plane of Chaotic Goodness) 2) Ysgard (the wild and adventure-filled land of Chaos leading towards Good) 3) Limbo (the ever changing soup of raw creation that represents pure Chaotic Neutrality) 4) Pandemonium (plane of infinite howling winds, madness, and Chaos leaning towards Evil) or 5) The Abyss (an endless variety of petty fiefdoms and wild lands that represents Chaotic Evil).

6) The Transitive Planes- Two planes are renowned mostly as cosmic roads, places you

go on the way to somewhere else. Some cutters call them kip, but for the most part they're empty wastelands. Roll 1d2 to see if you're in the 1) Astral (the plane of pure thought, a silver void that connects the Prime to the Outer Planes) or 2) Ethereal (misty plane of ghosts that lies between the Prime and the Inner Planes and which is where the Demiplanes are carved out.)

7) The Inner Planes- While the Outer Planes represent the airy beliefs of philosophers and priests, the Inner Planes are the raw and unflinching stuff of reality. Each one represents one of the building blocks of the multiverse. Most aren't very welcoming to outside life and are instead ruled by ecosystems and civilizations of elementals. Roll 1d18 to see where you end up. Descriptions? Don't need much more than the name. In the Inner Planes what you see is what you get. 1) Air 2) Earth 3) Fire 4) Water 5) Ice 6) Magma 7) Ooze 8) Smoke 9) Lightning 10) Mineral 11) Radiance 12) Steam 13) Ash 14) Dust 15) Salt 16) Void 17) Positive Energy 18) Negative Energy

8) Free Choice- Ever wanted to know exactly what the Archons are hiding up in the seventh heaven? Now's your chance. You can start anywhere in the multiverse. Almost. You aren't allowed to start on the Prime Material Plane or in the Demiplane of Dread. Those are their own settings, berk!

Race

One big elephant in the room that needs to be addressed when it comes to races: all of them save humans have severe limitations on what they can learn. It's why a seven hundred year old elf will always be a worse wizard than the top-shelf bloods among the human mages, even if they're only a few decades old. It's how humanity has managed to overrun so much of the planes despite their short lives. Of course, having a sharp and notable cutoff of how much you can remember doesn't jive with all the experiences you'll collect on the chain. So, as a free bonus, whatever race you pick here is free of racial "level limits", at least when it comes to knowledge and memory. You'll still be able to grow hardier than a dwarf would if you stay a human, but that's the price you'll pay if you want to pick up a dwarf's magic resistance instead.

Aarakocra (Free)- Anthropomorphic birds with heads somewhat like those of parrots or eagles. Males tends towards red, orange, or yellow feathers while females tend towards brown or gray. They have high dexterity but low strength. They're all claustrophobic and react poorly to being indoors. Their feet feature deadly talons, but the real advantage is that the wings that grow from the beneath their arms let them fly. They're mostly found on the Beastlands, but there's also some near their goddess's realm of Whistleedge on Arborea.

Aasimar (Free)- The descendants of celestials who mated with mortals, Aasimar look like beautiful humans, sometimes with a striking feature from the celestial ancestor such as green skin or vestigial wings. All assimar are wiser but with much less constitution

than humans. They have catlike senses and infravision (vision into the infrared spectrum) besides, as well as a resistance to magical charm/fear/emotion/mind control. On top of that, you have your choice of an increase to either strength or charisma, and to a general resistance to magic or the ability to invoke the abilities Detect Lie, Detect Evil, and Light once per day.

Alaghi (Free)- The woodland cousins to the yeti, an Alaghi is a hulking shaggy humanoid with horns. They are a very strong but also quite stupid race, who mostly eke out lives as nomads in the wilderness. The alaghi mainly live in the Beastlands.

Asuras (Free)- Asuras are celestials who serve the powers of chaos as messengers and heralds. They appear as fair skinned humans with bird talons, wings of fire, and flaming red or copper hair. Asuras have an extreme bonus to wisdom, a large bonus to intelligence, but a small penalty to constitution. They draw their sustenance from the Positive Energy Plane and so require no food, air, or sleep. They naturally learn to cast priest spells as they develop. They can cast Detect Lie at will and True Seeing three times per day. They are naturally resistant to magic. As they grow, an Asuras will learn to Polymorph Self twice per day to become a beautiful human or demihuman while retaining their magical defenses. An Asuras who commits cowardice by fleeing from or surrendering to an enemy has part of their "life fire" dim, very heavily demotivating them until they can redeem themselves by defeating those same enemies.

Bariaur (Free)- A sure way to spot a Clueless is to see them staring at a bariaur. These residents of the upper planes from Elysium to their (probable) ancestral homeland of Ysgard have spread enough to become a notable race throughout the planes. Yet they're not demi-humans. Instead they have the lower bodies of goats with humanoid torsos and goatlike faces. Male bariaur have deadly horns and have bonuses to strength and constitution in exchange for lower wisdom and dexterity. Female bariaur on the other hand lack horns but instead have a natural resistance to magic. They have bonuses to intelligence and wisdom in exchange for lower strength and dexterity.

Beastman (Free)- A primitive folk, beastmen are furred humanoids who live in small isolated tribes on the prime. They have very good dexterity but correspondingly bad charisma. Their green fur over an inner coat of black allows them to hide extremely well in forest settings. They also have an extreme resistance to magic, one which is so severe it prevents them from using any magic items except weapons. The only notable concentration of them is on the Beastlands, where tribes live in a giant mysterious caldera alongside dinosaurs.

Bugbear (Free)- Seven foot tall yellow skinned relatives of the goblins, bugbears are generally found in their diety's realm on Pandemonium, Hruggekolohk. Bugbears are cruel and greedy. They have a bonus to strength but a penalty to both intelligence and

charisma. They have infravision and a natural propensity for stealth.

Bullywug, Advanced (Free)- Anthropomorphic frogs who mainly occupy their god's swampy layer of the Abyss, which they share with the yuan-ti snakemen. Bullywugs have a bonus to dexterity but lower intelligence and charisma. They are natural swimmers and their skin has a chameleon effect which lets them blend in with natural surroundings. They must bath in at least a waterskin's worth of water three times a day or else they will dry out, dying of dehydration within days.

Centaur (Free)- Creatures with the upper bodies of humans and lower bodies of horses, they are mainly found on the Beastlands, especially in their god's realm: Skerrit's Glade. Their hooves are deadly weapons and they have a bonus to constitution and wisdom, but their dexterity is very poor.

Dwarf (Free)- One of the most prolific races on the planes, dwarves look like small stocky humans. Dwarves generally have a bonus to constitution but low charisma, infravision, enhanced skill at attacking goblins/hobgoblins/(half-)orcs, experience at defending against giant monsters, familiarity with stone tunnels, and a natural resistance to poison and magic. This resistance has a 20% chance of causing any magic item they try to use to spectacularly fail, though doing so allows them identify cursed items. Enchanted weapons, shields, armor, gauntlets, and girdles are exempt from this. Choose one of the dwarven sub-races bellow:

- **Deep Dwarf:** Dwarves who prefer to live even farther under the ground than normal dwarves (not that either get much of a chance to outside their own powers' realms), deep dwarves are dwarfier in all ways. They have even higher constitution and even lower charisma, have better infravision, and stronger defenses against poison and magic then hill dwarves. But they are so adapted to life deep underground that they are distracted by bright light like sunlight.
- **Duergar:** The evil gray-skinned subrace of Dwarves, this dour lot are mostly call kip to their patron god's realm of Hammergrim on Acheron. They have lower charisma than hill dwarves and are distracted by bright light. However they are naturally stealthy and have the power to Enlarge themselves and turn invisible, both once per day.
- **Gully Dwarf:** An insult to the name of the dwarves, gully dwarves scrape by in locations no one else wants to live, getting by on begging, scavenging, and stealing. They take pride in this lifestyle, considering other dwarves "uppity". They lack the normal hardy constitution of the dwarves, instead having bonuses to strength and dexterity, and have even lower charisma than normal for dwarves. They are also quite stupid, and they have double the normal chance to be unable to use a magic item.
- **Hill Dwarf or Mountain Dwarf:** The most populous of the dwarven sub-races, the one that any basher will think of when you say "dwarf." The distinction's

mostly academic out in the planes.

- **Sundered Dwarf:** A descendant of dwarf clans that were forced entirely above ground. A Sundered Dwarf has higher strength than a normal dwarf, but are all claustrophobic and do poorly in underground areas.

Eladrin (Free)- The Eladrins are the celestials who exemplify Chaotic Goodness. Unlike most spirits, they live a life cycle like mortals, being born from the coupling of two other Eladrins, growing up in their twilight courts on Arborea, and eventually dying of old age after a truly prodigious lifespan. The Eladrins follow their hearts when it comes to fighting for goodness, going off on individual quests as it suits them, though they are legally required to veil themselves in the guises of mortals when they interfere on the Prime. All Eladrins have the ability to use Alter Self, Comprehend Languages, Cure Light Wounds, Detect Evil, and Phantasmal Force at will. They are immune to electricity and suffer only half damage from cold, fire, or gas attacks but suffer double damage from unenchanted weapons of cold wrought iron. Greater Eladrins (Firres, Ghaeles, and Tulani) are additionally immune to cold and suffer half damage from poison, with unenchanted cold wrought iron being able to wound them even despite their normal defense against nonmagical weapons. Choose one of the breeds of Eladrin to be:

- **Bralani:** Appearing as short, stocky elves with white hair and rainbow eyes, Bralani live on the desert layer of Pelion. They have a bonus to strength and dexterity and a penalty to wisdom. They are excellent archers and while unarmored can turn into a whirlwind that can fly and attack others with blasts of sand or snow. They cannot be harmed by non-magical weapons and have a resistance to magic. They may cast Heal once per week, but only targeting someone else. As they age, they gain the ability to cast Charm Person, Blur, Mirror Image, Cure Disease, Gust of Wind, Control Weather, Wind Wall at will, and Lightning Bolt and their choice of either Cure Serious Wounds or Neutralize Poison twice per day. And once per day they may Gate in more Bralani, though with a good chance to fail.
- **Coure:** Coures are small pixie-like beings, only two feet tall, that come in a variety of vibrant colors and have butterfly wings. They prefer to play pranks, but are also used as scouts and messengers. They have a large bonus to dexterity but equally large penalty to strength. They are experts at fighting with two weapons at once and archery, can fly, have innate magic resistance, and can transform into a six inch diameter globe of faerie light, in which they can learn to eventually shoot Magic Missiles four times a day. They can cast Audible Glamour, Cantrip, Dancing Lights, Faerie Fire, and Sleep at will and as they age will learn to tell a magical joke once per day with the effects of Tasha's Uncontrollable Hideous Laughter.
- **Firre:** Firres take the form of elves with red hair and fiery red eyes with neither iris nor pupil. They love art and wish to inspire and be inspired by genius artists. Firres have bonus to strength and intelligence but a penalty to wisdom. While not

wearing armor, a Firre can assume the form of a flying fireball or a pillar of flame, though the transformation cannot take place if they are more wet than as from a light drizzle. They constantly radiate the effects of Protection From Evil in a 10 foot radius, can only be hurt by powerful magic weapons, have innate magic resistance, and meeting the gaze of an angry Firre can burn and temporarily blind someone, with the gaze being harder to resist the stronger the Firre is. If you know how to sing, you may sing a magic song that inflicts the effects of Charm Person (or, as you grow more skilled, Hold Person, Suggestion, or Sleep, with the last affecting even those who are normally immune to sleep spells). Firres can naturally cast spells like a cleric, learning new magic naturally as they advance their other skills. At will, they can cast Affect Normal Fires, and as they age will learn to likewise case Continual Light, Detect Invisibility, ESP, Fireball, Improved Invisibility, Polymorph Self, and Wall of Fire, and once per day Advanced Illusion and Prismatic Spray. However they cannot stand to attack artworks or someone performing art.

- **Ghaele:** Ghaeles are the knights and councilors of Arborea and are the Eladrins most likely to go on quests on the Prime. They appear as tall elves with pearly eyes. Ghaeles have bonuses to strength, dexterity, and charisma. They can force anyone who meets their eyes to feel fear (or even die on the spot, if they are both evil and weak). They can transform into a five foot diameter sphere of scintillating eldritch colors that can fly and shoot scorching beams of positive energy. An aura of light surrounds them at all times, granting those inside Protection from Evil. Ghales benefit constantly from Minor Glob of Invulnerability, Protection From Normal Missiles, a natural resistance to magic, and an immunity to non-magic weapons. As they age, Ghaeles naturally develop the ability to cast spells as a cleric and to cast at will Color Spray, Dancing Lights, Continual Light, Detect Invisibility, ESP, Dispel Magic, Charm Monster, Improved Invisibility, Advanced Illusion, Hold Monster, Telekinesis, Wall of Force, Chain Lightning, Polymorph Any Object, Prismatic Spray, and Teleport Without Error.
- **Noviere:** Novieres make their homes in the oceanic layer of Ossa and prefer the company of water dwelling mortals to other Eladrins. They resemble sea elves. They have high strength, very high charisma, and low constitution. They can assume the form of a dolphin made of water which can envelop and hold foes. They naturally develop cleric magic as they train in other areas, though those who train as priests instead develop an immunity to mind-affecting magic. They have natural resistance to magic and immunity to non-magic weapons. As they grow, they learn to cast Charm Person, Alter Self, Imrpoved Phantasmal Force, Mirror Image, Continual Light, and Slow at will and Water Bolt and Water Breathing once per day, and to summon and control a water elemental once per week, but only while in a body of water. If they spend weeks away from water, they will eventually waste away, though never to the point of death, with any return to the water instantly returning them to full health.

- **Shiere:** Shieres are the knights and protectors of Aborea. They appear to be fair skinned elves with golden or silver hair and eyes of blue, green, or violet. They have a bonus to dexterity and a larger bonus to strength. They can inflict fear in any creature that meets their eyes, they have a natural resistance to magic, and they can only be harmed by magic weapons. Once per day, they can shapechange into a one foot diameter sphere of faerie light which can fly. However, in this form they can neither be harmed by physical attacks nor make any attacks of their own, and it takes over an hour for them to change back. As they grow, they learn to cast cleric spells as well as Color Spray, Detect Evil, Alter Self, Detect Invisibility, Continual Light, Spectral Force, Ice Storm, Wall of Ice and Cone of Cold at will and Heal (only targeting someone else) thrice per day, deal double damage with one strike once per day, and unleash a whirlwind of blows that can strike up to eight times in a minute, divided against multiple foes if desired, dealing maximum damage with each strike.
- **Tulani:** Tulani are the nobles of the Eladrin courts. They have bonuses to dexterity and wisdom, a higher bonus to strength and intelligence, and an even more extreme bonus to charisma. Tulani radiate Protection From Evil in a radius of 20 feet and an evil creature must resist their magic to even approach within this radius. They constantly benefit from Minor Globe of Invulnerability and Protection From Normal Missiles. They can Fly at will or transform into any other Eladrin's alternate form, whose attacks deal twice as much damage. They have magic resistance and are immune to attacks except from powerful magic weapons. They naturally learn cleric spells while they grow, with Tulani who actually train as priests gaining a great bonus to their wisdom. They can create a weightless blade of fiery light at will, growing alongside them until it eventually becomes a +5 vorpal longsword of speed. Their gaze can force creatures to both feel fear and temporarily be struck blind, with weak evil creatures dying outright. As they grow, they gain the ability to cast Color Spray, Dancing Lights, Detect Invisibility, ESP, Continual Light, Dispel Magic, Improved Invisibility, Advanced Illusion, Hold Monster, Telekinesis, Teleport Without Error, Wall of Force, Chain Lightning, Mass Charm, Prismatic Spray, Polymorph Any Object at will, Meteor Swarm, Power Word Kill, and Time Stop once per day, and once per year grant another being's Wish.

Elf (Free)- Another of the great planar races, though they're a bit more concentrated on Arborea where their pantheon calls kip. They're a short folk, with men only standing five feet tall, who have pointed ears. They have a bonus to dexterity but lower constitution. They have infravision and their keen senses help them notice hidden doors. They are almost entirely resistant to sleep or charm magic thanks to the fact that they only need to meditate a bit instead of sleep to be rested, are talented with both bows and swords, and are naturally stealthy. Pick one of the elven sub-races below.

- **Aquatic Elf:** A race of elves with silvery-green skin and green or blue hair, these

elves live in salt water. They can only survive over around two weeks outside it. Though submersion in fresh water halts this countdown, it won't reverse it. These means there's huge portions of the planes that are inaccessible to them. Of course, they can breath water. They have a sense of sonar underwater instead of infravision, and they have low intelligence instead of constitution. They lack the normal elven proficiency with bows.

- **Drow:** The evil branch of the elven family tree, drow have coal black skin, white hair, and red eyes. They have their own breakaway pantheon they serve as well, and are mostly found in their realms. Drow are even more dextrous than normal elves and have equally formidable intelligence. However, they have severely low charisma to compensate. They have great resistance to magic and the ability to caste the spells Dancing Lights, Darkness, and Faerie Fire once per day, and can learn to likewise invoke Detect Magic, Know Alignment, and Levitate as soon as they aren't green apprentices. A Drow who learns to become a priest will add Clairvoyance, Detect Lie, Dispel Magic, and Suggestion to that list. However, they are deeply tied to the underground. Bright light is very distracting to them, and if they spend more than two weeks above ground they'll start losing both their magic resistance and inherent spells day by day until they return underground for one seventh the time they spent above ground.
- **Grey Elf:** The exception that proves the rule, grey elves prefer law and tradition over chaos and great cities over frolicking in the woods. They have low strength and even lower constitution, but an extreme bonus to intelligence to make up for it. Otherwise, they appear to be high elves with silver or blonde hair and amber or violet eyes.
- **High Elf:** What your average cutter thinks of when you say "elf." They're the most widespread subrace across the planes.
- **Sylvan Elf:** The most primitive of the elven races, the sylvan elves prefer to live wild lifestyles, without the sophisticated art and buildings of their high elf cousins. In addition to the normal high elf stat changes, sylvan elves have a bonus to strength but a malus to charisma. Instead of the sharpened senses of the other elves, they can easily befriend woodland creatures.

Fremlin (Free)- A rare race, both on the planes and in general, fremlins are the neutral cousins to the evil gremlins. Only a foot tall, they are gray-skinned with bat ears and wings. They care for little save playing pranks and are culturally nudists. They have a bonus to intelligence and an even larger bonus to dexterity, yet pay for it with a great penalty to strength. Their wings allow flight.

Genasi (Free)- Born from the intermingling of humans with beings of the elemental planes, principally genies, genasi are disliked due to their arrogance and dislike others due to the genasi's arrogance. Choose one of the types below:

- **Air (Wind Duke):** Air genasi may have light blue skin or hair, or may simply be

surrounded by a light breeze at all times. They have high dexterity and intelligence but low wisdom and charisma. They have a natural resistance to air-based magic and can cause themselves to levitate once per day.

- **Earth (Stone Prince):** Earth genasi normally show their heritage through some type of earthen skin or hair feature: a metallic sheen, leathery and almost stonelike skin, rough and gritty flesh or the like, or else pure black eyes like deep pits. They have a bonus to strength and constitution and a penalty to wisdom and charisma. They can Pass Without Trace once per day and are naturally resistant to earth magic.
- **Fire (Flame Lord):** Fire genasi may have deep red or coal black skin, deep red hair that waves on its own like a flame, or perpetually warm flesh. They have a bonus to intelligence but a penalty to charisma. They are immune to normal flames, have infravision, and a natural resistance to fire magic. They can also Affect Normal Fire once per day.
- **Water (Sea King):** Water genasi may have blue-green skin or hair, blue-black eyes, a thin layer of scales over their bodies, or their hair may naturally wave as though underwater. Water genasi can breathe water and are natural swimmers. They have a bonus to constitution and a penalty to charisma. They can Create Water once per day and a natural resistance to water magic.

Giant-kin, Firbolg (Free)- Largest of the giant-kin, firbolgs look like humans who are over ten feet tall. They are not common outside the realms of the giant gods. They have a large bonus to strength but also a large penalty to charisma. In addition to the advantages of their great statures, firbolgs have the potential for innate magical abilities they can learn to develop. These are Detect Magic, Diminution, Fools' Gold, Forget, and Alter Self. They also have an innate resistance to magic.

Giant-kin, Voadkyn (Free)- Called "wood giants" despite not being true giants, voadkyn look like nine foot tall sylvan elves, albient with brown skin mixed with yellow or green and ears that sit very high on their heads. They have a large bonus to dexterity and a lesser bonus to strength, and likewise a large penalty to wisdom and a lesser one to constitution. They are naturally highly resistant to sleep and charm magic and are good at creeping unseen through forests to the point that invisibility detecting magic is necessary to see them. Voadkyn can learn to naturally invoke Polymorph (Self) at will in order to transform into any humanoid creature between three to 15 feet in height, though they cannot mimic specific individuals when doing so.

Githyanki (Free)- Feared masters of the Astral Plane, the githyanki were once human slaves to an ancient illithid empire that spread across much of the Prime. A woman named Gith led a rebellion that ended that empire, and the descendants of her followers still emerge from the Astral to hunt illithids to this day. Don't let that fool you into thinking they're kind, as the githyanki are as evil as their old masters. Mind flayer

experiments mutated them so that they now have yellow skin, sunken features, and lay eggs. Githyanki have bonuses to dexterity and intelligence but penalties to wisdom and charisma. You may maintain your ability to Plane Shift at will as long as you remain a part of Githyanki society, but if you turn stag or leave the jump, the lich queen Vlaakith will no longer sustain it. Note that no matter how loyal you are, if you get even moderately strong (12th level or higher in game terms) Vlaakith will try to hunt you down and eat your soul.

Githzerai (Free)- Some of the ancient followers of Gith felt they were becoming as bad as the illithids. Led by the wizard Zerthimon, they broke away in a terrible civil war. The githzerai settled in Limbo, where they carved out sanctuaries where they would never have to fear enslavement again. Githzerai have bonuses to intelligence and dexterity and penalties to strength and wisdom. They have infravision and a natural resistance to magic which can render them permanently unable to use a magic item if they resist its effects the first time they pick it up. Githzerai who learn wizardly magic can strip themselves of this defense to allow better use of magic items. You also have the ability to Plane Shift at will, but perversely spending too long away from your races havens in Limbo will strip you of it.

Gnoll (Free)- Seven foot tall humanoid hyenas, Gnolls are a cruel and lazy race. They are mostly found in the 422nd layer of the Abyss, in the realm of the Abyssal Lord Yeenoghu for whom they have mostly abandoned their old god. Gnolls have a bonus to strength but a penalty to intelligence and charisma.

Gnoll, Flind (Free)- A special kind of gnoll, flinds are smaller but smarter, lacking the intelligence penalty of regular gnolls. They are looked up to as heroes and leaders by gnoll tribes.

Gnome (Free)- Gnomes are a short, big nosed race. They are the predominant species of Bytopia where their gods reside, to the extent that the rest of the planes often assume anything that comes from Bytopia is crafted by this industrious people. They have a bonus to intelligence and a penalty to wisdom. Gnomes' racial hatred of kobolds and goblins gives them a minor edge in combat. They have infravision and experience with understanding stonework and are naturally resistant to magic. Choose a gnome sub-race below:

- **Deep Gnome:** These gray skinned gnomes have an even greater love of gems than other gnomes and so live deep underground to better mine them. Their stats are the reverse of other gnomes', having higher wisdom but lower intelligence. They additionally have a bonus to dexterity but large penalty to charisma. The svirfneblin have an even stronger resistance to magic and also a resistance to poison. They possess the ability to stay perfectly still for long periods of time, as well as keen senses and a natural talent for dodging in combat instead of the

bonus against goblins and kobolds. They are naturally impossible to detect via divination magic and can naturally invoke the spells Blindness, Blur, and Change Self each once per day.

- **Forest Gnome:** The shortest of the gnomes, Forest Gnomes are all under three feet and have green-tinged tan skin. They prefer to live in the wilderness. They have the opposite of a rock gnome's stats, having high wisdom and low intelligence, while also getting a bonus to dexterity and a penalty to strength. They lack infravision or any familiarity with stonework. Instead they can pass through woodlands without leaving a trace or easily hide in woods. Instead of goblins and kobolds, forest gnomes hate orcs, lizard men, troglodytes, or any creature they have witnessed harming forests.
- **Rock Gnome:** The most common type of gnome, the one everyone thinks of when they hear the word.

Goblin (Free)- Goblins are one of the primary races that make up the feuding armies of Acheron. They are short, pointed eared humanoids. They have low strength and charisma. They have infravision and recognize unusual stonework, but bright light like sunlight hurts their eyes.

Guardinal (Free)- The celestials who represent Neutral Goodness live mortal lives just like the Eladrins. Guardinals live in nomadic family groups on Elysium, coming together only to face down invasions of evil. They can cast Detect Illusion, Detect Evil (100 foot range), Detect Invisibility, Dimension Door, Dispel Magic, Infravision, and Protection From Evil 10 Foot Radius at will. They can lay on hands to heal, healing equal to their own maximum health each day. They are immune to electricity and take only half damage from cold, gas attacks, poison, and Magic Missiles. Silver weapons always penetrate a Guardinal's immunity to non-magical weapons. They have a special telepathy that works with any nonmonstrous creature and animals will never willingly attack a guardinal. Pick one of the races of Guardinal to be:

- **Avoral:** Avorals appear as humans with wings, talons, and feathers in place of hair. They prefer solitude even on Elysium. They have high dexterity and intelligence but low wisdom. They can fly and their eyes are so great they can make out small details even 10 miles away. They can use True Seeing at will and have natural magic resistance. They are claustrophobic and react poorly in cramped or crowded areas. As they grow, they gain the ability to use Command, Light, Magic Missile, Blur, Gust of Wind, and Hold Person at will, Fear and Lightning Bolt once per day, summon a flock of nearby birds once per day, and Shapechange into any birdlike form.
- **Cervidal:** Cervidals look like satyrs with golden skin. They have bonuses to strength and dexterity but a malus to intelligence. A Cervidal's horns have several special abilities: they can help fight off the effects of harmful substances like poison or acid if touched to the victim, if used to harm an extraplanar creature

they may be banished back to their home plane, and they dispel any illusion they touch. They have innate magic resistance. As they grow, they learn to cast Bless, Command, Detection Poison, Light at will, either Magic Missile or Hold Person or Suggestion once per day, Protection From Normal Missiles three times per day, and either Haste (which does not prematurely age the target) or Slow once per day.

- **Equinal:** Equinals are anthropomorphic horses who enjoy testing their physical might and facing down evil. Equinals have a truly extreme bonus to strength but low wisdom and charisma. Their hooves are so strong they can crumple metal and destroy armor, and they can whinny once per 10 minutes even while attacking, stunning weak beings who hear it and temporarily deafening the rest. They are immune to non-magical weapons and have natural resistance to magic. However, they are very bellicose and must fight their instincts to retreat from combat or whether an insult or taunt without resorting to violence. As they grow, Equinals learn to cast Bless, Command, Light, Magic Missile, and Fog Cloud at will and either Slow or Wall of Stone and either Summon Insects or Repel Insects each once per day.
- **Leonal:** Leonals are the royalty of the Guardinals, though they spend most of their time alone, only gathering others for matters of dire importance. They look like anthropomorphic lions. They have an extreme bonus to strength, a large bonus to charisma, and a small penalty to dexterity. Their fangs and claws function as natural weapons. Their reflexes are so great they can dodge even arrows and are never surprised. Leonals can unleash a magical roar that acts like Holy Word but also deals sonic damage, can deafen those who hear it, and inflicts magical fear on evil creatures, though a Leonal who ever gives in to fear will lose their roar until they atone. They are surrounded by a double strength Protection From Evil with a radius of 20 feet, possess magic resistance, and are only vulnerable to powerful magic weapons. They can cast Magic Missile at will and as they grow gain ESP, Know Alignment, Continual Light, Fireball, Polymorph Self, and Wall of Force at will and Cure Disease or Neutralize Poison or Cure Critical Wounds three times per day, Heal on another creature once per day, and grant another's Wish once per year as long as it serves the greater good. But if a Leonal refuses to aid a Good creature, they will lose part of the magical powers consummate to the gravity of the transgression until they atone.
- **Lupinal:** Lupinals are warriors and hunters of evil who look like anthropomorphic wolves with gray fur. Lupinals have bonuses to strength and dexterity and a penalty to wisdom. Their keen senses make them difficult to surprise, get the drop on, or hit with ranged weapons. They can use their claws and fangs as natural weapons. They can release howls that induce fear in evil creatures. They are immune to nonmagical weapons and have magic resistance. They can use Change Self, Blur, Darkness, Blink, and Wraithform at will and one of Magic Missile, Fly, Cure Serious Wounds, or Cone of Cold three times per day,

Cure Disease or Neutralize Poison once per day, Dominate any wolf-themed non-undead creature that meets their gaze, and use Feeblemind on any creature that meets its gaze.

- **Ursinal:** Ursinals are anthropomorphic bears who serve as scholars and philosophers to the Guardinals. Ursinals have large bonuses to strength and intelligence but an equally large penalty to dexterity. They can use their claws and fangs as natural weapons, have magic resistance, and can only be harmed by magical weapons. They can cast either Magic Missile or Sleep once per day. As they grow, they learn to cast ESP, Know Alignment, Polymorph Self, Solid Fog, Hold Monster, True Seeing (for themselves or another creature they touch) at will and either Cure Disease or Neutralize Poison or Heal three times per day, Legend Lore three times per day, Holy Word, Serten's Spell Immunity (on themselves or another creature touched), and Mass Suggestion once per day, and Limited Wish once per year but only in the service of the greater good.

Half-Elf (Free)- Humans and elves live far less segregated from each other on the planes than they do on the prime, and so those with shared blood positively abound by comparison. Half-elves are less extreme versions of elves. They have the same infravision and enhanced senses, but a lesser resistance to sleep and charm spells.

Half-Ogre (Free)- The result of humans interbreeding with ogres, half-ogres appear to be seven foot or taller humans with a swarthy yellow tint to their skin. They are even rarer than Ogres on the planes, and are unlikely to be encountered anywhere except Shatterstone, the layer of the Abyss where the Ogre power Vaprak dwells. They have high strength and constitution, but low intelligence and charisma.

Half-Orc (Free)- Half Orc, half anything else (except elf), half-orcs look like a mixture of human and orc, to the extent that some of them look like merely ugly humans. They are found on Acheron, where they take part in the orc armies in their endless wars against the goblins.

Halfling (Free)- Smaller creatures who often live alongside humans, halflings are not at all prominent on the planes. Halflings have high dexterity and low strength. They have a natural resistance to magic and poison and a natural propensity for stealth and the use of ranged weapons. Pick one of the Halfling sub-races below:

- **Furchin:** A mutation that has diverged so recently that history still records the name of this sub-race's prime homeworld (a frozen planet called Falakyr), the Polar Halflings are much like Stouts with pale skin and hair, with men growing long beards. In addition to the normal stat changes, they also have a bonus to constitution and a penalty to wisdom. They are naturally resistant to cold and know how to survive cold weather.
- **Hairfoot:** The most common type of halfling of all, from which the others are

defined by their differences from.

- **Stout:** Stouts are nearly twice as heavy as their Hairfoot cousins despite being the same height, the additional mass isn't all fat but also muscle. Stouts may have a bonus to constitution instead of dexterity (your choice). They have infravision and the ability to wayfind underground.
- **Tallfellow:** Taller and more slender than other Halflings, the Tallfellows are otherwise much like the rest. They may have a bonus to wisdom instead of dexterity (your choice) and have keen senses.

Hobgoblin (Free)- Brutish humanoids with dark red to dark gray skin, Hobgoblins serve as the officers of the goblin armies on Acheron, leading the goblinoids in their endless war with the orcs. Hobgoblins have low charisma, but have infravision and a familiarity with stonework.

Human (Free)- The most common bashers on the planes, with all kinds of pantheons devoted just to them (the Aztecs, Greeks, Egyptians, Indians, Chinese, and many more). They're mainly notable for being able to reach impossible heights of skill, though as aforesaid that's no issue for you. Still, they do benefit from the higher ceiling of physical development for hardiness, reflexes, and the like.

Kobold (Free)- Short humanoids covered in dark brown to rusty black colored scales, the ancient enemies of the gnomes aren't found widely anywhere except in the realms of their gods on Baator and Gehenna. Kobolds have penalties to strength and constitution, but have infravision.

Lizardmen (Free)- Humanoid lizards who are common on the Beastlands and their power's boggy realm on the Outlands. Natural masters of swamps, they move slowly on land but are fantastic swimmers who can hold their breathes for many long minutes. However, they must wet their bodies with at least a waterskin worth of water each day, or else they will dry out and die in less than a week. Their primitive brains make them focus on food and treasure, and they must resist their instincts to avoid seizing obvious treasure or gorging on food (such as the corpse of an enemy or ally who just died) that appears in combat.

Minotaur (Free)- Seven foot humanoid bulls, Minotaurs were created from cursed humans and now survive by breeding with human women. Minotaurs are exclusively male, and so if you are female it will arouse great interest. They are not common on the planes other than on the 600th layer of the Abyss, the Endless Maze where the Abyssal Lord who they worship resides. Minotaurs have very high bonuses to strength and constitution but equally great penalties to wisdom and charisma. They have keen senses, including infravision and scent great enough to track prey like a bloodhound. They are immune to Maze spells and have a resistance against magical fear.

Modron, Rogue (Free)- Modrons are the spiritual exemplars of Lawful Neutrality. Hailing from Mechanicus, they mainly take the form of semi-robots of simple shapes (spheres and cubes and such). Most of them are without identity or real thought, living only to carry out the orders of their direct superiors who they view as perfect gods. Only, sometimes one of these berks gets contradictory commands or otherwise tumbles to the idea that there's order beyond the Modron hierarchy. Of course the Modrons have a process for this, where the berk is exiled and transformed into a robotic cube with eyes and a mouth on one face, much like a Quadrone caste Modron. It's then set lose to discover its own version of order on the planes. A Rogue Modron has high constitution and intelligence but low dexterity and charima. It has keen senses but when it does get surprised it flounders for twice as long as normal. Its partially metal construction makes it hardy and they have natural resistance to illusions, energy draining, and mind influencing magic, with a lower but still noteworthy resistance to fire, cold, and acid.

Mongrelman (Free)- Mongrelmen are combinations of the worst aspects of many humanoid races. You might think that means they're averaged out, but no, one poor sod might have a Bugbear face except for the upper left quarter, which looks like a Bullywug. Despite their looks, Mongrelmen are peaceful and gentle. They mostly live on Arcadia, where they have the thankless task of trying to get the greater order of the plane to make harmony with outcasts. Mongrelment have penalties to both intelligence and charisma, but a bonus to any one other score (your choice). They can mimic the sounds of any creature they have heard, are naturals at picking pockets, and know how to camouflage themselves, their allies, and even their dwellings so as to stay undetected by outsiders.

Nathri (Free)- Despised as scavengers and thieves, Nathri are short creatures with dark green skin. They live in small bands in the Ethereal Plane, raiding Demiplanes for supplies and food. They each have a barb on the back of their right hand, which can cut like a dagger and is naturally contains a venom that causes dizziness. Their physical scores (strength, dexterity, and constitution) are all high, but they receive an equal penalty to the three mental stats. They have a resistance to charm magic, but only if working alone instead of as part of a group. Nathri all learn some trick to navigating or surviving in the Ethereal Plane. And for reasons the books don't even try to come up with an explanation for, Nathri who train as fighters (but not rangers) or rogues are slightly more skilled at those professions than other races, yet training in them causes them to have a weakness to parallelization, poison, or death magic.

Nethling (Free)- Neth, the Demiplane That Lives, is an intelligent demiplane that takes the form of an organic sack of fluid. Infinitely curious about other planes, Neth often buds off organic "children" to explore the multiverse and return with their new knowledge. Occasionally, these Nethlings gain independence. Though they are born as

large pinkish amoebas, they can shapeshift to look like almost natural members of human-like species. Each time they do this it cuts slightly into their 600 year lifespan, but the real danger is that any skills learned in one form may randomly be forgotten if they ever change shape. They may also try to absorb other creatures by exuding acid, gaining a few of the victim's memories if successful, though this has a chance to re-assert their instinctual obedience to Neth, causing them to try to return to their creator to be absorbed. Nethlings have a bonus to strength and intelligence and a penalty to dexterity and constitution. They also have a pitifully weak resistance to magic.

Ogre (Free)- Hulking nine foot tall humanoids found mostly on the layer of the Abyss where their patron power dwells. They have pale yellow hides, purple and white eyes, and orange or black teeth. They have great strength and constitution, but equally low intelligence and charisma.

Ogre Mage (Free)- Taller, horned Ogres with blue, green, or brown skin, often found in lands under the influence of the Chinese or Japanese pantheons. They have a bonus to strength but a great penalty to wisdom. They are named for the natural magic powers they can learn: Gaseous Form, Charm Person, Sleep, and Cone of Cold once per day; Fly for up to two hours a day; natural regeneration of their health including reattaching lost limbs; Invisibility, Cause Darkness, and Polymorph into humans or similar creatures at will.

Orc (Free)- The other side of the endless wars against the goblins of Acheron, Orcs are brutish looking humanoids with gray-green skin, snouts, sharp teeth, and pointed ears. They have a bonus to strength but very low charisma. They are skilled at noticing the intricacies of stonework and have infravision, but their eyes give them trouble when in direct sunlight.

Pixie (Free)- One of the fey races most commonly found in the Seelie Court as it travels through the Chaotic Good planes. They are two and a half foot tall elves with even longer ears and silver moth wings with which they can fly. At least, when they're visible. Pixies naturally have a magical cloak of invisibility around themselves which they can lower at will or which can be magically dispelled (albeit only for a minute before it reasserts itself against the hostile magic). They can Polymorph themselves at will and once per day can naturally cast Know Alignment, Create Illusion (which persist without concentration), Confusion (which lasts forever) on touch, Dispel Magic, Dancing Lights, and ESP. They have high dexterity and charisma and low strength and constitution.

Satyr (Free)- Commonly found frolicking through the glades of Arborea, Satyrs are men with the horns and hooves of goats. Men, specifically, and you'll stand out obviously if you're a female Satyr. Satyrs have a bonus to dexterity and constitution but a penalty to intelligence and charisma. They have keen senses on top of infravision, and

their horns can be used for deadly headbutts. A Satyr can fashion a special Satyr Pipe which, if you have extreme skill in playing pipes, can be used to inflict Charm, Sleep, or Cause Fear on all those nearby.

Swanmay (Free)- A secretive sorority of shapechangers, Swanmays are transformed from human women via a magic token. Swanmays have bonuses to dexterity and wisdom and can transform into swans, which are resistant magic and can ignore wounds from non-magical weapons. They are stuck in their current form when denied their magic token (a ring, feather, or suchlike) and cannot change shape again until it is recovered. The token counts as part of the alt form.

Tiefling (Free)- The descendants of fiends who have crossbred with mortals, tieflings are a common sight around the plans thanks to the fiends' dark lusts. Their appearances vary wildly, looking like a mortal race but with strange mutations like horns, tails, hooves, or body parts with strange coloration. They have bonuses to intelligence and charisma but penalties to strength and wisdom. You have five semi-random powers you've inherited, though if you don't want to bother thinking about it the "standard" tiefling might have the ability to Create Darkness once per day and four different resistances (to cold, fire, electricity, and poison).

Wemic (Free)- Common on the Beastlands, Wemics are centaur-like creatures that have a human torso but the heads and lower bodies of lions. Wemics have high strength but low dexterity and can use the deadly claws on their paws as weapons.

Manually Monstrous (100+ CP)- There's far more that out on the planes. With this, you can be one of them, selecting any monster from a 2e Planescape product or one branded as generic Dungeons and Dragons instead as belonging to a different setting. A few caveats though: it must be a type of being, not an individual, and it must have a listed Intelligence of "Low" or better, not some kind of animal. The exception to this is those Elemental beings who are reduced to beasts when outside the Inner Planes but who have human level intelligence within their own homes. And while mortal or artificial creatures might have been born/created anywhere, if you want to be some type of planar spirit, you'll be forced to choose the Background for (one of) that species's home plane(s). Baatezu come from Baator, and Fire Elementals come from the Inner Planes, berk!

If there are multiple versions of a monster that metamorphoses, you may select any of them and have that level of transformation become your default for the alt form. This is the case for Nabassu or Dragons, for example.

Speaking of Dragons, if there is some kind of object that your monster's soul is connected to (a Dragon's bonded treasure horde without which it will waste away, a

Dryad's tree, a Lich's phylactery, etc) it counts as part of the alt form.

Lastly, the creature you choose can be worth no more than 420 XP. These are beings close to human in power. Algoids, Doppelgangers, or Gargoyles are examples of such creatures.

But if you are willing to pay **300 CP**, you can choose any being worth 4000 XP or less. The upper end of this range are things like the Lesser Lammasu, Greater Medusa, or Psurlons.

For **500 CP**, your XP Value limit expands to 22,000. This includes almost any non-unique spirits of the planes: Planetar Aasimon, Death Slaad, or Pit Fiends.

For **700 CP**, you may ignore XP Value entirely. Or, at your option, you may become a unique quasi-power of your own design. If your home plane already has such beings, you will become one of them: a new Archomental in the Inner Planes, a member of Talasid's Companions on Elysium, a Slaad Lord on Limbo, a Noble Baatezu on Baator, a Tanar'ri Lord on the Abyss, or an Altraloth from Gehenna or the Gray Waste. On other planes, you're a similarly superior version of the native spirits or else some unique being spat up by the energies of your plane. See the Abyssal Lords' stats for an example of how strong you're likely to be. And in addition to this personal power, you may grant priestly spells to those who worship you, up to the 3rd level of magic (or 4th, if you go in person to your supplicant while they prepare spells). Course, if you take that option your kind ain't welcome in Sigil, so you can replace the Sigil starting location with your home on your Background plane for free.

Background

Regardless of where you call kip now, where did you grow up? Any background can be used as a drop-in. You can change your sex for 50 CP.

The Abyss (Free)- The plane of Chaotic Evil. Referred to as the Infinite Layers of the Abyss, the Fraternity of Order has only cataloged less than 700 layers, and the Guvners have been cataloging for a damn long time, berk! The Abyss don't work like most other planes with a stable set of layers stacked on top of each other and leading away from The Outlands and the Astral. Instead there's the first layer, the Plan of Infinite Portals, is a wasteland filled with pits that lead down to all the other layers. Some layers have a high-up blood who set themselves up as the local tyrant, an Abyssal Lord who is either a power or an ascended tanar'ri. Others are chaotic free-for-alls of petty warlords of untamed wildernesses where even the tanar'ri struggle to survive. This is the home of the tanar'ri, or "demons" as the clueless call them, and it's The Abyss that belches forth endless hordes of the things towards Baator in the endless Blood War between Chaos

and Law.

Acheron (Free)- The Plane that straddles the line between Lawful Neutral and Lawful Evil. It's the plane of conformity, only no one can decide the one standard that everyone ought to conform to, so the sods here are stuck fighting about it for eternity. The biggest war is the eternal fight between the goblinoids on one side and the orcs on the other. The wars are mainly contained to the first layer of Avalas, where most bashers live. This is an endless void full of giant metal cubes that the armies call kip. The second layer, Thuldanin, is the junkyard of the planes, with cubes covered in broken machines that the armies occasionally raid for designs. The third layer, Tintibulus, has less regular solids, while the forth, Ocanthus, has giant shards of black ice. Neither are much visited by outsiders.

Arborea (Free)- The plane of Chaotic Goodness. It's a passionate place, where emotions run wild and nature is alive with spirits. The Elven and Greek Pantheons both famously call the first layer, Olympus, kip. The other layers are the ocean of Ossa and the desert of Pelion.

Arcadia (Free)- The plane between Lawful Good and Lawful Neutral. Arcadia represents the greatest good for the greatest number, at any cost. Everything, even nature, is strictly regimented into neat little rows, and woe betide the sod that tries to wonder off the paths. You can visit the first layer, Abelio, easy enough as long as you don't cause any disruptions. But patrols of guards have been getting more frequent and more paranoid, while the portals to the second layer of Buxenus are mostly locked down. This is a big change from how things were until very recently. The dark of it is that the Harmonium, Sigil's faction devoted to making everyone believe the same thing, had been kidnapping evil and chaotic beings from around the planes and setting up camps to force them into a lawful mindset. The widespread flouting of goodness in the name of spreading law means that the entire third layer, Nemausus, was lost to the plane, absorbed by Mechanicus, and now everyone is obsessed with getting it back without any further losses or disruptions.

The Astral Plane (Free)- The transitive plane between the Prime Material Plane and the Outer Planes, it's likely that no one was ever intended to enter the Astral. The whole place is simply the non-space between reality and belief, the plane of pure thought and magic. It looks like an empty silver void, and a body who comes here best be clever, cause its brains and not muscles that determine how strong one is here. Some folks, even whole societies, have decided to move here though, most famously the Githyanki empire. This is also where gods go to die, with giant rocks representing the corpses of dead powers floating endlessly in the void.

Baator (Free)- The Plane of Lawful Evil. It's the greatest example of tyranny in the

multiverse, twin bureaucracies of the Lords of the Nine (the local nobles) and the Dark Eight (the highest ministers of the army) holding the whole plane under their heel. The first eight layers (the warlike wastelands of Avernus, the burning city of Dis, the swamps of Minauros, fiery Phlegethos, watery Stygia which serves as the source of the River Styx that runs through all the lower planes, mountainous Malbolge, the perfection-seeking cities of Maladomini, and frozen Cania) can be theoretically visited, if you've got the proper paperwork and pay the right bribes, or if you can give the guards the laugh. But Nessus is the abode of the Lord of the Ninth, Asmodeus, ultimate ruler of the plane, and it's guarded by armies devoted to ensure that assassins and spies never come close to him. Some addle-coves might think that the Baateze aren't as bad as the Tanar'ri, because they can cut a deal. But the Baatezu have been at writing contracts since before most sods have been born, and the fact that they may try to stop and bob you just makes 'em more dangerous.

The Beastlands (Free)- The Plane between Neutral Good and Chaotic Good. The Beastlands is the plane of nature and the home to the spirits of animals and their Animal Lords, even though they're neither good nor chaotic. The people here live in harmony with nature. The three layers are each stuck at one point in the day: the eternal noon of Krigala, the endless twilight of Brux, and the nearly moonless night of Karasuthra.

Bytopia (Free)- The Plane between Neutral Good and Lawful Good. Bytopia is the plane of industry and honest work. The whole plane is associated with gnomes for how widespread they are, even far beyond the Gnomish Pantheon's Golden Hills. The two layers are physically visible right across from each other, as if the whole plane were one giant cavern, albeit with surface wilderness growing on both sides. Dothion is the more staid and pastoral of the two, with Shurrock housing the mildly more rustic types of industry like hunting and mining.

Carceri (Free)- The Plane between Chaotic Evil and Neutral Evil. Carceri is the home of treachery and imprisonment. When a high-up wants to put his enemies somewhere they can't escape, Carceri is the natural spot chosen. Its prisoners include everyone from the Titans after they were overthrown by the Greek Pantheon to the rogue baernoloth Apomps and his Gehreleth creations. Each of the six layers is an empty void containing a string of planets. They are boggy Othrys, the jungles of Cathrys, the deserts of Minethys, mountainous Colothys, watery Porphatys, and the totally frozen Agathys. Petitioners are damned to each layer based on the type of treacheries they committed in life, though "treachery" can get pretty damn esoteric, such as how those who gave into their instincts, "betraying" their higher intelligence, call Cathrys kip.

Elysium (Free)- The plane of Neutral Good. Elysium is a peaceful plane, whose native celestials, the Guardinals, live peaceful lives until evil threatens, at which point the group together just long enough to end it. The first two layers, Amoria and Eronia, are

barely distinguished by the fact that Eronia is more mountainous. The fourth layer is the endless ocean Thalasia, where heroes from all over the Prime Material Plane slumber on private islands, waking only when the world needs their heroism once again. The Guardinals say the third layer, Belierin, is just a boring swamp and dissuade interest in it. The dark of it is that Belierin is the greatest prison of monsters this side of Carceri, the place where the Guardinals throw any monster too dangerous to let roam free.

The Ethereal Plane (Free)- The transitive plane between the Inner Planes and the Prime Material. It's the raw stuff of creation, an endless mist that is the precursor or mixture of all elements. Creation is easy here, with illusions coming to life at random and miniature planes, the "demi-planes", arising either from random flows of Ethereal matter or at the command of bloods who command the pinnacle of magic. It also houses the wall of sleep, where every berk in the multiverse projects their mind when they dream. The heart of the plane is the Deep Ethereal, but the Ethereal also extends a misty border to all the Inner Planes, the Prime, and many Demiplanes. That realm is still ruled by deep fog, but is flavored by whichever plane is on the other side of the veil, which can be spied into. It's here that a cutter using an Etherealness spell winds up.

Gehenna (Free)- The plane between Lawful Evil and Neutral Evil. Gehenna is the plane of will, the drive for a basher to crush everyone else beneath his heel. It's the smallest of the Outer Planes in terms of land area. Each layer is an endless void with an (admittedly huge) double ended volcano floating in it. You can even see the other volcanoes floating off in the distance and theoretically even fly between the layers. The volcanoes are Khalas, the even hotter Chamada which is forever coated with magma, the cold and snowy Mungoth, and the entirely cold and dead Krangath. Gehenna is the adopted home of the Yugoloths, the fiends of Neutral Evil who serve as mercenaries to secretly manipulate the Blood War.

The Gray Waste (Free)- The plane of Neutral Evil. The Gray Waste represent ultimate despair. The gloom literally leaches the dreams out of sods who comes here, until they're all broken husks. Even color is stripped from the plane, transforming everything that comes here into mild shades of gray. A sod who's new enough to still have colorful clothing stands out like a sore thumb, and the natives may well go wild and beat him to death to prevent the sight of him from disrupting their numbness. (Beat, not cut, lest the poor berk's red blood taint the endless gray.) The first layer is Oinos, a plague ravaged land that hosts endless battles of the Blood War. The second two layers are barely different from each other, save that the second, Niflheim, has more fog than Pluton, the third.

The Inner Planes (Free)- If the Outer Planes represent beliefs, the Inner Planes are facts. While clueless view Elementals as dumb brutes, the dark of it is they're perfectly intelligent while on their home planes. There they have their own civilizations, their own

gods and kings, and their own struggles between good and evil, law and chaos. Genies and mephits are also prominent here. But the Inner Planes aren't even as welcoming as The Abyss in most cases. They're mostly solid blocks of an element and will instantly crush, drown, burn, or freeze a sod who stumbles into them unprepared. Even planes like Positive Energy will fill a berk with so much life force they'll literally explode. There are four Elemental Planes (Air, Earth, Fire, and Water) and two Energy Planes (Positive Energy and Negative Energy). Each Elemental Plane has a Paraelemental Plane between it and its two neighbors, giving rise to Smoke, Magma, Ooze, and Ice. Likewise, there's a Quasielemental Plane between each element and energy type, creating Lightning, Mineral, Radiance, Steam, Vacuum, Dust, Ash, and Salt.

Limbo (Free)- The plane of Chaotic Neutrality. Limbo is a soup of elemental material, constantly transforming back and forth between the four elements, but occasionally Limbo manages to spit up a fully detailed landscape out of some Prime Material world, at least until it melts back into the chaos. A berk might think the whole place is unlivable for anyone but the hordes of native Slaadi, but the dark of it is that a cutter can impose his will on the plane, forcing it into a livable form. That's how so many outsiders have carved whole cities for themselves here, most famously the Githzerai. It has layers, but there's no use keeping track of them. They randomly split and merge over time, they're all identical, and any given site might have gotten shuffled onto any of them.

Mechanicus (Free)- The plane of Lawful Neutrality. An empty void full of gigantic grinding gears that the natives build their cities on top of. The modrons are the plane's self-apointed caretakers, enforcing their own brand of esoteric order that mere mortals can't tumble to. Everything here is regulated here, by laws that seem to exist for no reason other than to have a law about something.

Mount Celestia (Free)- The plane of Lawful Goodness. Called a mountain, though that's only a metaphor for the increasing virtue of each layer's residents. The whole plane is run by the archons, petitioners reborn in the form of spirits who form an army of righteousness to defend the plane. The first layer, Lunia, is an ocean of holy water under a permanently night sky with a mountain-island rising out of it. Mercuria is a land of tall mountains where arms are forged and armies are mustered. Venya is called the pearly heaven because of its pearly white sky, and is filled with wilderness. Solania is a snow covered land with a silver sky, with monasteries on the peak of most of the frozen mountains. Mertion has an even brighter silver sky, and bucks the trend by being a layer of plains with mountain sized domes of black stone in place of mountains. Undead here quickly burn to ash. Like Mercuia, it is notable for its armies. The sixth layer, Jovar, with its sky of glowing rubies and garnets is as high as anyone goes. The seventh layer, Chronias, is known only as a shining light visible from any of the other layers. It is only known at all because Zaphkiel, its Tome Archon ruler, comes back from it occasionally to meet with other high-ups of the plane.

The Outlands (Free)- The plane of Neutrality. It's mostly mundane and uninteresting wilderness, to the extent that a berk might think he's on some Prime Material World. At the center is the infinitely tall Spire with Sigil floating above it. (Only the Clueless ask how it can be infinite if you can see the bottom and top at the same time.) The base of the spire suppresses all magic, psychic and divine powers, even poison. It's where the powers meet on neutral ground to discuss matters of cosmic importance. Coming out from the Spire are concentric rings. Each ring cancels out less and less power, until in the final one magic of all levels is available. Nothing actually marks any of the rings, so the only way to know what ring a basher is in is to try to cast a spell or to ask a Mimir. The outermost ring has a portal to each of the other Outer Planes. People always build a town around it, whose character borrows heavily from the plane on the other side. If its alignment shifts too much away from neutrality, it slides through and a new gate opens. Distance and location aren't sure things in the planes, but they've gone completely barmy here just like on the other planes of pure ethical neutrality. Travel between any two locations always takes a random amount of time around a week or two whether you ride a horse or crawl. Sometimes a cutter can take a shortcut by traveling towards a more distant location and sometimes she can't. You can walk past the final ring for years, traveling through random wilderness, only to turn around and be right back just past the ring of gate towns.

Pandemonium (Free)- The plane between Chaotic Neutral and Chaotic Evil. Pandemonium is the plane of madness, a world of nothing but tunnels filled with the endless howling of the wind. It inevitably drives anyone who hears it to madness, and any experienced guide will have some tick that they only display while on the plane, showing how the insanity has wormed its way into their minds. It's the least populated of all the outer planes due to this. The first layer, Pandesmos, has natural looking tunnels as opposed to the carved tunnels of the second layer, Cocytus. Gravity only goes in one direction in the third layer of Phlegethon, instead of always being oriented towards the closest floor. This leads to many stalagmites that break up the tunnels. The final layer of Agathion has no tunnels, only pockets of air in the rock, which are often used as prisons or vaults to contain things too dangerous to let roam free.

Ysgard (Free)- The plane between Chaotic Good and Chaotic Neutral. It's a home to heroes, where petitioners (the souls of the dead) can duel to the death and come back the next morning. The first layer, also called Ysgard, is filled with snaking "rivers" of earth with fire on the bottom, floating through the sky. The second layer has the fire on the top of the earthbergs, and is mostly noted for being full of fire giants. Though surely someone else must call kip there, or else the lawful evil sods would have dragged the layer to another plane by now. The final layer is Nidavellirr, where norse dwarves and drow live inside the earthbergs. There's no mystery for why they're on this layer though, since the norse dwarves are chaotic neutral and Svartalfheim is secretly the divine realm

of Eilistraee, power of the good drow.

Perks

Prime Requisites (Free)- Even the sodding clueless who make it into the planes (and survive for long) are a cut above your average farmer, and if you're going to be an adventurer of any note you'll need to be too. Pick four out of strength, dexterity, constitution, intelligence, wisdom (really more like willpower and perception, given the barmy plans supposedly "wise" priests keep cooking up), and charisma. You'll receive notable bonuses to these (+8, +6, +3, +3 in game terms), enough that hopefully you won't be entirely incompetent at your chosen job.

Unaligned (Free)- Did you know Psions can't be Chaotic, because it's impossible to simultaneously believe that the Multiverse wasn't made with a purpose in mind while also maintaining personal discipline? (And sod all those Chaotic Githzerai Anarchs who keep their race's cities stable in Limbo through their disciplined mastery of Chaos.) Too bad no one really understands the alignment system, the writers least of all. Indeed, the books seem to outright luxuriate in how dumb, smelly player characters aren't allowed to be Chaotic Neutral Barbarians, even though NPCs can.

No more! You are no longer restrained by alignment restrictions on the powers here. And what's more, those who draw their abilities from the Powers will find they no longer need the connection, and can keep going even in future universes where your high-up is no longer there to empower you as a priest or paladin. You'll even be able to ignore the way that Powers normally limit their followers' priestly magic the further away they get from home. Though you can (and probably should) toggle that effect, as a Power keeping a priest at full strength in a rival plane would be seen as an extremely aggressive flouting of divine covenants.

Blood (0+ CP)- You're at the very least a step above some farmer or cobbler. For free, you are just barely a step up from an apprentice in some combat capable career, the equivalent of a just starting out 1st level character in game terms. But do feel free to be on the upper end of that by maximizing any dice rolls for things like hit points or starting spells known. You'll need it in this world where well lanned priests prepare Resurrection spells every day for when their parties inevitably run into trouble.

The available jobs are divided into class groups, which will matter further down. First is the priest group, which contains the faithful servants of the Powers. **Clerics** are bashers who worship a pantheon, or one god primarily and other members of the pantheon as need arises. In addition to broad access to priestly magic, they are great fighters and can

turn the undead. **Druids** are priests of nature or natural gods. Their magic is restricted to mainly spells dealing with nature, but they gain a number of nature-based powers in addition to pure magic. **Shamans** are priests of primitive societies, whether they revere gods, nature, or ancestor spirits. They are much like clerics, but with more limited access to the esoteric spheres of priestly magic in exchange for more bodily strength. They also don't learn to read like most other classes do. **Specialty Priests** are priests totally devoted to a single power. Each deity has their own variant, with restrictions and additional abilities themed after that specific god.

The rogue group consists of those who get by on their wits. **Bards** are jacks of all trades. They know some fighting, some wizardly magic, some Thief-style skulduggery, and some diplomacy and lore, with unique magic music tying it all together. **Ninjas** are clans of shady warriors. They are like Thieves, except they trade knowledge of magic scrolls for increased proficiency at combat. **Thieves** are the iconic knights of the cross trade. They learn to sneak around, pick locks and pockets, disable traps, and climb walls, as well as how to stick a knife in a sod's gut.

The warrior group is what it sounds like. **Barbarians** are warriors from more savage cultures, who focus on honing their bodies to perfection instead of mastering weapons and armor. They, like Shamans, also do not learn how to read. **Fighters** are the type of cutter you meet all over the planes, someone with a stout arm who's learned how to swing a sword. **Paladins** are holy knights who exemplify Lawful Goodness. In addition to being skilled warriors, they have limited ability to use priestly magic, the ability to call a holy war horse (who will count as a follower), and a plethora of blessings and protections. **Rangers** are the goodly protectors of the wilds. They have extremely limited priestly magic related to plants and animals, cross trade skills like a Thief, animal training, and a specialized fighting style against a single enemy (such as orcs or giants).

The wizard group has one class and a staggering array of specializations for it. **Mages** are generalized spellslingers. Specialist mages trade their ability to learn some types of magic in exchange for the ability to prepare more of their specialty magic at once, which are stronger than those of a Mage. The list includes **Abjurers** (who specialize in protective magic and give up alteration and illusion), **Chronomancers** (who specialize in obscure time based magic but give up abjuration, conjuration, and necromancy), **Conjurers** (who specialize in summoning objects and creatures and give up greater divinations and invocations/evocations), **Diviners** (who specialize in information gathering magic and give up only the one school of conjuration), **Elementalists** (who specialize in one element of magic and give up its opposite, either Air vs Earth or Fire vs Water), **Enchanters** (who specialize in mind affecting magic and give up invocations/evocations and necromancy), **Illusionists** (who specialize in illusions but give up all of abjurations, invocations/evocations, and necromancy), **Invokers** (who

specialize in combat magic but give up conjurations and enchantments), **Necromancers** (who specialize in death magic and give up enchantments and illusions), **Transmuters** (who specialize in magic that changes the world and give up abjurations and necromancies), and **Wild Mages** (who specialize in chance based magic and who uniquely give up nothing but who suffer from their magic randomly going awry at times).

And finally there are **Psionicists**, who are a group unto themselves. They use psychic powers. While priests and wizards are spending hours each morning preparing spells they think they might need later, Psionicists have a pool of energy that refreshes itself throughout the day which they can spend to use any known power on demand. Cheating little pikers that they are, their powers aren't even hindered by the magic resistance that can cripple real spellslingers. The one small mercy their enemies have is that they tend to know fewer sciences and devotions on average than spellslingers know spells.

You can use any number of Kits that your build qualifies you for, if you want to specialize your skillset even further.

But if you're willing to pay for it, you can be a real blood. For **200 CP**, you'll be a moderately experienced basher, the equivalent of having 20,000 experience points in game terms. That would make you level 5 in most classes, but only a level 4 Chronomancer or level 6 in the really easy classes (Bard, Druid, Thief). But you don't need to stay in just one lane. You can distribute your exp however you like, to up to one class per class group. The only restriction is that you have to put in at least enough to make it to level 2, no free claiming all classes at level 1 for 0 exp. If you split it in half, for example, you could wind up as a level 5 priest/level 5 warrior, or level 4 in bard and mage and psionicist. You get the greater benefit of each class, as if you had multi-classed in a mechanically optimal fashion (and sod the fact that only humans are allowed to multi-class instead of dual-class).

For **400 CP**, you're a real blood. Your build is now equivalent to 2,500,000 experience points. Dumped all in one class, you'd be somewhere between level 16 (as a mage) to 21 (bard, druid, or thief). Split two ways, you could be a level 14 mage/level 16 thief. Or you could be roughly level 11 in three classes, level 10 in four or even five.

For **600 CP**, you're one of the true top shelf bloods among mortals. Take heed though: while there's the odd Circe or Hercules who rises to high position through supreme skill, the Planes are mostly run by those who are canny enough to gather followers and shape beliefs, rather than whoever can swing a sword the hardest or cast the biggest fireball. You now have 7,500,00 experience points worth of classes. That's enough to max out any class (except Chronomancer) and probably have some left to spare. You could be a level 30 mage only, but could afford to be a level 30 thief and still have enough left over

to become a level 22 druid at the same time. Split in half, that might make you a level 27 thief/level 20 mage, or split three ways as a level 18 fighter/19 cleric/18 psionicist. Split four ways you could be a level 15 fighter/18 thief/16 cleric/15 mage. Or for the truly indecisive a fighter 14/thief 16/psionicist 15/cleric 14/mage 14.

At **800 CP**, you're no longer a mere planar, but rather an outright power. Only the lowest of them, a demi-power, but still far above any mortal. As a deity, you are immortal. Age cannot put you in the dead book, and even physical destruction will see you regenerate in a few months at most unless it from a potent supernatural source such as a fellow demigod. You can teleport anywhere on the same plane at will and without error and understand and utilize any type of communication (verbal, written, or exotic methods like the light signals that will-o'-wisps beam to each other). You may cast any spell without study, preparation, magic words, movement, or materials. Your reflexes are so great that you will always get the drop on any mortal creature. You have an innate resistance to magic, albeit it is strongest against mortal magic and falters against spells cast by stronger divinities. You are highly resistant to all hostile effects, near to the peak of mortal ability. You may sense anything that happens within a mile of yourself or any of your worshipers, who you can grant priestly spells of up to 5th level. While normally gods rely on the belief of mortals, you will never go tumbling into the Astral Plane as a rocky corpse merely due to a lack of prayer. While you can grow stronger by amassing followers, you will never dip below this level of strength even if you are completely alone. The Lady of Pain does not tolerate powers in the Cage, so you may treat your starting roll of Sigil as instead putting you in your divine realm on your home plane if you don't want her to immediately murder you.

Finally for **1000 CP**, you are one of the highest of high-ups, a greater power. The leaders of great pantheons are your only peers: Zeus, Shang-ti, Brahman, Moradin, Io, or Gruumsh. The class build you'd made previously? That is only the power of one of the 10 avatars you can maintain at once and move throughout the planes at will, requiring only a single day to remake one that was slain. Your magic resistance to mortals is total, while still being great when resisting the magic of other gods. Your ability to resist hostile effects like poison or death magic is superhuman. You can speak directly to anyone over any distance and through any barrier and your ability to teleport can now cross planes. The spells you can grant your supplicants are no longer limited, allowing them to practice up to the maximum 7th level of priestly magic. Greater powers are said to be totally omniscient (though ask the Faerunian pantheon how well THAT claim has been holding up for the past few years). You at least have an Intermediate Power's ability to sense everything in 100 miles of yourself or 100 miles of any worshiper or holy object of any power in the same pantheon as you. In addition to all those improvements, you also have all new powers. You can assume any form, animate or inanimate, create any object or creature they can imagine (though each ton created requires 10 minutes of rest afterwards), and kill or resurrect any mortal being with a

thought. You have infinite mental multi-tasking ability, though your body is no better able to keep up than before. And as a benefit for paying for this, you have no need for belief to keep you at this level of power.

Parasite of Power (100 CP, free The Abyss)- One of the more pathetic strategies for survival and advancement that the Tanar'ri sometimes employ is to become a toady to some Abyssal Lord. These "parasites of power" pattern themselves as closely as possible after their idol and scheme endlessly to earn their favor. Not only are powerful beings more likely to accept your sycophancy as useful instead of insulting, but you actually have an easier time growing your own skills and powers to match those of anyone you are acting as a toady to.

Abyssal Survival (200 CP, discount The Abyss)- Though the stark elemental fury of the Inner Planes may be more immediately deadly, no other plane has the sheer variety of hazards that the layers of the Abyss house, nor the malignant will behind them. Entire layers of magma, poison, darkness, or all of them at once, await those who carelessly hop into a pit on the Plane of Infinite Portals. Only the strong emerge from the crucible of The Abyss. You are completely immune to all passive environmental hazards you find yourself in, whether it be crushing or burning or drowning or even poisonous plants.

Abyssal Lord (400 CP, discount The Abyss)- Claiming a layer of the Abyss as its Lord is more than just marching armies into the place. The power or tanar'ri must wrestle the very will of the layer itself into submission until the land itself recognizes their dominion. You can invoke this same principle elsewhere. You may pit your will to claiming land, with greater willpower increasing the extent of your domain. You can twist your territory to fit whatever debaucheries and horrors you wish, slowly carving it into your ideal kingdom.

Demonic Evolution (600 CP, discount The Abyss)- A basher might wonder why exactly the Tanar'ri are so similar to each other if they're supposed to be embodiments of Chaos. The dark of it is that the Tanar'ri pattern themselves after forms that have proven successful. A weaker fiend will see the seductive allure of a succubus, the tempting cunning of a glabrezu, or the raw fury of a balor and decide it wants those qualities for itself. Over the ages, it will reshape itself into a being that can fulfill its desires. Like a Tanar'ri, you can likewise slowly evolve in a direction of your choosing, endlessly reshaping yourself to improve your body and gain new powers as you prove yourself fit to survive and dominate those around you, even beyond the chaotic energies of the Abyss.

Demagogue (100 CP, free Acheron)- Everyone on Acheron subscribes to a brand of order, but not necessarily the same order as all the others. Whether its the shamans of the Orcs and the Goblinoids whipping their side up into a frenzy against the others or the

leaders of individual armies keeping their men motivated, they need people like you to keep the masses conforming and pointed at external enemies. You're a master of such rhetoric, able to keep up the divide between "us" and "them" and exploit it for all its worth to keep morale high.

Blood Warrior (200 CP, discount Acheron)- The planes are overflowing with cutters who can swing a sword, but barely any of them have a thought for strategy, much less logistics, rattling around in their head cases. You're a cut above them, a masterful general who could make a great splash in the endless wars of Acheron or ably direct even the endless hordes of fiends in the Blood War, where it is said that a warrior must kill a million fiends on their own in a single battle to be worthy of even being a footnote in the history of the whole conflict.

Mercykiller (400 CP, discount Acheron)- The Factions of Sigil are each responsible for running one part of the city. But those philosophers with clubs (the social kind AND the wooden kind) aren't content with just that. They've spread throughout all the planes, being part religion, part social movement, and part political party. The Mercykillers call Acheron kip outside of Sigil itself. They're the Faction devoted to upholding the law no matter what, and you've achieved the rank of Factor, one of their real high ups. And since belief controls reality, having that many bashers believing in you gives you real power. You can Detect Lie on a single question once per day. You may also, twice per day, cause your next action to deal double damage, whether it be swinging a sword, casting a spell, or starting an avalanche. Doing so means that you're going to suffer half the damage you inflict though. Every month, you'll get a vial of blood of justice, a red liquid that if ingested or coated onto a weapon used on a berk, will cause the sod to start confessing all crimes they've knowingly committed in the past 24 hours. And you may partake in a magic ritual with a piece of evidence of a crime or an object belonging to the target. This will create a scroll of Hold Person you can use even if you wouldn't normally be able to, but which can only target the object of your hunt. You can sense your prey's location no matter magical obscurement, but they can feel that you're after them too. And finally, if you've trained as a priest you'll be able to cast the spell Command even if it normally wouldn't be on your spell list. Likewise, if you're capable of wizardly magic you've learned Shocking Grasp in addition to any other spells. All these benefits continue to apply even if you leave the Mercykillers or travel to another setting where they don't exist.

Spell Reversal (600 CP, discount Acheron)- Everything on Acheron is balanced, from the cycle of "day" and "night" to the limit on the number of petitioners who can be active at once forcing armies to execute each other to get new recruits. This applies even to magic. Cast a spell on Acheron and a spell crystal that holds the exact opposing force of that spell will go whizzing off into the void. Touching the spell crystal to the spell's target will reverse its effects. A spell crystal for a curse will undo that curse, while one

for a fireball will heal the damage the fire caused. You can selectively apply this effect whenever you want, causing any nearby spellslingers to have such spell crystals appear whenever they cast a spell.

Epic Passions (100 CP, free Arborea)- Arborea is a plane of deep emotions. Just look at its most famous pantheons: the Elves and the Greeks. You likewise have great and powerful emotions. Some berks would think that was benefit enough, but these will let you dig deep and try just that little bit harder. And you're also immune to having your emotions sucked out, such as by the Gray Wastes.

Divine Beauty (200 CP, discount Arborea)- Arborea is the home to the Evergold, the fabled fountain of youth which is shared by several different goddesses of beauty. You were quite a looker even before bathing in the pool, whose effects were permanent for you. Now you could compare even to goddesses of beauty in just how good you look. Though perhaps its best not to brag about that in front of them, especially Aphrodite.

Sensate (400 CP, discount Arborea)- The Society of Sensation is devoted to the idea that the point of existence is to experience the multiverse. Namers who don't get it descend into hedonism, but those who take the philosophy seriously try to experience as much as possible (even if only through memories stored in crystals, for the paladin who doesn't want to truly kill orphans just to learn what it feels like.) As a Factor in the Sensates, you have infravision and sharp senses. You have a mild resistance to poison. Their knowledge of body language makes them able to occasionally pick up lies. You have the power of the sensory touch: as long as you have time for quite reflection, once per day you can transfer some wounds from another to yourself, though the transferred wounds resist magic healing. And finally you have a knack for picking up local chant and legends just like a bard. All these continue even if you leave the Society.

True Word (600 CP, discount Arborea)- In a ruined town on Pelion, there is a tower that has yet to crumble like every building around it. Once sacred to gods who have long since departed from the plane, the final chamber's walls are covered in the True Words: words of great supernatural potency. You have learned one of these words and some strange compatibility with you means that knowing it will not slowly kill you like it normally would to anyone less than a full Power. Perhaps like the ascended and resurrected Abyssal lord Orcus will soon do, you have learned the Final Word which will kill anyone you say it to, with only a collection of Greater Powers able to counter your ability to murder anyone near you. Or you may have learned another word, one which can level mountains, one that can create life, or one of the many others that allow similar legendary feats when spoken.

Peaceable Fields (100 CP, free Arcadia)- Arcadia is the land of ordered fields, with geometrically perfect rows of trees in square fields surrounded by roads. The lion lays

down with the lamb and all of nature exists only in service to society. You may impart this utopian blessing to any land you administer, ensuring that crops are abundant, animals well behaved, and everything is in its place.

Dwarven Smithing (200 CP, discount Arcadia)- The petitioners of Mount Clangeddin, home of the Dwarven Power of war Clangeddin Silverbeard, have tumbled to a great dark. They know how to forge a purely mundane steel weapon that nonetheless has the enhanced cutting powers of a magic blade while also counting as being made of silver for the purposes of penetrating supernatural defenses. The petitioners arm themselves with such arms when they march off to make war with the Lower Planes. You've learned these secret smithing techniques.

Harmonium (400 CP, discount Arcadia)- The Harmonium is devoted to making sure everyone has the same beliefs as them. They started off conquering their home Prime Material world before spreading to Sigil. Their red armor celebrates how they even brought their local beholders into their fold, though they are less public about how they had to wipe out the elves and gnomes. As a Hardhead factor, you can Charm Person once per day. You receive weapon training that improves your fighting skills with a single weapon of your choice. You are resistant to spells that control emotions. And you can use a special spell called Dicate once per day that forces all listeners to obey one command. Priests can even prepare this spell even if it wouldn't be available to them. These benefits remain even without membership in the Harmonium.

Storm King (600 CP, discount Arcadia)- At the center of Abelio lies the Orb of Day and Night which bathes exactly half of the plane in day and half in night as it turns. Infinitely far away from it in each of the four cardinal directions (but also only a week or two of walking away, that's the planes for you berk) lie the palaces of the four Storm Kings. Each one is responsible for controlling one part of the weather on the plane. The mantles are always passed down to new bashers as the old ones die (which is why there's two women among them despite the title). You've had the title of one of the Storm Kings passed down to you, even if you normally wouldn't be powerful enough for it. As the Cloud King, you could cast any illusion spell at will, as well as Cloudkill, Stinking Cloud, Wall of Fog, Incendiary Cloud, and Solid Fog, as well as summoning or dismissing cloud or fog even over an infinite plane, though you're reliant on the Wind King to move your clouds around. The Lightning King can use Chain Lightning, Control Weather, Dancing Lights, Forcecage, Heat Metal, Lightning Bolt, Power Word (Blind), Protection From Lightning, and Pyrotechnics at will, as well as controlling lightning storms over an infinite plane (though calling lightning without clouds is more difficult.) The Rain King can control rain through the plane, likewise having a harder time calling it without clouds. The title also comes with the ability to use Airy Water, Color Spray, Control Weather, Create Water, Distance Distortion, Free Action, Lower Water, Magic Font, Otiluke's Freezing Sphere, Part Water, Prismatic Spray, Reflecting Pool,

Transmute Rock to Mud, Transmute Dust to Water, Wall of Water, Water Breathing, and Water Walking. Your final option is to become the Wind King, who can cast Air Walk, Airy Water, Clairaudiance, Conjure Air Elemental, Control Weather, Control Winds, Fly, Gust of Wind, Levitation, Wind Walk, Wind Wall, and Wraithform, as well as controlling the wind across an entire plane.

Spellshadows (100 CP, free The Astral Plane)- Whenever a spell is cast, a shadow of it appears on the Astral Plane. Proper study can help a cutter understand what spell was cast and its particulars. Some make a career of being detectives who specialize in magical cases by tracking them down. Even in future worlds, you can find spellshadows of magic cast there if you go looking hard enough.

Mlar (200 CP, discount The Astral Plane)- Having carved out a realm for themselves in an empty silver void, the Githyanki had to improvise quite a bit to keep their civilization going. One such expert of specialized magic is the Mlar, a wizard with an extremely specialized set of talents related to the creation of necessities from nothing. You are a Mlar of epic talent, frankly far past the point where the Lich Queen should have hunted you down to eat your soul if you're a Githyanki yourself. You may use each of these abilities six times per day: Wall of Stone, Stone Shape, Fabricate, implant patterns and decorations on an object, permanently change an object's color, construct a mundane item like a sword or rope ten times as fast as a normal worker, and instantly restore an object that is at least 75% intact. All your creations are twice as durable as normal.

Athar(400 CP, discount The Astral Plane)- The Athar are the Faction devoted to the belief that the powers are frauds and undeserving of devotion and a bit more esoterically to the idea of the Great Unknown of true divinity. They make their home on the Astral amid the corpses of powers who lost all worshipers. As an Athar Factor, you have an immunity to a random collection of priestly spells (Abjure, Augury, Bestow Curse, Curse, Divination, Enthrall, Exaction, Holy Word, and Quest). You are also immune to any priests, spirit servants, or powers who would use divination to spy on or inspect you, while having a bonus to resist any other kind of magic from them. You and three other mid-ranking members of the Athar (post jump any three allies) have a special minute long ritual in which you encircle a foe and concentrate in order to banish them to the realm of the power they serve. Petitioners (the souls of dead berks) are stuck there for a year, while spirits are stuck for a month, and proxies (bloods who have the direct divine blessing of their power and serve as their highest heralds and agents) are imprisoned for a week. For every ally above the minimum who helps out, the harder it is to resist.

Mind Over Matter (600 CP, discount The Astral Plane)- The Astral Plane a basher observes is all just a mental construct to grasp a plane where space doesn't exist. Even your own body is purely a figment of your imagination, which is why your brains

determine how strong it is. Intelligence takes over for the strength of your muscles, while wisdom replaces your dexterity. Movement comes from willing it, rather than pumping a body's legs, and can propel you in any direction without regard for gravity, which does not exist. With practice (which you have), you can fly about 33 miles per hour purely by thought. You can bring this state with you, toggling its changes on or off at will no matter where you are.

Politician (100 CP, free Baator)- What better place than Hell to learn the art of politics? You have a silver tongue and a keen political mind like a baatezu who has trained in Grenpoli the City of Diplomacy where the fiends go to be lanned in the art of the politics.

Memory Loss Immunity (200 CP, discount Baator)- The River Styx flows through the Lowe Planes, forming a dangerous pathway between them. That danger comes from the river's water itself, which will rip the memories from anyone who touches it. And the Styx's headwaters are the layer of Stygia in Baator, where the Amnizu replicate its memory draining powers with their touch. You are totally immune to all efforts to remove your memories.

Spiritual Engineering (400 CP, discount Baator)- While the Tanar'ri guide their own evolution as individuals, Baatezu perform torturous rites of spiritual surgery to promote their inferiors from one station to another. Lemures are forced to fight each other to the death, after which the winner has its skin scraped off to reveal an abishai beneath, while an abishai being promoted to an erinyes is subjected to tortures by kocrachons on the Knoll of Blades to give it fair features and a more complex true name. And these are not entirely static procedures, but are subject to experimentation that can produce variants such as cornugons who shoot bolts of acid instead of lightning, marked by a browner tint to their scales, which do not cover their hands or baatezu who are constantly shooting Magic Missiles from their blind eyes. You not only know all these rituals, but can even learn to apply them to other types of spirit.

Dark Nine (600 CP, discount Baator)- Eight Pit Fiends lead Baator's war effort against the tanar'ri. Baalzephon (supply), Corin (espionage), Dagos (strategy), Furcas (mortal diplomacy), Pearza (research), Zaebos (promotions), Zapan (immortal diplomacy), and Zimmimar (morale) have allegedly been leading their respective bureaus since the council was founded, though in truth only Baalzephon is the original. You are the equal to each of these dark luminaries in their fields of expertise, able to run any of these functions for a polity as massive as Baator in a war as massive and endless as the Blood War.

Wylder (100 CP, free The Beastlands)- The Verdant Guild is a Sect, which is like a Faction except largely localized to a single plane. The Wylders believe in the sanctity of

nature. Members all learn wilderness orienteering and how to build a mask that lets them speak with one kind of animal, though you at least have the power to build a mask that works with all animals instead of just the one it depicts.

Speaking Beast (200 CP, discount The Beastlands)- The Clueless are often shocked when an animal on the Beastlands opens its mouth and speaks to them. Petitioners who make it to this plane always take the form of some natural animal but retain their intelligence. You likewise retain the power of speech no matter what form you take.

The Sign of One (400 CP, discount The Beastlands)- How can belief control reality? The Signers believe that the dark of it is that the whole multiverse is nothing but the dream of one basher. They don't know who it is, other than that it's "obviously" a member of the Sign of One. As a Factor, you have an automatic chance to see through illusions, even without having to interact with them like normal. You can also imagine nearly anything you want into existing or happening. You can replicate the effects of any spell at will, simply based on the power of your imagination (ie your intelligence and wisdom). However, each time in the same week you try to imagine something it gets harder and harder. Should you ever fail, you'll lose the power to imagine things entirely, it requiring extreme lengths of time and development (equivalent to gaining a level) to restore it. And there's a 5% chance every time you do it that you'll accidentally imagine a multiverse without you in it, instantly annihilating yourself, no save. Both these powers persist even without membership in the Sign of One.

Chimera (600 CP, discount The Beastlands)- Lots of cutters on the Beastlands are a mixture of man and animal, from the humble bariur up to the Animal Lords that appear as humans with traits of the animal they represent. You can now mix and match your alt-forms at will to turn yourself into whatever kind of weird chimera you want or make use of the powers of one alt form while wearing the guise of another.

Crafter (100 CP, free Bytopia)- Bytopia ain't a plane that looks kindly on adventurers and knights of the cross trade but a place that hands a sod looking for handouts a broom or an axe and tells them to get to work. You're a master of every mundane craft available to medieval-style societies, from smithing to cobbling to candlestick making and baking.

Merkhant (200 CP, discount Bytopia)- The Merkhants are a sect not particularly tied to any one plane, but they certainly appreciate Bytopia as a place to pick up high quality goods and food to resell. As a member of the Merkhants, you can instantly appraise the value of any gem or art object on sight, something you'll retain even without membership in the Merkhants. But more than that, you're actually a master merchant who is amazing at making jink from trades.

A Peaceful Life (400 CP, discount Bytopia)- Bytopia isn't a plane of great quests and

crusades but of simple life. As long as you're not being targeted specifically, natural disasters will leave you and your property undisturbed. You won't contract the plague, floods will miraculously pass your farm by, and a rampaging army of rampaging fiends will decide to turn their depredations everywhere else before the place you call kip.

Toggle (600 CP, discount Bytopia)- Bytopia offers a life of humility and honest work, something an epic adventurer may have long forgotten. But now you can fit in, because you can at will toggle any of your powers or perks on or off, setting them aside for a time.

Grudge-bearer (100 CP, free Carceri)- Hate. It's what Apomps feels for his Baernoloth brethren who exiled him when his Gehreleth creations were tainted with Chaos. It's the emotion the Titans nurse towards the Greek Pantheon who overthrew them. It's the spiteful feeling that keeps everyone on the plane warm at night as they cast their envious gazes on those who can freely come and go from their prison. Like them, you can choose to keep your rage towards those who have slighted you burning like a cold black flame no matter how long it takes to get revenge and you receive a slight bonus towards all actions undertaken in the name of revenge.

Plotter (200 CP, discount Carceri)- Many on Carceri have a lot off time to sit and dream up schemes of escape and vengeance. You are a master of elaborate plots, especially ones devoted to escaping imprisonment, and can leave your foes gobsmacked with just how many wheels within wheels you can have spinning towards your secret goals.

Revolutionary League (400 CP, discount Carceri)- The Anarchists believe that all the other Factions, and all other forms of authority at all, should be destroyed. They obviously aren't well accepted anywhere, which is why they use Carceri as their hideout. As a member of multiple cells (making you as close to a high-up as the Revolutionary League has), you are a master of disguise and infiltration of other groups as well as being highly skilled in rogue type activities. You retain these benefits even if no longer an Anarchist.

Prison Plane (600 CP, discount Carceri)- Carceri has an odd property: whenever anyone is imprisoned there, the plane keeps them trapped until they're stronger than the berk who threw them in. The Titans have been trying to overtake the Greek Pantheon for ages, but insidiously there's few ways for a berk on Carceri to get that strong. Now you can enforce the same effect. When you imprison someone, they will be unable to escape unless they become stronger than you.

The Traveler's Way (100 CP, free Elysium)- Speed won't get a berk anywhere on Elysium. Journeys are decided by what's called the Traveler's Way. A cutter who stops

to do good deeds, like fixing the wheel on a merchant's cart or healing an animal with a broken wing, are sped quickly to their destination, while a vile fiend invading from the lower planes will spend eternity going in circles. You can apply the positive aspect of this to yourself and groups traveling with you. The more good deeds you perform while traveling, the more distance will warp to make your travels faster.

Spark of Life (200 CP, discount Elysium)- Once, a collection of lawful Aasimon came to Elysium to build a fortress where they intended to guard powerful magic items. Taking the plane's mud and light, they created an army of golem-like beings called the Quesars. Though they were initially happy to serve their creators, they eventually began to question their purpose in life. The Aasimon turned to violence to force them back into compliance, until the powers rebuked them. While you do know the ritual for making more Quesars, it requires the substance of Elysium to work. More importantly, you can work a days long ritual to grant a similar victory of Neutrality over Law by inspiring entire races to throw off their chains, undoing mind control or built-in limitations to allow others to make their own choices.

The Transcendent Order (400 CP, discount Elysium)- The Ciphers believe in a strange philosophy of thought without action, allowing the multiverse to guide them instead of wasting time trying to puzzle things out themselves. As a Factol, you can enter into a trance of pure thoughtlessness in which your reflexes and defenses against mental magic are greatly sharpened.

Celestial Imprisonment (600 CP, discount Elysium)- An ancient group of Guardinal leaders sacrificed a layer of Elysium to serve as a prison for monsters too mighty to destroy. You can likewise teleport an enemy and yourself away after a period of fighting great enough to show your superiority, even if you are unable to deal a killing blow. Your destination must not be substantially more deadly to your target than where it currently is, and its you're responsible if you want to find a way to keep it from wandering out of its new prison.

Phased Blocking (100 CP, free The Ethereal Plane)- A berk might think that a guard standing in a doorway would be no obstacle at all to a basher who was on the Border Ethereal. But it just ain't so. A berk on the Border Ethereal can't approach closer than a foot to a body on the other plane it overlaps. You can carry this effect with you, preventing anyone who is phased out of reality or in a partially co-located one from coming near you.

Protomatter Collection (200 CP, discount The Ethereal Plane)- The mists of the Ethereal Plane are constantly compressing into pellets of prima materia, which usually evaporate just as quickly. This protomatter is usually white with blue highlights and can be formed as easily as cupping your hands together with force. Only one out of a

hundred such samples will avoid near instant evaporation, instead transforming into quintessential protomatter. This cork-like state can be deformed by the pressure of a hand and the technique of vapor weaving (which you have learned) allows you to work it into nearly any kind of object, which have a small chance of manifesting a random supernatural power on par with minor magic. It reverts in a couple of days, though very rarely it will transform into stable protomatter, a permanent state with the consistency of metal covered by leather. If you're a spellslinger, you can get more out of this. Any illusion spell can be used to instantly carve quintessential protomatter into any shape you imagine and there's a specialized Stabilize Ether spell to transform it into stable protomatter.

You can produce protomatter on any plane and protomatter you produce will not instantly evaporate if taken out of the Ethereal.

Believers of the Source (400 CP, discount The Ethereal Plane)- The Godsmen think that reality is a test and that a cutter will reincarnate up and down a ladder of forms. (And sod all those powers and druids who say that reincarnation doesn't work like that, the petitioners who think they'll merge with their planes or gods, or the Animal Lords who say that animals always reincarnate as the same animal.) To them, even the powers are a step away from being reborn into even more transcendent forms. As a Factor in their faction, you have a reputation for fairness that makes others like you, a reputation you'll carry even in future worlds. But you've achieved something only the previous Factol was able to: you can grant those who pray to you priestly spells just like a real power could. These effects persist even without membership in the Believers.

Dream Burst (600 CP, discount The Ethereal Plane)- The Wall of Color where people project their minds during sleep lies on the Ethereal Plane. Sometimes something breaches it, and dreamscapes go floating out into the Deep Ethereal, spewing out all kinds of fantastical landscapes and creatures for Ethereal explorers to stumble across. Such are the origins of locations like the fairytale realm of Anavaree hosted by the damaged mind of a woman trapped in suspended animation on a desolate Prime Material world. You can invoke this at will. Even in future worlds where dreams work differently, you are a lucid dreamer who can cast aspects of your dream out into the real world, spinning them out of Ethreal proto-matter in masses as large as full dreambergs to appear beside your real body.

Willpower (100 CP, free Gehenna)- Gehenna is the plane of willpower, of crushing every other piker underneath your heel. Your willpower is nearly divine (a saving throw of 1 vs Paralyzation, Poison, or Death Magic in game terms) and can always be used to resist magic that would control your mind in place of any other property of yourself such as general magical defense, as long as doing so would be an advantage.

Running a Peel (200 CP, discount Gehenna)- The Yugoloths seem to be behind just about everything in the planes if a cutter digs deep enough. Sure, they con the Baatezu and Tanar'ri often enough, pledging to fight for one side only to switch to the other at just the right time to keep the two sides balanced. But it goes much deeper than that, lies within lies within lies that have the whole multiverse dancing to their tune. Why, even the idea that fiends can Teleport Without Error is just one big peel the Yugoloths are running. And now you're the equal of any Ultroloth, able to keep the wool pulled over the eyes of your victims while you expertly pull their strings.

Fiendish Necromancy (400 CP, discount Gehenna)- Soon the Tanar'ri god Orcus will rise from death and make a splash around the multiverse with the undead fiends he will call Visages. But this seemingly impossible feat of necromancy is something the Baernoloth Daru Ib Shamiq has long ago mastered, keeping undead Yugoloths as his guardians. Like these two, you have learned how to turn the arts of necromancy to even the spiritual "bodies" of fiends, creating truly bizarre and terrifying creatures.

Heart of Darkness (600 CP, discount Gehenna)- Though the Baernoloths were the original spirits of Neutral Evil, they were born impure, tainted with equal parts Law and Chaos rather than being devoted purely to Evil. It was the General of Gehenna who forged the dread necklace called the Heart of Darkness which cleansed its forebears and the entire Yugoloth race of this contamination, simultaneously casting those energies into Larvae and dumping them into Baator and the Abyss to spawn the Baatezu and Tanar'ri, thereby infecting those planes and setting up the ultimate victory of Evil. You have learned the dread rites by which the General accomplished this, of how to cleanse a soul entirely of ethical energies and birth entire races of fiends.

Gray (100 CP, free Gray Wastes)- The Gray Wastes bleed a sod not just of color but emotion. Someone left subject to its influences for too long can hardly feel anything. It's a state the Yugoloths idolize for its detachment if not its indolence, as they too work to purge themselves of emotions. You can, at will, tamp down on your own feelings, obtaining a perfectly cold and calculating state of mind.

Larva Creation (200 CP, discount Gray Wastes)- Night Hags have the unique ability to kill evil mortals in such a way that their soul is transformed immediately into a Larva, no matter its natural destination. Such victims then join the Night Hag's vast herds of natural Larvae that arrived on the Lower Planes in the forms of worms with mortal heads, which the Night Hags sell as arcane fuel sources and fodder for creating the lowest kinds of fiends. You can replicate this feat in an even more despicable way. Whenever you kill anyone, you may choose to immediately turn their soul into a Larva.

Plague Master (400 CP, discount Gray Wastes)- The original seat of Yugoloth power before the General of Gehenna moved to its eponymous new home was Khin-Oin, a

miles high tower in the form of a spinal column. At its top sits the Siege Malicious, and whichever Yugoloth claims that throne for itself is called the Oinoloth, master of the layer of Oinos's endless plagues. Somehow, you have claimed the Siege's powers without the attendant wasting curse that afflicts its master, nor are your powers relegated to only Oinos. You can create and spread deadly diseases even across an infinite plane.

Hag Rituals (600 CP, discount Gray Wastes)- The Night Hags, despite their relatively humble strength compared to fiends, are the effective rulers of the Gray Wastes. Their power comes not from their skill at combat, but the truly astonishing knowledge of rituals and souls. Ravel Puzzlewell was able to enchant a man so that he would be immediately resurrected every time he died, with some other random sod in the multiverse dying in his place. Styrix was able to, when trapped in the Demiplane of Dread, construct a machine powered by captive souls that would allow her to give the laugh to even that realm's Dark Powers. And when a Yugoloth wants to become a high up of their race, they must make a pact with a coven of Night Hags who will boil them in a cauldron lit by burning Larvae until they are transformed into a unique Altraloth. You are wise in the ways of the Night Hags' twisted rituals, able to perform similar uncanny feats powered by captive souls.

Elemental Guide (100 CP, free The Inner Planes)- A basher would do well to find an elemental as a guide when traveling the Inner Planes. It's not just because their presence can save a cutter from the natural dangers of their home plane. See, there's more dimensions to the Inner Planes than a foreign basher can see. Take the Paraelemental Plane of Ice for example. In addition to the normal directions of up vs. down, forward vs. backward, and left vs. right, there's also the directions of air vs. water, lightning vs. salt, and steam vs. vacuum. Head far enough in one of those directions, and you'll eventually come to the border region for the corresponding (Quasi-)Elemental Plane. You would make a fine tout to the Inner Planes regardless of if you're an elemental, as you have a natural understanding of and ability to navigate in higher-dimensional spaces, as well as the ability to share your defenses and immunities to hostile environments with those who travel with you.

Elemental Conversion (200 CP, discount The Inner Planes)- The elementals have their own societies and even wars. A cutter might think these battles would look quite silly, what with how, say, a fire elemental can only attack by setting things on fire, to which all its fellow fire elemental enemies would be immune. The dark of it is that elementals have the power to convert their attacks to pure physical force while on their home plane. You have a superior version of this same ability, able to convert the damage of any attack you do between physical force and any of the 18 types of damage associated with the inner planes.

Doomguard / Dustmen (400 CP, discount The Inner Planes)- Two different factions

make their kips outside of Sigil in the Inner Planes: the Doomguard on the negative Quasielemental Planes and the Dustmen on the Negative Energy Plane. You're a Factor in one of these of your choice, with your powers in either case persisting even without continued membership. You can repurchase this perk, undiscounted, to also be a member of the other.

The Doomguard, so named because they were originally a cult devoted to stopping the apocalypse, believe that reality is ending and that this is desirable. Not out of any belief that existence is wrong, but only because that's the natural course of events. They break down internally based on those who think the destruction needs to be sped up, is on schedule, or should be slowed down. As a Sinker, you are well trained in fighting with a sword. Once per week, you can attempt an Entropic Blow against a foe who opposes at least one axis of your alignment (chaotic vs lawful or good vs evil). This blow will remove half of the target's health. You may sift through the remains of any object that was destroyed in the last thousand years to get a psychic impression of what caused the destruction, with priests additionally being able to do the same for corpses. By meditating over them, you may even view, hear, and smell the event at five times speed, or even go back in time to when it was destroyed (albeit with no way to travel back to the present). And finally you know the secret method of peeling a patch of skin off a basher to forge an Entropy Blade for them. Each one is created to deal with a single threat and crumbles to dust when that threat is destroyed. They are all enchanted +2 swords (immune to losing bonuses from being brought to planes distant from where they were forged), +4 against their specific target and have special powers based on which plane they were forged on, though you can forge any type on any plane. The four types are ash blades (resistance to fire and Chilling Touch three times per day), dust blades (immunity to earth or stone attacks and Disintegrate once per day against stone or earth only), salt blades (resistance to water attacks and three time per day either Destroy Water or Lower Water), and vacuum blades (immunity to gas attacks and Ray of Enfeeblement three times a day, though on touch of the sword instead of as a ray).

The Dustmen on the other hand believe that what bashers know as the multiverse is actually a purgatory realm between true reality and the ultimate afterlife. Since we're all already dead, they reckon they ought to let go of our passions and obsessions with this temporary real, becoming so stoic that they will eventually pass on like a ghost who fulfilled its purpose and enter the true afterlife. As a member of the Dead, you benefit from the Dead Truce which prevents mindless undead from attacking you unless you attack first. You can also control undead like (but better than) a level 30 cleric.

Elemental Extremity (600 CP, discount The Inner Planes)- Certain parts of the Inner Planes express the nature of their element so furiously that even the natives are in danger, and you can impart a similar effect on your own elemental powers. This doesn't make them deal more damage to your average unprotected human berk. For elements

that will naturally affect a body, this will generally improve potency so that they can affect more than they normally would. Their a parts of the plane of Fire that are so hot they'll burn even natives, the plane of Positive Energy will fill a basher with so much life energy she explodes, while the center of the plane of Ice is so cold it will freeze even thoughts and concepts, producing chunks of frozen Hope or Left that spellslingers use to enchant items. Elements that are normally harmless instead start emanating their nature in a harmful way. The planes of Mineral and Dust make more of themselves by petrifying or disintegrating visitors respectively. Salt will suck the very water from a cutter's body, while Ash's nature as the remains of fire causes it to leech heat from what it touches.

Slaad Conversion Immunity (100 CP, free Limbo)- The Slaad are the true natives of Limbo and pour forth from the chaos of Limbo to make more of themselves. But you are immune to the two vectors of their infection. Eggs and parasites that would grow in your body find no sustenance instead and you are immune to magical diseases that would transform you, such as into a Slaad or Lycanthrope.

Anarch (200 CP, discount Limbo)- The dark of surviving in Limbo is that a cutter can impose her will on the chaotic soup to form a livable environment. This is how mortal races like the githzerai make a home for themselves there. And a few lucky bloods find they have a natural knack for it, able to dream up whole cities and keep them in place even while they sleep. You are not only one of these Anarchs, despite the fact that only Chaotic individuals qualify, but you've managed to obtain training from the githzerai Anarchs' Guild, making you a true top self Anarch who can subconciously concentrate enough to create and hold together whole wondrous cities. What's more, you'll find that even in future worlds, similar realms of Chaos will be amenable to your Anarch talents, allowing you to shape them as well.

Xaositect (400 CP, discount Limbo)- A Faction of people who wish they were barmy, the Xaositects try to embody chaos through random action. That's really all there is to know about the Chaosmen. The ones who don't tumble to the real philosophy are just annoying in how they try to be random, while the true believers are terrifying bashers who might do anything. As a Factor, such as it is, in the Chaosmen, you can use Babble (the reverse of the spell Tongues) to confuse all speech near to you once per week and Confusion once per day. You are permanently protected from scrying by Nondetection, but only against lawful spellslingers. You may randomly scramble the order of words you speak, in a way that other Xaositects naturally understand. And lastly when you consider the location of a lost object, you may find you instinctively know its location.

Primordial Chaos (600 CP, discount Limbo)- The very existence of Limbo is a failure of Chaos. Jazirian and Ahriman, the original spirits representing Lawful Goodness and Lawful Evil respectively, took each others' tails in the shape of the ouroborus and forced

the realms of the alignments into the orderly ring they form today. With this, Chaos can finally fight back. You may choose to enact a great ritual that will transform an area up to the size of a country into a land of pure chaos that has all the properties of Limbo. This is only the ideal case, if everyone there is as devoted to Chaos as the Xaositects are, with the area affected scaling exponentially downward the less Chaotic the residents are. On Mechanicus, you'd only be able to bring chaos to a small room per casting.

Universal Translation (100 CP, free Mechanicus)- It'd be a sodding mess for the natives of Mechanicus to try to impose their laws on berks who couldn't even understand them. That's why the plane makes sure everyone can understand everyone else's words. You can carry this effect with you wherever you go, enabling you to understand anyone and make yourself understood in turn no matter what language others can speak.

Mathematician (200 CP, discount Mechanicus)- The Mathematicians are a sect that have quasi-broken away from the Fraternity of Order. They believe that everything that can be imagined exists somewhere in Mechanicus and that mastery of math will let them use numerology to find it. But ironically perhaps the greatest mastery of math belonged to a prime named Moigno. So great was his understanding of math that upon his death his knowledge transferred to Mechanicus where it became an incorporeal spirit of math also named Moigno, which made more of its kind until the new race almost replaced the Modrons as the dominate order of Mechanicus. You have a similar genius grasp of mathematics, as well as the ability to calculate new Moignos into existence.

Fraternity of Order (400 CP, discount Mechanicus)- The Guvners believe that all reality is governed by laws, both political and natural, and that by learning them a cutter can manipulate reality. As a Factol, you can use Comprehend Languages and Item once per day, with the later lasting a full 24 hours. You can also research the laws of reality to find "loopholes." Each one is roughly as powerful as a spell might be (though they are not actually magic themselves), and they all require significant research to uncover. And each loophole has an increasing chance of snapping closed as it is used repeatedly. These abilities continue to function even if you are no longer a member of the Fraternity.

Clockwork Nirvana (600 CP, discount Mechanicus)- The residents of the city of Delon-Estin Oti have become so attuned to their own order that they can predict the flow of their own lives. Everyone just knows where to go and what to do, with whole conversations occurring via no more than a sigh and a raised eyebrow. You have attuned yourself to this order and are able to predict a cutter's future based on observing just a few phenomena. At best, for someone who is Lawful, you can predict their next week. For those who are Neutral, it's only the next day, while you're unable to predict the futures of the Chaotic. In a fight, your uncanny foreknowledge of your enemies makes you slightly more accurate, at least if they're Chaotic. If there's only Neutral or Lawful

enemies, your reflexes are great enough to always slip in a blade at just the right time to disrupt a spell or get the drop on your foes, and your accuracy at both landing your own strikes and avoiding theirs is extreme, again more-so for the Lawful than the Neutral. And you can train others in this perfect order to grant them the same benefits.

Symbol of Virtue (100 CP, free Mount Celestia)- The Archons (save the Lanterns) all have metal accouterments that form part of their bodies. These accessories start out as lead and advance through seven types of metal depending on how virtuous the Archon is, with platinum Archons who prove their worth being promoted to the next highest station to start over again at lead. Like them, you can selectively cause anyone who sees you to intuit not only your Dungeons and Dragons style alignment but exactly how devoted to that alignment you are, from lackadaisical to fanaticism equal to the most inhumanely devoted of spirits.

Divine Pardon (200 CP, discount Mount Celestia)- Mount Celestia can be a stuck up and even self righteous place. What kind of Heaven throws out a loyal Archon for selling weapons to devils when many of the very Powers themselves advocate that the Blood War must continue for the survival of the entire multiverse? Luckily, divine and holy forces of authority are more understanding when it comes to your actions, tending to view even your screw-ups in a positive light and being far more generous with rewards, at least as long as you aren't actively turning stag on them.

Paths of Virtue (400 CP, discount Mount Celestia)- On Mount Celestia it is possible to swear yourself to a path of virtue, a code of ethics that guides and empowers you. This is especially important for the Archons, as it's how they advance, but anyone can follow a path as long as they remain on Mount Celestia. Swearing yourself to a path gives a bonus to one aspect of yourself and allows you to learn spells like a cleric without any special study. You may maintain your path even outside of Mount Celestia. The paths are the Five Virtues (enhances strength, requires honesty, charity, hope, moderation, and tolerance), Valor (enhances dexterity, requires good deeds done every day), Renunciation (enhances constitution, requires charity for any who ask, poverty which involves begging for meals and lodging and owning no more than one set of clothes and weapons, and mortification of the flesh), Gnosis (enhances intelligence, requires constant learning, faith, and ritual in a life of monastic study), Mystic Union (enhances wisdom, requires meditation, cleansing, emptiness, fasting, and trances), and the Eightfold Path (enhances charisma, requires patience, pacifism, courage, joy, discipline, generosity, kindness, and teaching others).

Archon Transformation (600 CP, discount Mount Celestia)- It's no wonder so many sods turn to undeath even as they live in the afterlife. The only way to avoid eventually being absorbed into one of the planes is to merge with your patron Power. If a cutter's lucky, she might be turned into an Aasimon on the upper planes or a Baatezu or Tanar'ri

on the lower ones. But ironically, despite being a plane of Law, Mount Celestia is the one place where a cutter will automatically become a Lantern Archon and achieve eternal life as (more or less, ignoring the amnesia) herself. You can grant this glorious transformation to anyone who follows you (whether as a religious figure or something more political). They will pop back into reality as a Lantern Archon after death so long as they are willing, and it will happen regardless if they were going to be obliterated, so no worries about losing souls to false promises of paradise. Of course, if they aren't Lawful Good there's no hope for them to advance, and even if they are it'll take ages.

Concordant Opposition (100 CP, free The Outlands)- The Rilmani are the native spirits of the Outlands, who claim they're responsible for keeping balance in the multiverse. They're probably far less important than they rattle their bone-boxes about, especially considering how much more powerful Evil is than Good. Still, you at least have a knack for seeing how to keep forces in balance, using assassination and guile to keep two (or more) sides on the razor's edge of opposing each other without tipping into victory for either side.

Gate Towns (200 CP, discount The Outlands)- All of the land in the outer planes is subject to sliding to another if its morality tilts too far in a foreign direction. But nowhere is it as expected or as ritualized as the Outlands' Gate Towns, where each one grows up around a portal to one specific other plane from which it inherits its character. Now you can take this feature with you to other settings. When you make a roughly city sized area match another plane's features, turning it into essentially a Hell on Earth (or an Earth on Hell), you can send it careening into the other plane, where it will peacefully slot itself in.

The Free League (400 CP, discount The Outlands)- Several hundred years ago when the Lady of Pain suddenly decreed that the Factions of Sigil organize themselves down to only 15 it had the logical, if only in retrospect, consequence that many smaller Factions joined together in a new group advocating for everyone's right to think for themselves. The Free League barely exists as an organized Faction, instead of as a collection of mildly affiliated free thinkers. Nevertheless, as a respected Indep you are more resistant to charms and other mind-affecting powers, able to possibly protect yourself from them even if they normally would have worked automatically. You're equally hard to convince of things through debate or lies, and don't have to worry about buying snake oil from a huckster at the bazaar. All these effects stay with you even without membership in the Free League.

Heir of Pain (600 CP, discount The Outlands)- For no discernible reason, you seem to have just manifested a collection of powers that mimics those of the enigmatic Lady of Pain who is the de facto "ruler" of Sigil, a position that mostly involves passing on a small number of edicts through the Dabus and then violently (but serenely) floating past

anyone who violates them to flay them alive. First, your shadow can cut anyone who it falls across. You won't be murdering Greater Powers like this though, as your cuts are only as deadly as if you were swinging a blade with your own arms. Second, you can condemn a target inside a city to a custom Maze. This creates an extradimensional space that replicates the style of the city, creating a "maze" of urban architecture. There's always a portal that leads out though, if the victim can find it. They must be alone in the moment you strike, and they're unaging with no need for food or drink for as long as they're mazed. And your mazes are not as huge or fiendishly clever as the Lady's, so expect a determined cutter to eventually find the way out. And you can't maze the same person twice. Finally, you have a power that only a few suspect of the Lady herself. You can create deadly plagues that spread among and only target members of certain organizations, much like the plague that culled the numbers of the early Free League until it was roughly as large as the other factions. Though your plague will be survivable by those who are tough or lucky enough.

Madness Immunity (100 CP, free Pandemonium)- Pandemonium is the plane of insanity, where the eternally howling winds will eventually drive any cutter barmy. You however are immune to any form of insanity or mental defect, whether it arise naturally, through a hostile spell like Chaos or Feeblemind, or the very winds of Pandemonium.

Vault Thief (200 CP, discount Pandemonium)- Agathion is the storehouse of the powers, where high up bashers across the planes seal away dangerous artifacts and monsters. You never know what you'll find when you enter one of the layer's small caverns. But you have extreme luck when it comes to exploring dark dungeons for treasure. If you're the one who goes poking around Agathion, you're far more likely to find the cavern with the priceless hidden treasure than the one with an insane monster that will try to eat you the moment you enter its prison.

The Bleak Cabal (400 CP, discount Pandemonium)- The Madmen are a faction that believes there's no meaning to the multiverse. There's no great dark to be uncovered or secret that will give a berk ultimate power over reality. What you see is what you get and it's up to you to find a reason to keep going. As a Bleaker Factor, you are immune to supernatural abilities that cause insanity and offensive psychic powers that target the mind. You're also able to apply your defenses against magic against attempts to merely read your mind. And with a several hours long ritual, you can transfer the insanity of another poor sod to yourself, driving you crazy for a couple of days in their stead until processing it so that you're cured too. And if you're a mage, you've been taught two new spells: Despair which inflicts its namesake emotion and Howl of Pandemonium that summons winds like the plane's to assail your foes. All these effects persist even without the belief of the Bleak Cabal to enable them.

Howling Depths (600 CP, discount Pandemonium)- The endless howling of

Pandemonium's winds have never left you, and now you can bring them along in a literal sense. At will, you can summon the winds of Pandemonium to blow in whatever direction you wish for miles around, buffeting unsuspecting sods and eventually driving them mad if they stay within long enough.

Ring Giver (100 CP, free Ysgard)- A Sect rooted in Norse culture, in which a Jarl becomes a ruler by giving rings (symbols of office) to thanes. The Ring Givers take this to the extreme, believing that by living in poverty and giving everything to others, the multiverse will karmically repay them. Even if not a member, you benefit from the way people who they give gifts to feel compelled to like and even repay them. Luck itself bends to ensure your generosity is repaid, which is how the Ring Givers somehow wound up owning the Fated's original headquarters after giving everything the sect owned to the rival Faction.

Heart's Desire (200 CP, discount Ysgard)- The Infinite Staircase is a lesser known planar pathway. Starting in Soma and Selune's realm, it has a landing that leads out to every city in the multiverse. An even more hidden dark of the place is that it will, just once, open a way to whichever city holds a cutter's heart's desire. You can likewise summon a stairway, once per jump or once per decade post-chain, which will lead up to a portal to whatever city contains your heart's desire.

The Fated (400 CP, discount Ysgard)- The Takers are a faction that believe that it's every sod for themselves. All you can count on is your own skill, so you'd best decide what you want and take it. As a Factol, you've learned a large number of skill, perhaps even ones not normally associated with your class. In addition, you've learned how to haggle well and to pick pockets. These abilities stay with you even without membership in the Heartless.

Endless Heroism (600 CP, discount Ysgard)- The petitioners of Ysgard do not fear death and imperfect merger with their plane like others do. Whenever one of them dies, they come right back to fight again the next morning. You also benefit from this, returning from death with the next dawn. Once per jump, this will even prevent your chain from ending due to your death.

Items

You get one discount for each price tier. Discounted 100 CP Items are free. Regular magic arms and armor will lose their power as they are taken far from the plane on which they were enchanted, but Items purchased here are always at full power no matter they go.

A Priest's Kit (100 CP)- You have a collection of minor magic items useful to priests.

First is a Ring of Fire Resistance, which makes the wearer immune to mundane fires and provides some protection against even extraordinary flame attacks. Second is a Pearl of Wisdom, which grants +1 Wisdom when carried with you after an initial 30 day attunement period. Then there are items to aid in meditation. The Candle of Invocation which can last four hours, providing a priest who lights it two levels worth of extra experience. You may snuff the candle out instantly to cast a Gate spell, calling a powerful spirit of your alignment to you. Your candle always works for you, regardless of alignment. Incense of Meditation, of which you have eight blocks, will empower your priestly magic for one day after you spend eight hours meditating and praying within it. The Candle and Incense both respawn a week after use.

A Rogue's Kit (100 CP)- You possess an enchanted +1 ranged weapon. For equipment, you have a +1 Ring of Protection that provides minor protection from all harm and Gauntlets of Dexterity II, which provide +1 Dexterity (more if you have low to average Dexterity) and aid in picking pockets and opening locks.

A Warrior's Kit (100 CP)- You posses enchanted arms and armor. You have a +1 melee weapon and set of armor, both of your choice, and either a second +1 melee weapon or a +1 shield.

A Wizard's Kit (100 CP)- You posses a Robe of Protection +1, which will provide minor protection from all harm. More importantly, you have something you will get nowhere else: a small pouch that will help you avoid the problem of where to get bat guano on the Plane of Fire, much less how to get dragons' scales in future worlds. Simply reach into it and imagine what you want, and it will produce any non-unique material component to any spell of this world. They'll immediately crumble to dust if they leave your possession for any reason other than being used as part of casting a spell.

Mimir (200 CP)- Mimirs are mysterious objects made of an unknown silver metal. They come in many forms (skulls, coins, stars, etc) and float behind their owner. Mimirs provide basic information about The Outlands (the only plane where they function) and are the only way to reliably identify which ring a basher is currently standing in. Though since it's mostly the Clueless who need such guidance, knights of the cross trade often try to bob anyone with a mimir floating behind them. You have a mimir that uniquely works on any plane, even in future worlds, providing very basic information about prominent towns and features of your current plane.

Sect (200 CP)- Sects are organizations of cutters who all believe the same thing, only much smaller than Factions and usually limited to only one plane. You are the master of your own Sect, whose collective beliefs you are free to design. This collective belief has managed to provide you all with some minor custom supernatural benefit. Your initial

sect members will accompany you as followers.

Spell Keys (200 CP)- A berk can't just go wondering around the planes and expect her magic to work everywhere. If you want to cast a fire spell at full power on the Plane of Air, you need to speak its magic words while inhaling instead of exhaling. Summoning creatures from other planes will fail one time in ten on Ysgard if the caster doesn't carve or speak the gathering-rune during the spell. Alteration spells cast in the Abyss have a chance to transform the target into a more evil type of creature unless the caster and recipient mingle their blood. These methods to keep magic working "normally" are called spell keys. You have a collection of spell keys for all spells for all planes. First is a book that includes knowledge of all spell keys that are special procedures. Second is a collection of items where those are necessary, such as special incense for casting on the Plane of Smoke. Lastly there's a few people, cause casting divination magic on Carceri requires you to sacrifice a sod and read the future in their entrails. All of these respawn a day after use. The people count as followers.

These spell keys remain valid indefinitely for planes like Baator or Limbo where spell keys regularly change and even work in future settings. Just include the key for the closest spell on the closest plane to where you happen to be.

Well of Many Worlds (200 CP)- A way to get around the multiverse without worrying about finding the right portal. This seems to be a black cloth, but when unrolled and laid out it forms a portal to and from a random place on a random plane. If you want to go somewhere else, just move the cloth and the destination will be randomized again.

An Archmage's Panoply (400 CP)- You have a Staff of Thunder and Lightning. At base, it is a +2 quarterstaff. It possesses 25 charges, which can be restored by a priest praying over it or a wizard casting Enchant an Item, though each time this is done there's a small chance for a mistake that causes it to crumble to dust. Charges can be spent to to improve it to +3 and stun the next person it hits, charge it with electricity for its next attack, or shoot one (or both) of a lightning bolt or a cone shaped sonic attack. The Staff respawns a month after being destroyed. You also have a Robe of the Archmagi, which protects the wearer like armor, provides minor resistance to other kinds of harm, and empowers certain spells you cast so that they are harder to resist.

A Champion's Panoply (400 CP)- You have a +5 melee weapon and +5 set of armor of your choice, plus either a second +5 melee weapon or +5 shield. In addition, you have a Girdle of Giant Strength (Storm Giant), which provides the strength and rock throwing ability of a Storm Giant.

A Hierophant's Panoply (400 CP)- You have a Staff of Curing, which has charges like the Staff of Thunder and Lightning above, including respawning in a month if destroyed.

It can be used to case Cure Disease, Cure Blindness, Cure Wounds, or Cure Insanity. Each can only be cast twice per day, and no creature can benefit from the Staff more than once in a day. You have a Ring of Regeneration (restore 1 hit point per ten minutes, including regenerating limbs or even being returned to life so long as the ring is still on your finger) and a Ring of Protection +3, 5 foot radius (provides protection from all harm to you and all allies within five feet). Finally, you have two Ioun Stones that can be set loose to float around your head to claim their bonuses. They are an incandescent blue sphere (+1 Wisdom, max 18) and a lavender and green ellipsoid (absorbs spells of up to 8th level, burning out after absorbing 80 levels). The later will respawn a month after being destroyed.

A Trickster's Panoply (400 CP)- You have a +5 ranged weapon of your choice. Your equipment consists of a Cloak of Arachnida (ability to walk on walls, immunity to webs, resistance to poison from arachnids, cast a double sized Web spell once per day), Ring of Invisibility (at will invisibility and inaudibility), and Winged Boots (flight for up to two hours a day). You also possess a Bag of Holding, a two foot by four foot bag that can hold up to 200 pounds of contents in its extradimensional interior yet only weighs 15 pounds.

Demiplane (600 CP)- The Ethereal Plane is home to demiplanes both natural and artificial. From the Demiplanes of Electromagnetism, Shadow, or Time to spellslinger bloods' private kips to really weird ones like Neth the living Demiplane, you can decide on the properties of your own custom Demiplane to rule.

Maeldur Et Kavurik (600 CP)- At the dawn of recognizable history in the planes, the Baernoloth Daru Ib Shamiq drove an Aasimon to madness by whispering secrets of evil to him. This 100 foot long blob of flesh, covered in eyes and tentacles, is what is left of that Aasimon. It has the power to act as an interdimensional guide for anyone whose true name it knows, granting them the power to Teleport Without Error. In fact, fiends do not have this ability at all and only believe that they do because a secret order of Arcanoloths read each fiend's true name to the Maeldur. For buying him here instead of as a Companion, the Maeldur becomes a follower and comes with a list of all fiends' true names, which will update itself with each new setting. It comes with a Warehouse attachment that has a pool of water from the River Styx, which can be splashed on the Maeldur to make it forget everything it knows in case you want to take back the teleportation power you've granted.

Ship of Chaos (600 CP)- A new innovation for the Blood War invented by a collaboration of the Doomguard with the tanar'ri. Each one is formed from Larvae and crushed souls, with the mind of a sacrificed tanar'ri giving it intelligence. Even looking beneath the illusions that make it look like it is made of wood can drive a sod to insanity. It's equipped with multiple ballistae and with two magical Force Projectors that project

cones of force that can damage or even Disintegrate weak foes. The whole ship can project an aura of madness for a quarter of a mile around it. It can warp reality to squeeze through openings as small as five feet across, though doing so risks dispelling all magic aboard the ship and driving everyone on board insane as the force of entropy warps and twists reality. This ship's intelligence is forced to obey your commands and will continue to function forever instead of consuming the Larvae used in its construction as a normal Ship of Chaos does.

The Towers of Creation (600 CP)- On each of the four Quasielemental Planes connected to the Positive Energy Plane is a tower jutting out from the edge of energy marking the boundary to the Positive Plane. On the Plane of Lightning is the Tower of Storms, a structure made from an unknown glistening electric blue substance that can be sealed completely to form an invincible redoubt. The Plane of Mineral houses the Tower of Lead, a forge setup to work with any metal known (and with a bunch of extra tools no one can identify, presumably meant for working metals no one has discovered yet) that is of such a high quality that anything made here is twice as good as a regular forge. The Tower of Healing lies on the Plane of Radiance and is made of solidified blue light. Inside, natural healing is ten times as fast, healing magic is twice as potent, and anyone who stays a week will be healed of all diseases and afflictions. And the Plane of Steam contains the Tower of Ice. Made entirely of ice, brewing potions and poisons is easier within its walls. No one knows who made these towers or why, but you are free from whatever force normally makes anyone who stays in these towers too long disappear. In future worlds, they'll follow you as Warehouse attachments which you can deploy into the setting.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets 600CP to spend.

Canon Companion (100CP)- You can choose a character to become your Companion per purchase, as long as the belong to one of a few broad categories. Either they must have appeared in an official Planescape product, been born somewhere other than the Prime Material Plane or the Demiplane of Dread, or not be on than the Prime Material Plane or the Demiplane of Dread at the start of the jump. Companion the Lady of Pain at your own risk. Alternatively, each purchase can instead be used to gain an invite that can be extended to anyone here provided they accept.

Drawbacks

You can take up to +1800CP worth of Drawbacks.

Extended Campaign (0CP)- Been adventuring somewhere else in the multiverse and now you're ready to make the hop up to the planes? You may carry on where you left off in a previous Dungeons and Dragons jump that took place in the Great Wheel cosmology.

Aligned (+100CP)- Pick one of the nine alignments. You are truly and absurdly devoted to it in all the worst ways. If you're Lawful Neutral, expect to be a ridiculous stickler for all rules like the most boring Guvner imaginable. Or for Chaotic Neutral, you'll constantly being acting RaNdOm like a Xaositect. And if you're Lawful Good expect to be the That Guy paladin.

Barmy (+100CP)- Whether from too much time spent on Pandemonium, wrestling too much with the inherent meaninglessness of life as a Bleaker, or just taking one too many clubs to the head, you're insane. Not bad enough you need to be shipped off to the asylum, but you'll have to suffer through some kind of paranoia, obsession, or other quirk of psychology that will serve as a distraction to your goals.

Clueless (+100CP)- Turns out you're not a planar at all, but another sodding Clueless that's tumbled through a portal and out onto the planes. Even if you were born out here, you were summoned onto the Prime immediately and never left until just now. You've forgotten everything you know about the Planescape setting.

Faction Fanatic (+100CP)- You've taken sides in Sigil's philosophical-political divide in a big way. Choose one of the Factions (if you've taken any faction themed Perks, it must be one of those) and you are a devoted member of it. So devoted it's hard to get through a conversation without you extolling the wonderful truth of your Faction's beliefs. And of course, you can be counted on to jump right in for any opportunity to live up to your ideals, spread the good news, or show a rival faction what's-what.

Factional Enemy (+100CP)- One of Sigil's Factions has it out for you. You must have really pissed off a high-up, or at least look a lot like someone else who did. Pick one of the Factions. They want you put in the dead-book and will bend their influence to getting you sent there. If they have any legal power like the Guvners or the Hardheads, they'll try to have you executed in Sigil. If not, you can expect assassins and bounty hunters.

Getting Around the Hard Way (+100CP)- Much of Planescape takes great pains to explain how low level PC parties can make it around the planes without advanced magic like the Astral Spell or Plane Shift. You'll be getting well acquainted with portals, color pools, color curtains, planar vortices, pathways like Yggrdasil or the River Styx and such like, as no ability of yours or cast on your behalf can move you between planes. The only route available to you is to find a physical path to follow.

Gygaxian DM (+200CP)- Your life is going to be interesting, as if you're in a campaign run by Gary Gygax himself. Expect to run into all kinds of zany and hilariously deadly shenanigans during your adventures. It is advised to bring plenty of 10 foot poles and disposable followers.

Magic Addiction (+200CP)- Spellslingers who travel to the Astral Plane often become addicted to how easy magic answers their call there. They begin turning to magic to solve all their problems, even if sub-optimal, and look for any excuse to feel the rush of casting a spell. You now suffer from this ailment. If you don't know how to cast magic, your obsession is going to demand that you learn as fast as possible.

Naive Love (+200CP)- For all that Alisohn Nilesia is the feared fanatic who heads the Mercykillers, she's also a naive young girl who has fallen for the wiles of the charming Duke Roawn Darkwood who is the new Factol of the Fated. He feels nothing for her, and in fact is planning to sell her into slavery in Hell once she's played her part in his plan to conquer Sigil. Like her, you are highly romantic and have either fallen for, or will shortly fall for, a scheming manipulator who will abuse your feelings for them to make you into a puppet for their own schemes.

Racial Enemy (+200CP)- The lich queen of the githyanki eats the soul of any other githyanki who gets even a moderate amount of power. Zerthimon the god king of the githzerai likewise kills any githzerai who could rival him in power. You likewise have some high up member of your own race who has it out for you, and has tasked your fellows to bring you in for execution.

Torment (+200CP)- You wake up on a slab in a mortuary with no memories. But oh there are a lot of people who remember you and will want to take advantage of the fact you won't see them coming. You somehow have the impression that a deal with an untrustworthy Night Hag is behind it all. But at least you have only lost your episodic memory from this jump, not your skills…

...unless taken alongside Clueless, in which case you've forgotten those too. But they'll come back quickly with practice, especially if you can find a mentor with those same skills who you can observe.

Yugoloth Plots (+200CP)- It seems like every sodding thing in the planes is part of some Yugoloth scheme. Get involved in the Blood War? Yugoloth mercenaries will definitely be plotting something. Patron at the bar tries to offer you a some jink to go on a quest? Shapeshifted Yugoloth who wants a pawn. Divine vision arrives from your god in your dreams? Don't even have to ask: it's actually the Yugoloths.

Blood Warrior (+300CP)- Ignore your starting location unless it's between Baator and the Abyss, because you've joined one side of the Blood War. Maybe you fell for a Baatezu recruitment poster in Sigil or maybe a Molydeus press ganged you into a tanar'ri horde, but regardless you're currently in the camp of an army of one type of fiend or the other, one that's ready to march out and meet the enemy soon. If you don't want to spend the rest of your jump forced to fight endless armies of fiends and probably get back-stabbed by your own generals who don't want to pay up any jink you've been promised, you'll have to give the forces of evil the laugh and desert.

Dying (+300CP)- The extra power you've gained isn't free. It's slowly killing you. You've only got a few years before you'll burn out from the inside. The only way to stave this off is one specific legendary magic wand, one that's been hidden on some remote part of the planes so well that even the berks that hid it have had their memories erased. You'd best be prepared to wrestle the dark of the wand's location from the powers themselves.

Elemental Intelligence (+300CP)- The Clueless think that elementals are stupid. The dark of it is that any elemental you meet has simply gone insane, unable to comprehend what has happened to them when some alien flesh-monster pulls them into the eldritch horror of a strange Euclidean realm of only three dimensions. You now share their limitations. Whenever you are off your home plane (whichever one you chose for your Background) your intelligence drops until you're only dubiously considered sentient, acting purely on instinct.

Feeding on Belief (+300CP)- The surest way to kill a Power is to starve them of worship. Without anyone praying to them, they petrify and are cast down to the Astral Plane. Now you share this weakness. If you wouldn't otherwise, you have the bare number of worshipers of the average Demipower. And if your worshipers ever stop offering up their devotion, you'll die. You won't even get any normal benefit from all the worship, as it's all taken up keeping you alive.

Mazed (+300CP)- You've transgressed against the Lady of Pain and have paid the price. You have disappeared into one of her infamous Mazes, an extradimensional space that endlessly repeats Sigil's urban architecture. Normal magic has no hope of getting you out of here. You must find a way out (there's always one portal out somewhere inside, to taunt to poor sod as they spend centuries searching for it), for if you don't your chain will end. Luckily, after you do exit back to Sigil the Lady will consider your crimes forgiven, allowing you to stay or, if you're a power, ejecting you peacefully…

...unless you also took Blood Warrior, in which case she'll instead dump you into a throng of press ganged soldiers in a tanar'ri army as a final punishment.

Planar Restrictions (+300CP)- Spellslingers need to watch out on the planes, because each one has its own set of restrictions that make magic go barmy. And now your out of jump powers suffer from the same restrictions. You won't be able to use powerful hydrokinesis on the Plane of Air for example, and on Mount Celestia all your powers have a chance to randomly fail depending on how close your alignment is to Lawful Good. You don't even get to benefit from changes that empower spells, only ever suffering effects that prohibit, weaken, or warp your abilities.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.

While I haven't bothered to list all the classes and races from Dragon magazine, feel free to use playable races at no cost and include classes from it in your build, in case you really want to be a Crabman Frost Mage. That is as long as they're either specifically noted as being for Planescape or at least not based on any other setting.